

A PRESENTATION BY

ESCALATION!

Under Pressure

A LEVEL 2-3 ADVENTURE
FOR 4-6 PCs USING 13TH AGE GLORANTHA



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UNDER PRESSURE

Chaos rises and the dark corners of the world grow deeper and more malign. Alda-Chur has become a point of refuge for many who seek shelter behind its walls. Some find comfort in the protection of the recently re-sanctified Orlanthe Temple...

MAKE IT YOUR ADVENTURE!

As always in 13th Age, you should make this YOUR adventure. We present a framework, and you fill in the blanks. Look at your players' runes, backgrounds, and "one unique things," then read our options below for inspiration. Pick what you like or come up with something even cooler. The important thing is that, in the end, the adventure should feel like it was written for YOUR players!

No matter what parts you pick from our proposals, the central theme of this adventure should always be the same: the conflict between the freedom of the individual and the needs of the family.

THE INDIVIDUAL

'No one can make you do anything' — Heort's Laws

Orlanthe society recognizes personal identity and individuality. It acknowledges a sense of self, but nurtures it only in a societal setting. The Orlanthe culture recognizes the biological urge of the single, lone rebel but subsumes it under the collective good. In other words, the Orlanthe recognize the individual, but feel that he can find total fulfillment only as part of a larger society. The mythology of Orlanthe places the god in both the position of lawless outcast and as rule-making center of the collective. It simultaneously allows each person to do exactly what he wants, and demands that they bow to the general will. The social conflict inherent in this system almost defines the turbulent Orlanthe society and barbarian politics."

(Source: King of Sartar, Jalk's Book, p. 203)

SYNOPSIS | STORY STRUCTURE

- The PCs are charged with escorting a **[person]** against their will along the mountainous Dendrogi Pass between Alda-Chur and the Shaker Temple. **[reason]**
- Along the Dendrogi Pass, the caravan is ambushed

by **[opposition]** trying to liberate the **[person]**. (Encounter 1)

- Under the cover of battle the **[person]** escapes and flees into the nearby Falling Ruins. When the PCs start tracking them down, they soon realize they are not alone in these Falling Ruins. (Encounter 2)
- Finally catching up to the **[person]**, they have to defeat the **[monster]** that prowls these Falling Ruins. (Encounter 3)
- The PCs face a moral dilemma requiring a **[solution]**.

[reason]

To make the dilemma come to the forefront, the clan needs to have a good reason for forcing someone to do something against their will. The so-called greater good has to be a tempting one in the eyes of the players. So think about what the PCs in your group would consider a "just cause." Whatever you come up with, remember that it should be "for the good of the clan."

- **Making Peace:** War is brewing between two factions. Maybe it's a hostile force demanding tribute? Maybe it's two clans bordering on Blood Feud and this is one last attempt to avoid all-out war?
- **Making Profit:** A trade deal hangs in the balance. Maybe this will secure safe passage through a hazardous trade route? Maybe it will secure access to rare or valuable resources?
- **Making Magic:** This is an option where you can create your own myth that tells about why this clan sends off one of their members every other generation or so. This could easily be a tradition that has been going on for ages, or it could be something new, like a curse that has struck the Clan recently because they botched a HeroQuest and now have to make amends. So either this action will bring them magical favors, or keep disaster at bay.

Example: Maybe Ovardim and his people are still a part of the Marantaros Tribe, but having stayed in Alda-Chur so long felt like it was time for them to sever their ties to the mother-tribe and instead start their own independent clan. But this HeroQuest (a combined Humakti Severing Myth) was fumbled big-time, and now they will face Maran Gor's wrath unless they make a serious sacrifice to reinforce the bond with her. If Maran Gor were to send her vengeance down on them in Alda-Chur, that would mean the City is in danger, so the stakes are high.

[person]

To highlight that this could be a [person] of any gender, I try to use the word "they" as an epicene singular pronoun describing the [person], instead of writing "he or she" or something similar.

- The [reason] section describes why the clan is doing what they are doing. When we dig into the [person], we come into the how of it. The [person] should also include an explanation as to why they don't want to comply with the clan's [reason].
- **Marriage:** Arranged marriages are very common in Sartar and usually considered standard practice. The elders decide what would be a good match, and the subjects have very little to say about it. Formally they could object of course, but they normally don't due to social pressure.
- Typically, the wife moves to and becomes part of the husband's clan, but if you want to dodge that trope and protect some modern sensibilities, you could easily arrange for an Esrolian Marriage where the husband moves to and joins the wife's clan. This type of arrangement is not uncommon for the Martricial Marantros clan.
- **Hostage Return:** A young person has been living with another clan for years, as "insurance" or "ward." They have almost no memories of their own clan, all their friends and loved ones are here with their wardens, and they have been very well taken care of. Maybe the [person] has a loved one in AldaChur that they have to leave behind? Maybe they have horrible childhood memories of cannibalistic rites that they now consider depraved and barbaric, because they are now "civilised" city-folk? Maybe they just live in mortal fear of what will happen to them when they arrive?

- **Sacrifice:** Maybe the [person] is offered up as a tribute or sacrifice to a hostile faction or creature? The Shaker Temple has a reputation to make human sacrifices on rare occasions.... Or maybe the [person] is forced to join a cult as a means to escape more secular justice back home? If the [person] is male that would also include castration (male eunuchs can become initiates of Maran Gor), and maybe the person would rather be an outlaw, severing their ties to their clan. Maybe Ovardim regards this as the only option that will save the clan's honor?

[opposition]

The first real combat encounter in this scenario features the [opposition]. Depending on your group, this could be a random party of bandits or something more elaborate. Take a look at the [reason] you selected above and let it guide you. The only thing the options have in common here is that they are all humans, and all should have identifying signs so that there could be complications and consequences down the road if you want to include this in your campaign.

- **Rescue the [person]** - Supporters of the unwilling [person] will protect their right to decide their own fate and not go through with this. Maybe they have a lover from another clan who stages this as a "rescue?" Maybe they have supporters in their own clan, some of whom are already part of the escort mission and strike a decisive blow, kinstrife be damned?
- **Foil the deal** - Enemies of the [person]'s clan (or enemies of the other party of this deal) are aware of this venture and move in to stop the deal from taking place. Are they doing this for profit? Maybe the [opposition] is part of the mercantile competition? Are they doing this for magic? Maybe someone gained a magical benefit already due to their screw up that they are now trying to correct?
- **Random** - A Lunar Patrol has fled up the mountain so its members can regroup and weigh their options. Maybe they mistake the escorting party for soldiers? Maybe they were just thrown out of Alda-Chur and are trying to take hostages to buy their way back in? Maybe they are simply in the wrong place at the wrong time?

[monster]

During the search for the person in the [ruins] you could throw any number of hazards and battles in front of the PCs. Just try to keep within the theme of the place, and make sure the monsters fit the ruins. The final battle should include a more dire threat and be worthy of a dramatic finale of the scenario. Make it horrible.

- Cult of the Devouring Mother ♡ Maybe the ruins are now home to a chaos cult of criminals and assassins? During the search, the PCs find signs that it is inhabited and face a battle with some of the cultists. Final battle will build up to a Krarshti of appropriate level (see page 267-269 for stats).
- Dehori ● Nothing says creepy, like hungry darkness spirits (page 293-294), right? This probably works best if the [ruins] are at least partially underground. But maybe these spirits roam the surface if you time this so it's night. The final battle here will be against a "Terrible One" and its minions.
- Delecti creations ✖ Skeletons, a Delecti Devotee, and maybe a massive flesh construct to top it off?

[solution]

Sooner or later the PCs will have to decide what path to take. Should they support the [person]'s right to make their own decision? If so, how? Or should they force/convince the [person] to stay the course and fulfill their duties? Is there a middle ground? Either way, this could lead to the PCs lying when they get back to cover up what really happened, or they can be honest and explain their reasoning and take the consequences. Either way, they have to decide if they proceed to their goal or return from where they came.

- Allow the [person] to take off with their "rescuers." This means they "lost" the [person] and basically failed in their escort duties. But it could be an option.
- Swap [person] with a more willing person. Maybe one of the PCs are willing to take on this task? Maybe there is someone else in the escorting party that is willing to step in and "take one for the clan?"
- It is also possible that the [person], rather than go through with this, will do something that makes them unable to fulfill their duties here. For example:

- **Join a cult** - Pledge allegiance to Humakt and become a devotee. Severed Clan-relationship means the [reason] is now void.
- **Marry** - Get married to another before they arrive. This assumes that they have another willing spouse available and a Godtalker to perform the rites.
- **HeroQuesting** - Change gender? Lose their adult status? Change appearance?
- Make the Clan fulfill their [reason] some other way. Let's say this is done for Magic because someone botched a Hero Quest and now they have to atone. The PCs could try to enter God Time and take a redo of that HeroQuest, trying to fix things that way.

LOCATION, LOCATION, LOCATION

We have decided to place most of these events in the Dendrogi Pass between Alda-Chur and the Shaker Temple. It's worth mentioning that the most common route to Wintertop and the Shaker Temple is another pass further south called Harada Pass. Harada Pass is considered safer and more patrolled. Depending on the [reason] chosen there could be different cases made for why the Dendrogi Pass is selected. All would boil down to the need for secrecy and speed. For example, if they fumbled a HeroQuest, they don't want other people to know. If there is a trade deal in the making, Ovardim is worried about the competition finding out. Either way, they opt to go through Dendrogi Pass to avoid detection at the cost of more danger.

As with anything else, you can change this quite easily if your PCs are somewhere else at the beginning of the adventure. The only thing of importance is that the route is long enough (a week or two) for some social interactions to take place and that it should be difficult to involve others along the way. Any stretch through the wild is good. It helps if you can use myths and legends about a ruin along the way to set the mood and flesh out the details. So look at where your campaign is located right now. Maybe you can use this adventure as an excuse to move the PCs from one place to another? Maybe one of your players has expressed an interest in going to a particular place anyway? Make it yours!

- From Old Man Village across the Starfire Ridges to Grey Dog Inn, passing dangerous Haunted Ruins in that region.

- There is no love lost between the Orlmarth and the Grey Dogs. So some of the [Reasons] given above could work quite well here, particularly the “Making Peace.”
- From Alda-Chur along the Dendrogi Pass across the Dragonspine Mountains to the Shaker Temple, and passing under the Falling Ruins.
- Among the Tarsh Exiles there are some matriarchal clans on the western slopes of Wintetop in the Marantaros Tribe. That would make a perfect excuse for an Esrolian wedding; they are strong and fierce Maran Gor worshipers and guard the Earthshaker Temple.
- Any other passage you can think of that meets the criteria above.

THE ADVENTURE STARTS!

Alda-Chur

Alda-Chur is huge. If the PCs aren't used to big cities like this, take your time describing the sprawl of it, the mass of people, the sounds, the smells. It is all very alien and a little overwhelming for regular country folks. It's the second-largest city in Sartar—home to about 3,500 people—and its many marketplaces see goods traded from Prax, Peloria, and the Holy Country alike.

These days, as Chaos rises and the dark corners of the world grow deeper and more malign, it has become a point of refuge for many who seek shelter behind its walls. Some find comfort in the protection of the recently re-sanctified Orlanthi Temple.

Control of Alda-Chur has been back and forth between Tarsh Exiles, Lunar Empire, and Sartar. It was quite recently a battleground when the Lunars were kicked out and Sartar took back control. A lot of its “shine” has dimmed, the splendor dragged in the mud, blood, and despair of battle. And yet people keep coming through the gates in hopes that order will be restored sooner rather than later.



THE HOOK

Ovardim, a wealthy merchant and clan chieftain of a small independent clan of Tarsh



Exiles called the Rangili, has summoned the PCs to his residence. It is clear from the start that this is a man of wealth and status. His estate is inside the famous glass walls of the inner city and during the time of Harvar Ironfist, Ovardim was one of his advisors.

These days he is struggling a little (at least by his own standards).

Assuming the PCs are not part of this clan, he has invited the PCs to dinner to discuss a business proposal. If they are Rangili, they will be handed the task in a more commanding manner but will still receive it from Ovardim himself.

Ovardim will not discuss work until everyone has been fed properly and all hospitality taken care of. Once that is done, he explains what he wants the PCs to do. At this point be as open and detailed as possible about the clan side of things. Ovardim is not one to lie or obfuscate, so there is no trickery involved here. However, he doesn't mention the fact that the [person] is totally against this. Either he doesn't know, or he doesn't think it is of any consequence. If the PCs should ask him directly, he might admit that the [person] is not overly excited about the prospect, but he doesn't elaborate on the extent of their objection. “They'll come around to the idea given time...”

The following facts are conveyed to the PCs:

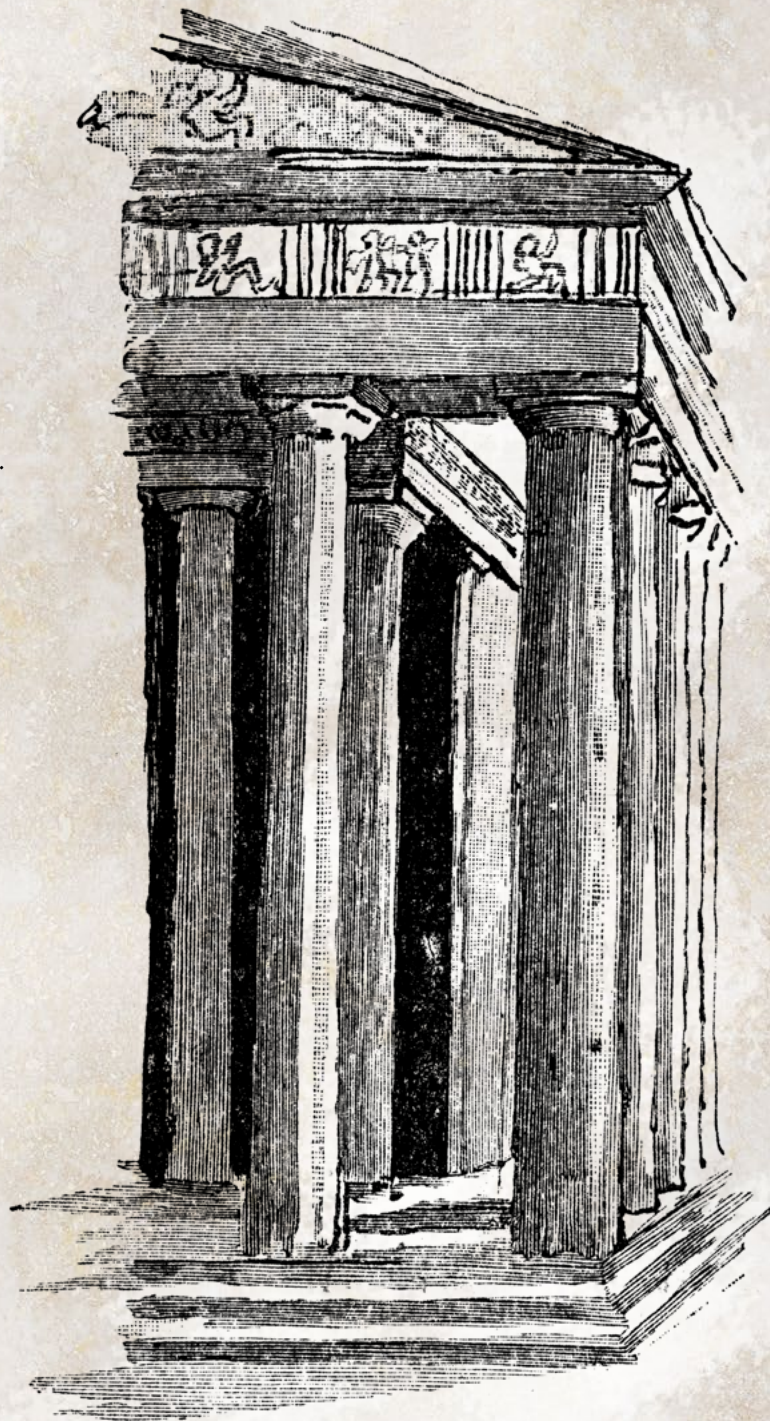
- Ovardim explains the background and [reason] for doing this.
- They are to escort the [person] to the Shaker Temple on the western slopes of Dragonspine Range in the foothills of Kero Fin. To avoid detection, they will go up the Dendrogi Pass.
- They will not be the only people in the escort; Ovardim will send a small retinue of his own people as well (about 4-6 should be enough). The PCs are here to spearhead this escort and give it the heroic extra edge that may be needed.



- The **[person]** is also bringing some (2-3) close friends along. Depending on the set-up, this could be bridesmaids, siblings, friends, etc.
- Should the PCs imply that Ovardim is expecting trouble given all these escorts, he simply states, "I am a powerful man, and I have lots of enemies, both foreign and local. If any one of these scoundrels know of this journey, they will know roughly how many men I can send along.... I'm hoping the added security you provide will be enough to make them think again."
- As travel will take around two weeks, you will all receive horses and a couple of mules to carry needed supplies, attended by two of the clan guards.

Of course, it will all go down slightly differently if the PCs are part of the clan themselves. The main purpose of including others in the retinue is to make room for some social conflict and possible **[solutions]** at the end.

Everyone should be ready to take off at first light the following day.





Art: Patricia Baker

JOURNEY ACROSS THE DRAGONSPINE

The caravan sets out from Alda-Chur early morning on Windsday, Movement Week, late Earth Season. The farmlands around Alda-Chur have all been harvested already and prepared for the cold dark to come. On the distant horizon the Dragonspine Range looms foreboding, waiting for the PCs to arrive. It will take the PCs about a week to reach the mountains proper and the pass that crosses them. Day by day, their presence grows ever more tangible and haunting.

These sharp and ragged peaks jut out of the plains around them creating an abrupt break that feels almost unnatural. The foothills are by comparison not big enough, and the whole scene just feels strange and sudden. These are dangerous and unforgiving mountains, steep and angular, and are extremely difficult to climb, so the only traffic across them is through the few and far-between passes. Legend holds that these mountains are the earth-covered backbone of the dragon Sh'harkazeel.

Nothing happens during the first couple of days out from town. The PCs meet some merchants on their way to the city they just left, and maybe see some nomads in the distance, but nothing up close. No attack. All calm.

Third Night

When they make camp the third night, they get a small taste that something is not right. A minor argument causes the soldiers from Ovardim's household to sleep in two separate groups. No one will divulge to the PCs what this was all about; claiming it was a family matter and not to be discussed with strangers.

Sixth Night

By the end of day six, the caravan enters the Dendrogi pass. Foothills and grassland are exchanged with rocks and cliffs. One of the soldiers takes point since she claims to know the site. She tries to lead the caravan safely to the other side. But nightfall comes and they have to make camp on a roughly flat spot surrounded by high cliffs. During the night, the PCs hear a ruckus.



Exactly how this plays out depends a lot on the **[person]** and **[reason]** selected. The main purpose of this event is to make the PCs aware that the **[person]** they are escorting is very strongly against the whole thing. Try to sow a seed of doubt in the PCs' minds that they might be doing the wrong thing.

Example: They hear crying, sobbing sounds from the bride's tent. One of the maids is trying to comfort her and the PCs can hear words like: "...it is not so bad..." and "...you will learn to love him eventually..." and "...he is a very powerful man and that will make you very powerful as well..." and so on.

Feel free to replace sobbing and crying with anger, arguments, and/or complaining. Make sure it all fits with your selected options.

Seventh Day

During the seventh day, the PCs become aware that they are being watched. The **[opposition]** are following them—keeping an eye on them. The PCs should spot signs of them but not see them. A hastily put out campfire, still smoldering. Rocks and pebbles sliding down the cliffside ahead. They do not attack...maybe

they are waiting for the right spot? The clan guards are tense and everyone seems to anticipate an attack.

The cliffs around the PCs are still high and inhospitable, and the caravan is now close to the Falling Ruins, a dangerous and cursed place. During the Empire of Wyrms' Friends (EWF) era, when parts of the Dendrogi Pass were called the Intan Trail, this used to be the city Bon Bolar, and here an EWF mystic called Dinkat tried to contact the Emyreal World by raising a huge, magical ladder to the sky. He failed, and to this day bits and pieces of this mystical ladder still occasionally fall from the sky, giving the ruins their name. Legend also tells of a great temptress called Elemenoria who lives in these ruins and can grant wishes...at a terrible cost. Unfortunately for the caravan, they have to make camp in the shadow of this cursed place. During the seventh night all hell breaks loose.





Art: Patricia Baker

ENCOUNTER I - RAID AT NIGHT

During the seventh night, when the caravan is camped under the Falling Ruins, the **[opposition]** strikes. Their exact goal will depend on the **[opposition]**, but there will be a nighttime battle nonetheless. The sentry on watch is killed (unless it is a PCs, in which case they should get a chance to spot the attackers). Depending on the **[opposition]** chosen, some of the clan guards might be on the attackers' side in this battle. It's important to note that the **[person]** uses the commotion to escape, and depending on the **[person]** selected, they may be accompanied by a clan guard. Keep this in mind if you want to calculate how many clan guards remain to help the PCs.

If the **[opposition]** is here to sabotage the mission, you can have them try to steal or ruin their supplies (maybe make off with their water supply?).

Run the fighting short, action packed, dark, and fast. Sight is limited, so keep missiles to a minimum; the **[opposition]** primarily use their melee attacks or ranged attacks at nearby range.

ORLANTHI OPPOSITION 6

#/lvl of PCs	Orlanthi Bandit Leader (3)	Orlanthi Outlaw (2)	Orlanthi Bandit (1 mook)
4 x 2nd level	1	2	4
5 x 2nd level	1	3	5
6 x 2nd level*	1	4	6
4 x 3rd level	1	4	2
5 x 3rd level*	1	5	4
6 x 3rd level*	1	6	6

*nastier special



LUNAR OPPOSITION ①

#/lvl of PCs	Dara Happan Veteran (3)	Thunder Delta Slinger (2)	Dara Happan Legionnaire (2 mook)
4 x 2nd level	1	2	3
5 x 2nd level	2	1	5
6 x 2nd level*	3	2	3
4 x 3rd level	2	2	5
5 x 3rd level*	3	2	5
6 x 3rd level*	3	3	7

*nastier special

DARA HAPPAN VETERAN ①

3rd level blocker [humanoid]

Initiative: +7

Well-worn spear +9 vs. AC—8 damage

Natural even hit: The veteran can make a shield smash attack as a free action.

[Special trigger] **Shield smash** +7 vs. PD—1 damage, and the target is dazed until the end of its next turn.

R: Weighted javelin +9 vs. AC—8 damage

Pinning stance: When an enemy engaged with the veteran makes a disengage check, it takes 1 damage, or 4 damage if it fails. **Crescent coming:** At the start of a round when the Lunars share the escalation die, the Dara Happan Veteran heals 3 hit points.

AC 20

PD 16 HP 40

MD 12

THUNDER DELTA SLINGER ①

2nd level archer [humanoid]

Initiative: +8

Sickle-sword +7 vs. AC—5 damage

Natural even hit: The Thunder Delta slinger can pop free from the target.

R: Thunder Delta sling stone +7 vs. AC (one nearby or far away enemy)—7 damage

Natural even hit or miss: The target takes a -3 penalty to AC and PD (save ends).

Foulable sling: The slinger can't use its sling stone attack while it's engaged.

AC 17

PD 16

MD 13

HP 34



Art: Patricia Baker

DARA HAPPAN LEGIONNAIRE ①

2nd level mook [humanoid]

Initiative: +4

Heartland one-handed spear +7 vs. AC—4 damage

Coordinated stabbing +9 vs AC—12 damage

Miss: 3 damage.

Limited use: Three mooks engaged with the same target will use standard actions to activate this “triplestrength” attack. Imaginative players might well invent ways to disrupt the legionnaires’ coordination and prevent them from using this attack.

R: Hurling javelin +5 vs. AC—4 damage

Limited use: 1/day for all. If no mooks in the mob are engaged, then this round each mook in this mob can make a hurled javelin attack as a quick action.

Solidarity: Prevent the first 8 damage to the mob each battle. Then when the second to the last mook in the mob is killed, kill the last mook, too.

Nastier Special

Lunar health: During a round when the Lunars share the escalation die, the mook’s hit points increase by 2 apiece (champion tier: 5 hp; epic tier: 10 hp). The increase goes away if the Lunars aren’t sharing the escalation die.

AC 19

PD 15

HP 8 (mook)

MD 11

Mook: Kill one Dara Happan legionnaire mook for every 8 damage you deal to the mob.

AFTERMATH

The battle is over and the PCs assess their situation. It is of absolute importance that the PCs are not the only survivors of this battle, because someone has to be alive to explain a few things to the PCs. A couple of things should be clear to them depending on the **[person]**:

- The **[person]** is now missing. They ran off in the confusion of battle.
- They may not have run off alone. One or maybe two of their retinue followed them into the dark. Depending on the **[person]** selected this could be a guard, a friend, a sibling, or possibly even a lover.

And depending on the **[opposition]**, one or maybe both of them could be from the **[opposition]** side.

- At this point one of the survivors from the Rangili clan (or possibly one from the **[opposition]**) spills the beans and fills in the blanks for the PCs. They explain the dilemma and the tension between **[reason]** and **[person]**. They may be able to explain the **[opposition]**.
- It should be clear to the PCs that the **[person]** was not abducted but rather left on their own volition.
- Finally, it should also be clear that the **[person]** and their companions are heading into very dangerous terrain. The Falling Ruins at night is not a safe place, and they are heading right into it.

So here it is: decision time for the PCs. What should they do now? Perhaps they decide to leave it like this, arguing that from here on out, whatever happens next is the **[person]**’s responsibility, and they no longer have an obligation to fulfill their end of the bargain with Ovardim. After all, they didn’t exactly agree to a “prisoner transport.” Or they can follow the **[person]** to try to keep them safe from harm, and force them to come along, or to let them go once they’ve had a chat about a few things. Important: This is the heart of this adventure so let the players take their time and argue a bit back and forth. How should they handle this? Don’t cut this scene too short, and let the PCs take a short rest while they talk it out.

Should the PCs decide to give chase, they will not have any problems following the tracks, but have them roll some dice to see how long it takes them, and how much they gain or lose on their prey.

After one to three hours, they come upon the ancient ruins of a city...the tracks lead into the ruined buildings. As the first broken arrows of rising Yelm searches across the cliffs of this long lost valley, the PCs hear a horrible shriek from the dark shadowed ruins below.





Art: Patricia Baker

ENCOUNTER 2 - INTO THE FALLING RUINS

The chase leads the PCs into the Falling Ruins, the haunted remnants of a once important EWF city called Bon Bolar that was located on the trade route between Orin Jistil and Banjarn. These days it is a dark and cursed place that everyone in their right mind avoids in fear.

At this point, the **[person]** is in hiding alone or together with a friend/lover/ally. Another ally backtracked to see if they were being followed and was promptly killed by the **[monster]**. Hence the chilling scream.

Play out the horror elements of this as much as you can, with the PCs searching each ruined building to find the **[person]**, but at the same time being watched and scared that some nameless horror is searching for them. A cat and mouse game, with lots of scary sound and sudden movement, shapes half seen, half-guessed moving in the shadows from building to building, a flock of birds taking to the morning sky, giving up a sudden cry. Play this until the PCs stumble over the remains of the ally that got slaughtered. Some lesser creatures are already busy eating away at the corpse. How you describe this will of course depend on the **[monster]** you chose, but make sure it is a horrible scene and that is building up the suspense for the final confrontation in Encounter 3.

CULT OF THE DEVOURING MOTHER

#/lvl of PCs	Krarshti Assassin (5)	Hapless Criminal (2 weak)	Krarshti Thug (4 mook)
4 x 2nd level	0	4	5
5 x 2nd level	1	2	2
6 x 2nd level	1	3	4
4 x 3rd level	1	3	3
5 x 3rd level	2	2	2
6 x 3rd level	2	4	3

KRARSHTI ASSASSIN

5th level troop [chaos humanoid]
Initiative: +11

Damned sickle +11 vs. AC—17 damage
Natural even hit or miss: The Krarshti assassin becomes cloaked until it's hit by an attack against MD or until it misses with a natural odd attack roll.

R: Ray of darkness +11 vs. MD—10 negative energy damage

Natural even hit: The target is confused until the end of its next turn, or if the Krarshti assassin was cloaked when it attacked, the confusion is save ends.

Improved dark step: While cloaked, the Krarshti assassin

automatically succeeds on all disengage checks and gains a +2 bonus to all defenses against ranged attacks.

AC 21
 PD 19 HP 70
 MD 15



Art: Patricia Baker

HAPLESS CRIMINAL ☹️

*Weakling 2nd level troop [chaos humanoid]
 Initiative: +4 + level*

Club or shortsword +7 vs. AC—5 damage
 Natural odd hit or miss: The target takes 3 ongoing psychic damage as something eats away at their spirit.

R: Sling +5 vs. AC (one nearby or far away enemy)—4 damage

Please, oh Devouring Mother, oh please save me: Once per battle when the hapless criminal is staggered, it can pray as a quick action. Roll a d20. On a natural 20, Krarsht appears to hear her worshiper's prayer and teleports them away from whoever is threatening them. It's not clear if anyone saved by such a prayer reappears.

Return gift: In the extraordinary event that the Please, oh Devouring Mother ability works, Krarsht replaces the hapless criminal with a <chaos rune> Chaos creature—probably a very badass Chaos creature, since why bother otherwise?

AC 17
 PD 14 HP 20
 MD 12

KRARSHTI THUG ☹️

*4th level mook [chaos humanoid]
 Initiative: +8*

Damned dirk +10 vs. AC—7 damage
 Natural even hit or miss: The Krarshti thug becomes cloaked until it's hit by an attack against MD or until it misses with a natural odd attack roll.

Dark step: While cloaked, the Krarshti thug automatically succeeds on all disengage checks.

AC 20
 PD 18 HP 13 (mook)
 MD 14

Mook: Kill one Krarshti thug mook for every 13 damage you deal to the mob.

DEHORI ☹️

#/lvl of PCs	Hungry Dehori (4)	Dehori Whisp (2)
4 x 2nd level	1	2
5 x 2nd level	1	3
6 x 2nd level	2	2
4 x 3rd level	1	4
5 x 3rd level	2	3
6 x 3rd level	2	4

HUNGRY DEHORI ●

4th level wrecker [spirit]

Initiative: +11

Spirit gnaw +9 vs. PD—10 damage

Natural 16+: The hungry dehorì heals 15 hp.

Miss: The next time a hungry dehorì hits this battle, it deals +5 damage (cumulative), as the hunger grows. At the GM's discretion, any ally of the dehorì could use this bonus, provided that it's hungry enough.

C: Shadow flit +9 vs. MD (the nearby enemy with the highest MD)—Remove the hungry dehorì from play. It can't be targeted or target another creature while out of play. The next time a hungry dehorì hits this battle, it deals +5 damage (cumulative). At the start of its next turn, return the hungry dehorì to play anywhere on the battlefield.

Limited use: 1/round, as a quick action when the hungry dehorì started its turn in play.

Flight: It's not the quickest flier.

Nastier Special

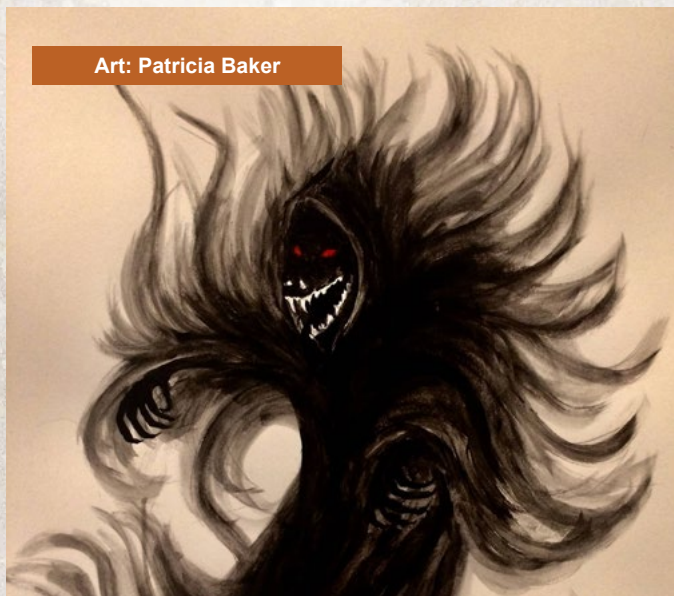
Isolation: A creature engaged with the hungry dehorì can't be the target of its allies' effects.

AC 18

PD 18

HP 50

MD 14



DEHORI WHISP

2nd level Scrapper

Initiative: +7

Spirit gnaw +7 vs. PD—7 damage

Natural 16+: The dehorì whisp heals 5 hp.

Miss: The next time a dehorì whisp hits this battle, it deals +2 damage (cumulative), as the hunger grows. At the GM's discretion, any ally of the dehorì could use this bonus, provided that it's hungry enough.

C: Shadow flit +7 vs. MD (the nearby enemy with the highest MD)—Remove the dehorì whisp from play. It can't be targeted or target another creature while out of play. The next time a dehorì whisp hits this battle, it deals +2 damage (cumulative). At the start of its next turn, return the dehorì whisp to play anywhere on the battlefield.

Limited use: 1/round, as a quick action when the dehorì whisp started its turn in play.

Flight: It's not the quickest flier.

Nastier Special

Isolation: A creature engaged with the dehorì whisp can't be the target of its allies' effects.

AC 17

PD 12

HP 25

MD 16

DELECTI CREATIONS ✖

#/lvl of PCs	Ghoul (3)	Human Zombie (2)	Delecti Devotee (4 mook)
4 x 2nd level	1	2	2
5 x 2nd level	1	2	4
6 x 2nd level	2	2	3
4 x 3rd level	2	2	2
5 x 3rd level	2	3	4
6 x 3rd level	3	3	4

GHOUL ✖

3rd level spoiler [undead]

Initiative: +8

Claws and bite +8 vs. AC—8 damage

Natural even hit: 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.

Pound of flesh: The ghoul's claws and bite attack deals +4 damage against vulnerable targets.

Infected bite: Any creature that is slain by a ghoul and not consumed will rise as a ghoul the next night.

Nastier Specials

Paralyzing bite: When the ghoul hits a vulnerable target with a natural even attack roll, the target is also stunned (save ends).

AC 18
PD 16 HP 36
MD 12



HUMAN ZOMBIE ✖

2nd level troop [undead]

Initiative: +1

Rotting fist +7 vs. AC—6 damage

Natural 16+: Both the zombie and its target take 1d6 damage!

Headshot: A critical hit against a zombie drops it to 0 hp.

Nastier Specials

Eat brains: More dangerous zombies don't try to kill the moving targets before feasting on brains; they keep attacking any enemy they've knocked unconscious, rolling attacks against the helpless enemy until it's dead.

AC 15
PD 13 HP 60
MD 9

DELECTI DEVOTEE ✖

4th level mook [undead]

Initiative: +7

Iron-hard hands +9 vs. AC—7 damage

Natural even hit or miss: Both the Delecti devotee and its target take 1d6 damage.

Hand of the fallen: When a melee attack drops one or more Delecti devotee mooks, the hand of one of those devotees ends up severed from its owner and latched onto a nearby enemy. The afflicted creature is vulnerable to all attacks until the hand is removed, which takes a standard action by that creature or an ally next to them.

Shot to the head: When an attack drops this Delecti devotee and it had 2, 4, or 6 hp remaining, the attack deals the same amount of damage to another member of the mob. If this devotee has any other number of hit points left? No hit to the head.

Nastier Specials

Curse of failure: Each round, one Delecti devotee in the mob can make a curse attack as a quick action.

C: Curse +4 vs. MD (one nearby enemy)—The target is weakened until the start of the Delecti devotee's next turn.

Mob rule: The curse gains an attack bonus equal to the number of Delecti devotees in the battle.

AC 17
PD 15 HP 20 (mook)
MD 11

Mook: Kill one Delecti devotee mook for every 20 damage you deal to the mob.

AFTERMATH

When the horror of the battle is over, the PCs find what remains of one of the [person]'s companions. This could be one of the [opposition] if they were trying to “liberate” the [person], or possibly one of the clan guards that was along for the escort and wanted to help the [person] get away. If the PCs are part of the Rangili clan, this may be an emotional blow of a different kind to some of them. Allow them to pay some respects and decide what to do with the remains, but also make it clear that they are in a rush.... (Harrowing large animal noises deeper into the ruins... something big moving about in the dark, and what is this rank smell getting stronger?) Either way, give the PCs a short rest and keep the tension going.

Art: Patricia Baker





Art: Patricia Baker

ENCOUNTER 3 - THE NAMELESS HORROR

Exactly what manner of beast this is will depend on your [monster] selection. It should be a challenge but not impossible. Try to make it horrifying, going for the unnatural, and stay away from the mundane. Encounter 2 should foreshadow this and will almost naturally flow into it, building up to a crescendo where the PCs finally get to face the big bad, so to speak. What is important here is the sense of horror.

- Cult of the Devouring Mother 🍷 Use the monster stats from Encounter 2 and include a Krarshtkid.
- Dehori 🟠 Use the monster stats from Encounter 2 and a "Terrible One."
- Delecti creations ✖ Use the monster stats from Encounter 2 together with a massive flesh construct.

CULT OF THE DEVOURING MOTHER 🍷

#/lvl of PCs	Krarshtkid (4)	Krarshti Assassin (5)	Hapless Criminal (2 weak)	Krarshti Thug (4 mook)
4 x 2nd level	1	0	0	2
5 x 2nd level	1	0	2	2
6 x 2nd level	1	0	3	3
4 x 3rd level	1	0	2	3
5 x 3rd level	1	1	0	2
6 x 3rd level	1	1	2	

KRARSHTKID 🍷
Large 4th level wrecker [chaos beast]
Initiative: +8, or +12 in home tunnels

Massive jaws +10 vs. AC—20 damage, or 35 damage if the target is stuck or weakened

Natural even hit: The krarshtkid can make a paralyzing poison attack against the target as a free action.

[Special trigger] **Paralyzing poison +10** vs. PD—The target is weakened (save ends).

C: Acidic whipping tongue +10 vs. PD (one nearby enemy)—5 damage, and 5 ongoing acid damage

Punishing tongue: As an interrupt action when a nearby enemy misses the krarshtkid with a natural odd attack roll, it can use acidic whipping tongue against that enemy. (This is normally how the krarshtkid uses the attack, since it's not normally worth it to use a standard action that way.)

AC 19
PD 17 **HP 130**
MD 14



DEHORI ●

#/lvl of PCs	Terrible One	Dehori Whisps (2)
4 x 2nd level	1 (lvl 5)	2
5 x 2nd level	1 (lvl 5)	3
6 x 2nd level	1 (lvl 5)	4
4 x 3rd level	1 (lvl 7)	1
5 x 3rd level	1 (lvl 7)	2
6 x 3rd level	1 (lvl 7)	4

TERRIBLE ONE ● (FOR LEVEL 2 PCs)

5th level spoiler [spirit]

Initiative: +8

Ripping spirit teeth +10 vs. PD—18 damage

Natural 16+: The target is weakened and feels insignificant in the face of vast, uncaring darkness (save ends).

Miss: 3 damage.

Terrible grasp: Each enemy that starts its turn engaged with the terrible one is hampered until it is no longer engaged with the terrible one. An enemy can also shake off the hampered effect until the start of its next turn by using a quick action and taking 8 damage.

Flight: The terrible one flies as well as the next o Darkness spirit.

Nastier Special

Terrible regret: When an enemy engaged with the terrible one misses it with an attack, that enemy takes 3 damage. When an enemy not engaged with the terrible one misses it with an attack, the terrible one can pop free from each enemy engaged with it and move to engage the attacker as a free action. That enemy takes 3 damage. Enemies can't take opportunity attacks or intercept the terrible one when it moves this way.

Death wail: When it drops to 0 hp, the terrible one heals to 30 hp as its form becomes less coherent and it begins to wail. It can't attack or move, and it loses 10 hp at the end of each of its turns, as well as any damage the PCs can deal to it as it wails. As long as the terrible one is alive and wailing, whenever an enemy starts its turn or heals using a recovery, it takes 3 damage.



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AC 19
PD 19 HP 72
MD 15

TERRIBLE ONE ● (FOR LEVEL 3 PCs)

7th level spoiler [spirit]

Initiative: +10

Ripping spirit teeth +12 vs. PD—20 damage

Natural 16+: The target is weakened and feels insignificant in the face of vast, uncaring darkness (save ends).

Miss: 5 damage.

Terrible grasp: Each enemy that starts its turn engaged with the terrible one is hampered until it is no longer engaged with the terrible one. An enemy can also shake off the hampered effect until the start of its next turn by using a quick action and taking 10 damage.

Flight: The terrible one flies as well as the next o Darkness spirit.

Nastier Special

Terrible regret: When an enemy engaged with the terrible one misses it with an attack, that enemy takes 5 damage. When an enemy not engaged with the terrible one misses it with an attack, the terrible one can pop free from each enemy engaged with it and move to engage the attacker as a free action. That enemy takes 5 damage. Enemies can't take opportunity attacks or intercept the terrible one when it moves this way.

Death wail: When it drops to 0 hp, the terrible one heals to 40 hp as its form becomes less coherent and it begins to wail. It can't attack or move, and it loses 10 hp at the end of each of its turns, as well as any damage the PCs can deal to it as it wails. As long as the terrible one is alive and wailing, whenever an enemy starts its turn or heals using a recovery, it takes 5 damage.

AC 21
PD 21 **HP 100**
MD 17

DELECTI CREATIONS ✖

#/lvl of PCs	Flesh Construct	Ghoul (3)	Human Zombie (2)	Delecti Devotee (4 mook)
4 x 2nd level	1	0	0	2
5 x 2nd level	1	0	1	2
6 x 2nd level	1	0	2	2
4 x 3rd level	1	0	1	3
5 x 3rd level	1	2	0	2
6 x 3rd level	1	2	2	2

FLESH CONSTRUCT

Large 4th level blocker [construct]

Initiative: +5

Sweeping fists +9 vs. AC (2 attacks)—15 damage

Maddened battlefield repairs +11 vs. AC (one staggered living enemy)—20 damage, and the flesh construct heals 2d10 hit points

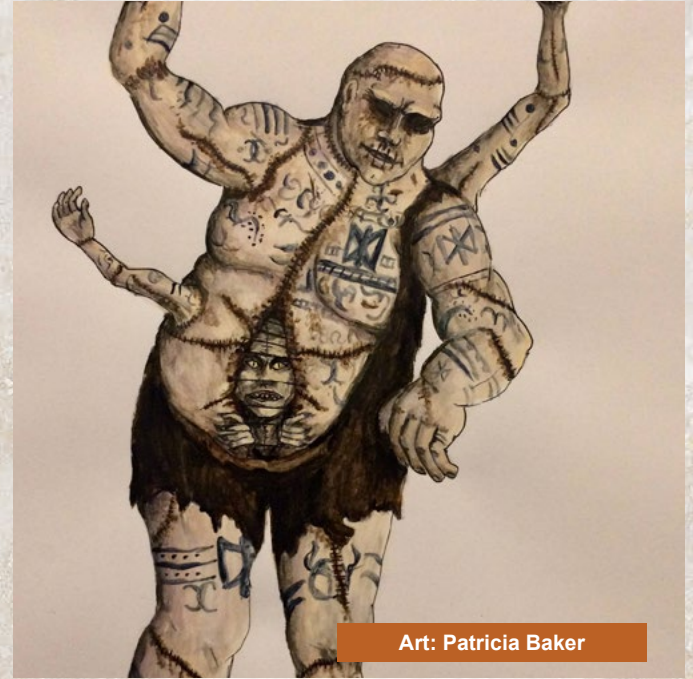
Miss: 10 damage, and the construct heals 1d10 hit points.

Limited use: The flesh construct can only use this attack while it's staggered.

Energy magnet: Whenever a spell that causes cold,

fire, force, lightning, or negative energy damage targets one of the flesh construct's nearby allies, the flesh construct has a 50% chance of becoming the main target instead. Therefore, spells that affect groups would spread out from the flesh construct.

AC 18
PD 16 **HP 100**
MD 14



AFTERMATH

After the PCs best the creature, they find the [person] hiding nearby. It's possible their companion or lover is still with them. They are scared, not willing to fight. Again we are focusing on the whole crux of this scenario. What should the PCs do now? They can bring the [person] back to the caravan or let them run, claiming they never found them. If they bring them back, they still have to talk things through and decide upon a [solution] to the dilemma. Refer back to the [solution] at the start of this scenario for suggestions.

If you are using the default location (Dendrogi Pass and Falling Ruins) there is also an option to involve Elemenoria the temptress. If the PCs can find her, maybe she has access to other magical solutions? But what consequences will they face? Either way, a short rest is in order.

TROUBLESHOOTING

During playtesting I have seen PCs nearly come to blows over how to solve this situation. The reason for this was that they got locked into their own opposite sides of the argument and refused to budge. One side wanted to force the **[person]** along and hand them over to the temple, the other wanted to take them to a Humakti Temple and allow them to join, to get off the hook. None of the parties involved was even looking to find other options and no one was prepared to yield. If this happens to your group, here is some advice on how to facilitate a more diplomatic **[solution]**:

Pay close attention to the atmosphere at the table. If it's starting to feel awkward or uncomfortable and you think, even for a second, that players are starting to take this personally, pause the game and talk it out. Ask the players to explain how they feel (player, not PC) about the situation. Ask if they want to take a break. Make sure everyone is ok before you continue.

Gently point out that this stand-off will lead nowhere but physical conflict between the PCs, and that they might be better served looking for OTHER options. Maybe there are other options out there that will fulfill requirements from BOTH sides, if they just start looking for them or talk about it. Give them some time to think about that.

If they still cannot see beyond their own bubble, you could even start suggesting other solutions. Once you have presented other options, allow them time to process and talk it over. Hopefully, this should help them find the "third" way and agree.

Example:

Have you considered asking someone else from the family if they are willing to take the **[person]**'s place?

You could let the **[person]** go and then allow Maran Gor to exact vengeance on Ovardim instead. And if you are concerned about the city of Alda Chur, you could go back there and "remove" Ovardim from the city (kidnapping, or coercion)?

You could try to complete the Hero Quest they botched and make everything right that way.

EPILOGUE

The PCs continue to travel although with a somewhat decimated escort. Perhaps they have by now gagged and bound the **[person]**? Perhaps they have let them go and started a charade with one of the other clan members?

The following day is calm. The mountains are now receding and the party is moving down into the foothills on the western slopes of the Dragonspine. A couple of days later they see the Shaker's Temple on the mountain side to the south.

If the PCs have plotted to hand off the "wrong" **[person]** and trying to solve this by deception, let them run into another traveling party along the way, and have them answer some questions. This will make them understand that now is the time to think through their story and see how waterproof it is. If they can't even convince a wandering merchant that the **[person]** is who they claim, how will they ever fool the Marantaros, for example? Let them take this opportunity to practice their act so to speak. Run this scene for as long or short as your players enjoy it.

SHAKER'S TEMPLE

This is the largest Earth temple in Dragon Pass, and home to Maran Gor, The Hungry Earth, Goddess of Earthquakes and Destruction. The cult to have worshiped here since before the Inhuman Occupation of Dragon Pass.

The High Priestess of the Shaker's Temple is massive, to the point where she has to be towed around on a cart by six oxen. Her retinue consists of forty-seven blood-crazed male and female cannibal virgins.

You can play out the interactions with the Marantaros in detail or you can gloss this over and sum up the events that follow. The exact outcome here will depend on the **[reason]**, **[person]**, and **[solution]**, so you will have to improvise a bit.

After any festivities, the PCs have earned a full rest, and can plan what they want to do next.

REWARDS

Rewards for this adventure are equally fluid depending on your selections. Here are some suggestions.

Fame: PCs are celebrated as heroes and receive much attention for their deeds in the Dendrogi Pass. During the festivities that follow, they are asked time and time again to tell their story and will get hero status among the Marantaros. Maybe they are invited to Wintertop Fort to train or counsel on other issues?

Empowered Runes:

- Krarshti 🐉 Any PCs with a **Darkness Rune** can empower this rune.
- Dehori 🐂 Any Storm Bull berserker can empower their **Eternal Battle Rune**.
- Delecti ✂ Any Humakti PC in the party can empower their **Death Rune**.

HeroQuest Gifts: Even if the PCs never actually entered a Hero Quest in this scenario (though they might have), you could always say the cosmic powers have been realigned to mirror the events in Dendrogi Pass. Or maybe the Shaker's Temple cult blesses them as thanks for bringing the **[person]** to them unharmed. Maybe they receive it from Elemenoria? Either way, you can look at the runes encountered through this scenario and the factions involved and select appropriate HeroQuest gifts accordingly.



Player Name:

GM:

1 (1)

Name _____

Culture and Folk _____

Human, Heortling, Sartarite of Colymar Tribe, Orlmarth Clan.

Level & Class _____

Humakti - Death Warrior lvl2

God _____

Humakt Devotee



	STR	CON	DEX	INT	WIS	CHA
Score	17	14	12	13	17	10
Mod	+3	+2	+1	+1	+3	+0
+Lvl	+5	+4	+3	+3	+5	+2
			Init			

Defences

AC	20
PD	14
MD	13

Health

Hit Points	40 /
Recoveries	8 /
Recovery Die	2d8+2

One Unique Thing _____

Lost son from the big city (Nochet) returning home.

Runes _____



Backgrounds _____

Pain Master +5
Professional Duelist +3

Combat

Roll Initiative: Roll 2d20 and pick one. Add +3 to get your Initiative Score.

If the d20 you select is ODD and 11+ or EVEN you may trigger a *Battle Cry*. (2, 4, 6, 8, 10+)

Basic Melee Attack

Longsword: 1d20+5 vs. AC.

- Hit: 2d8+5 damage

- Miss: 2 damage

Powers

Battle Drill - Melee Attack, Once per Battle

Effect: Make a basic melee attack.

Hit: You can make a bonus basic melee attack. If you hit you can make a second bonus melee attack, and so on. You can make a maximum of 3 (WIS MOD) bonus attacks as long as you continue to hit.

Hefty Blow - Melee Attack, Once per Battle

Effect: Make a basic melee attack.

Hit or Miss: You gain a +2 (CON MOD) bonus to damage with that attack

Lesson Learned - Swordform, Once per Battle, Free action

Trigger: You miss an enemy with a melee attack

Effect: +2 bonus to hit with melee attacks against that enemy and all identical enemies (same name) until the end of battle.

Battle Cries: (Each Battle Crye can only be used once per day)

They are dead already: You and all allies gain a +1 bonus to all defenses against undead.

We have no fear: You and all allies take only a -1 penalty from fear, dazed and weakened conditions.

We shall not fall: Once when an ally is going to rally using a standard action. The rally only requires a quick action.

We fight together: Once this battle when an ally fails a save, you can turn it into a success.

Sword Master

Attack penalties never apply when you are attacking with a sword.

Inescapable Sword - Once per battle, Free Action

When you hit a target that has some form of resistance, you can negate all of the target's resistance until the end of battle.

Undead Foe - Undead creatures are *vulnerable* to your attacks.

(Your crit-range is expanded to 18-20)

Armour Geas (Roll 1d8 effect last for one day until next prayer)

+1 attack bonus with swords and -1 penalty to PD.

+1 attack bonus with swords today.

+2 attack bonus with swords but can't use shields.

Your critical hits while using a sword deal triple damage.

Attacks with swords deal an extra WEAPON damage die.

You gain an additional Humakti power.

+1 attack bonus with swords and your recovery dice become d10s

+1 attack bonus with swords and +1 WEAPON damage die

Gear

Heavy Armour, Longsword, Shield

Incremental Advances

Ability Score

Feat

Attune Rune

Hit Points

Extra HQ Gift

Skills

Power/Spell

Player Name:

GM:

1 (2)

Name _____

Culture and Folk _____

Human, Heortling, Sartarite of Colymar Tribe, Orlmarth Clan.

Level & Class _____

Storm Bull - Berserker lvl2

God _____

Storm Bull Devotee



	STR	CON	DEX	INT	WIS	CHA
Score	19	17	14	10	13	12
Mod	+4	+3	+2	+0	+1	+1
+Lvl	+6	+5	+4	+2	+3	+3
Init						

Defences

AC	13
PD	16
MD	14

Health

Hit Points	44 /
Recoveries	9 /
Recovery Die	2d10+3

One Unique Thing

You were born with tiny horns and a tail.

Runes



Backgrounds

Farmwife's Bastard +3
Bull Scion +5

Combat

Roll Initiative: Roll 2d20 and pick one.

Add +6 (STR MOD + LVL) to get your Initiative Score

Bull's Rush: Go first once per day.

Storm Bull Devotee: For you, Chaos rune results are instead Eternal Battle runes.

Basic Melee Attack

Greataxe: Roll 1d20+6 vs. AC to hit

- Hit: 2d10+4 damage
- Miss: 2 damage

Great Weapons: Once per battle, re-rolled a missed attack and choose a different target.

The Storm Bull Berserker Die

Instead of using the Escalation Die you add a Berserker Die (d6) and trigger a Berserker Die Power according to the result.

Roaring Return: Daily, Quick Action, If your Berserker Die is less than the Escalation Die, heal using a Recovery

Final Blow: Daily, Die-Triggered, Make a Basic Melee Attack against a staggered enemy as a quick action.

d6	Berserker Die Power	Effect A	or	Effect B
1	Pure Fury	Your next berserker melee attack that misses deal half damage instead of regular miss damage.	/	<input type="radio"/> Your crit-range with berserker attacks expands by 1 (cumulative) until the end of battle.
2	Bring it On!	<input type="radio"/> Until the End of Battle when you take damage while Berserker Die is even, reduce that damage by an amount equal to your Berserker die	/	Gain 3 (CON MOD) temporary hit points.
3	Horns and Hide	<input type="radio"/> Until the End of Battle, when you engage one or more enemies, each of those enemies takes 4 (STR MOD) damage	/	You gain a Bonus to AC equal to your Berserker Roll until the start of your next turn.
4	This is Eternal Battle	<input type="radio"/> Until the End of Battle, you gain a Bonus to AC equal to the number of enemies engaged with you	/	Roll a d6. If you roll less than or equal to the number of enemies engaged with you, you gain an extra standard action this turn.
5	Thrash the Devil	<input type="radio"/> Until the End of Battle you gain resist damage 12+ against attacks by Chaos	/	Use <i>Final Blow</i> this turn. If you don't instead deal damage equal to 4 (STR MOD) + Escalation Die to one enemy engaged with you.
6	The Bull is Strong	Use <i>Final Blow</i> this turn.	/	The next time you hit with a Berserker Melee Attack this turn, add an extra WEAPON die to your damage.

Gear

Hide Armour with bronze pieces, Great Axe, 4 Javelins

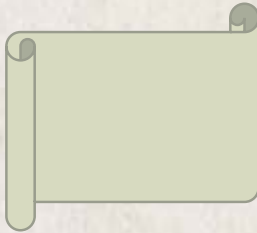
Incremental Advances

- Ability Score
- Attune Rune
- Extra HQ Gift
- Power/Spell
- Feat
- Hit Points
- Skills

-
- **Blood Frenzy:** Daily Interrupt Action, Lasts until end of battle; Once per round when you become staggered, or are hit by an attack while staggered, roll a save. If successful, heal using a recovery, and if the natural roll is even, the recovery is free. In addition, whether the save fails or succeeds, add +1 to blood frenzy count.
- You can re-roll the first failed Blood Frenzy save each battle.

Keep track of your blood frenzy count during battle. If your berserker die result is ever less than your blood frenzy count, you go out of control. At the end of the battle your blood frenzy count goes back to zero.

Blood Frenzy Count



Out of Control: While you are out of control, you must make a melee attack against an enemy during each of your turns. If you don't, at the end of your turn you become confused until the end of your next turn.

While you are out of control, when you make a melee attack against an enemy, hit or miss, you also deal half damage to one of your allies engaged with that enemy.

There are two normal ways to end being out of control. First, it ends the next time your berserker die roll is less than your blood frenzy count, though coming out of being out of control doesn't save you from the confusion effect suffered earlier. Second, being out of control ends at the end of a battle when all your true enemies have dropped to 0 hp or are unconscious. When being out of control you don't accept surrenders and you tend to chase fleeing enemies.

Yes in a long battle in which you have used blood frenzy often it is possible to swing in and out of control round-after-round. Your allies need to learn to stay out of your way...

Name _____

Culture and Folk _____

Human, Heortling, Sartarite of Colymar Tribe, Orlmarth Clan.



Level & Class _____

Orlanthi Storm Voice - lvl2

God _____

Orlanth with a side of Yinkin...

	STR	CON	DEX	INT	WIS	CHA
Score	10	17	12	14	13	19
Mod	+0	+3	+1	+2	+1	+4
+Lvl	+2	+5	+3	+4	+3	+6
			Init			

Defences

AC	13
PD	14
MD	14

Health

Hit Points	36 /
Recoveries	8 /
Recovery Die	2d6+3

One Unique Thing

Expelled from Old Wind Temple after a romantic affair turned scandal

Runes



Backgrounds

Old Wind Temple Scholar/Exile +5
Yinkin at heart +3

Combat

Roll Initiative: Roll 2d20 and pick one. Add +3 (DEX MOD) to get your Initiative.

Basic Melee Attack

Quarterstaff: 1d20+2 (STR MOD + Lvl) vs. AC.
- Hit: 2d6 damage - Miss: 2 damage

Basic Ranged Attack

Javelin: 1d20+3 vs. AC
- Hit: 2d6+1 (DEX MOD) damage - Miss:

Magic

Gather Storm

Spend a standard action to gather magical power, preparing yourselves for casting a doublestrength spell with your next standard action. You generate a small magical benefit. The first time each battle that you gather storm roll a d6. The next time in that battle you move on to the next step in the cycle wind → lightning → thunder etc.

Gather Storm Bonus Effect

- 1-2: Wind** You gain flight as a move action until the end of turn. This isn't a stately hovering movement; you're being thrown ahead of blasting storm winds. If you don't land at the end of your turn, you fall from the air and take 2d6 damage. You automatically succeed Disengage Checks without needing to roll. Once during your turn, you can heal using a recovery as a quick action.
- 3-4: Lightning** One nearby enemy takes 2 (Lvl) lightning damage. If no one is engaged with your target, it takes 1d6 extra lightning damage.
- 5-6: Thunder** Roll a hard save (16+). If you succeed, increase the escalation die by 1. If the save fails, you gain 5 temporary hit points.

Spells

Wild Bolt

Ranged spell, At-Will

Special: This spell deals daily random energy

Target: One nearby enemy OR one far away enemy with a -2 attack penalty

Attack: 1d20+6 (CHA MOD + Lvl) vs. PD

Hit: 1d8 + 3 (CON MOD) daily random energy damage, and the first time the natural attack roll is even in a battle, roll a random cyclic benefit as if you had gathered storm. (This doesn't affect your place in the gathering storm cycle; it's a random benefit that's separate from actual progression through the storm cycle.)

Miss: 2 (Lvl), +4 (CHA MOD) if engaged with target

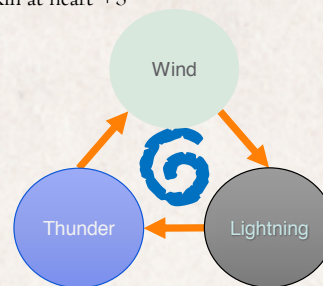
Storm Voice Random Energy Type (d6)

1: Cold

2-3: Thunder

4-6: Lightning

Roll once for Wind Bolt after every full heal-up. Damage Type lasts until next heal-up / roll.



Gear

Light armor, staff, javelins

Incremental Advances

- Ability Score
- Attune Rune
- Extra HQ Gift
- Power/Spell
- Feat
- Hit Points
- Skills

Spells

O Wind from Valind's Glacier

Close-quarters spell, Daily

Target: 1d2 nearby enemies in a group; *breath weapon*

Attack: 1d20+6 (CHA MOD + Lvl) vs. PD

Hit: 3d6 + 3 (CON MOD) cold damage.

Miss: Half damage, +4 (CHA MOD) if engaged with target

Breath Weapon: For the rest of the battle, roll a d20 at the start of each of your turns; on a 14+, you can use *Wind from Valind's Glacier* that turn if you wish.

O Lightning Spear

Ranged spell, Recharge 16 - Escalation Die "at Use" + after battle.

Target: One nearby or far away enemy

Attack: 1d20+6 (CHA MOD + Lvl) vs. PD

Hit: 3d8 + 3 (CON MOD) lightning damage.

Miss: Make the attack again against a random enemy that's nearby the target, but that attack deals only half damage and has no miss effect. *+4 damage (CHA MOD) if engaged with that target.*

O Strike the Highest

Ranged spell. Recharge 11+ after battle

Target: One nearby or far away enemy

Special: If any enemy in the battle has more hit points than the target, this attack takes a -5 attack penalty.

Attack: 1d20+6 (CHA MOD + Lvl) vs. PD

Natural Even Hit: 2d10 + 3 (CON MOD) lightning damage, and you don't expend the spell.

Natural Odd Hit: 1d10 + 3 (CON MOD) lightning damage, and you don't expend the spell.

Miss: 2 (Lvl), +4 (CHA MOD) if engaged with target

Player Name:

GM:

1 (1)

Name _____

Culture and Folk _____

Human, Heortling, Sartarite of Colymar Tribe, Orlmarth Clan.

Level & Class _____

Eurmal Trickster - lvl2

God _____

Eurmal Devotee



	STR	CON	DEX	INT	WIS	CHA
Score	10	17	14	13	12	19
Mod	+0	+3	+2	+1	+1	+4
+Lvl	+2	+5	+4	+3	+3	+6
			Init (-1)			

Defences

AC	12
PD	16
MD	17

Health

Hit Points	36 /
Recoveries	8 /
Recovery Die	2d10+3

One Unique Thing

You "failed" as a Herder when the Puppeteer Troupe kidnapped you. You served with them as an "extra" for a few years before returning.

Runes



One Unique Thing

Jester/advisor to the Chieftain +5
Traveling Performer +3

Combat

Roll Initiative: Roll 2d20 and pick one. Add -1 (DEX MOD -5) to get your Initiative.

Basic Melee Attack

Fireplace Poker: 1d20+0 (STR MOD+Lvl-2) vs. AC

- Hit: 2d6 - Miss: -1HP to you

Basic Ranged Attack

Thing: 1d20+2 (DEX MOD+Lvl-2) vs. AC

- Hit: 2d4 - Miss: -1HP to an Ally

Feckless Struggle - When cornered, you might bash an enemy with a broken doll, a wooden toy sword, or a handheld implement popular at certain fertility rites. Your attacks have no visible effect, but you are loading the enemy up with bad fortune, one pathetic swing at a time. With any luck, this bad karma will come due when one of your allies attacks the same target.

Feckless Strike - At-Will, Melee Attack (can be used as Interrupt)

Target: One enemy

Attack: 1d20+6 (CHA MOD + Lvl) vs. MD

Hit: Apply **feckless points** to the target equal to 2 (Lvl) d6/lvl + 4 (CHA MOD). Feckless points last until the end of the battle or until used up, but they don't stack.

When an ally hits that target with an attack that deals something other than feckless damage, that ally gains a damage bonus equal to the feckless points assigned to the target. That damage bonus is the same type dealt by the ally's attack, making your ally look awesome. Feckless points apply to a mook mob's total hit points, not to individual members of the mob.

Feuster Attack - Melee Attack, Once per Battle

Attack: 1d20+6 (CHA MOD + Lvl) vs. PD

Hit: 24 (10 x Lvl + CHA MOD) damage

Miss: 4 (CHA MOD) damage

Gear

No armor, generally you're lucky if you're still wearing clothes
Fireplace Poker, Some things in a bag you found. Whose purse is this?

Bad Luck Magnet - Once Per Battle, when an ally rolls a natural 1-3 on an attack, save or skill, you can "take it" to allow them a re-roll. You must use the result on your own next action or suffer damage equal to the Lvl of the Ally. (If used outside battle it cannot be used in next battle)

Erratic at best - You randomly loose one Talent and gain a new one after each Full Heal-up.

Scapegoat - When you save against an effect that also applies to an ally roll 2d20, give the higher roll to your ally, and take the lower for yourself. This is not optional!

Floow me! No Her! No Me! - Once per day, as a quick action, reroll the Escalation Die every turn until you roll a 1.

Taunt - Ranged Attack, Once per battle

Target: One nearby enemy

Attack: 1d20+6 (CHA MOD + Lvl) vs. MD

Hit: You serve up a ripe insult that unhinges your foe. The enemy is **vulnerable** (save ends). Until the target saves, it will move to attack you if it can. It won't take opportunity attacks to get at you, and it won't move if it can't get to you, but it will attempt to disengage, move out of position, stop guarding a doorway, or otherwise let you lead it where it shouldn't go.

Fuster Cluck - Close-quarters power, Once per battle

Effect: One enemy you are engaged with is vulnerable until your next turn and makes a melee attack against itself as a free action. Choose one option before the enemy attacks: it gains +1 bonus to the attack against itself, OR it takes a -2 penalty to attack against you.

If it hits it damages itself and is **weakened** until the start of your next turn. If it misses, it makes a melee attack against you as a free action instead, but the attack misses automatically on an ODD attack roll. If the enemy misses you with this attack, you make a **fuster attack** against it.

Incremental Advances

- Ability Score
- Attune Rune
- Extra HQ Gift
- Power/Spell
- Feat
- Hit Points
- Skills

Name

Culture and Folk

Human, Heortling, Sartarite of Colymar Tribe,
Orlmarth Clan.



Level & Class

Orlanthi Warrior lvl 2

God

Daughter of Vinga

	STR	CON	DEX	INT	WIS	CHA
Score	17	17	14	10	14	13
Mod	+3	+3	+2	+0	+2	+1
+Lvl	+5	+5	+4	+2	+4	+3
			Init			

Defences

AC	16
PD	16
MD	13

Health

Hit Points	44 /
Recoveries	9 /
Recovery Die	2d12+3

One Unique Thing

I am the child of a Vingan "Red Woman"

Runes



Backgrounds

Farmer turned Resistance Fighter +5
Weapon Thane +3

Combat

Roll Initiative: Roll 2d20 and pick one. Add +4 to get your Initiative Score

Basic Melee Attack

Iron Battleaxe: 1d20+5 (STR MOD+Lvl) vs. AC.

- Hit: 2d8+3 (STR MOD) damage
- Miss: 2 (Lvl) damage

Powers

Inspired Strike

Inspired action, Quick action, Melee attack, At-Will (once per round)

Special: You must be inspired.

Target: One enemy not engaged with you at the start of your turn

Attack: 1d20+5 (STR MOD+Lvl) vs. AC

Hit: 2d8+3 (STR MOD) damage

Miss: 2 (Lvl) damage

O Vingan Cleave

Once per battle, free action,

Effect: make another melee attack after you have dropped a non-mook foe to 0 hp with a melee attack. (Dropping the last mook of a mook mob also qualifies.) You gain a +2 attack bonus with the Cleave attack and if the cleave attack hits, you can heal using a recovery.

O Excellence

Once per day, you can reroll a failed **skill check**. You gain a +5 bonus to the reroll as Vinga inspires you to greatness.

Inspired Battler (Replaces Barbarian Rage)

At the start of each round, roll a d6. If the roll \leq Escalation Die, you become inspired until the end of battle.

While inspired, once during your turn as a quick action, you can take an "inspired action". Your primary inspired action is **Inspired Strike** (to the left).

Slayer

During your turn, when you attack a **staggered enemy** you were not engaged with at the start of your turn, gain a +2 bonus to the Attack roll and deal +2(Lvl)d6 damage hit.

Strongheart

Your recovery dice are d12s and you get +1 Recoveries.

Gear

Leather kilt, breastplate, helmet, Iron battleaxe & shield

Incremental Advances

- | | |
|--|-------------------------------------|
| <input type="checkbox"/> Ability Score | <input type="checkbox"/> Feat |
| <input type="checkbox"/> Attune Rune | <input type="checkbox"/> Hit Points |
| <input type="checkbox"/> Extra HQ Gift | <input type="checkbox"/> Skills |
| <input type="checkbox"/> Power/Spell | |