



# ALARUMS & INCURSIONS

DOWNTIME FOR SIX ICONS



Pelgrane Press

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# ALARUMS & INCURSIONS: DOWNTIME FOR SIX ICONS

What do adventurers do when they're not adventuring? What happens in the quieter months between world-shaking cataclysms and empire-breaking threats? This installment of *13<sup>th</sup> Age Monthly* presents many, many tables crammed with potential answers.

In this issue, we've got three tables apiece for each of six icons: Archmage, Crusader, Diabolist, Dwarf King, Elf Queen, and Emperor. That's one table per tier, presenting tasks and experiences that a player character with one or more relationship points with that icon might get involved with between adventures.

**Downtime by tier:** There's a natural progression to the tables; a 1<sup>st</sup> level character with contacts in the Archmage's organization might spend time between adventures studying in the library at Horizon; a 9<sup>th</sup> level epic character might be sent off exploring other planes of existence.

In general, adventurer-tier tasks can be described as "important but tiresome duties," champion-tier tasks as "acting as a representative of an icon," and epic-tier missions are "off-screen adventures." After all, epic-tier characters have better things to do than sit around doing pointless busywork.

**Positive & Conflicted easy, Negative hard:** Most of the results are written assuming that you're at least a bit friendly with the icon. If you end up trying to use these tables for negative icon relationships, you'll probably want to reinterpret the task/experience as a job for some NPC that you managed to thwart or get in the way of. It won't always work smoothly, but the rough edges will encourage storytelling we didn't see coming, so if you're the all-negative-relationships-all-the-time sort, this *might* still work out for you.

**Six of thirteen:** We'll run the other seven icons—High Druid through the Three—in a *13<sup>th</sup> Age Monthly* article later this year.

## USING THE TABLES

The tables are easy to use in a variety of ways; the information is all there, it's just a question of how you want to access it. The notes that follow include sections on:

- The campaign moments we think the downtime tables are most appropriate for.
- Options for using the tables for NPCs instead of player characters.
- Die-rolling options.
- Advice on keeping the tables fresh.

## ROLLING BETWEEN ADVENTURES

Sometimes there's no need to add additional storytelling wrinkles between adventures. Often, GM plots and the players' plans provide all the narrative and drama that a campaign and ask for.

But on evenings when neither the GM nor the players feel like generating intrigue or improvising with a montage, consider a roll or two on the downtime tables.

The first time you use the downtime tables between adventures in a campaign, give a roll to each player who is present. Go around the table letting each player choose one of their icons, roll on the appropriate table, and resolve any additional storytelling that comes out of the character's reaction to their experience. If the other players get caught up in a particular story, feel free to skip out of the downtime rolls and segue into normal play.

Later in the campaign, you may not want to take the time to have every player roll. If you have a big group, consider letting just one or two players roll. Making fewer rolls will keep the activity fresh and make it feel a bit more special. Depending on the results, you may be able to get other player characters involved in the story of a particular downtime roll.

There are a lot of ways to decide which players roll between sessions. The most obvious one is to choose players who have unused icon relationship advantages. You could also choose a character who hasn't had less focused time in the campaign recently, a PC whose backgrounds and One Unique Thing have taken a seat in the wings while other characters occupy the spotlight. When all other things are equal, roll for it!

## EXPLAINING PLAYER CHARACTER ABSENCES

Many tables ignore player character absences based on player attendance. Other tables want to find some game-world reason for a PC's absence.

If you don't have a good idea based on campaign events, figure out what a missing PC was up to by rolling on an appropriate downtime table.

As you'll see in the Benefits section, each of the downtime results is accompanied by a suggested reward. Maybe you don't want to reward a player for missing a session, or maybe you do, if everyone else had more fun and got better things! When player characters have missed a session, the possible benefit becomes even more of a suggestion than an expectation.

## NPC ENCOUNTERS

If your players aren't the type to want randomness put into their between-adventure activities, turn these tables into a GM resource.

When the adventurers meet a servant of one of the icons who is clearly operating on the icon's business, you can generate a reasonable random idea of what the NPC is up to by rolling on the appropriate table.

## ADVENTURE SEEDS

When a particular downtime event catches your fancy, add a dash of misfortune or malice to make the task or experience go horribly and entertainingly wrong and *voilà*, you've got an adventure! If you pull this stunt in front of the PCs when they *think* they're only rolling for downtime, make sure to give them higher than usual rewards, so that they don't flinch every time you offer them a downtime roll in the future.



## AVOID DUPLICATES

The downtime results are peculiar enough you wouldn't want the same thing to happen twice. Once you've rolled a result, scratch it off your list of options. You could make something up to take its place, improve something new on the spot, or just ignore that result and roll over if you get it again.

## BENEFITS

And speaking of rewards, each task or experience in the downtime tables suggests a way that the adventurer can benefit. Giving benefits like this is wholly optional—if you only use these downtime rules infrequently, then benefits add a little extra fun, but if you're rolling downtime every session or two, then tracking all those benefits can get unwieldy.

Benefits are noted by **bold text** and a (B) for a possible background, (C) for a possible contact, or (R) for a possible reward.

**Background (B):** Some experiences provide a two-point **temporary background** that lasts only for the next adventure. Since an added background isn't necessarily that big a deal, here's how to make it fun: once during the next adventure, the player

character can reroll a failed skill check that the background could apply to. The reroll only uses the temporary background, not any other background the PC might have, as the player explains why their earlier experience is giving them a second chance.

A player may love their new temporary background so much they want it to become permanent. There's a feat called Further Backgrounding on page 44 of the *13<sup>th</sup> Age* core rulebook that can arrange it, and it's also possible to swap background points around.

**Contact (C):** The adventurer may have made a new **contact**, an ally or indebted acquaintance whose position or influence may be of use once or twice later on. This hook falls more under the roleplaying or storytelling category, and it can certainly come in handy when there are icon relationship advantages to use when the contact seems like someone who might be relevant.

**Reward (R):** Or perhaps there's some tangible (and often consumable) **reward**. It might be gold. It might be a strange item the GM or the player suggests effects for. It might even be a true magic item, depending on the tenor of your campaign. Alternatively, if you have the *Home Bases* issue from the first volume of *13<sup>th</sup> Age Monthly*, a few of the rewards suggested below could be interpreted as the acquisition of an interesting base.

# ARCHMAGE DOWNTIME

## ADVENTURER

While gathering spell components in the Dire Wood for the wizard schools in Horizon, you found some **interesting unidentifiable mushrooms (R)** that glow with arcane power. Describe them, paying special attention to their lurid colors and odd scent.

1

You were assigned to issue magical licenses to hedge wizards and apprentices in one of the larger cities. A **hapless apprentice (C)** owes you a favor for letting him pass. What particular aspect of his magical training is lacking?

2

While maintaining one of the Archmage's magical wards, you're accidentally sucked through a portal into a village from a previous Age. It turns out that a previous Archmage made a miscalculation, and this village was pinched off from the usual flow of time when this particular ward was erected. Fortunately, you're able to escape the time-shunted village only a day later—at least, a day on *this* side. Time flows differently over there—what did you do during your **missing two years (B)**?

3

Obligated to perform certain minor arcane rituals to discharge a natural buildup of wild elemental magic in a patch of farmland, you inadvertently summon a minor druidic spirit that possesses you. You've got **unwanted druidic wisdom (B)** until your psyche digests the spirit—what sort of nature spirit is it?

4



A **crazy old hermit wizard guy (C)** who lives in a spooky crumbling tower on the edge of the wilderness needs one or two small errands run—goblins eradicated from his cellar, hideously malformed vat-grown monsters buried in lead coffins in the dead of night, some light housework, that sort of thing. What unusual currency did he offer in payment?

5

Employed as a scribe, while transcribing arcane scrolls of astounding obscurity you find a parchment tucked into an annal of astronomic observations? It looks like a **mysterious old map (R)**—and if you're reading those runes correctly, it describes the landing place of a shooting star from the overworld. Where's it going to land?

6



## CHAMPION

**1** You were attacked by a renegade sorcerer who could smell the stink of the Archmage on you. Unfortunately, the villain escaped before you could slay her—but you did manage to rescue **one of her charmed thralls (C)**. Who was this thrall before he got ensorcelled?

**2** One of the Archmage's lieutenants asked you to investigate allegations of magical crime among the licensed wizards of Glitterhaegen. Either you took a **sizable cash bribe (R)** or you've got the **gratitude of the merchant's guide (C)** for identifying the wizard who was tampering with their magical seals.

**3** Sent into the wilderness to recover a runaway experiment, said experiment has unfortunately grafted itself to your skull, and the wizards are still figuring out how to remove it. Have a **magical insect stuck to your head (R, maybe? Or (C), if you want to try talking to the thing.)**

**4** You thwarted a roguish old slaver. His gimmick was to visit isolated villages, claiming to be looking for the prophesied chosen one, who always happened to (a) be present in the village, and (b) be either especially handsome or talented. The greybeard would then take the "chosen one" away—with the proud blessing of the whole village—on an "epic quest" that ended with the poor chosen one getting sold. Anyway, you put an end to the scheme, but it turns out that the slaver's mission was once genuine before he became corrupt. He really was sent to find a prophesied hero, according to his **scrolls of prophecy (R)**. And you suspect that the prophecy applies to one of the other player characters . . . which one?

**5** You were asked to aid in the tutelage of an apprentice who happens to be the **daughter of an extremely wealthy Imperial noble (C)**. She's magically talented, but sheltered and spoiled (and cursed, which is a whole other issue). If you can keep her alive on this adventure, her family will owe you a favor. How did you discover her curse in the course of tutoring her?

**6** The Archmage had need of you, which explains your recent absence—you were *teleported* in a flash of light to somewhere, well, very very very far away. As a reward for certain heroic deeds, the Archmage's lieutenants rewarded you with a **magic item (R)**. And there probably won't be any repercussions from helping the Archmage on whatever mysterious errand you were dragged into. What *were* you doing? (Interesting side note: You now smell of woodsmoke and ash, and have a mild phobia about stormclouds. Also, if you were left-handed, you're now right-handed and vice versa, as if you'd stepped through a mirror.)

## EPIC

**1** You visited the Quillgate Library. Yes, the one that got destroyed hundreds of years ago. You have **approximate knowledge of many things (B)**, not to mention epic-tier library fines for books that are now technically many centuries overdue. Name one book you read while you were there. Perhaps that book that's said to have lingering weird effects on all who dare peruse its dread contents? Or perhaps the 'light' read that actually fills the reader's brain with light. Or you tell us, what did you find?

**2** One of the Archmage's chief duties is controlling the weather and the seasons, and sometimes you are urgently called to assist in that task, which is what you've been doing recently. You stopped a once-in-an-Age storm from devastating Santa Cora. Now, what are you going to do with a **bottle of left-over summer (R)?**

**3** A disastrous recreation of an ancient ritual resulted in you and several other servants of the Archmage falling into the sky. After several misadventures, you found your way back to the surface. You're mildly indebted to the **Mad Sky-Duke of the Seventy-Fourth Echelon (C)**. What did you do to incur this debt?

**4** You were kidnapped and questioned by enemies of the Archmage (name them). Through cunning and bravery you escaped, but they gleaned many secrets from your mind. Now, you've got **psychic scars (B)** that ache in the presence of certain magical auras.

**5** You were elected one of the Archmage's **Dweorfexes-Errant (B)**, a largely ceremonial position of little relevance in this Age. You had to attend a time-consuming ceremony in the overworld, and you may technically be obliged to deal with certain magical disputes. Oh, and if the Dweoric Empire of the Sixth Age ever escapes from the Great Occultist's reality-fold and tries to reassert itself again as the true history of the world, you'll be really busy. Until then, it's mostly a shiny chain, a pointy hat, and an annual dinner in Horizon.

**6** The Archmage appointed you emissary to the Uttermost Court, a high honor—or perhaps a low one, as it involved flying down through a bottomless lake to reach the lowest reaches of the underworld, all so you could hang around with a bunch of . . . well, you're not sure what they are. There's no light down there, so all you know is that they've got slimy tentacles, voices like the tolling of church bells in Hell, and they're remarkably polite to chat with over eldritch canapes. You got on especially well with one . . . entity called **Horrogol Wormeaten (C)**. What is one hobby or interest you share with the entity.



# CRUSADER DOWNTIME

## ADVENTURER

One of the last groups of foes you fought had a tattoo of a demonic sigil, so you had to report it to the nearest outpost of the Crusader—and it was well that you did, for that clue led you and your fellow soldiers to uncover a cult of demon-summoners. Most of the wretches are dead, and you are known as **ever-vigilant (B)**. How many of the wretches escaped to plot revenge? And if you say ‘none’, then that’s carte blanche for your GM to have them come back as undead, so choose wisely. . . .

You were poisoned by a demon’s venomous sting some years ago. The poison is a magical one that reappears in your bloodstream when certain conditions are right, and you just had a relapse. Fortunately, you were healed by a **kindly priestess (C)**; although she serves the gods of light, and you the dark, she did not hesitate to aid you. Does this change your attitude towards the servants of the other gods?

Cleaning up the battlefield after a clash with demons is vile work, but necessary. Certain breeds of demons can take refuge in human corpses, laying eggs like flies that will hatch into copies of the fiend. While purifying such corpses, you found a **shiny gold signet ring (R)**. What family or guild crest does it bear?

You tracked down some deserters from the Crusade who crossed your path. Once you’re sworn to the Crusader, there’s no turning back. After you dragged the runaways back, ignoring their pleas and weeping, the **recruiting sergeant (C)** declared he owes you a favor.



A recent rite in a temple of a dark god went awry. You’re **ritually scarred (B)** and more than a little sore. Describe the rite.

Some things, you have to do alone. Some demons, you must hunt alone. So, when you sensed the presence of the beast, you stole away from your comrades in the dead of night and hunted it down. If there had been any witnesses, any at all, then doubtless one of them would have been moved to record the battle in a song or poem, but there were none to capture in pale words the glory and desperation of your fight with the demon. Now it is dead, and you have a **demon’s heart (R)** in your bag. It beats in the presence of certain conditions—do you know what they are? If so, name them.



## CHAMPION

**1** You had to step in to assist in the binding of a powerful demon, and some of your soul got tangled in the spells holding the infernal creature. You've got **demonic memories (B)** until the binding stabilizes.

**2** There's a secret temple to the dark gods nearby. Only initiates of the dark gods are permitted to know where it is; it's been hidden in plain sight for centuries. Any outsiders who discover the secret of the temple forfeit their lives. Recently, the temple was attacked by unlucky derro that tunneled up from below, and you were called in to help exterminate the attackers. The **Dark Abbot of the Unseen Temple (C)** is in your debt, and is now hoping that you can help keep the temple hidden again.

**3** The price of the Crusade is sometimes paid in blood and bone—you were ambushed by cultists of the Diabolist. You escaped their clutches and returned to slaughter them, but they'd already abandoned their secret lair. They've got the taste of your blood, but at least you managed to recover **secret correspondence of the Diabolist (R)**.

**4** The anti-paladin called Coldsword was, they say, once one of the Crusader's closest allies, but he left (or was banished) from the Crusade. Now, he wages his own lonely war against the demons. He is rarely seen in the Dragon Empire, so when you heard a rumor that Coldsword was nearby, you had to stray from your other business and speak to the living legend. He told you much that will haunt you, and some of it may prove useful (**Coldsword's Counsel, (B)**). One of the secrets he revealed was *why* he left the Crusade—what is that reason? Or you can hang on to that secret as a future dramatic revelation.

**5** Even the Crusader needs cash. The Crusade's mundane bills are paid for partially with mercenary work, fighting in petty wars and border skirmishes for the coin of rich nobles. The **Blood Ravens (C)** fighting company either landed a contract thanks to you or gave you work when you needed it. Either way, they're grateful, and might be helpful later on if you need a contract for some murderin'.

**6** There was a hellhole near here, but it's gone now—thanks to you and your allies. You're **blessed by the dark gods (B)**, at least for the moment. How did you stop the hellhole?

## EPIC

**1** You had to hunt down a demon that managed to break free of its chains and went rampaging across the countryside. The thing refused to die, but at least you managed to hook its chain onto . . . well, where did you anchor the apparently unkillable ravaging demon? The **Imperial Magistrate (C)** of the region may want to congratulate you—or arrest you!

**2** You were challenged to a duel of honor by a champion of the Imperial Legion, who objected to the growing power of the Crusade. You put the upstart challenger in his place, and now you've got an **Imperial Sigil (R)** as a trophy. Name the upstart's family. Did you leave him alive after defeating him?

**3** Your war on demons—not to mention your exposure to weird, demonic, reality-corroding sorcery—has worn away at your mind, and you went mad for a while there. You brought back some **insane insight (B)**, but have no idea what you actually did while your mind was wandering in terrible visions of the end of the Age.

**4** Where did you wander off to? Counter-invasion of Hell. No biggie.

And look, you've got a **souvenir of the capital city of Hell (R)**!

**5** The good news is that you helped save the city from the Diabolist's machinations. The bad news is that some of your fellow crusaders burned down the temples of the gods of light after the battle. You've got a **looted holy relic of the Great Gold Wyrm (R)** and don't know what to do with it.

**6** The Crusader himself sometimes comes to you for advice and counsel. Well, not so much 'comes to you' as 'you suddenly find yourself in a seemingly infinite temple of icy black stone, lit only by hellfire, where the only sound is his heavy tread as he seeks you out.' Anyway, you've **seen the last temple (B)** and that counts for much among those who are wise in the ways of the dark gods.



# DIABOLIST DOWNTIME

## ADVENTURER

**1** You carried messages from one secret servant of the Diabolist to another. Everything was done through code names and cut-outs, from one shadowy masked figure to another, handing over cyphered messages and whispering passwords. Still, you're pretty sure that **fat spice merchant (C)** was the recipient of one important missive.

**2** You spent several weeks incarcerated in an Imperial jail. The punishment for serving the Diabolist varies from place to place (in direct proportion, usually, to the proximity of the Crusader's armies), but you were released on a technicality before you could be sentenced. (It should surprise no one that the Diabolist has the best lawyers). Still, you picked up a few larcenous tips while you were **recently imprisoned (B)**. What were they?

**3** There are certain fields of illegal activity favored by agents of the Diabolist. You served for a time on a smuggler ship, running illicit magical components into Horizon, forbidden unholy relics into Santa Cora, and holy relics and obscure alchemical reagents into Drakkenhall. Pick one of these illegal goods as a **reward (R)**.



**4** There's a gambling hall in a certain city that's actually a front for a Diabolist cult. On the one hand, it's nice to have a cover that actually pays for itself. It's a lot of work, however, and dangerous enough that they've got to employ adventurers as **security guards on the mean streets (B)**. Who in the city did you see gambling more than they should have?

**5** You helped rescue a fellow servant of the Diabolist from being burnt at the stake by the Crusader's brutes. Now, **the witch of the western moors (C)** owes you her life—but a demon hunter named **Koraj the Inevitable** knows who you are, and is on your trail.

**6** You've been entrusted with a **relic of the Diabolist (R)**, given to you by a fugitive sorcerer on the run from the authorities. "Keep it secret," he said, "keep it safe. Also, keep it from getting thrown into a volcano or similar place, because it's a potent talisman of demonic evil and She wants it kept intact."



## CHAMPION

**1** The Diabolist's agents sent word of an arcane conjunction happening nearby, a moment where the demonic realm and the mortal world would move into close alignment. By conducting a ritual on both sides at the same time, you and the demonic spellcaster on the far side of the veil have ensured that a stable hellhole will open in the months to come—as long as both of you stay alive. You're **entangled with a demon (B)** until the hellhole opens.

**2** You helped defend an orphanage full of demon-touched children from a mob of torch-waving fanatics. You were injured in the fray, but one of the orphans used her growing sorcerous powers to blast your foes, giving you a vital moment to regroup. Looks like you've got **the Devil's own luck (B)**.

**3** A rogue demon escaped a bargain with a demon-summoner of your acquaintance—and worse, it ran off with a copy of your face. There's a demon that looks exactly like you off making mischief. On the bright side, **someone you're about to meet on the next adventure (C)** has been charmed by the demon and thinks you're their new best friend. Of course, you have no idea who they are. . . .

**4** While exploring in the wilderness, you found a ruin from a previous age. You recognized the binding runes carved on the stones—there were ancient demons bound there, and the spells holding them captive were wearing perilously thin. You had no choice but to spend some time renewing the bindings with your **expertise in ancient runes (B)**.

**5** A wealthy landowner sold his soul to the Diabolist in exchange for a few extra years of life, and then died by falling out of bed. Not only does the Diabolist have a claim on his soul, he also willed his house and estates to her. You've been named his legal heir, and are to keep **the estate (R)** until a more suitable custodian can be appointed.

**6** You've been approached—psychically—by one of the Diabolist's inner circle, a **demonic cult leader (C)**. He's clearly plotting some sort of coup—either against one of the other cult leaders, or against the Diabolist herself—but his patronage will be useful to you while you make up your mind whether to support him or not. The first step will be finding out who he really is.

## EPIC

**1** You took a holiday in Hell. It was exceedingly refreshing, and certainly warm. You befriended some **jaded demonic nobles (C)** who visited your castle of brass and bone.

**2** The Diabolist dispatched you as her representative to the Imperial Court at Axis, or maybe to the Archmage's council in Horizon, or some other gathering of great powers. You've learned **secrets of state (B)** that others would kill for.

**3** You aided the Diabolist in taking control of a newly-erupted hellhole on the borders of the Hell Marsh. Name the hellhole. You now hold the title **Lord of [Hellhole Name] (B)**.

**4** You were pursued and sorely pressed by assassins sent by the Crusader, the Priestess, another follower of the Diabolist, or you know not who. You were badly wounded, but defeated them in the end. You did happen to acquire the **still-animate head of your would-be murderer (R)**.

**5** It would take a team of anthropologists, alchemists, moral philosophers, theologians and angels some time to determine if your recent activities constitute absolute depravity or a potent magical ritual. Either way, you have the **blessing of the Diabolist (R)**, and that is not lightly cast aside.

**6** You faced a demon lord in a contest of skill. Was it a duel of swords, a clash of wits, or a card game played with fireproof marked cards? Either way, you've got an **indebted demon lord (C)** who's *very* eager to balance the scales.



# DWARF KING DOWNTIME



## ADVENTURER

**1** You patrolled along the borders of the Dwarf King's land with his army, keeping the hills and tunnels free of foul orcs and worse things. You're now a **veteran of the orc wars (B)**.

**2** You visited a dwarven master-barber, and now your beard has been braided and oiled in accordance with the traditions and knots of your clan. It's said to bring **good beard-related luck (R)**. Alternatively, if you are not exactly dwarven, or do not have a beard, you did a good turn for that dwarven master-barber who has gifted you with a masterwork beard-wig. Wig-beard. Just don't call it a fake beard. It might help with disguises and it could definitely help with high dwarven society surprises.

**3** You aided a wandering dwarven smith in dealing with the strange customs of the surface. Through a series of misadventures and misunderstandings, you now own **20% of a failing smithy business (R)**.

**4** A thief stole papers from one of the Dwarf King's emissaries, and you were tasked with recovering them. You have a **working knowledge of the criminal realm (B)**.

**5** You talked a **tiefling puppeteer (C)** into doing a show about the Dwarf King crushing the Orc Lord. It's her best show ever, so you've made a friend. What's the puppeteer's name and what have her other shows been like?

**6** The Dwarf King has a mystic understanding of the veins of precious metal that flow beneath the land. You were sent to survey what lies atop a particular vein (and other dwarves were sent to survey what lies *below* it). You know the **location of a vein of precious metals (R)** outside the Dwarf King's realm.





## CHAMPION

**1** You were called to aid when evil forces rose up from the underworld. The tunnels ran red with blood, and yellow and blue and purple and sickly phosphorescent green with the ichor of a hundred horrors. In the end, you were victorious, but the fighting was bitter. As a prize, you claimed a **weird potion bottle (R)** from the corpse of a defeated mushroom-monster.

**2** The Dwarf King appointed you one of the **Great Weighers and Notators for the Undermarch (B)**. This position is mostly ceremonial, but it's a nice golden badge on your belt, giving you the right to stop and inspect any travelers en route to Forge.

**3** When a living dungeon is defeated, the ruinwatch soon arrives to perform the solemn vigil where stalwart guardians await the architectural spasms and dying monster-spawning of the beast. You led a **band of dwarven adventurers (C)** in watching over the last days of a dying dungeon. What did the dungeon vomit up in its last gasp?

**4** You were captured and interrogated by scouts from the Orc Lord's horde. You resisted their threats and tortures before breaking free with the aid of a **grizzled barbarian (C) named [name them]**. The two of you fought your way back to civilization and parted on good terms.

**5** As a known associate of the Dwarf Lord, you were asked to speak on his behalf at a court (perhaps the Elf Queen's Court, or the Blue's throne room at Drakkenhall). In gratitude for your insight and eloquent words, the ruler you spoke to gave you a **token of appreciation (R)**.

**6** The dwarves sent you and a few others to scout the wilderness—perhaps the lands of Moonwreck, or the wilds of the deep woods. You alone survived, for you were betrayed and attacked by many foes. Your knowledge of **wilderness survival (B)** was honed to a razor's edge by your experiences. Who betrayed or misled you?

## EPIC

**1** You drank the mystical ale of revelation in the secret taproom of the Dwarf King, and saw **visions of the future (B)**, followed by the Hangover of Doom.

**2** Choose one of your past deeds. It's been immortalized in stone, in the form of a titanic statue. You had to return to the dwarf-lands for the finishing touches. For ages to come, you will be **that guy with a huge statue (B)**.

**3** You are one of the Dwarf King's trusted advisors, and it's impossible for you to avoid being entangled in dwarven politics. You are owed **debts from dwarven courtiers (R)**, but what did you give in return?

**4** The Dwarf King sent you to speak to the Waking Mountain and convince her to return to her aeon-old slumber for another age at least. The mountain is still restless, though, and she's taking more of an interest in surface affairs than she has for many centuries. You gain the **Waking Mountain (C)** as a contact—what topics was she especially interested in discussing?

**5** A host of horrors tried to break out of the underworld. You scouted out this threat and sent warning to the Dwarf King. You even fought one of the **captains of the underworld host (C)** to a standstill, eventually developing a grudging respect for one another.

**6** You were elected to a senior position within a dwarven clan. The title came with a **grant of land (R)** or some other solemn responsibility.



# ELF QUEEN DOWNTIME

## ADVENTURER

- 1 You tarried with a band of wandering wood elves, feasting and drinking beneath the leaves that do not fall. You gain those **merrymaking friends (C)** as contacts.
- 2 You spoke in the defense of a dark elf who was accused of mischief and spreading curses in a small village. Unfortunately, the locals did not take kindly to your intervention, and you were forced to flee into the woods with your new friend, where you **lived as outlaws (B)** until you were able to find your way back to safety.
- 3 Wandering, you discovered an ancient ruin (or hollow tree) that was once a stronghold of the elves in a past age. Exploring it, you found a **glimmering necklace (R)** that bears the symbol of the Elf Queen.
- 4 You were waylaid by a **talkative dryad (C)** who kept you in her bower serving you tea and cakes. She was desperate for news of the wider world, but had no sense of mortal time, so you were much delayed.
- 5 A band of adventurers—mostly humans—trespassed into lands sacred to the Elf Queen. You were sent to convince them to turn back. You wore **the shadows of the forest (R)** as a cloak of terror, and still have it.
- 6 You studied with an elven mage, who taught you that some forms of arcane energy wax and wane with the changes of the year. You've got **knowledge of seasonal magic (B)**.





## CHAMPION

- 1** You hunted the White Stag through the forests of the Elf Queen. Neither you nor anyone else was able to catch it, but you kept your **hunting horn (R)** as a promise to return and complete the quest.
- 2** One of the Elf Queen's dreams escaped into the real world and took on physical form. You were sent to find the lost dream and ensure that it did not embarrass the Queen. You put the **escaped dream (C)** somewhere safe—where?
- 3** Some of the tallest trees in the forest are so high they reach into the overworld, and you accidentally strayed into that realm while climbing. You wandered lost in the overworld for some time before finding your way back down, returning with a **handful of enchanted dust (R)**.
- 4** The Elf Queen sent you as her champion to aid the Emperor's forces in battle against some terrible threat. You fought at the side of a **heroine of the Emperor (C)**. What was the threat?
- 5** A swirling eddy in the Elf Queen's magic hurled you forward several days (or weeks) in time. Only seconds have passed for you since your last adventure. You're mildly **unstuck in time (B)**.
- 6** The Elf Queen sent you to bring a message to secretive dark elf lords in the underworld, and their reply still burns in your mind. You know **forbidden secrets of the dark elves (B)**.

## EPIC

- 1** The Elf Queen sent you to slay a vile monster of the overworld. You took ship from Stardock and pursued the horror across the heavens. You're now a **veteran sky captain (B)**. Name the flying ship you piloted.
- 2** You accompanied a high elf sage into the overworld to conduct certain astrological negotiations. There, you obtained the **favor of a constellation of friendly stars (R)**. Name the constellation.
- 3** The Elf Queen appointed you to reclaim and rule over one of the Grey Towers, those cryptic ruined spires along the coast. Retaking the tower and the dungeons below it will be a long and arduous task, but for now you can claim the title of **Master of the Grey Tower (B)**.
- 4** You entered the dreams of the Green dragon to ensure that the Elf Queen's enchantments continue to bind the beast in slumber. You returned with a **sample of the Green's venom (R)**, which may be metaphorical. Alternatively, if it shouldn't be clear that the original Green is alive, it might have been a dream of a new Green, or something even weirder.
- 5** You were sent to defuse tensions between the three shards of the elves. You had to favor one of the three in your decision—and gained a **contact (C)** in the Elf Queen's court from the appropriate faction.
- 6** You took ship from Concord—or was that a dream too?—and sailed over seas of night where only the elves go. There, you **befriended a genie (C)**. What wish did he refuse to grant, and why?



# EMPEROR DOWNTIME



## ADVENTURER

**1** You were ordered to assist the Imperial tax collectors in dealing with a stubborn noble. You've got the **gratitude of the tax collector (R)**, which might be more of a *gratuity*...

**2** As an Imperial courier, you carried a secret message concealed inside an elaborate signet ring to an **undercover Imperial agent (C)**. Where was that agent hiding?

**3** As part of a posse, you hunted down a notorious renegade sorcerer. You have experience as a **bounty hunter (B)**. Which of the sorcerer's servants escaped and is plotting revenge on you?

**4** The role of **Imperial Roadwarden (B)** is a vital one in the Empire; the roads bind the hinterlands together. Those who walk the roads see the real Dragon Empire, unlike those who travel by ship and never see beyond the coastline. What wonder did you see?

**5** You had to deal with a deposit of dragon dung left by the Imperial Dragon Cavalry. Such piles of ordure are dangerous and thick with toxic magic. While cleaning it up, you found a shed **dragon horn (R)** left by an elder dragon.

**6** You were ambushed by outlaws, but you convinced **one outlaw (C)** to help you escape. What bribe or promise did you make?

## CHAMPION

**1** An urgent matter of Imperial politics kept you occupied. There are always lords and nobles striving for influence in court. Choose one of the seven cities and gain a **noble contact (C)** there.

**2** It would be impolite to turn down an invitation to a feast, especially one as prestigious and sumptuous as the one you attended. You heard all sorts of **salacious gossip (B)** about the local nobility. Describe the most interesting dish served at the feast. Was it food? Or gossip?

**3** Did you fight in the gladiatorial games, or merely watch them? Either way, you obtained a **gladiatorial weapon (R)** and picked up a few fighting tricks too.

**4** You assisted an ailing **Imperial Magistrate (C)** in carrying out her duties. What illness impedes her?

**5** Clearing terrain for a new watchtower means more than moving boulders and digging foundations—you were battling monsters and laying down powerful defensive enchantments too. You have **the gratitude of the Imperial Legion (C)**. What does this new tower guard?

**6** You led a detachment of troops in battle against enemies of the Empire (the Orc Lord perhaps, or troublesome giants—name your foes!). You're now a **veteran battle commander (B)**.

## EPIC

**1** You were called urgently to Axis to counsel the Emperor. In gratitude for your wise words, he awarded you a **ceremonial office (R)** in court. What is your new and grandiose title?

**2** The governor of one of the seven cities called for your assistance. Pick which city. You gain the background **protector of [city] (B)**.

**3** You battled monsters rising out of the Iron Sea. You're an **acclaimed monster slayer (B)**. How did you defeat the biggest monster?

**4** Ancient Imperial enchantments pulled you back in time to a previous age to aid one of the Emperor's ancestors. While there, you made a **change in history (R)** that echoes down through the years to the present day. What was it?

**5** You sailed a ship out into the Midland Sea to reaffirm the Archmage's binding spells on the waters, but the resulting magical discharge caused a huge storm that shipwrecked you on one of the more dangerous islands. Name the island and gain a **contact (C)** there.

**6** You rescued one of the Emperor's children or close advisors from a sinister plot. Who did you save? Name the island and gain its **spirit warden (C)** as a contact.