



MAKE
YOUR
OWN
LUCK

GARETH RYDER-HANRAHAN



13TH AGETM

MAKE YOUR OWN LUCK



13TH AGE IS A FANTASY ROLEPLAYING GAME BY
ROB HEINSOO, JONATHAN TWEET,
LEE MOYER, & AARON MCCONNELL



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CREDITS

PUBLISHER

Simon Rogers

AUTHOR

Gareth Ryder-Hanrahan

ART DIRECTION

Gareth Ryder-Hanrahan

COVER

Lee Moyer

ARTWORK

Pat Loboyko

LAYOUT

Chris Huth

PLAYTESTERS

Kris Crofts, Neil Kelly, Christine
Maunsell, Mark McCann

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MAKE YOUR OWN LUCK

This is an adventure for *13th Age*, designed to introduce gamemasters and players to the improvised, player-driven, free-rolling style of the game. You don't need a copy of *13th Age* to run this introductory adventure if you're familiar with the rules conventions of any of the recent generations of d20-based class-and-level fantasy games. You may also wish to check out the Archmage Engine System Reference Document that the game's based on – it's available freely online at www.pelgranepress.com under the Open Gaming License. We've summarized the key rules and important bits of the game on the next page anyway.

Make Your Own Luck is for 2nd level player characters. Pregenerated characters are on pages 15-20 – they're missing some key features that the players can fill in at the start of play, as described under *Setup*.

The adventure casts the players as the defenders of a town under siege, sent to protect a treasure from falling into the hands of the attackers. Secretly, the attackers conspire with a cult inside the walls to summon a Living Dungeon up from the Underworld to wreck the town's defenses from below. Can the players save the treasure from the ensuing chaos, or will the forces of evil win a complete victory?

Make Your Own Luck is also a prequel to the upcoming *13th Age* megadungeon campaign pack, *The Eyes of the Stone Thief*, where the player characters embark on a mission of vengeance and hunt down the elusive Living Dungeon that makes a cameo calamity half-way through this adventure.

RUNNING 13TH AGE

13th Age gives the players much more input into the story than many other games, while still aiming for tense, balanced combats where luck and tactics both matter. When you're GMing *13th Age*, expect to be surprised and stay flexible. Let the players drive the story as much as possible, and concentrate on putting fun foes in their paths.

COMBAT

The basic rules of *13th Age* combat should be familiar to anyone who's fought a dragon down a dungeon in the last forty years. Throw a d20 to attack, adding on your attack bonus. If the total equals or exceeds your target's Armor Class, you hit and inflict the listed damage, which gets subtracted from their hit points. When a combatant reaches 0 hit points, they're down and out of the fight (bad guys are slain; player characters are unconscious and will soon die unless healed).

A natural 20 inflicts a critical hit for double damage.

Combat spells work the same way – roll a d20 and add the appropriate attack bonus listed for that spell. However, most spells target a foe's Physical Defense (PD) or Mental Defense (MD).

Some attacks cause ongoing effects, like being stunned, stuck or dazed. These effects are normally ended by a successful save – to make a save, roll a d20. If you get 11 or more, you pass. You make all saves at the end of your turn unless otherwise noted.

There's no need to use a battle map or miniatures on a grid – enemies are either Nearby or Far Away. If you're fighting a foe, you're considered to be Engaged with that enemy, and must make a normal save (11+) to disengage from that foe if you want to move elsewhere. If you don't disengage, the enemy gets to take a swing at you as you move away.

THE ESCALATION DIE

The Escalation Die is a six-side dice – specifically, the biggest, most impressive six-sider the GM can find. It measures the tempo of a combat, so as the fight progresses and gets more dramatic, the Escalation Dice, well, escalates and increases. The die starts at 0, and increases by 1 at the start of each round. The player characters (and a few select monsters) get to add the current value of the Escalation Die to their attack rolls. So, in the first round of a fight, the players get no benefit from the Escalation Die, but a few rounds later, when the Escalation Die hits 3, they'll all get a +3 bonus to all attack rolls.

(The defense values of bad guys are set slightly higher than the average attack roll, so the players can expect to miss a lot in the first few rounds of a fight. If they survive, then the tide turns as the escalation die rises.)

HEALING

Player characters heal using recoveries. Each PC starts with 8 recoveries, each of which heals a certain amount of hit points depending on class and Constitution. Out of combat, you can spend recoveries freely. In combat, you can use a standard action to rally and spend a recovery, but you can only do this once per fight. Otherwise, you'll need to rely on healing potions, spells or special abilities to trigger your recoveries.

If you're dying (at negative hit points) and you spend a recovery, you go back up to 0 hit points and *then* add on any hit points gained from the recovery.

SKILL CHECKS

To make a skill check, roll 1d20 and add your level, the most appropriate Ability Bonus (from Strength, Dexterity, Intelligence and so on), and your most relevant background. *13th Age* doesn't use pre-defined skills. Instead, each player character has a number of Backgrounds, each of which has a numeric rating, like "*Former Royal Bodyguard +4*". You can apply your Background's bonus to any situation in which it's appropriate. So, you might roll 1d20+Charisma+Level + *Former Royal Bodyguard +4* when trying to impress a noble with your knowledge of courtly etiquette, or 1d20+Wisdom+Level+*Former Royal Bodyguard* when trying to spot an assassin in a crowd. Maybe you could even persuade your Gamemaster that your *Former Royal Bodyguard* applies when trying to detect poisoned food, as part of your Royal Bodyguarding duties was to taste the prince's food each day.

For 2nd level adventurers, assume that they need to roll a DC15 check for a normal task, DC20 for a hard one, and DC25 for an absurdly hard one.

SAVES

If you're afflicted by ongoing damage or nasty conditions, you may roll a save at the end of your turn to rid yourself of your affliction. To make a successful save, you must roll 11+ on a d20.

Death saves work similarly. Start making death saves when you're at negative hit points. To pass a death save, roll 16+ on a d20. Succeed, and you can spend a recovery - go back to 0 hit points and then add on any hit points gained from the recovery. Succeed with a 20, and you can even jump up and act this turn. Fail four death saves, and you're dead.

SETUP

The pregenerated characters on pages 15-20 are missing a few key features, like names and personalities. They're also missing Backgrounds, Icon Relationships, and One Unique Things. Let's have the players correct these glaring deficiencies.

ONE UNIQUE THING

Every *13th Age* character has One Unique Thing about them. This can be mundane ("*I'm the best gambler you'll ever meet*") or supernatural ("*I alone among the living can speak the secret language of the undead*"). It can define the character's past ("*I'm the last survivor of a barbarian tribe, so all our tribal gods ride with me*") or future ("*I'm destined to be the best swordswoman in the world!*"). One Unique Things can't have direct combat utility, and if you want an unusual power, be prepared to give up something in exchange.

One Unique Things may not come up much in this adventure - they're more of a campaign-building tool - but they're still fun to have.

BACKGROUNDS

Each player has 8 points to assign to backgrounds of their choice, with a maximum of +5 going to any one background. A background can be anything that describes the character's past experiences, talents or skills. They can be brief and to the point (*Alchemist +3*, *Miner +2*, *Mountaineer +3*) or more descriptive and complex (*Mining Company Assayer +3*, *Saw Things In The Underworld +2*, *Captain of the Dwarven Mountain Rangers +3*).

ICONS

The Icons are the movers and shakers of *13th Age* - the rulers, the warlords, the supernatural powers. At lower levels, the PCs interact mainly with the organizations and followers attached to the Icons; later on, they'll meet the Icons themselves on close to equal footing. Each player has three Relationship Dice to assign among the Icons. A relationship can be positive (you're allied with that Icon), negative (you're an enemy of that Icon, and ally yourself with others who also hate that Icon) or conflicted (things between you and the Icon are... complicated).

In the game, Icon Relationships can provide benefits to the player characters ("*the Archmage entrusts you with a magic item that he's foreseen you'll need in the days to come*") and guides the GM in coming up with stories and plots that will hook the players ("*the Archmage asks for your help in investigating stories of a dungeon where magic doesn't work.*") When a player picks Icons for their character, it's a declaration about the sort of adventures they want to play. Negative Relationship with the Lich King? Expect to be fighting lots of Undead! Conflicted with the Great Gold Wyrms? That suggests you want stories about the consequences of duty, and how hard it is to live up to the ideals of lawful good.

To simplify things for this introductory scenario, all player characters *must* take a Positive or Conflicted relationship with a single good-aligned Icon. That Icon they all share is their patron for the adventure. The players should collectively pick one of the following:

- **The Archmage**, the greatest wizard in this age of the world, and the defender of the Empire against all manner of weird threats (many of which are side effects of his even weirder arcane experiments!)
- **The Emperor** rules over the Dragon Empire from the capital city of Axis. In his reign, the civilized lands have prospered despite the many threats that assail them. He commands the Imperial Legions, and holds the Empire together as his ancestral line has done for countless generations.
- **The Great Gold Wyrms** is the eldest of the Metallic dragons. Centuries ago, he hurled himself into the Abyss to stop a demonic invasion of the Empire, and remains there still, trapped between the infernal realms and the mortal world. His dreams still inspire paladins and rally the forces of good, even as his physical form fights an endless war against the demons.
- The cryptic **Priestess** is a relative newcomer to the Empire. She unites all faiths within the infinite cloisters of her ever-growing Cathedral. Her divine power equals the arcane might of the Archmage.

For their two other Relationship Dice, the players can pick another good Icon, double up on their shared patron, or pick another Icon altogether.

HOSTILE ICONS

These Icons are generally enemies of the Empire. The one picked by the majority of the players is going to be the villain of the adventure.

- The **Diabolist** plays with fire, summoning demons that even the Archmage fears. She can be cruel or charming, benign or utterly destructive depending on her mood. She claims that her vast and ever-growing army of fiends poses no real threat to the Empire, and that her summoning such hordes actually takes pressure off the Great Gold Wurm, but who can trust the word of the mistress of chaos?
- Once, the **Lich King** was the great Wizard King, until he grew corrupt and was slain in a revolt led by the first Emperor. He rose again as a Lich, and gathered all undead to his banner. The Lich King still considers himself the rightful ruler, and has even helped protect the land against outside threats in the past, but he never relents in his desire to see all the citizens of the Empire, living and dead, bow to his dark throne.
- The return of the **Orc Lord** to the Empire heralds a new era of strife and carnage. This charismatic warlord welded hundreds of warring orc tribes into a vast army, and soon they will crash into the Imperial Legions like a tidal wave of battle-axes and spears.
- The **Three** are three of the oldest and most dangerous dragons – the sinister Black, the sorcerous Blue, and the apocalyptic Red – who have allied together. Weirdly, the Blue rules the Imperial city of Drakenhall – she knelt before the Emperor, and submitted to a geas placed on her by the Archmage. Doubtless it's all part of some sinister scheme, but for the moment at least, one of the Three isn't actively trying to destroy the Empire. That's more than can be said for the other two – the Black sends assassins and killer monks to sow chaos, while the Red sometimes appears to sear cities and legions to ash.

The remaining Icons won't play a part in this adventure – unless a player character has a relationship with one of them, and brings them in somehow!

- The **Crusader** is the merciless fist of the dark gods, channeling the powers of darkness to battle monsters and demons. He's not the champion the Emperor wants, but he may be the champion the Empire needs.
- The **Dwarf Lord** is the Emperor's stalwart ally – but he's got a list of enemies as long as his beard, which can cause problems both above and below ground. Right now, though, the Emperor needs dwarven warriors to hold back the Orc Lord's armies.
- The **Elf Queen** rules the three branches of Elvendom – High Elves, Wood Elves and Dark Elves. She embodies the qualities of all three. Her alliance with the Emperor and truce with the Dwarf King ensures she keeps her Dark Elf ambition in check, but her Wood Elf wildness and High Elf arcane power make for a dangerous combination.

- The new **High Druid** is the first to claim that title in centuries. She champions the wilderness over civilization.
- Finally, it's said that the **Prince of Shadows** is behind every spy ring and criminal syndicate in the Empire. Of course, that's just the sort of rumor that a trickster like the Prince would spread...

ICONS & BENEFITS

Once the players have picked their shared Icon patron, and assigned their other two Relationship points, it's time to determine if anyone gets any Icon benefits this session. Each player rolls 1d6 for each Relationship. On a 6, that player gets some benefit from the corresponding Icon. On a 5, they get a benefit, but at a cost or with strings attached.

The simplest form of benefit is a new magic item, like

- **+1 Inimical Weapon:** When you hit with this weapon, you can deal +1d10 damage to that enemy, but if you do, you also take that extra damage.
- **+1 Bloodthirsty Weapon:** When you crit with a natural 20, you deal crit damage instead of normal damage if you hit with this weapon again during your next turn.
- **+1 Inspiring Weapon:** When you crit with a natural 20, any one nearby ally may roll a save against an ongoing save ends effect.
- **Belt of Vitality:** Increase your maximum number of recoveries by 1, and gain an extra +2 hit points worth of healing when you use a recovery.
- **Alleycat's Cloak:** +1 PD, and gain a +4 bonus to checks to hide in urban environments.
- **Helm of the Herald:** +1 MD, and you can magnify the volume of your voice at will up to that of a giant.
- **Thief's Eye Ring:** Close your eyes; you can now 'see' through the ring on your finger, and can use it to spy around corners, peer into small objects and so on.
- **Potion of Healing:** Use a Recovery.

If a player is lucky enough to roll two or more benefits, don't give them two items. Instead, tell them to keep the second benefit in reserve, and to find a way to use it in the game instead. Perhaps knowledge of the Archmage's secrets helps the PC automatically pass a skill check related to some arcane matter, or maybe a benefit from the Emperor could be used to rally scared troops during the Defense of the city.



Let's get this adventure started! This opening scene is all set-up and out-of-character narration – we'll segue into more conventional roleplaying once the players have helped build the setting for the adventure.

Harrowdale's a medium-sized town in the north-west of the Empire, between the Dwarf-Lands to the north and the capital to the south. To the west lie the Giantwalk Mountains; to the east, the trading city of Glitterhaegen, and beyond that, the waters of the Midland Sea. The Crusader's citadel of First Triumph is nearby.

Harrowdale would be fairly unremarkable if it was not for the Treasure that's kept in the town. The nature of this Treasure depends on the PC's patron. Who's their shared Icon?

- **The Archmage:** The Treasure is a magical gizmo, the Planar Orrery. It's a weird assembly of spinning brass spheres, crystal rods, and delicate clockwork. Apparently, it's a long-running experiment in manipulating elemental energies, and Harrowdale happens to sit on a dimensional rift that makes it perfect for this project.
- **The Emperor:** Harrowdale's former governor, Lucian Vrees, was secretly one of the Emperor's best spymasters. Lucian's archives – stored in a magically warded steel chest – are a wealth of coded information that's of vital importance to the future of the Empire. Those documents cannot be allowed to fall into enemy hands!
- **The Great Gold Wyrms:** Many Ages ago, the Great Gold Wyrms sent a flight of metallic dragons to save the Empire in a dark hour. The skull of one of these dragons, Sidabras, lies in a place of honour in the heart of Harrowdale.
- **The Priestess:** The temple in Harrowdale is the burial place of the Seer Adjorin, who had the divine gift of prophecy. Specifically, it was promised he would utter three great prophecies, but assassins murdered him shortly after his second prophecy. The clerics of the temple keep vigil over his skeleton night and day, in case Adjorin's corpse magically coughs up that foretold third prophecy. (Yes, technically it's a prophecy about a prophecy).

Whatever it is in your adventure, the Treasure is a) important and b) not immobile, but not easy to move either. The PC's patron sent

them to Harrowdale to protect the treasure, as they feared that a foe intended to capture it for some dark purpose. Shortly after the PCs arrived – about a month before the adventure begins – a host of trolls emerged from a cave in the hills and attacked. The trolls were beaten back, but returned in greater numbers and Harrowdale is now surrounded and besieged. The trolls are clearly working for one of the Icons, henceforth referred to as the Enemy.

Pick the Enemy based on your player's Icon relationships – if two of them have a negative relationship with the same bad guy, use that Icon.

- **The Diabolist:** Those trolls bear demonic sigils and tattoos, and their leaders have glowing eyes and snort sulphur. The PCs face an army led by possessed trolls. No doubt there are crazy spellcasting cultists of the Diabolist lurking amid the trolls.
- **The Lich King:** That cave in the hills was a mass grave dating back to the Troll Wars of the 11th Age. Clearly, some necromancer has turned all those trolls into undead monstrosities. They're both rotting and regenerating at the same time, so the streets of Harrowdale are getting choked by snow-drifts of flaky, ashen troll-hide shed by the besieging army.
- **The Orc Lord:** These trolls have a military discipline not normally associated with their kind, and they're building siege engines out there. Clever trolls...
- **The Three:** You know what *really* motivates a bunch of troll slaves? Dragons who can breathe fire and acid. Judging by the scars on the backs of these trolls, these guys are *really* motivated to conquer Harrowdale and steal the treasure.

Marrowbreath: Regardless of which icon is the Enemy, the leader of the trolls is a particularly fearsome monster named Marrowbreath. Since the siege began, stories about that brute have circulated through Harrowdale. Ask the players for rumours about Marrowbreath – some of them may turn out to be true when the players fight him in Scene 6.

DEFENDING HARROWDALE

In the month since the siege began, the PCs have helped lead the Defense of Harrowdale. Yes, they've helped *lead* the defense.

2nd level 13th Age player characters are actually impressive heroes compared to your average town guard. Go around the table and ask each player what they've done to contribute to the defense of the town. Have they improved the fortifications of the town? Have they created some magical defenses? Sabotaged the trolls by poisoning their water supply? Trained the townsfolk in anti-regeneration countermeasures?

The players may have questions about Harrowdale, its defenders, or the Treasure. In general, let the players answer their own questions – if they want Harrowdale to be on top of a hill, it's on top of a hill. If the dwarf wants it to have impressive-but-dilapidated walls that he can heroically repair, then it's surrounded by crumbling walls.

Inviolate facts:

- The Imperial Legion is on the way to relieve Harrowdale and break the siege, but until they show up, the town's defenders must hold.
- The player characters haven't been able to get the Treasure out of the town. They can move it to a hiding place in town, but they can't get it past the troll siege lines.
- Refugees from the surrounding countryside rushed to take shelter in Harrowdale during the gap between the initial troll attack and the renewal of the siege.
- This adventure's about the troll siege, so the players can't narrate their way out of the siege. Even if they come up with a brilliant scheme, the best they can do is reduce the troll forces.
- Still, things are close to evenly matched, and every day Harrowdale holds out, that's one day closer to the arrival of the Imperial Legion. Time does not favor the enemy.

If a player comes up with a plan that sounds risky, have them make a skill check to determine if they succeed. If the roll fails, have the player describe how their character barely scrambles to safety with a host of trolls at their heels.

THE SCENE IS SET...

Once you've gotten the basics of Harrowdale nailed down, and all the players have had a chance to contribute to the tale of the town's defense, move onto *Troll Attack*!

TROLL ATTACK

It is, in the tradition of these things, a dark and stormy night. Ask each player where their character would be on a night like this – patrolling the walls? Keeping watch? Getting some sleep so they can prepare spells in the morning? Rousing the spirits of the townsfolk with an inspiring song?

If any of the characters are on the walls, they see a group of trolls preparing to attack one of the weaker spots in the defenses. Otherwise, one of the town's defenders raises the alarms, and the player characters can rush off to join the fray. Remember to mention any defensive preparations made by the players – maybe they've got pots of burning oil stationed along the walls, or the party wizard drew warding sigils atop the wall. If it's appropriate, reduce the troll's defenses by a point or two to reflect any such defensive preparations.

ENEMY POWERS

The siege trolls (but not the troll runts) get a special bonus power depending on who the big Enemy of your adventure is.

Diabolist: The siege troll is possessed by a demon. Each time it regenerates, it gains a demonic body part giving it one of the following bonuses. Each can only be gained once.

- **Demon Claws:** +2 damage
- **Demon Hide:** +1AC
- **Demon Wings:** The troll can now fly!
- **Demon Heart:** The troll gains *Resist Fire 18+*; it only takes half damage from any fire attack unless the attackers rolls a 19 or more.
- **Demon Limb:** The troll grows a demonic arm, giving it a third *Greedy Wicked Claw* attack.

Lich King: The trolls keep coming even when they're out of regenerations and are at 0 hit points. Their skeletons shamle on and fight for another round after they die. The skeletons shatter at -20 hit points, or at the end of this bonus round. Also, the trolls are Undead and are Vulnerable to Holy attacks, which means any attack against them that deals holy damage will crit on a natural attack roll of 18+.

Orc Lord: The trolls wear Armor and carry big troll swords. Give them +1AC and +2 to damage.

The Three: One of the trolls has some draconic qualities, and can breathe lightning as a free attack whenever the escalation die is even. This attack is +7 vs. PD, hits one nearby target, and does 2d6 lightning damage.

This initial troll attack consists of a few big Trolls and a bunch of smaller Troll Runts. They've clambered/broken through the outer fortifications of the town.

(This is a slightly tougher-than-baseline fight for 2nd level characters; if this is the first time your players have played 13th Age and they're still getting to grips with the combat system and tactics, they may get into trouble. Take the pressure off by having some of the NPC defenders show up to distract the monsters. They won't be able to kill a troll, but could buy the PCs time to heal, or throw a flaming pot of oil on a troll to stop it regenerating.)

Number of PCs	Siege Trolls	Troll Runts
3	1	1
4	1	2
5	2	0
6	2	1
7	2	2

SIEGE TROLLS

Large 3rd level troop [GIANT]

Initiative: +8

Greedy wicked claw +7 vs. AC (2 attacks)—12 damage

Trollish regeneration 10: While a troll is damaged, its rubbery flesh heals 10 hit points at the start of the troll's turn. It can regenerate three times per battle. If it heals to its maximum hit points, then that use of *regeneration* doesn't count against the three-use limit.

When the troll is hit by an attack that deals fire or acid damage, it loses one use of its *regeneration*, and it can't regenerate during its next turn.

Dropping a troll to 0 hp doesn't kill it if it has any uses of *regeneration* left.

AC 16

PD 16

MD 12

HP 72

TROLL RUNT

Large 2nd level troop [GIANT]

Initiative: +6

Claw +6 vs. AC (2 attacks)—7 damage

Trollish regeneration 5: While a troll is damaged, its rubbery flesh heals 5 hit points at the start of the troll's turn. It can regenerate three times per battle. If it heals to its maximum hit points, then that use of *regeneration* doesn't count against the three-use limit.

When the troll is hit by an attack that deals fire or acid damage, it loses one use of its *regeneration*, and it can't regenerate during its next turn.

Dropping a troll to 0 hp doesn't kill it if it has any uses of *regeneration* left.

AC 15

PD 15

MD 11

HP 50

INTRUDER ALERT!

When the Escalation Die hits 4 (or when the trolls are defeated, whichever comes first), call for Wisdom skill checks from the players (DC20). Those who succeed spot a band of goblins sneaking over another section of the wall – clearly, this troll attack is just a diversion to lure the defenders away.

If the PCs fail to spot the goblins, they notice them a short while later, when the goblins murder an unlucky town guard who got in their way. His scream of pain alerts the characters that enemies are inside the town.

Injured Player Characters: Between fighting the trolls and chasing the goblins, the player characters get to have a Quick Rest by catching their breath. They can spend as many Recoveries as they wish, and may also roll to recover any powers they used that have a Recharge value.

CHASING THE GOBLINS

The goblins don't stand and fight – they flee into the warren of the town's alleyways and rooftops. There's one and a half goblins per player character (what's a half goblin? A goblin that starts any fight at half hit points, of course!) and the PCs must hunt them all down before the little terrors cause havoc in Harrowdale. The PCs can split up, divide into teams, or hunt the goblins as a group, but if they stick together, they'll have to find a way to corral the goblins – the goblins have no desire to face an adventuring party in pitched battle.

Have each player describe how their character contributes to the goblin hunt, and then have each of them make a skill check (DC15) based on the tactics they describe. For example, racing over the rooftops is clearly Dexterity-based, while organizing a search party uses Charisma. A successful check means the player character corners their goblin quarry before the goblins can do anything nasty. Failure means the goblins complete some act of sabotage before being caught. Goblins working for the Diabolist or Orc Lord might carry fizzing alchemical torches to set fire to wooden buildings, while those in the service of the Lich King carry sacks of pestilent grave dirt to sow disease.

GOBLIN SCOUTS

1st level troop [HUMANOID]

Initiative: +4

Club +6 vs. AC – 6 damage if the goblin and its allies outnumber their enemies; 4 damage if they don't.

R: Shortbow +6 vs. AC – 4 damage

Shifty Bugger: Goblins gain a +5 bonus to disengage checks.

AC 16

PD 13

MD 12

HP 14

THE GOBLIN'S CLUE

The last goblin to be defeated carries a clue about the threat facing Harrowdale – there's a spy in the town who can somehow end the siege swiftly, but at a price. The characters might find this clue by:

- Capturing a goblin and interrogating the wretch. *Spare my life, gentle masters, and guard me from those trolls! They ate my cousin! Gobbled him up like you'd eat a squirrel, they did! Look, they sent me to find a woman. Not any woman, one in particular. Jaleh, they said. Look for the nightcandle, they said. Said it was time to end this siege, if we paid her with magic. High price, too, and the other masters didn't argue. I'd have haggled – I'm good at barter. See this sword? Got that for my cousin...*
- Searching the goblin's pouch. Inside, they find a letter which reads *Jaleh – the time has come. Take your payment and do as you promised. When you are ready, light the nightcandle, and we will attack when the defenses fall.*
- A more exotic method, like shadowing one of the goblins until it meet with Jaleh (requiring a DC25 Dexterity Skill Check to

sneak after the goblin, but potentially short-circuiting Scene 3 and skipping right to Scene 4), or using Ritual Casting to improvise a way to speak with a dead goblin's corpse.

Jaleh: None of the player characters have heard of this woman before. Either she's not using her real name, or else she's stayed out of their way during their time in Harrowdale.

Nightcandles: One of the player characters has heard of these (maybe through an association with the Prince of Shadows, or throw some suitable Background). They're rare magic trinkets. A nightcandle burns very brightly, but only those attuned to it can see its flame, and it doesn't illuminate its surroundings. In effect, it's a signalling device or beacon for a select group. To attune to a nightcandle, you need to rub it with your blood. If there's a nightcandle burning in Harrowdale, then the player characters can't see it, but the Enemy can.

Jaleh uses her candle both to let the goblin messengers know where she is, and to signal to the forces outside the town walls.

FINDING THE TRAITOR

So, there's a dangerous spy within Harrowdale, as if a troll army camped outside wasn't bad enough. On the bright side, a messenger bird from the Imperial Legion arrives with the dawn, bringing word that relief is only a day or two away. Morale in the city soars when this news spreads – soon the trolls will be gone and Harrowdale will be safe!

How do the players find this 'Jaleh'? Here are some viable paths – players may think of more.

Look for the Nightcandle: The PCs aren't attuned to the Nightcandle, so it just looks like an ordinary candle in a window to them. However, they could capture another goblin (or use a goblin prisoner as a guide), or – ick – drink a little goblin blood, as blood's part of the attunement method. A spellcasting PC could possibly come up with a ritual that lets them see the Nightcandle's light.

Alternatively, they can apply a little logic. The Nightcandle was visible to the goblins as they ran through the streets, so it has to somewhere high up in the town. All they need to do is scour the taller buildings and rooftops for an out-of-place candle.

Hit the Streets: None of the long-term residents of Harrowdale know a Jaleh – but the town took in refugees shortly after the first troll attack. A spy could have crept in along with the terrified peasants. Asking among the refugees points the characters towards an old woman from the hills named Jaleh; she's rumoured to be a witch or sorceress.

Use The Treasure: The PCs were sent to Harrowdale to guard a magical treasure, and maybe that treasure can help them out (optionally, have a PC spend an Icon reward to activate the treasure or use an icon result award to make the PC aware that they might be able to use the treasure to find Jaleh):

WE DON'T NEED TO WORRY...

Hang on, says a nitpicking player. If this message is telling Jaleh to put their plan into motion, and we've intercepted the message, then she won't know she's supposed to do anything. She'll just sit there waiting for orders. We don't need to do anything!

Two things to note: firstly, the note implies that the Enemy are *bringing forward* their schemes, not changing tactics. Jaleh's going to do whatever she's plotting soon anyway.

Secondly, as anyone familiar with (i.e. has a Relationship with) the Enemy knows, things aren't so simple.

- **Diabolist:** The Diabolist uses messenger imps for important messages. If the goblins fail to report back, she'll send an imp instead. She may have done so already.
- **Lich King:** As soon as the first goblin died, the Lich King knew something was awry. Killing the One-Eyed King's servants is literally sending him a message, and doubtless he'll reply in kind.
- **Orc Lord:** Military discipline trumps goblin ineptitude – for all his savagery, the Orc Lord is a tactical genius, and always has a backup plan. The next day, the entire troll army starts shouting in unison, beating their swords on their shields as a raucous counterpoint. *JA-LEH! JA-LEH! JA-LEH* they shout. The folk of Harrowdale dismiss it as a barbaric chanting, but the players know better...
- **The Three:** Just as the PCs are discussing this very matter, a shadowy shape slithers out of its hiding place and darts out the window, vanishing in an instant. That was one of the Black's lizard-man ninjas – probably sent as back-up for the goblins.

- **The Planar Orrery (Archmage):** If this Jaleh can bring down the defenses of the town, then she must have access to some powerful magic. With a little adjustment, the Orrery can be used as a sensitive magic detector, zeroing in on any unusual spellcasting within the walls of Harrowdale.
- **Lucian Vrees' Archive (Emperor):** According to Vrees' notes, Jaleh is a member of an anti-Imperialist cult who worship an entity called the Devourer. The archives contain a description of her – she's a shapeshifting tiefling, but Vrees notes her favorite disguise is that of a harmless old woman. Armed with this, the PCs can easily track her down.
- **Sidabras' Skull (Great Gold Wym):** The senses of dragons (even dead ones) are supernaturally keen. If a PC looks through the eyeholes of the skull, they'll be able to see the Nightcandle's flame. All the PCs have to do is drag a horse-sized skull around town until they spot it.
- **The Bones of Adjorin (Priestess):** Adjorin's destined to give one more prophecy before the end of the world – but maybe, if the players beseech the corpse with sincerity, he'll give them a sneak preview by pointing in the direction of Jaleh's house.

FAIL FORWARD!

One of the core tenets of 13th Age is the concept of 'failing forward' – instead of a failed skill check or other dice roll preventing the player characters from moving the story forward, they instead succeed at a cost or with an added complication. For example, if a player character tried to break down a door to get into a dungeon, simple failure is boring – it's much more fun to have the PC smash through the door and make a lot of noise, alerting a nearby monster, than it is to describe the PC bouncing off the impenetrable barrier.

Similarly, when the PCs go looking for Jaleh, a failed check should still bring them closer to their goal, but also adds more problems and dangers. Fail a Charisma check while asking around? The local tells you where to find Jaleh – but doesn't trust you, and runs ahead to warn her that you're coming? Fail a Wisdom check while trying to beseech Adjorin to guide you? The holy bones still move, but they'll demand that you make a suitable sacrifice to the gods as penance afterwards.

THE SLAUGHTERHOUSE

The PCs' investigations bring them to a crumbling building in a poorer section of Harrowdale. Once, it was a slaughterhouse where cattle from the surrounding farms were killed for their meat. The stones in the yard outside are still stained red in places. The family who owned the slaughterhouse died of a plague some years ago, and no-one felt comfortable working in the house after that. Now, with the town under siege and shelter at a premium, the house was opened up to refugees from the countryside.

There's a tall wooden frame in the yard that was once used for hanging carcasses; Jaleh's Nightcandle sits on top of the frame.

Five people live here – a farmer named **Hengar**, his wife **Aud**, their young son **Mikel**, a former mercenary named **Alik** and **Jaleh** herself. The first four live in the slaughterhouse itself; while Jaleh has taken over a storage cellar.

Hengar and his family are terrified of Jaleh, and are convinced (correctly) that she's a sinister spellcaster. However, before Hengar realised what she was, he accepted Jaleh's offer to treat Mikel's injuries (the boy was clawed by a troll as the family fled to Harrowdale, and was on the brink of death when they arrived). Jaleh's magic has healed Mikel, but the boy is now her hostage in the cellar.

Alik is more than a little crazy, and is in Jaleh's thrall.

AWKWARD MEETINGS

When the PCs arrive at the slaughterhouse, Hengar's outside in the yard stacking barrels of salted meat (as the siege wears on, supplies may be an issue). Alik sits near the door, whetting his sword. He lets Hengar do the talking, but eavesdrops on the conversation – if the PCs mention they're here to question/arrest/thwart Jaleh, he heads into the slaughterhouse and goes

down into the cellar to warn her unless stopped.

Hengar greets the player characters and nervously asks their business. He'd like nothing more than to have a band of well-armed heroes deal with his sinister housemate, but she's got his son in her lair. He tries to be circumspect; he throws nervous glances towards Alik, and tries to make it clear that he can't speak freely. (Give the players a DC15 Wisdom check to notice this, or roleplay it out; failure means that Alik goes to warn Jaleh.)

Hengar tells the players the following information – either through subtle hints that don't alert Alik, or by blurting everything out while urging the characters to rush after Alik if things go awry.

- Jaleh does indeed live here. She's in the cellar under the slaughterhouse.
- She's got magical powers. She took his son Mikel to 'heal' him after he was attacked by a troll. Mikel's down in the cellar with her.
- He doesn't know what else she's doing in the cellar, but he fears it's something dark and unwholesome.
- Once, he tried to sneak down there to get Mikel, but the shadows bit his hand, and he fled. He doesn't know what's guarding the cellar, but it's able to hide in the darkness and has acid for teeth.

INTO THE CELLAR

A trapdoor in the slaughterhouse opens onto a narrow staircase. The air down here is thick with the smell of blood and earth, and there's a strange energy pulsing through the stone walls. The cellars directly beneath the slaughterhouse were used for storage, but there's also a short underground passageway leading to an old well, and that's where the PCs find Jaleh. She's set up a small altar on top of the well; Hengar's son Mikel lies on a blanket in front of the altar, with Jaleh kneeling beside him. She looks like an old woman when the characters arrive, but as soon as fighting starts, she sloughs off her magical disguise and reveals herself as a tiefling (she's got demonic ancestry somewhere in her family tree), wreathed in blue fire.

- If Jaleh knows the PCs are coming, then she uses young Mikel as a hostage. The farmer's son – a boy of fourteen – has no idea what's going on; he's still delirious from his injuries. Jaleh puts a knife to his throat and warns the PCs that if they come any closer, she'll kill him.
- If she doesn't know they're coming, then they find her chanting and performing a strange ritual that involves dropping stones into the well. (She's communing with the Stone Thief.) If the PCs attack, her slimy bodyguards slither down to save her, but the PCs do get a surprise round to attack the slimes. (In

ALIK

If the PCs are careful and clever, they can grab the mercenary before he runs into the cellar. Don't bother running a fight if it's just Alik versus all the player characters – he's not a threat on his own. Taking Alik out early means the PCs have a better chance of surprising Jaleh.



a surprise round, the PC with the highest Initiative and one other nominated PC are the only people who get to act.)

- Jaleh has a number of slimy bodyguards – pitch-black oozes with an acidic touch. They're about as smart – and as savage – as alley cats. Depending on what happened up in the yard, she may also have Alik the mercenary defending her.

NEGOTIATING WITH JALEH

Unfortunately for the player characters, they're dealing with a fanatic. One way or another, Jaleh intends to complete her ritual and call up the Stone Thief. It's a matter of religious obsession for her – her god is very near, swimming through the earth, drawn by her prayers. Her bargain with the Enemy was that the Enemy would get the Treasure of Harrowdale, and the Stone Thief would get to consume the town afterwards.

To call the Stone Thief, Jaleh needs a source of power for her ritual. She intended to use Mikel, but any death would do – indeed, the death of a hero would be far more potent than that of a farmboy.

FIGHTING JALEH

Jaleh can sacrifice Mikel as a standard action to complete the ritual instead of attacking. A PC who beats Jaleh's initiative can grab Mikel with a DC10 Strength check, or knock Jaleh's dagger away instead of dealing damage with a successful attack. A critical hit on Jaleh also drives her away from her prospective sacrifice.

THE CULT OF THE DEVOURER

Jaleh is a member of the Cult of the Devourer, a secret order dedicated to a) worshipping the Living Dungeon known as the Stone Thief and b) overthrowing the Empire. Their ultimate goal is to feed the dungeon enough magical power so that it can smash the Empire for them.

Uncovering and defeating the cult is a major part of the *Eyes of the Stone Thief* campaign.

JALEH

4th level caster [HUMANOID]

Initiative: +8

Stone Knife +9 vs. AC – 13 damage

C: Stone Curse +7 vs. MD (one nearby target) – 12 psychic damage, and the target is Stuck (save ends.) Being Stuck means the character is unable to move, but is not hindered in any other way.

Flaming Shield: As a move action, Jaleh can conjure a curtain of blue flame that whirls around her. Any foe already engaged with her or who moves to engage her while her shield is up takes damage equal to 5+ the value of the escalation die. The shield lasts until the start of Jaleh's next turn.

AC 20

PD 14

MD 18

HP 54

SLIME GUARDS

2th level Mook [ABERRATION]

Initiative: +4

Acidic Bite +7 vs. AC – 3 acid damage

Natural 16+: The target also takes 3 ongoing acid damage (save ends). Ongoing damage means the victim keeps taking the listed damage at the start of each of their turns until they make a successful save or perish.

Dark Slitherers: Slime Guards are almost impossible to spot in the darkness. If one attacks from hiding, it gets a +1 bonus to its attack in the first round of combat.

AC 18

PD 16

MD 12

HP 9 (mook)

Mook: Kill one Slime Guard for every 9 damage dealt to the mob. So, if a PC hits a Slime Guard for 25 damage, that kills two Slimes (9 damage to each) and inflicts 7 damage on the third.

ALIK

3th level Troop [HUMANOID]

Initiative: +6

Sword +8 vs. AC – 7 damage

Natural even hit: Alik bashes a nearby PC other than the target of his Sword attack for 3 damage.

Natural odd hit: Alik smashes his shield into his foes' face. His target is Dazed (-4 to attacks) until the end of their next turn.

Miss: 3 damage.

Crazy Escalator: At the start of any round, Alik may choose to add the value of the Escalation Die to his attacks. If he does so, he takes 1d6 damage.

AC 20

PD 17

MD 13

HP 40

Number of PCs	Jaleh	Alik*	Slime Guards
3	1	1	1
4	1	1	2
5	1	1	4
6	1	1	6
7	1	1	8

*If the PCs stopped Alik from joining the fight, replace him with three extra Slime Guards.

THE CALLING OF THE THIEF

Maybe...

Jaleh drives her knife into the heart of a player character. *"Your death has meaning,"* she hisses, *"this has always been your destiny."*

Or

Jaleh hisses at the PCs, and draws her stone knife in a savage cut across Mikel's throat. As his blood hits the floor, the ground shakes.

Or

'There is always a sacrifice' whispers Jaleh, as she dies on a PC's sword. A thrill of energy runs through the PC who slew her, as she spends the last of her life force to complete the rite. The ground quakes in answer.

RISE OF THE STONE THIEF

Jaleh has called the Stone Thief, one of the oldest and most dangerous of the Living Dungeons that crawl up from the deeps and burst into ghastly new labyrinths should they reach the surface. The Stone Thief is unlike most of its kin – instead of spawning a new dungeon when it breaks through to the lands above, the Thief steals from the surface and makes new dungeon levels inside itself. Now, it's going to swallow Harrowdale – starting with the slaughterhouse.

A huge chasm opens up, centered on the old well. It grows wider and wider, splitting the ground open. Debris from the surface falls past the player characters. Anyone brave enough to look into the chasm sees that it goes down for hundreds of feet, and there are innumerable corridor entrances and doorways in its sides, as if a giant sword had cut a dungeon in two and the PC is looking at a cross-section of it.

Fleeing the cellar before it falls into the chasm is clearly the thing to do. If he's still alive, the PCs can grab Mikel as they run. The widening chasm chases them down the corridor, and the stairs fall away behind the player characters as they run back up to the surface. Bursting out into the open air, they see the whole slaughterhouse slip and fall into the chasm.

The devastation caused by the rising dungeon is *centered* on the spot where Jaleh completed her ritual, but it isn't *limited*

Non-Violent Solutions

If the players somehow stop Jaleh without killing her, then you've got two options as GM. Option one – reward the players for their clever thinking by letting them find a magic item or other treasure in Jaleh's cellar, then have her slip free and throw herself into the well, where she falls to her death and summons the Stone Thief anyway.

Option two – the dungeon doesn't rise. Skip section 5 entirely. Harrowdale isn't smashed. Frustrated and desperate, Marrowbreath launches a final attack on the town. Run Scene 6 as a fight on the walls as the troll captain batters through to face the PCs, and make it clear to the players that they've beaten this adventure into the ground.

to there. Similar maws open all around Harrowdale, swallowing buildings and other structures. Remember all those siege defenses the PCs built back in Scene 1? They're meat for the dungeon. Take glee in demolishing all the players' carefully-laid defenses and plans. Make it clear that Harrowdale is lost and doom is upon them.

Giant sinkholes aren't the only danger facing the town. Living Dungeons brim with monsters, and as soon as the Stone Thief rises to the surface, some of those monsters come out to play. Ghouls lurk in the upper levels of this particular Living Dungeon, and now swarm out into Harrowdale.

TAKING ACTION

There's no way for the PCs to stop the Living Dungeon, but they can take action to reduce the damage. The immediate task is to get Hengar and his family away from the growing sinkhole, and to fend off any ghouls that crawl out of the pit. After that, the PCs have two challenges before them – they need to rally the defenders, and they need to rescue the Treasure they were sent here to protect!

RALLYING THE DEFENDERS

A Living Dungeon rising up to wreck your home and spit monsters into the rubble is traumatic at the best of times; having it happen after a month-long siege by an army of trolls is just cruel. The defenders of the town are exhausted and confused, and need leadership. How do the player characters inspire them? Between them, the players need to get a number of successful checks equal to half the number of players to rally the defenders; each player only gets one attempt.

- **Lend me your hearts!** A DC15 Charisma skill check coupled with a heroic speech can rally the troops. The player needs to give the soldiers some strand of hope to cling to; just saying 'fight harder' isn't going to work.
- **Leading the fight!** Leaping into the fray against ghouls and trolls can rally the people. Resolve this as a simple skill check, not a fight – Strength or Constitution, DC15.

- **The way is blocked!** The quakes caused by the rise of the Thief caused buildings to collapse across Harrowdale, trapping one group of defenders. A Strength check can force a way past; Dexterity can find a safe path over the rooftops.
- **Look out!** Another part of the dungeon bursts out of the ground! A Wisdom check (DC15) lets a character spot the ground bulge before the Stone Thief breaks through.
- **Cunning Plans:** If a player comes up with a really clever idea, especially one that utilizes one of the defensive preparations they made earlier, give them a free success without having to roll.

- **Take that!** Using a Daily spell or power to blast the enemy is worth a success without having to roll.
- **Fight for the Emperor!** A player who's still got an Icon benefit hanging around can spend it to gain a success – assuming they can justify it with a good story. Using an Icon benefit doesn't count as a player's attempt to overcome this challenge.

If the players fail to get enough successes in this challenge, the final fight gets tougher as the defenders of Harrowdale panic and flee in confusion. If the players succeed, then Harrowdale rallies for one last fight against the trolls, with the soldiers buying time for the civilians to escape the wreck of the city.



BATTLE ON THE PRECIPICE

This fight can take place in the shrine that holds the Treasure, or on the ruined walls of Harrowdale, or wherever your player characters end up in the confusion caused by the rise of the Stone Thief and the destruction of the town. After all, the dominant physical feature of this fight scene is the yawning maw of the Living Dungeon, and that can happen anywhere.

In this fight, the player characters face the leader of the troll army, the dread **Marrowbreath**. If they made it to the Shrine holding the treasure, so did he. Otherwise, they run into him as he leads the attack on the city through one of the breaches opened by the Stone Thief.

Marrowbreath's a fearsome foe – and if the characters failed to rally the defenders, then he's not alone, as a pack of Starveling Ghouls crawled out of the dungeon and followed him. After all, where Marrowbreath goes, there's sure to be carrion to scavenge soon.

As soon as the troll leader sees the player characters, he bellows a challenge and attacks.

MARROWBREATH'S POWERS

Remember those rumors about Marrowbreath? Some of them might be true. If you want, give Marrowbreath a bonus power or two, similar to the extra powers possessed by the trolls (page 8). Alternatively, just pick one of the extra powers and give it to Marrowbreath.

The troll leader also get the extra power matching the Enemy icon. So, if Marrowbreath's working for the Lich King, he gets to keep fighting for a round after death *and* another power.

THE CHANGELING BATTLEFIELD

The Stone Thief keeps gnawing at the battlefield. When the Escalation Die hits the listed value,

ED0: The ground shakes. No effect, just theatrics.

ED1, 2: Cracks appear. Pick a random combatant (player character or monster) and make a +10 attack vs. their PD; on a hit, they take 3d6 damage.

ED3: A yawning pit opens in the middle of the battlefield. As long as no-one's stuck, unconscious, confused or otherwise incapacitated, they can easily avoid it. Throwing someone into the pit is a DC25 Strength check.

ED4, 5: The pit get wider, and more cracks spread out from it. Pick *two* random combatants (player characters or monsters) and make a +10 attack vs. their PDs; on a hit, the target takes 3d6 damage.

ED6: If any of the player characters are still alive, then the cavalry arrives, in the form of an Imperial Legion dragon. It circles over the battlefield, and lets out a breath of fire that hits Marrowbreath for 20 fire damage.

MARROWBREATH

Large 4th level leader [GIANT]

Initiative: +10

Greedy wicked claw +8 vs. AC (2 attacks)—15 damage

Trollish regeneration 10: While Marrowbreath is damaged, its rubbery flesh heals 10 hit points at the start of its turn. It can regenerate five times per battle. If it heals to its maximum hit points, then that use of *regeneration* doesn't count against the five-use limit.

When Marrowbreath is hit by an attack that deals fire or acid damage, it loses one use of its *regeneration*, and it can't regenerate during its next turn.

Dropping Marrowbreath to 0 hp doesn't kill it if it has any uses of *regeneration* left.

Push Beyond The Limits: Marrowbreath may spend one of its uses of *regeneration* to make another *Greedy Wicked Claw* attack as a free action.

Suck Your Marrow: When Marrowbreath staggers (reduces to ½ starting hit points) or downs (reduces to 0 hit points) a player character, it gains another use of *regeneration*.

AC 17

PD 15

MD 15

HP 80

TROLL RUNT

Large 2nd level troop [GIANT]

Initiative: +6

Claw +6 vs. AC (2 attacks)—7 damage

Trollish regeneration 5: While a troll is damaged, its rubbery flesh heals 5 hit points at the start of the troll's turn. It can regenerate three times per battle. If it heals to its maximum hit points, then that use of *regeneration* doesn't count against the three-use limit.

When the troll is hit by an attack that deals fire or acid damage, it loses one use of its *regeneration*, and it can't regenerate during its next turn.

Dropping a troll to 0 hp doesn't kill it if it has any uses of *regeneration* left.

AC 15

PD 15

MD 11

HP 50

STARVELING GHOULS

2nd level mook [UNDEAD]

Initiative: +5

Vulnerability: holy (Holy attacks vs. it have crit range expanded by +2)

Scrabbling claws +7 vs. AC - 3 damage

Natural 16+: The target is Vulnerable (attacks vs. it have crit range expanded by +2) to attacks by undead until the end of the ghoul's next turn. Note that this is especially nasty if Marrowbreath's a servant of the Lich King!

USING THE TREASURE

If things get desperate, the PCs might be able to use the Treasure in some fashion, either to drive away the Stone Thief or to weaken Marrowbreath. The simplest approach is just to throw the Treasure into the pit when it opens; Marrowbreath's mission is to recover the Treasure, so he'll jump in after it. Alternatively, maybe Adjorin's last prophecy is '*lo, the sword that slays Marrowbreath shall be the blade that brings hope, and it shall slay the troll by stabbing him right.... Now!*', giving a PC an automatic critical hit, or perhaps the ghost of the dragon Sidabras can manifest to breathe flame, or Lucian Vrees' chest of documents includes a magical signaling stone that calls in Imperial Legion support a few rounds' early.

Pound of Flesh: The starveling ghoul's *scrabbling claws* attack deals +2 damage against Vulnerable targets.

AC 17

PD 15

MD 11

HP 9 (mook)

Mook: Kill one starveling ghoul for every 9 damage you deal to the mob.

Number of PCs	Marrowbreath	Troll Runts	Starveling Ghouls*
3	1	0	5
4	1	1	0
5	1	1	5
6	1	2	0
7	1	2	5

*: Add another 5 Starveling Ghouls if the PCs failed to rally the defenders of Harrowdale.

AFTERMATH

With the Treasure in hand, the PCs stumble out of Harrowdale. The death of Marrowbreath and the chaos caused by the rise of the Living Dungeon threw the trolls into confusion, allowing the other survivors of the doomed town to break through the siege lines. By the time the trolls regroup, the Imperial Legion dragons are overhead, and the Imperial cavalry aren't far behind.

The trolls may be defeated, but Harrowdale is lost. From a nearby hill, the PCs watch as the Stone Thief swallows the ruins, gorging itself on the wreck of the town before it sinks back down into the Underworld. They feel the earth shake as the huge dungeon slithers away beneath them. It's a foe to be faced another day – as is the Enemy Icon who ordered the attack in the first place.

For now, though, they've saved many lives with their stalwart defense of the town, and brought the vital Treasure out of danger. The 13th Age is an age of heroes, and the PCs have only begun to forge their destinies...



NAME
CLASS Human

RACE Paladin
LEVEL 2

STR	CON	DEX	INT	WIS	CHA	ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE
16	14	10	10	12	16	21	14	15
+3	+2	+0	+0	+1	+3	HIT POINTS 44	RECOVERIES 8	RECOVERY ROLL 2d10+2
+5	+4	+2	+2	+3	+5			

ONE UNIQUE THING

RACIAL POWER

Quick To Fight: Roll initiative twice, choose the result you want.

BASIC MELEE ATTACK

ATTACK	HIT	MISS
+5 vs AC	2d8+3	2

POWERS & SPELLS

BASIC RANGED ATTACK

ATTACK	HIT	MISS
+2 vs AC	2d8	—

ICON RELATIONSHIPS

EQUIPMENT

Heavy Armor
Longsword
Shield
Longbow

BACKGROUNDS

CLASS FEATURES

Smite Evil: Once per battle, plus an additional 3 times per day, you may declare you're Smiting Evil. Add +4 to hit and +1d12 to the damage roll *and* deal half damage with the attack even if it misses.

TALENTS

Lay on Hands: Twice per day as a quick action, heal yourself or an ally by touching them and spending a recovery. Add +6 hit points to the amount healed by the recovery.

Bastion: +1 AC, and one per battle, you can take half the damage onto yourself when an ally is hit by an attack.

Divine Domain of Leadership: Once per turn when you make a melee attack on an enemy, your allies gain a +1 attack bonus against that enemy until the start of your next turn. Also, once per day, you make invoke this domain to increase the escalation die by 1.

FEATS

Smite Evil
Lay on Hands
Toughness

MAGIC ITEMS



NAME
CLASS Half-Elf

RACE Bard
LEVEL 2

STR	CON	DEX	INT	WIS	CHA	ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE
10	10	16	14	8	18	14	12	15
+0	+0	+3	+2	-1	+4	HIT POINTS 28	RECOVERIES 8	RECOVERY ROLL 2d8
+1	+1	+4	+4	+0	+6			

ONE UNIQUE THING

RACIAL POWER

BASIC MELEE ATTACK

Surprising: once per battle, subtract one from the natural result of one of your own d20 rolls

ATTACK	HIT	MISS
+4 vs. AC	2d8+3	2

ICON RELATIONSHIPS

POWERS & SPELLS

BASIC RANGED ATTACK

(You have the chance to trigger one Battle Cry with each of your melee attacks or battle chants.)

ATTACK	HIT	MISS
+4 vs. AC	2d6+3	—

BACKGROUNDS

Battle Cry – Move It! When you roll a natural even roll on a melee attack or battle chant, one of your allies can move or disengage as a free action.

Battle Cry – We Need You! When you roll a natural even roll on a melee attack or battle chant, one of your allies may roll a save with a +1 bonus against a save ends effect.

Spell: Battle Chant – At Will, targets one nearby enemy, +6 vs. MD, 1d6+4 thunder damage.

Spell: Soundburst – Daily, targets 1d4 nearby enemies, +6 vs. PD, on a hit 5d6+4 thunder damage and enemies are dazed until the end of your turn; on a miss half damage, and any allies engaged with the targets take 2 thunder damage

Song: Song of Heroes – Quick action 11+ to sustain each turn; you and your nearby allies gain a +1 attack bonus. When the song ends, one ally gets a +2 attack bonus to their next attack roll. You may sing and cast spells at the same time. Recharge 11+ after battle.

Jacked Spell: Scorching Ray – At Will, Targets one nearby enemy, +6 vs. PD, 1d6+4 fire damage; on a natural even hit, the target takes 1d8 ongoing fire damage. On a miss, 2 fire damage.

EQUIPMENT

Scimitar
Leather Armor
Short Bow
Instrument

MAGIC ITEMS

CLASS FEATURES

Bardic Songs
Battle Cries
Spell

TALENTS

Spellsinger – Bonus Spell (Soundburst)

Jack of Spells – Bonus Spell (Scorching Ray)

Balladeer – Pick two Icons. You know a great song for each that praises that Icon. Make a DC15 Charisma check once per day to gain 2 points of positive relationship with that Icon.

FEATS

Battle Chant
We Need You



NAME

CLASS Elf

RACE Wizard

LEVEL 2

STR	CON	DEX	INT	WIS	CHA	ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE
8	14	10	20	12	8	12	12	15
-1	+2	+0	+5	+1	-1	HIT POINTS	RECOVERIES	RECOVERY ROLL
						32	8	2d6+2
+1	+4	+2	+7	+3	+1			

ONE UNIQUE THING

RACIAL POWER

Once per battle as a move action, place yourself in a nearby location you can see.

BASIC MELEE ATTACK

ATTACK	HIT	MISS
+1 vs. AC	2d6	—

ICON RELATIONSHIPS

POWERS & SPELLS

Acid Arrow x2 – Daily, targets one nearby or far away enemy, +7 vs. PD, 4d10 acid damage and 5 ongoing acid damage on a hit. On a miss, 5 ongoing acid damage, and you regain the spell when you take a quick rest.

Blur – Daily, targets you or a nearby ally, gives a 20% miss chance for the rest of the battle.

Magic Missile – At will, targets one nearby or far away enemy, auto hit, 2d4 force damage

Ray of Frost – At will, targets one nearby enemy, +7 vs. PD, 3d6 cold damage on a hit, 2 damage on a miss

BASIC RANGED ATTACK

ATTACK	HIT	MISS
+2 vs. AC	1d4	—

BACKGROUNDS

EQUIPMENT

Staff
Hand Crossbow

CLASS FEATURES

Ritual Magic – make up a ritual effect and expend one of your spells to fuel it
Cantrips

TALENTS

Abjuration – +4 AC bonus until the end of your next turn after casting a daily spell

Evocation – Once per battle, when casting a spell that targets Physical Defense, max out the spell's damage dice.

High Arcana – memorize a daily spell twice

FEATS

Ritual Magic: Complete a ritual in 1d3+1 rounds instead of several minutes

Magic Missile: You may choose two targets for the spell and split damage dice between them.

MAGIC ITEMS



NAME
CLASS Dwarf

RACE Barbarian
LEVEL 2

STR	CON	DEX	INT	WIS	CHA	ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE
18	18	14	8	10	8	16	17	11
+4	+4	+2	-1	+0	-1	HIT POINTS 44	RECOVERIES 8	RECOVERY ROLL 2d10+4
+6	+6	+4	+1	+2	+1			

ONE UNIQUE THING

RACIAL POWER

That Your Best Shot? Once per battle, use a recovery after you've been hit by an enemy attack. If the escalation die is less than 2, you only get half the usual healing.

BASIC MELEE ATTACK

ATTACK	HIT	MISS
+6 vs. AC	2d10+4	2

BASIC RANGED ATTACK

ATTACK	HIT	MISS
+4 vs. AC	2d8+2	—

ICON RELATIONSHIPS

POWERS & SPELLS

EQUIPMENT

Chainmail
Great axe
Longbow

BACKGROUNDS

CLASS FEATURES

Rage! Once per day, you can rage. While raging, roll 2d20 for your attacks and take the best one; if both roll 11+ and the higher is a hit, it becomes a critical hit. After a battle, roll 1d20+4; on a 16+, you can rage again that day.

If the escalation die is 4+, you can start raging no matter what.

FEATS

Rage
Building Frenzy

TALENTS

Building Frenzy: One battle per day, whenever you miss, gain +d6 damage to all your melee attacks, to a maximum of +4d6.

Unstoppable: Once per battle, heal using a recovery after you make a successful melee attack.

Slayer: During your turn, when you attack a staggered enemy you weren't engaged with at the start of your turn, deal +2d6 damage on a hit.

MAGIC ITEMS



NAME
CLASS Halfling

RACE Rogue
LEVEL 2

STR	CON	DEX	INT	WIS	CHA	ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE
12	12	18	14	8	14	15	14	14
+1	+1	+4	+2	-1	+2	HIT POINTS 28	RECOVERIES 8	RECOVERY ROLL 2d8+1
+3	+3	+6	+4	+1	+4			

ONE UNIQUE THING

RACIAL POWER

Small: +2 AC bonus against opportunity attacks

Evasive: Once per battle, force an enemy that hits you to reroll the attack with a -2 penalty

BASIC MELEE ATTACK

ATTACK	HIT	MISS
+6 vs. AC	2d8+4	2

ICON RELATIONSHIPS

POWERS & SPELLS

Power: Evasive Strike. If you hit with this attack, pop free from your enemy.

Power: Deadly Thrust. If you use this attack, add your Strength modifier (+1) to your attack roll

Power: Sure Cut. If you use this attack when sneak attacking, spend momentum to add your Sneak Attack damage if you miss.

Power: Tumbling Strike. If you use this attack, you get a +5 to disengaging and can move in, attack, and disengage as a quick action.

Power: Roll With It. Spend momentum when an enemy hits your AC to take half damage.

BASIC RANGED ATTACK

ATTACK	HIT	MISS
+6 vs. AC	2d6+4	2

BACKGROUNDS

EQUIPMENT

Leather armor
Dagger
Shortbow

CLASS FEATURES

Momentum: When you hit someone, you gain momentum. When you're hit, you lose momentum. It's a binary thing – you have it or you don't. Some of your powers key off momentum.

Sneak attack: +1d8 damage against foes that are engaged with one of your allies

Trap Sense: Reroll failed even checks to find traps, or successful odd attack rolls by traps on you.

TALENTS

Improved Sneak Attack – increases your sneak attack damage (already factored in)

Swashbuckle – once per battle, do something acrobatically or dramatically awesome. No need to roll.

Smooth Talk – Once per day, fast-talk your GM and roll d20+2 when talking to servants of an Icon; on an 11+, gain a temporary 2-point positive relationship with that Icon

FEATS

Smooth Talk

Strong Recovery – you may reroll one die when rolling for a recovery

MAGIC ITEMS



NAME
CLASS Human

RACE Cleric
LEVEL 2

STR	CON	DEX	INT	WIS	CHA	ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE
14	14	10	8	18	14	17	15	15
+2	+2	+0	-1	+4	+2	HIT POINTS	RECOVERIES	RECOVERY ROLL
+4	+4	+2	+1	+6	+4	36	8	2d8+2

ONE UNIQUE THING

ICON RELATIONSHIPS

BACKGROUNDS

CLASS FEATURES

Ritual Magic – cast your spells as rituals
Bonus spell: Heal

TALENTS

RACIAL POWER

Quick To Fight: Roll initiative twice, choose the result you want.

FEATS

Heal
Domain of Life

POWERS & SPELLS

You can invoke each domain once per day, and can only use one invocation/invoke effect in a specific battle.

Domain: Healing. When you heal someone, they get an extra +4 hit points worth of healing. Invoke: gain an extra use of the *heal* spell.

Domain: Life. You and your nearby allies get a +2 bonus to death saves. Invoke: You and each of your allies can add the escalation die to one save each this battle. Also, you and your allies only die when at a negative hit point total equal to your full hit points.

Domain: Illusion. Once per battle when engaged with an enemy, roll a d20 and note the result. As a free action before the start of your next turn, use that result for an attack roll made by an ally or enemy instead of rolling. Invoke: Enemies who engaged you during their turn miss on natural odd rolls.

Spell: Heal – usable twice per battle, quick action, a nearby ally may heal using a recovery.

Spell: Hammer of Faith – Daily, until the end of the battle, roll d12s instead of d6s for melee attack damage

Spell: Shield of Faith – Daily, Quick Action, either one nearby ally gains +2 AC for the rest of the battle, or three nearby allies gain +1 AC for the rest of the battle.

Spell: Bless – Daily, Quick Action, either one nearby ally gains +2 to attack for the rest of the battle, or three nearby allies gain +1 to attack for the rest of the battle.

Spell: Spirits of the Righteous – once per battle, Targets one nearby enemy, +6 vs. MD, on a hit, 4d6+4 holy damage, and your nearby ally with the fewest hit points gains a +4 bonus to AC until the end of your next turn. On a miss, your nearby ally with the fewest hit points gets only a +2 bonus.

BASIC MELEE ATTACK

ATTACK	HIT	MISS
+4 vs. AC	2d6+2	2

BASIC RANGED ATTACK

ATTACK	HIT	MISS
+2 vs. AC	2d6	—

EQUIPMENT

Heavy Armor
Mace
Shortbow

MAGIC ITEMS