

The Next Valley Over: Two Hour 13th Age Glorantha Demo

For 3-6 third level player characters

13th Age Glorantha is a fantasy roleplaying book by Rob Heinsoo & Jonathan Tweet, with Greg Stafford, Jeff Richard, Cal Moore and ASH LAW

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

Glorantha is the creation of Greg Stafford

The Next Valley Over

A Chaosium Publication

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The Next Valley Over

By Rob Heinsoo, August 2018

The battle that drove away the Chaos demons also killed all of the valley's priestesses and holy people. Now the farmers and warriors of Dunhollow need the adventurers' help to journey to the next valley to discover what has happened to the great temple to Orlanth, the Storm King. When you need adventurers, everyone knows it's going to be bad.

This freeform *13th Age in Glorantha* demo adventure includes six pre-generated third level characters. You'll find them at the end after the monster stats.

We have two hours. Running the exact same adventure/encounter over and over again gets boring for GMs and fails to showcase what *13th Age in Glorantha* can accomplish as a semi-freeform game.

Instead of starting with the standard rpg notion that there is a single fixed adventure that everyone getting a demo will experience, we're going to run our two-hour demos with a bit of improvisation and invention by the GM as well as by the players.

We'll provide a number of pre-generated third level characters. Ability scores, talents, powers, spells, and feats will all be selected and have their math

worked out for easy play. But the pregen characters are generic, they leave the unique pieces of character creation that make each PC special up to the players. In the first hour of the demo, players will fill out their One Unique Thing, backgrounds, choose their gods. The second hour will provide a taste of combat and roleplaying. If you've got more than two hours, the demo can be a good start to a longer game.

CHARACTER GENERATION

The first hour or so (faster if players turn out to be experienced with *13th Age*) is spent introducing *13th Age in Glorantha* by helping players choose One Unique Things, backgrounds, their god and their personal rune.

Introduction to Glorantha?

At the start you'll want to get a feel for how many already know Glorantha and how many people are familiar with the *13th Age* system.

I suggest using page 448 of *13G* to introduce the gods, and point out the gods' runes. I'm also planning to have copies of pages 62-63 sitting around on the table for people to look at while I mention how important the runes are in the world and while they are figuring out what to do with their characters.

Pregen Characters

The six pregen characters are all human. If you're an enterprising GM and want to add a duck or troll, go for it, but it can

slow a demo down for people who are not familiar with Glorantha.

Tell players that you'll help them go over their combat abilities the first time they take their turn in combat. That's a good time to focus on each specific player, and by then, many people will have read enough to have a good grip themselves.

It's worth mentioning that as third level characters, the PCs are heroes, or as tough as heroes. They probably just helped fight off a demonic invasion in Dunhollow, so it's fine to let them play as if they have fought together before—they probably just did!

By the way, if Dunhollow is on a map somewhere, that wasn't my intention: I'm thinking about an Orlanthe valley somewhere in the mountains, probably but not necessarily in Sartar.

One Unique Thing

We know that coming up with a One Unique Thing for a Gloranthan character is harder for people who don't know the world. Feel free to encourage people to come up with one Very Interesting Thing for purposes of this demo, it can be a lot easier than being truly Unique and it will serve the same purpose, making the game more interesting and giving the player and GM hooks for the story. Give examples from the book.

Backgrounds

Don't wait for people to come up with their *Unique/Very Interesting*, they'll think about it as you introduce backgrounds.

Explain backgrounds as the interesting jobs or roles their character has had in their life. Explain that when you have a background that seems relevant to a skill check, you can use the points in the background to add to the check, you don't have to keep track of separate skills.

And tell people that they're free to make things up about the world, and their character, as the story behind the jobs or roles or experiences that were important enough to qualify as backgrounds. Take moments to explain how the things they're creating could affect a full campaign instead of a one-time session, that helps people think about a hypothetical future.

One thing players might want to make up are details about Dunhollow OR the next valley over that holds the temple, and that's something to encourage.

Runes: Most characters have two runes chosen as part of their class. Often the story someone has made up about their One Unique Thing and backgrounds gives the GM a pretty clear idea what the character's third rune should be! If not, the player gets to choose and shape their personality a bit more.

Remember to roll and see which rune each character can narrate in the session ahead.

Rune Gifts

One way of making players feel special in the brief space of a demo is listening to their backstory, and One Unique Thing, and saying something like “OK, you’re a very powerful hero, and your experience with _____ gave you a type of power that other heroes don’t usually have.” Then you hand them a rune gift that matches something from their story. A few improv-happy players will work the story of how they gained the rune gift into their story, most will be happy to have you tell a little story about cool they were.

You probably won’t have time to do this for all characters, but if you do make it part of their character creation process they might thank you for it and the battle will be a bit easier.

What follows are a few simple rune gifts that would be popular with new players. Each has a name or a power that seems like something that might come up in a character’s backstory and mechanics that fit in a demo. Feel free to look through other rune gifts on page 77+, but don’t choose gifts that would be tough for new players to figure out.

The drawback: The drawback of giving out a rune gift is that you’re likely to need to pencil in a change to the character’s attacks or a defense based on the gift’s default bonus. If there’s a player who is already familiar with the game playing, get them to help other players with details like that.

I’ll use a page break here in case it’s helpful to have the rune gifts on separate pages for the players.

RUNE GIFTS

⚡ Air Gifts

Themes: storm, lightning, wind, inspiration, violence, conquest, revolution, tenacity, creativity.

⚡ Striking

Basic bonus: +1 bonus to attack and damage rolls (champion: +2; epic: +3).

Lightning (quick action – recharge 16+):

Make the following attack.

Close-quarters attack

Target: One nearby enemy

Attack: +10 vs. PD (champion: +15; epic +20)

Hit: 1d8 lightning damage per escalation point (champion: 2d10; epic: 4d12).

⚡ Armor

Basic bonus: +1 bonus to Armor Class (champion: +2; epic: +3).

Lightning Ward (interrupt action – recharge 6+): When a nearby enemy hits you with an attack, make the following attack.

Close-quarters attack

Target: The enemy that hit you

Attack: +10 vs. PD (champion: +15; epic +20)

Hit: 3d6 lightning damage (champion: 6d8; epic: 12d10).

Miss: Half damage.

⚡ Body

Basic bonus: +1 bonus to Physical Defense (champion: +2; epic: +3).

Inspire Ally (recharge 6+): When you are staggered or knocked unconscious, a rejuvenating wind rolls through the battle and one ally can heal using a recovery. If the other players can't agree on who gets the healing, then you decide. Note, you

can use this power (a free action) just before going unconscious.

⚡ Exceptional

Basic bonus: None.

Dint of Luck (quick action – recharge 11+):

Randomly choose one PC in the battle (including you); we suggest everyone rolls a d20 and high roller wins! The chosen hero can either heal using a free recovery or regain a per-battle power or roll to recharge a rechargeable power.

⚡ Beast Gifts

Themes: physical prowess, animal form, ferocity, melee, hardiness.

⚡ Striking

Basic bonus: +1 bonus to attack and damage rolls (champion: +2; epic: +3).

Bestial Ferocity: When you hit with an attack while staggered, deal +1d6 damage to that enemy (champion: +2d8; epic: +4d10).

⚡ Undaunted Spirit

Blood for the Earth Guardian

⚡ Armor

Basic bonus: +1 bonus to Armor Class (champion: +2; epic: +3).

Beastly Endurance (recharge 6+): While you are staggered, when an attack damages you, prevent 10 of that damage (champion: 25; epic: 60).

● Mind

Basic bonus: +1 bonus to Mental Defense (champion +2; epic: +3).

Comfort (recharge 16+): An ally can reroll a failed save. Any of your allies can call upon this power. This effect is something the gift does on its own, and isn't an action triggered by the character with the power.

Mother Void (recharge 16+): When an enemy targets you with an attack against Mental

Defense, each enemy in the battle takes a –4 penalty to Mental Defense. Roll an easy save (6+) each turn to keep the effect going; on a failure, it ends.

† **Striking**

Basic bonus: +1 bonus to attack and damage rolls (champion: +2; epic: +3).

Fatality: The basic bonus to damage from this gift is one higher than normal (so +1 is +2, for example), and it applies to both hit and miss damage (if any). (Note that this doesn't increase the attack bonus.)

‡ **Striking**

Basic bonus: +1 bonus to attack and damage rolls (champion: +2; epic: +3).

Quixotic Battle: The basic bonus to attack and damage from this gift is one higher than normal (so +1 is +2, for example). When you attack while engaged with more than one enemy, the GM chooses your target. Expect to get the worst target most every time.

▲ *Unfathomable Wisdom*

Smashing: The basic bonus to attack and damage from this gift is 1 higher than normal (so +1 is +2, for example). When you roll a natural 1 or a natural 2 with an attack, you take 2d6 damage and are dazed (–4 attacks) until the end of your next turn (champion: 4d10 damage; epic: 10d10 damage).

Wild Swing (recharge 16+): When you make an attack, you can declare it as a “wild swing.” If your natural attack roll is 11+, you score a critical hit. Otherwise, you fumble. If the natural roll is 1–5, you don't expend this power.

□ **Armor**

Basic bonus: +1 bonus to Armor Class (champion: +2; epic: +3).

Stone Tough (recharge 11+): You are able to sustain some punishment. When you take

damage, roll two of your recovery dice and prevent that much of the damage (champion: five dice; epic: twelve dice). (*Design note:* Lots of defense powers are best for little guys who don't want to be hit. This one's good for big warriors, or at least warriors with large recovery dice.)

♣ **Striking**

Basic bonus: +1 bonus to attack and damage rolls (champion: +2; epic: +3).

All-in (recharge 16+): As a free action, turn one of your missed attacks into a hit. In addition, until the end of the battle, you take half the damage you would have dealt with a hit from each of your own natural odd missed attacks.

Chaos Killer: When you slay a non-mook Chaos creature (or the last mook in a Chaos mob), you gain a cumulative +1 bonus to attack and damage until the end of the battle.

♠ **Movement Gifts**

Theme: change, speed, motion, turning.

♠ **Striking**

Basic bonus: +1 bonus to attack and damage rolls (champion: +2; epic: +3).

Flurry (recharge 16+): When you make a basic attack, make a second basic attack against a different enemy.

Parting Strike (recharge 16+): When you succeed at a disengage check, make a basic melee attack against an enemy engaged with you before you move away.

THE BATTLE

... at least, it's usually a battle, unless you have player characters who are all about incredible powers of persuasion or entirely diverted by their own subplots (I've had it happen).

The last hour of the demo is spent playing through a single combat encounter as the PCs try to find out what happened in the valley next door. We'll get to how you're going to set up the story of that encounter in a moment, but first I want to mention the monster stats.

This demo includes stats for five groups of monsters. You'll want to have minis for each of the groups, assuming you use minis.

Each of the monster groups starts with notes on how they might get involved in the story. As the players create their characters, you may have time to think about which style of story they seem interested in interacting with.

The monster groups also mention tactics to guide the GM. Sometimes the tactics concern monster abilities, other times they mention advice for helping the PCs have fun.

Timing: If you have more time, the last hour can turn into two or even three hours. I've run this as an improv adventure for four hours, piecing together multiple battles that fit the players' roleplaying choices.

Group Dynamics

Sometimes groups of demo players have collaborated on creating their own group dynamic that explains how they will approach the adventure. It's rare, but if it's happening, find the commonality and bring it out so that the group has more of a sense of belonging together. (Examples I've had running other *13th Age* games have included a band of musicians touring for the Diabolist; the Brat Pack of Axis; outlaws; and a group in which half the PCs were the enemies of the other half and they were being forced to work together against their will, but someday there would be a blood reckoning!)

The Next Valley

Depending on how you introduce the story, the PCs may expect to end their journey at the mysteriously silent temple to Orlanth. But the events of your session don't have to let them get to their destination. In some ways, for a group that has come up with interesting backstories and One Unique Things, the very best outcome could be that the battle encounter will be a fight on the way to the Temple, perhaps something generated partly from their backstories. Each of the set-up pages for the different monster groups mentions some approaches that might work for those monsters.

Cut to the Chase?

It's your call whether you want to start the action with roleplaying, exploration,

or combat. Feel free to let one or more players make a skill check as they enter the valley, or narrate how they travel, or talk with NPCs.

But for that type of action, we're leaving you to your own GM wiles. The focus of the demo is to teach character creation and combat mechanics, so you could instead narrate a brief story based on what the PCs have told you about themselves already, and cut straight to setting up a battle and rolling initiative. Not what usually happens in a 13G game, but in a two-hour demo, just fine.

Running the Battle

There probably won't be more time to use icon relationship rolls during the fight. Get a player to track initiative for you. Remember to bump the escalation die up one point at the end of each round.

Tell people that creatures are either near each other (one move and attack) or far away (two moves) or sometimes engaged!

Things that are fun to teach include the escalation die, disengaging, rallying (well sort of fun) and maybe battle healing if people drop to 0 hp.

Many of the battles contain mooks, meant to make the PCs feel powerful.

Using Rune Narrations

Since the demo is nearly all combat, feel free to break the rule about not using rune narrations in combat. Odds are you won't need them, but they could come in handy if the PCs are in deep trouble and need some help. Just don't let them completely decide the combat or overshadow other peoples' characters. Rune narrations in this demo combat could twist the story a little or provide a momentary advantage, but remember to roll for complications. What you want to show is that runes can matter, but you don't want to take the place of combat mechanics. (See the Chaos Madness monster fight for a suggested way of using rune narrations.)

Things not to worry about

Play terrain any way you like, but don't worry about it. There isn't really time to get deeply into terrain action when people are playing for the first time. The ease of simply moving your characters around and attacking should be the priority.

An Orlanthi valley could have terrain including orchards, brush, thornbushes, a circle of standing stones, a ruined temple other than the one the PCs want to get to, a recent battlefield (same demon attack that hit Dunhollow?), light forest, pastures, a village, a burning village, and so on.

CHAOS-TOUCHED BANDITS

The problem appears to be from other Orlanthe, maybe even people the PCs know. But they've been touched by Chaos and are in league with broos!

If one or more of the PCs invented significant relationships with other Orlanthe, or rivalries with a nearby clan as part of their back story or One Unique Thing, you might want to use this group of Chaos-touched Orlanthe as the adversary. They might be encountered in the temple, pretending that they didn't murder all the priests, or they might be encountered burning and plundering farms before the PCs can reach the temple.

A familiar foe?: If the broo convert turns out to be someone the PCs know, you can work the incident out as an ambush, when the convert strips off their shirt and the outlaw's javelins begin raining down. Or maybe the PCs have always suspected this guy was going to turn out to be trouble!

He's real trouble now, infected by Chaos, so you'll be using the rules for Chaos stealing the escalation die from page 248 of 13G, partially reprinted below for your convenience.

If you want to amuse yourself, feel free to give the broo convert (or converts) a Chaotic feature from page 251-253. That's not necessary for a demo game but it might be fun.

Fighting Chaos

Fighting ♡ Chaos isn't like fighting anyone else.

If a battle pits the player characters against Chaos creatures, there is a chance each round that Chaos steals the escalation die from the player characters.

At the beginning of each round when the escalation die advances, the GM chooses one of the players to roll a d20. If the party contains a trickster, the trickster is always the PC who has to roll this d20.

1–5: The PCs don't add the escalation die to their attacks this round; instead, all ♡ Chaos creatures add the escalation die to their attacks this round.

6–20: The PCs get the escalation die this round as usual.

Building the Battle for 3rd Level PCs

Vs. 3 PCs

1 x broo convert
2 x Orlanthe bandit
3 x broo wretch

Vs. 4 PCs

1 x broo convert
3 x Orlanthe bandit
6 x broo wretch

Vs. 5 PCs

2 x broo convert
3 x Orlanthe bandit
6 x broo wretch

Vs. 6 PCs

2 x broo convert
4 x Orlanthe bandit
8 x broo wretch

CHAOS-TOUCHED BANDIT STATS

☠ Broo Convert

An Orlanthe warrior who rose through the fyrd before being corrupted by Chaos. He is shirtless, and his naked torso sports a giant, goat-like face, which talks and shoots glances from place to place. It's so disturbing that it's hard to even look straight at him.

3rd level troop [CHAOS HUMANOID]

Initiative: +7

Fine Orlanthe sword, now filthy +10 vs. AC—8
damage, and the convert heals 2 hp
Miss: 2 damage.

Unsettling mien: While the broo convert isn't staggered, creatures can make only basic attacks against it. Confronting this creature is so unnerving that it's impossible to concentrate and bring one's full powers to bear against it.

AC 15
PD 19 **HP 55**
MD 15

🗡 Orlanthe Outlaw

If she hadn't been outlawed, this warrior would have served her chieftain as a sword thane.

2nd level troop [HUMANOID]

Initiative: +7

Spear +7 vs. AC—7 damage

Miss: The next time the Orlanthe outlaw attacks this battle, it gains an attack bonus equal to the escalation die.

R: Thrown javelin +7 vs. AC—5 damage

Nastier Specials

Active spear: When an enemy intercepts the Orlanthe outlaw, that enemy takes 2d6 damage.

AC 17
PD 16 **HP 38**
MD 12

☠ Broo Wretch

The lowliest of the lowly.

2nd level mook [CHAOS HUMANOID]

Initiative: +4

Gore-stained spear +6 vs. AC—4 damage

R: Sling +6 vs. AC—3 damage

Flailing death spasm: The vile wretch twists and whirls as it dies, with horns, teeth, and its weapon all lashing out unpredictably. When the wretch drops to 0 hp, each enemy engaged with it takes 1 damage.

Nastier Specials

Sneaky strike: When the wretch engages an enemy that's engaged with one of the wretch's allies, that enemy takes 1 damage.

AC 16
PD 16 **HP 10 (mook)**
MD 11

CHAOS MADNESS!

The weirdest Chaos monsters you'll have time for!

This is the monster group to use if the motto of your story is "Not everyone lives!" If you have experienced players, or player characters who seem interested in dying heroically, or your players are Glorantha veterans who are smack-talking, turn loose the Jack O'Bear! (FYI, we've removed both the Jack O'Bear's horrible nastier special and the piece of the monster that allows PCs to flee without taking a campaign loss; neither seem appropriate for a demo.)

This group of abominations might be the root of the valley's problem. Lightning slingers are Chaotically modified former spirits of reprisal, lightning spirits in Orlanth's pantheon who punished Orlanthi who committed minor offenses, so they might have had a corrupt inside path into the temple.

GM Tactics: These creatures have a nasty mix of ranged and melee attacks. The lightning slinger, in particular, is going to be a serious problem for most of the pregen characters, who are likely to possess the ⚡ Air rune that triggers its special hate.

To make this battle more fun for players, see if you can get one of the PCs to narrate a rune explaining how the battle changes so that the lightning

slingers no longer have so much power against ⚡ Air rune heroes. Tell them that rune narrations usually aren't used in battle, but when the situation is all about the collision of specific runes, it's OK to bend the rules a little!

Again, use the rules for fighting
 ⚡ Chaos.

Building the Battle for 3rd Level PCs

Vs. 3 PCs

1 x Jack o'Bear
 1 x lightning slinger
 3 x broo wretch

Vs. 4 PCs

1 x Jack o'Bear
 2 x lightning slinger
 5 x broo wretch

Vs. 5 PCs

1 x Jack o'Bear
 4 x lightning slinger
 6 x broo wretch

Vs. 6 PCs

1 x Jack o'Bear
 5 x lightning slinger
 8 x broo wretch

☞ Jack o' Bear

These monsters seem to be attracted to trouble. Adventurers encounter them loitering around ruins, Chaos nests, and sites of moral devastation.

Large 3rd level spoiler [CHAOS BEAST]

Initiative: +8

Unpredictable attacks: Jack o'bears try to engage at least one enemy before they attack. You won't know which attack they're using, or even who they're attacking, before they roll their attack die. A natural even roll means it uses *pumpkin head's ensnaring gaze*. A natural odd attack means it uses *big ol' bear claws*. If there isn't a valid target for the attack rolled, the jack o'bear loses out.

Big ol' bear claws +8 vs. AC (engaged conscious enemy with the fewest hit points)—22 damage

Miss: 11 damage.

C: Pumpkin head's ensnaring gaze +8 vs. MD (nearby enemy with the most hit points that the jack o'bear can see)—11 psychic damage, and the target is weakened (hard save ends, 16+). If the target is already weakened, it is instead stunned (save ends).

Corner of the eye: When a nearby enemy attacks the jack o'bear and rolls a natural 1–5, the jack o'bear can make a *pumpkin head's ensnaring gaze* attack against the enemy as a free action.

AC 18

PD 16 HP 100

MD 17

☞ Lightning Slinger

Features of several former agents of reprisal blend and shift in this spirit. Best not to think about it much.

2nd level archer [CHAOS SPIRIT]

Initiative: +8

Contact shock +5 vs. PD—6 lightning damage

Natural 16+: The lightning slinger pops free from each enemy engaged with it and can move as a free action.

R: Lightning sling +7 vs. PD—8 lightning damage

Miss against a creature that possesses an Air rune: 4 damage.

Ⓞ Air reprisal: The lightning slinger gains a +3 bonus to all defenses against attacks by creatures that possess the Ⓞ Air rune.

Conditional flight: If there is at least one Orlanth devotee fighting the lightning slinger, the lightning slinger can fly as long as it isn't staggered. When staggered, it lands. No Orlanth devotee? Then the lightning slinger can't fly at all.

AC 17

PD 14 HP 30

MD 11

☞ Broo Wretch

The lowliest of the lowly.

2nd level mook [CHAOS HUMANOID]

Initiative: +4

Gore-stained spear +6 vs. AC—4 damage

R: Sling +6 vs. AC—3 damage

Flailing death spasm: The vile wretch twists and whirls as it dies, with horns, teeth, and its weapon all lashing out unpredictably. When the wretch drops to 0 hp, each enemy engaged with it takes 1 damage.

AC 16

PD 16 HP 10 (mook)

MD 11

DARKNESS ENEMIES

Not all trolls understand that it's time to cooperate against Chaos.

Maybe these trolls are old enemies of a player character, taking advantage of Chaos Rising to eat some surface people to get their strength up for later battles. (This could even be a fine battle if one of the PCs is a troll you've added in, because it's not like all trolls get along with each other.)

Maybe the trolls are raiding to take captives, for later meals. You could increase the number of trollkin slightly but put them on guard duty instead of active fighting, herding helpless human captives.

GM Tactics: Compared to most of the possible battles, these trolls have a fair amount of ranged attacks. They might be happy standing off a round to try and stagger an enemy with ranged attacks before getting into melee.

If the PCs don't get any critical hits against the zombies, this could be a tough fight. Maybe you'll get to teach the players about fleeing combat! (13th Age core rulebook, page 166).

Vs. 3 PCs

1 x dark troll warrior
2 x dark troll zombie
3 x battle-ready trollkin

Vs. 4 PCs

2 x dark troll warrior
2 x dark troll zombie
3 x battle-ready trollkin

Vs. 5 PCs

3 x dark troll warrior
2 x dark troll zombie
4 x battle-ready trollkin

Vs. 6 PCs

3 x dark troll warrior
3 x dark troll zombie
5 x battle-ready trollkin

DARKNESS ENEMY STATS

● **Dark Troll Warrior**

Males can distinguish themselves in troll culture as warriors, and they fearlessly serve the troll matriarchs. What seems like valor in a dark troll warrior is more likely a combination of heedlessness and hunger.

3rd level troop [HUMANOID]

Initiative: +4

Ponderous lead club +8 vs. AC—8 damage, and if the target is staggered, it's also weakened until the start of the troll warrior's next turn.

First attack each battle or any natural 18+: The troll can make a *vicious bite* attack as a free action.

[*Special trigger*] **Vicious bite +6 vs. PD—2** damage, and the target is dazed (–4 attacks) until the end of its next turn.

R: Sling with lead shot +8 vs. AC—6 damage

Natural 16+: The target is dazed (–4 attacks) for until the end of its next turn unless its PD is 15+.

AC 18
PD 19 **HP 56**
MD 13

● **Dark Troll Zombie**

Zorak Zoran, the troll war god of Disorder and Death, raises dead trolls as powerful undead warriors. Unlike Chaotic undead, the spirits aren't trapped in these creatures. The souls have moved on.

3rd level troop [CONSTRUCT]

Initiative: +1

Unfeeling claws +7 vs. AC—14 damage

Natural even hit: Both the zombie and its target take 1d6 damage from the sheer force of the attack.

Natural even miss: The zombie takes 1d6 damage.

Mob tactics: When an enemy engaged with the dark troll zombie makes a melee attack that doesn't target the zombie and misses with at least one attack roll, that enemy takes 3 damage.

Head shot: A critical hit destroys the zombie outright.

AC 17
PD 17 **HP 60**
MD 11

● **Battle-Ready Trollkin**

Trollkin are incapable of organizing themselves, but they take surprisingly well to being bullied about by dark trolls and others.

2nd level mook [HUMANOID]

Initiative: +7

Stoneheaded club +7 vs. AC—5 damage

Miss: 1 damage for each other ● Darkness creature engaged with the target (max 5).

R: Sling with lead shot +10 vs. AC—3 damage

AC 17
PD 17 **HP 10 (mook)**
MD 12

Mook: Kill one battle-ready trollkin mook for every 10 damage you deal to the mob.

THE ANGRY EARTH

Chaos, or some other madness, has twisted the powers of the Earth against her people.

One of Orlanth's priests has gone mad, turned against the people of the next valley over, and corrupted some of Orlanth's wife Ernalda's creatures.

If you'd like to make Chaos the ultimate culprit, give the renegade godi a Chaotic feature or two (13G: 251). It's also possible that this priest, or priestess, has gone bad without having to be corrupted by Chaos. Sometimes people snap under pressure, and the tragedy of this situation may be that the godi has gone insane without Chaos ever actually coming near.

GM Tactics: Protect the godi with earthbeasts if you can, at least until the godi can cast its big *lightning storm* spell. (As you'll see, casting that spell wrecks the renegade a little, there's a cost for this power.)

The earthbeasts are all about getting to fight without having to move. If they can skip their move, they rear up and wreak havoc. The PCs should figure that out quickly!

This fight is a bit easier than some of the others because there are only two types of monster to worry about. But the earthbeast is very hard to hit with weapons and normal attacks until the escalation die rises a bit.

Vs. 3 PCs

1 x renegade godi
1 x gnarly earthbeast (drop it's hp to 60)

Vs. 4 PCs

1 x renegade godi
1 x gnarly earthbeast

Vs. 5 PCs

2 x renegade godi
1 x gnarly earthbeast

Vs. 6 PCs

1 x renegade godi
2 x gnarly earthbeast

ANGRY EARTH STATS

Ⓜ Renegade Godi

Sometimes the line between breaking the law and carrying on in the tradition of Orlanth Adventurous gets hard to see. That's his excuse, anyway.

3rd level caster [HUMANOID]

Initiative: +6

Shortspear +7 vs. AC—8 damage

C: Punching winds +8 vs. PD (1d4 nearby enemies)—6 damage, and the target pops free from each creature engaged with it

R: Lightning storm +8 vs. PD (up to 2 nearby or far away enemies)—12 lightning damage, and the renegade godi is dazed (–4 attack) and cannot cast *lightning storm* (two easy saves (6+) end both conditions)

AC 17

PD 13 HP 50

MD 19

□ Gnarly Earthbeast

They went entirely wild while Ernalda was dead and they're not interested in being tamed.

Large 4th level troop [ELEMENTAL]

Initiative: +4

Lumbering wallop +7 vs. AC—18 damage

Rear and smash +11 vs. AC (one creature that the earthbeast started its turn next to)—36 damage

Natural 19 or less: The earthbeast loses its next move action.

Stony look: While lying still on stony ground, the earthbeast is surprisingly hard to detect.

Creatures take a –10 penalty to skill checks to notice it while it's unmoving in such terrain.

Nastier Specials

Soul of a brick wall: When an enemy makes a PD or MD attack against the earthbeast and misses, that enemy is dazed (save ends).

AC 23

PD 19

MD 13

HP 90

UNDEAD

Use the **Undead** as the villains if . . .

- a) if the players seem like they'd love to use Humakti abilities against their worst foes
- b) you like seriously threatening monster with Achilles heels; or in this case foreheads
- c) the players seem hungry for something familiar, even if that's zombies hungry for brains
- d) you read the weird combat abilities of the hybrid zombie and are fine with PCs getting stuck to a horrible zombie in your demo game!

The newly risen ghouls may be people the PCs knew.

If you're tracking Gloranthan undead, these are probably associated with Delecti, the only 'person' crazy enough be stitching together pieces of many bodies.

GM Tactics

The most straightforward fight we've got. Lead with the ghouls to see if you can make foes vulnerable to the hybrid zombie weirdness.

Building Battles with the Undead

Vs. 3 PCs

- 1 x hybrid zombie
- 1 x ghoul
- 3 x newly risen ghoul

Vs. 4 PCs

- 1 x hybrid zombie
- 2 x ghoul
- 4 x newly risen ghoul

Vs. 5 PCs

- 1 x hybrid zombie
- 3 x ghoul
- 6 x newly risen ghoul

Vs. 6 PCs

- 2 x hybrid zombie
- 3 x ghoul
- 3 x newly risen ghoul

UNDEAD STATS

✦ Hybrid Zombie

This nightmare is a two-headed, four-armed zombie that has somehow grown to monstrous proportions. It has fins for swimming stitched to its back and to the backs of its arms and its legs, but it operates just fine on solid ground, too.

Large 3rd level wrecker [UNDEAD]

Initiative: +5

Rotting clawed hands +8 vs. AC (4 attacks) —4 damage, and the target is stuck (to it) until the zombie moves or until the target hits the zombie with an attack; or 8 damage if the target is already stuck.

Grave's grasp: When the zombie drops to 0 hp while one or more creatures are stuck to it, each stuck creature takes 15 damage as the zombie's clawed hands clamp down with unholy strength. In addition, if the zombie dropped to 15 hp or less while a PC is stuck to it, it dies, activating *grave's grasp*.

Headshot: The first critical hit against the zombie destroys one head and dazes it until the end of its next turn. The second critical hit against the same zombie destroys the second head and drops the zombie to 0 hp.

AC 16
PD 16 **HP 120**
MD 12

Ghoul

Some who die in Delecti's swamp still return.

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 12 damage instead of 8 to vulnerable targets.

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

AC 18
PD 16 **HP 36**
MD 12

Newly-risen Ghoul

Kinswoman, friend, former ally: that person is gone, and all that remains is hunger.

2nd level mook [undead]

Initiative: +5

Scrabbling claws +7 vs. AC —3 damage
Natural 16+ The target is vulnerable (*attacks vs. it have crit range expanded by 2*) to attacks by undead until the end of the ghoul's next turn.

Pound of flesh: The newly-risen ghoul's *scrabbling claws* attack deals 5 damage instead of 3 to vulnerable targets.

AC 17
PD 15 **HP 9 (mook)**
MD 11

Mook: Kill one newly-risen ghoul mook for every 9 damage you deal to the mob.

NAME:**3RD LEVEL HEORTLING****HUMAKTI**

You are an implacable warrior dedicated to Humakt, the god of death and truth. Like a *13th Age* fighter, you excel in combat. While a fighter has special defensive abilities, your powers incline notably toward killing. You have a special hatred of undead, and you are adept at putting the “dead” back in “undead.”

God: Humakt

Runes: Death, Truth, player’s choice _____

<p>One Unique Thing</p>

<p>Backgrounds</p>

Strength: 18	<i>Mod:</i> +4	<i>Mod+Lvl:</i> +7
Constitution: 14	<i>Mod:</i> +2	<i>Mod+Lvl:</i> +5
Dexterity: 10	<i>Mod:</i> +0	<i>Mod+Lvl:</i> +3
Intelligence: 8	<i>Mod:</i> -1	<i>Mod+Lvl:</i> +2
Wisdom: 18	<i>Mod:</i> +4	<i>Mod+Lvl:</i> +7
Charisma: 8	<i>Mod:</i> -1	<i>Mod+Lvl:</i> +2

AC: 21 (15 hvy +1 shld +2 mods +3 lvl)

PD: 15 (10 base +2 mods +3 lvl)

MD: 13 (11 base -1 mods +3 lvl)

Hit Points: 50 ([8 + 2 Con] x 5)

Recoveries: / 8

Recovery Roll: 3d10+2

Initiative: +3 (roll twice and choose)

BASIC ATTACKS***Melee***

Longsword

Attack: +7

Hit: 3d8+7 damage

Miss: 3 damage

Ranged

Longbow

Attack: +7

Hit: 3d8+4

Miss: —.

CLASS FEATURES***Sword Master***

When you hit with a sword attack, you gain a damage bonus equal to your level.

Adventurer Feat: Attack penalties don’t apply to you when you are attacking with a sword, except for any penalties associated with your own powers. For example, being dazed doesn’t bother you so long as you are attacking with your sword, and being weakened only affects your defenses and your attacks with other weapons.

Undead Foe

All undead are vulnerable to your attacks.

Adventurer Feat: Once per battle when you attack an undead creature, you can reroll your attack.

Utter Truth

Once per day, you may swear a solemn oath to Humakt. Your voice is low, but it carries far and can be heard through other noise. The oath is so powerful that listeners may feel their hairs stand on end. You call on your god and your honor, and then you may make a brief, true declaration. All who hear you are certain that you are telling the truth. They might pretend otherwise, but who would they be fooling?

An impeccable Humakti would never use this power to deceive others, such as by telling them a truth that is calculated to mislead them. In a real bind, however, you might be tempted to try just that and see what happens. You might be able to get away with it once or twice

TALENTS

You have three talents.

Inescapable Sword

Your sword attacks ignore the target's damage resistance. Once per battle when you hit a target that has some form of resistance, as a free action you can negate all of the target's resistances until the end of the battle. (Yes, your allies should thank you.)

Who's Laughing Now

Once per battle when an enemy hits you with a melee attack, you can make a basic attack against that enemy as a free action after the attack.

Adventurer Feat: If you hit, you can also rally as a free action. If this is your second or subsequent rally in the battle, you still need to succeed on a save in order to rally, as usual.

Warleader

When your natural initiative roll is even, you can use one of the following warcries at any point in the battle. Unless otherwise indicated, each warcry requires you to use a free action. You can only choose each warcry once per day.

They are dead already: Until the end of the battle, you and your allies gain a +1 bonus to all defenses against attacks by undead.

We have no fear: Until the end of the battle, you and your allies take only a -1 penalty from fear effects and from the dazed and weakened conditions instead of the normal penalty.

We shall not fall: Use when one of your allies is going to rally using a standard action. The rally only requires a quick action.

We fight together: Once this battle as an interrupt action after an ally fails a save, you can change their failure into a success.

Humakti Powers

Battle Drill

Melee attack

Once per battle

Effect: Make a basic melee attack. If you hit, you can make a bonus basic melee attack. If you hit, you can make a second bonus basic melee attack, and so on. You can make a maximum number of bonus attacks this way equal to your Wisdom modifier as long as you continue to hit. [[Four attacks max!]]

Hefty Blow

Melee attack

Once per battle

Effect: Make a basic melee attack. You gain a bonus to attack and damage with that attack equal to your Constitution modifier; a +2 bonus, for you.

Adventurer Feat: When you hit with the attack, the target also rolls an immediate easy save (6+). On a failure, reduce its AC by 2 until the end of the battle as you cut off a piece of its armor or weaken its defenses.

Lesson Learned

Humakti swordform

Once per battle

Free action

Trigger: You miss an enemy with a melee attack.

Effect: You gain a +2 bonus to your melee attacks against that enemy and all identical enemies (with the same name) until the end of the battle. For example, you miss a broo wretch with an attack. You get a +2 bonus against all the other broo wretches in the battle, but not against the wild stag broo or the broo rhino bruiser that are also in the fight.

Sever Spirit

Melee attack

Daily

Special: You must use a sword with this attack; you use your blade to cut at a nearby enemy's soul . . .

Target: One nearby enemy whose hit points are equal to or less than your maximum hit points.

Attack: (uses Wisdom) +7 vs. MD

Hit: The target drops to 0 hp. A living creature has its spirit severed from its body, and undead are "killed" by restoring them to their proper state: dead. A creature that would regenerate or heal next turn doesn't: it's dead.

Natural Odd Miss: You take damage equal to the target's level.

Praise Humakt!

NAME: _____**ESROLIAN ORLANTHI
WARRIOR 3RD LEVEL**

The Lunars call you a barbarian. Let them. Orlanth shows you how to make your mark in this world, regardless of what city people and Chaos lovers say.

God: Orlanth

Runes: Storm, Mobility, _____

One Unique Thing

Backgrounds

Strength: 18 *Mod:* +4 *Mod+Lvl:* +7

Constitution: 16 *Mod:* +3 *Mod+Lvl:* +6

Dexterity: 14 *Mod:* +2 *Mod+Lvl:* +5

Intelligence: 8 *Mod:* -1 *Mod+Lvl:* +2

Wisdom: 12 *Mod:* +1 *Mod+Lvl:* +4

Charisma: 10 *Mod:* 0 *Mod+Lvl:* +3

AC: 16 (11 armor +0 shld +2 mods +3 lvl)

PD: 18 (11 base +3 mods +3 lvl +1 Esrolian)

MD: 14 (10 base +0 mods +3 lvl +1 Esrolian)

Hit Points: 59 ([8 + 3 Con] x 5) +4 Toughness feat

Recoveries: / 8

Recovery Roll: 3d10 + 3

Initiative: +5

BASIC ATTACKS***Melee***

Greatsword (nonmagical)

Attack: +7 vs. AC

Hit: 3d10 + 4 damage

Miss: 3 damage

Ranged

Handaxe (2)

Attack: +5 vs. AC

Hit: 3d6 + 2 damage

Miss: —

CLASS FEATURES***Inspired Battler***

At the start of each of your turns, roll a d6. If the roll equals the escalation die or lower, you become inspired for the rest of the battle. While inspired, once during your turn you can take an inspired action as a quick action. Your primary inspired action is *inspired strike* (below).

Adventurer Feat: You duck and weave to provide an opening for your ally. Once a day, you can use an inspired action to distract an enemy you're engaged with. One nearby ally can then make a basic melee attack against it as a free action.

Inspired Strike

Melee attack

Inspired Action

Quick action to use

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

Attack: Strength + Level vs. AC

Hit: 3d10 + 4 damage

Miss: 3 damage.

Excellence

Once per day, you can reroll a failed skill check. You gain a +5 bonus to the reroll in place of your background bonus (if any). Orlanth inspires you

to greatness, especially surprising deeds for which you have no training.

Combat Advice:

Once you're inspired, you want to move around the battlefield engaging new foes so you can use inspired strike.

The GM will teach you about disengage checks so you can move away from enemies without getting hit.

TALENTS***Barbaric Cleave***

Once per battle as a free action, make another Orlanthi warrior melee attack after you have dropped a non-mook foe to 0 hp with an Orlanthi warrior melee attack. (Dropping the last mook of a mook mob also qualifies you to use Barbaric Cleave.)

Adventurer Feat: You gain a +2 attack bonus with Barbaric Cleave. If the cleave attack hits, you can heal using a recovery.

Slayer

During your turn, when you attack a staggered enemy you were not engaged with at the start of your turn, deal +1d6 damage per level to that creature if you hit.

Adventurer Feat: You gain a +2 bonus to Slayer attacks.

Unstoppable

Once per battle, declare you're using Unstoppable before making a storm warrior melee attack. If your attack hits at least one target, you can heal using a recovery.

NAME:**3RD LEVEL HEORTLING REBEL**

Orlanth the King has a dark side as a rebel, trespasser, destroyer and scoundrel. That's Orlanth Adventurous, and that the Orlanth you know and love. You get by on wits, bravado and violence.

God: Orlanth.

Runes: Storm, Mobility, _____

Human Runic Ability: _____

One Unique Thing

Backgrounds

Rebel +5 (bonus background, rename if you wish)

Strength: 8 *Mod:* -1 *Mod+Lvl:* +2
Constitution: 16 *Mod:* +3 *Mod+Lvl:* +6
Dexterity: 20 *Mod:* +5 *Mod+Lvl:* +8
Intelligence: 8 *Mod:* -1 *Mod+Lvl:* +2
Wisdom: 10 *Mod:* +0 *Mod+Lvl:* +3
Charisma: 12 *Mod:* +1 *Mod+Lvl:* +4

AC: 18 (12 armor +3 mods +3 lvl)

PD: 18 (12 base +3 mods +3 lvl)

MD: 13 (10 base +0 mods +3 lvl)

Hit Points: 45 ([6 + 3 Con] x 5)

Recoveries: / 8

Recovery Roll: 3d8+3

Initiative: +8 (roll twice and choose)

BASIC ATTACKSMelee

Light, swift sword

Attack: +8 vs. AC

Hit: 3d8 + 5 damage

Miss: 3 damage

Ranged

Compact shortbow

Attack: +8. vs. AC (nearby or far away enemy)

Hit: 3d6 + 5 damage

Miss: —

CLASS FEATURES

You share some of the class features and attributes of the 13th Age rogue. But you're not a rogue. You're a rebel.

Momentum (standard feature)

Many of the rebel's powers function only when the rebel has momentum.

You gain momentum by hitting an enemy with an attack.

You lose momentum when you are hit by an attack.

The default is that you can use momentum powers without losing momentum, but a few powers specify that you must *spend your momentum* to use them. You don't have to use attacks that require momentum against the foe you hit to gain that momentum.

Momentum powers that do not require you to *spend your momentum* are generally classified as interrupt actions. You can only use one interrupt action a round, which keeps your momentum powers from dominating the battle.

Opening Strike

The first time you make a melee attack against each enemy during a battle (including the first mook of a mob), the target takes 2d6 extra damage on a hit.

Adventurer Feat: Once per battle when you miss with your first melee attack against an enemy, you can use Opening Strike against that enemy later that battle.

Transgress (replaces Trap Sense)

You have an uncanny ability to get where you are not supposed to be. Once per day, you can slip, sneak, scrape or bamboozle your way into a forbidden place: a treasure vault, a cloister, an invitation-only festival

or other restricted place. Generally speaking, you can also get out again. If the GM rules that getting to your goal is especially difficult, they might tell you that doing so will cost you a recovery, and you can then decline if that price is too high for you. This feature does not help you get out of a place when you are confined. It's for transgressing, not escaping.

TALENTS

Battle Whirl

Once per battle as an interrupt action, you can move to a nearby ally and engage one enemy engaged with that ally. When you do, that ally can pop free from the enemy you engaged. You take no opportunity attacks for moving to your ally and enemies can't intercept you during the move.

Adventurer Feat: That ally can now pop free from each enemy engaged with it.

Bravado

Once per battle as a quick action, you pull off a daring stunt the likes of which others could scarcely conceive. If you want to make an attack while pulling off this crazy stunt, go ahead and use a standard action instead of a quick action and roll for the attack normally.

Stunts that have occurred to us include running over the heads of zombies to attack the enemy necromancer, snagging an enemy's sheathed weapon while rolling between their legs, or catching a thrown spear and throwing it back, with interest.

Of course, *13th Age Glorantha* is a game where everyone might attempt stunts like this at some point. But you automatically succeed with Bravado instead of taking opportunity attacks or needing to succeed on a difficult skill check to pull the stunt off.

Adventurer Feat: When you use Bravado, gain *momentum* if you don't already have it.

Rebellion

You have the Rebel background (by any name that feels fun, engaging, and correct for your character's background) at its full possible bonus of +5, without having to spend your normal background points on it. This background allows you to foment rebellion, avoid surveillance of the authorities, and succeed by breaking the rules. You can't, however, use this trait to subvert Orlanth's authority. Or at least you probably don't want to.

Adventurer Feat: Once per day as a free action when an attack hits your Mental Defense, the attack misses instead.

POWERS

Bleeding Strike

Melee attack

At-Will

Target: One enemy who is not taking ongoing damage

Attack: +8 vs. AC

Hit: 3d8 + 5 damage, and if your natural attack roll was even, the target takes ongoing damage equal to 1d4 times your level.

Miss: 3 damage.

Evasive Strike

Melee attack

At-Will

Target: One enemy

Attack: +8 vs. AC

Hit: 3d8+5 damage, and you can pop free from the target.

Miss: 3 damage.

Roll With It

Momentum power

At-Will (once per round)

Interrupt action; requires *momentum*

Trigger: A melee attack that targets AC hits you.

Effect: You take half damage from that attack.

Consistent Trouble

At-Will

Requires *momentum*

Attack: +8 vs. AC

Hit: 3d8 + 5 damage

Natural Even Hit: As a hit, and until the start of your next turn, deal 1d6 + 3 damage to the next enemy to target you with a melee attack.

Miss: 3 damage

Freedom!

"No one can tell you what to do."

Recharge 16+ after battle

Quick action; requires *momentum*

Effect: Until the end of the battle, roll an extra d20 for all your saves, using the result you prefer.

NAME:**ESROLIAN STORM VOICE, 3RD LEVEL**

There was a time when being a priest of Orlanth meant guiding your clan, caring for its people. That time is gone. You're back to the *really* old days, when speaking for Orlanth meant destroying his enemies with the voice of lightning and the touch of thunder.

God: Orlanth

Runes: Air, Movement, _____

Human Runic Ability: _____

One Unique Thing

Backgrounds

Strength: 8 *Mod:* -1 *Mod+Lvl:* +2

Constitution: 18 *Mod:* +4 *Mod+Lvl:* +7

Dexterity: 8 *Mod:* -1 *Mod+Lvl:* +2

Intelligence: 10 *Mod:* 0 *Mod+Lvl:* +3

Wisdom: 14 *Mod:* +2 *Mod+Lvl:* +5

Charisma: 18 *Mod:* +4 *Mod+Lvl:* +7

AC: 15 (10 armor +0 shld +2 mods +3 lvl)

PD: 14 (11 base -1 mods +3 lvl +1 Esrolian)

MD: 16 (10 base +2 mods +3 lvl +1 Esrolian)

Hit Points: 50 ([6 + 4 Con] x 5)

Recoveries: / 8

Recovery Roll: 3d6 + 4

Initiative: +0

BASIC ATTACKS***Melee***

Shortsword

Attack: +2 vs. AC

Hit: 3d6 - 1 damage

Miss: 3 damage

Ranged

Javelin

Attack: +2 vs. AC (nearby target)

Hit: 3d6 - 1 damage

Miss: —

CLASS FEATURES

You share some of the class features and attributes of the 13th Age sorcerer. But you're not a godless or chaotic storm speaker. You speak for Orlanth's storm.

Breath Weapon: The mechanics stay the same. The name even says the same. But it's not dragon breath you're emulating, it's the breath of Orlanth and other gods of the Storm pantheon that's inspiring you. You take a divine breath; later you take another.

Breath Weapon

When you cast a spell with the *breath weapon* keyword, there's a good chance you'll be able to re-use it later in the battle. Each *breath weapon* spell lists the chance of re-using it during the same battle (usually 16+). Make the re-use roll at the start of each of your turns: success indicates that you can use that spell again that round as a standard action, if you wish. You don't get to stockpile uses—whether you use the spell again or not, you must make the re-use roll during each round of the battle.

After the battle, the *breath weapon* power is expended. You don't get to keep rolling all day.

You can have only one *breath weapon* spell active at a time. If you cast a different *breath weapon* spell when you have an earlier spell active, the new spell cancels the earlier spell. (See the Orlanth's Breath talent for the path to multiple *breath weapon* spells.)

Failing a death save cancels any breath weapon spells you have active.

Chain

When you attack with a *chain* spell and get a natural even roll, you can roll another attack against a different enemy within range. Keep on rolling attacks as long as you get even rolls and don't run out of new targets (each enemy can be targeted only once).

Sparks

All storm speakers can cast the *sparks* spell as a standard action. *Sparks* produces a number of small flashes of lightning within thirty feet of the caster, strobing and reappearing every few seconds. It's enough light to see most things in an area in the dark, but not enough light to guarantee you're not missing something that's well hidden, or steady enough to read by.

The spell usually lasts at least an hour. You can cast it a number of times per day equal to your Charisma modifier.

Gather Storm

Once initiative has been rolled and a battle is underway, a storm speaker can spend a standard action to gather magical power, preparing themselves for casting a double-strength spell with their next standard action. Gathering storm is loud and flashy, involving crackling lightning, rumbling thunder, and the rush of powerful winds.

Storm speakers who want to gather storm before initiative has been rolled can go through the motions but won't get any benefit for the act; you can fool yourself but you can't fool magic.

Gather storm: When a Storm speaker gathers storm, it does not count as casting a spell; you can gather power without taking opportunity attacks, for example.

In addition, because you spend your standard action to gather storm, you generate a small magical benefit.

This option replaces the chaotic benefit of the sorcerer's Gather Power feature with a cyclic benefit. The first time each battle that you gather storm roll a d6: 1-2 is wind, 3-4 is lightning, 5-6 is thunder. The next time that battle you gather power move on to the next step in the cycle: thunder>wind>lightning>thunder>wind>lightning>thunder>wind etc...).

Adventurer Feat: You can reroll your Gather Storm d6 roll once per day and live with reroll

1-2: Wind

Orlanth's winds take you with them as they blast through the battlefield.

Adventurer tier

You can fly until the end of this turn. This isn't a stately hovering flight, you're being thrown ahead of blasting storm winds. You must land by the end of your turn, or take at least 2d6 damage from falling out of the sky.

3-4: Lightning

Lightning crackles from your hands and eyes. Enemies beware.

Adventurer tier

Deal lightning damage equal to your level to one nearby enemy.

5-6: Thunder

Your voice echoes with the power of the storm. Allies rejoice.

Adventurer tier

Roll a hard save (16+). If the save succeeds, advance the escalation die by 1.

Spending power on empowered casting: After you have gathered power, you can use your next standard action to cast an empowered sorcerer spell. Empowered sorcerer spells deal double the damage of a normal sorcerer spell. Normally this means that you simply double the damage the spell deals *on a hit or a miss*; don't roll double dice, just double the results. Non-attack spells generally don't improve when cast empowered; use empowered casting for attacks.

If you decide not to use your next standard action to cast a spell, or spend your entire turn unconscious, or otherwise miss the chance to use your next standard action to cast a sorcerer attack spell, you lose the power you've gathered. If you want to waste a turn you can use your next standard action to gather power again, but the spell you eventually cast will still simply do double damage, not more than that.

You can spend your move actions and quick actions any way you like after you gather power and before casting your next empowered spell. Yes, once a battle has started it's possible to perform the magical firefight trick of gathering power while hiding to the side of the cave entrance, then jumping into the cave opening on your next turn and blasting with the empowered spell.

Ongoing damage: If you've gathered power for a spell that deals ongoing damage, the ongoing damage is doubled the first time it is dealt, but not on subsequent rounds, if any.

Daily Random Energy

Orlanthi storm speakers reinterpret the Random Energy class feature of the sorcerer class from 13th Age.

First, fire belongs to Yelm, the emperor, and is not available to Orlanthe as an energy type. Fire gets replaced by holy on the random energy table.

Second, you don't roll random energy for a spell when you cast it. Instead, you roll separately for each of your spells that deals random energy *at the start of the day* to determine what damage type that particular spell will deal until your next full heal-up. From one day to the next, your spells will deal different types of damage. Odds are good that you will be casting several different types of energy damage each day.

Yes, this makes the storm speaker's random energy less random than a sorcerer's random energy, but let's not pretend that's a bad thing.

Remember also that the Energy Translation feature above has turned some of the sorcerer spells that deal damage types that don't fit the storm speaker into random energy spells.

Storm Speaker Random Energy Type (d4)

- 1: Cold
- 2: Holy
- 3: Lightning
- 4: Thunder

Storm Speaker Talents

Heir of Storm

Choose one of the three cyclic benefits in the gathering storm cycle as your personal inheritance: wind, lightning, or thunder. Once during your turn when you gather storm and gain your chosen cyclic benefit, you can heal using a recovery as a quick action.

Umath's Violence (Replaces Infernal Heritage)

Once per day as a quick action when the escalation die is 1+, you can enter a spell frenzy until the end of the battle.

While in a spell frenzy, you roll 2d20 for each of your storm voice attacks. Use the highest result for your attack roll.

In addition, you also take a -1 penalty to all defenses while in a spell frenzy.

Adventurer Feat: Like it or not, when you roll a natural 1 or 20 for initiative, you enter spell frenzy until the end of the battle. This doesn't expend your daily use of Umath's Violence.

Orlanthe's Breath

You gain a +2 bonus to rolls to re-use *breath weapon* spells during a battle.

Adventurer Feat: You can have multiple *breath weapon* spells active at the same time. You don't gain extra actions, so if you succeed with multiple *breath weapon* spells, you'll generally have to choose which one to cast.

Spells

Storm's Wrath

Ranged spell

At-Will

Target: One nearby enemy

Attack: Charisma + Level vs. PD

Hit: 1d6 + Charisma [daily random energy] damage, and if the natural attack roll is even, the target also takes 1d8 ongoing [daily random energy] damage.

Miss: 3 damage [[used a feat]].

Strike the Highest

Ranged spell

At-Will*

Target: Nearby or far away enemy.

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

Attack: Charisma + Level vs. PD

Hit: See below.

Natural even hit: 2d10 + Charisma lightning damage.

Natural odd hit: 1d10 + Charisma lightning damage.

Miss: *Damage equal to your level and you cannot cast this spell again this battle.

SUMMON SYLPH

Close-quarters; *breath weapon*

Daily

Effect: This spell calls up a minor storm elemental, which acts immediately after your initiative. The power of the elemental depends on the level of the spell.

As a breath weapon spell, summon sylph will occasionally allow you to have multiple sylphs fighting for you at the same time. Given how easy they are to destroy, it's more often the case that early-arriving sylphs have been destroyed. (Note that these are neither full monsters nor mooks; conversion notes to full monster status to appear later.)

SYLPH

Spinning vertices of air animated by the least spirits of Orlanth's hall.

1st level troop [ELEMENTAL]

Initiative: +6 (but usually irrelevant)

Wrenching wind +6 vs. PD—7 damage

C: Storm spark +6 vs. PD (one nearby enemy)—5 lightning damage

Creature of wild Air: At the start of its turn, roll a d6: 1-3: The sylph stays stationary and uses its *storm spark* against a random nearby enemy this turn; 4-6: The sylph teleports (more or less!) to the enemy with the highest hit points and uses its wrenching wind attack against them.

AC 15

PD 16 HP 7

MD 11

Breath of the Green (3rd level)

Close-quarters spell

Daily

Target: 1d4 nearby enemies in a group; *breath weapon*

Attack: +7 vs. PD

Hit: 19 ongoing *daily random* damage.

Miss: 5 ongoing *daily random* damage.

Storm Step (3rd level)

Close-quarters spell

Recharge 11+ after battle

Interrupt action to cast

Trigger: An enemy hits you with an attack

Effect: You take only half damage from the attack. In addition, you teleport next to a random enemy you can see that isn't engaged with you, and engage it. If there isn't such an enemy to teleport next to, you can't cast the spell. Note that it's possible that casting the spell could randomly put you high into the air, momentarily engaged with a flying enemy before you fall, or put you in a location you would really rather not occupy.

Whirlwind (3rd level)

Close-quarters spell

Recharge 11+

Target: Up to three nearby enemies.

Attack: +7 vs. PD

Hit (1st target): 1d6 thunder damage.

Hit (2nd target): 2d6 thunder damage.

Hit (3rd target): 3d6 thunder damage.

Effect: Each target you hit is tossed about by winds and loses its next move action. On a critical hit, the GM can rule the target could take further damage or effects if in a precarious position when it gets tossed.

Miss: If the target was engaged with you, it must roll a save; on a failure it pops free from you.

Adventurer Feat: Each target loses its next move action, even on a miss.

NAME:**PRAXIAN TRICKSTER, 3RD****LEVEL**

If everything in the world went exactly to plan, it would be like nothing happened at all. You are here to make sure things don't all go exactly to plan. You are a locus of luck, both fortune and misfortune. Your antics are comical, but things have a way of turning out better when you're around.

God: Eurmál

Runes: Disorder, Illusion, _____

<p>One Unique Thing</p>

<p>Backgrounds</p>

Strength: 8 *Mod:* -1 *Mod+Lvl:* +2

Constitution: 18 *Mod:* +4 *Mod+Lvl:* +7

Dexterity: 14 *Mod:* +2 *Mod+Lvl:* +5

Intelligence: 10 *Mod:* 0 *Mod+Lvl:* +3

Wisdom: 8 *Mod:* -1 *Mod+Lvl:* +2

Charisma: 18 *Mod:* +4 *Mod+Lvl:* +7

AC: 14 (9 armor +2 mods +3 lvl)

PD: 17 (12 base +2 mods +3 lvl)

MD: 17 (14 base +0 mods +3 lvl)

Hit Points: 50 ((6 + 4 Con) x 5)

Recoveries: / 9

Recovery Roll: 3d12+4

+1 hp on 1st recovery, +2 on second, etc.

Initiative: +0

BASIC ATTACKS***Melee***

Fireplace poker or other odd item

Attack: +0

Hit: 3d6-1

Miss: You take 3 damage.

Ranged

Random object from bag

Attack: +3

Hit: 3d6+2

Miss: 3 damage to ally of GM's wicked choice.

CLASS FEATURES***Clumsy, Dithering, Unfocused, Disordered***

What stupidity is distracting you when the fight breaks out? Whatever it happens to be each time, you have a -5 initiative penalty (already figured in). While everyone else is leaping into battle, you're either chasing a bug or chattering on about how boots don't taste like they used to.

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 an ally of yours pitches in to lay your enemy low. You have the *feckless strike* attack.

Feckless strike***At-Will***

Target: One enemy

Attack: +7 vs. MD

Hit: Apply feckless points to the enemy equal to 3d6 + 4. 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.

Miss: --.

TALENTS***Fortunate Collision***

Once per battle when a nearby ally drops to 0 hit points or below, you might get in the way instead. Roll a save. If you fail, nothing happens and your ally drops. If you succeed, your ally smashes into you or into some strange situation that you engineered and they miraculously stay on their feet. When this happens, you lose a recovery and your ally heals using a free recovery. Note that you aren't being moved adjacent to the ally necessarily; maybe you just happened to be there for a second, or maybe something you bumped into fell in the way, or maybe some weird trickster juju got the job done. Maybe no one is sure just how it all worked out, even you!

Adventurer Feat: If the save fails, you don't expend the power and can use it again during a later turn this battle.

Dumb Dumb

Once per battle when an enemy misses you with a melee attack or close-quarters attack, you can have the enemy immediately reroll the attack as if it had been its own target instead of you. When you use this power, you become vulnerable to all other attacks for one round (usually the end of that enemy's next turn).

Bad Luck Magnet

Bad luck has a habit of landing on you even when it's looking for someone else. Once per battle when an ally rolls a natural 1–3 on an attack roll or save, you can "take a 1." If you do, the ally rerolls that attack or save. During your next turn, if you make an attack, use a natural 1 result instead of rolling. If you don't make an attack that turn, you instead undertake a bone-breaking stunt of some sort, such as running full tilt into a stone wall. The stunt requires a standard action and you take damage equal to the ally's level.

POWERS***Dance of Blood and Slapstick***

Close-quarters power

Once per battle

Effect: You make a basic melee attack against an enemy that is also engaged with one of your allies. As a free action, that ally makes a basic melee attack against it, too. If the enemy doesn't drop to 0 hp, it then makes a melee attack against you as a free action. If you drop

to 0 hp or below from its attack, that enemy also makes a melee attack against your ally that attacked it as a free action.

Adventurer Feat: Your ally gains a +4 bonus to the attack.

Taunt

Ranged attack

Once per battle

Target: One nearby enemy

Attack: +7 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 suffer 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: Choose one enemy that you're engaged with. It's vulnerable until the start of your next turn. In addition, it makes a melee attack against itself as a free action, if it can. If it hits, it damages itself and is weakened until the start of your next turn. If it misses, it makes a melee attack against you as a free action (if it can), but the attack automatically misses if the natural attack roll is odd. When the enemy misses you with this attack, you can make a *fuster attack* against it.

Fuster Attack

Melee attack

Once per battle

Attack: +7 vs. PD

Hit: 34 damage

Miss: 4 damage

Adventurer Feat: Choose one option for the enemy before its first attack: it gains a +1 bonus to the attack against itself, OR it takes a –2 penalty to the attack against you.

3RD LEVEL PRAXIAN STORM**BULL**Name:

Str 20
 Con 16
 Dex 10
 Int 10
 Wis 10
 Charisma 8

Melee attacks +9 greataxe, 3d10 + 6 damage
 Ranged attack; +3 javelin, 3d6 +6

AC 12
 PD 17
 MD 14

HP 59 (used feat)
 10 Recoveries
 Recovery: 3d12 + 3, reroll one

Berserker Die Powers

Roll a d6 as your berserker die at the start of your turn. You add the die to your attacks instead of the escalation die, and choose one of two attacks/powers from your berserker die roll on your turn.

1 Pure Fury

Your next berserker melee attack that misses deals half damage instead of damage equal to your level.

OR

Your crit range with berserker attacks expands by 1 (cumulative) until the end of the battle.

2 The Harsh Wind

If you are staggered, heal using a recovery.

OR

You take 8 damage, and gain +2 to all defenses until the start of your next turn.

Adventurer Feat: If you take damage from the harsh wind, deal that much damage to an enemy engaged with you.

3 Horns & Hide

Until the end of the battle, when you engage one or more enemies, each of those enemies takes damage equal to your Strength modifier (double your Strength modifier at 5th level; triple it at 8th level).

OR

You gain a bonus to AC equal to your berserker roll until the start of your next turn.

4 Thrash the Devil

Until the end of the battle, you gain *resist damage* 12+ against attacks by ♣ Chaos.

OR

You can use one of your die-trigger special powers this turn. If you don't, instead deal damage equal to your Strength modifier to one enemy engaged with you (double your Strength modifier at 5th level; triple it at 8th level).

5 Bellow & Beware

You gain one use of the Barbaric Cleave power (13th Age core rulebook, page 80) this battle, which can trigger when you drop a non-mook enemy or the last mook of a mob with a melee attack. (After using the Barbaric Cleave you could trigger this berserker die power again and get another use.)

OR

You gain +2 to all defenses until the start of your next turn or until you are hit by an attack.

Adventurer Feat: You gain a +2 attack bonus with the Cleave attack.

6 This is Eternal Battle!

Until the end of the battle, you gain a bonus to AC equal to the number of enemies engaged with you. (Yes, it will change as enemies come and go.)

OR

Roll a d6. If you roll less than or equal to the number of enemies you are engaged with, you gain an extra standard action this turn.

Special Limited Use Powers

Roaring Return

Daily

If your berserker die is less than the escalation die, heal using a recovery as a quick action.

SPECIAL DIE TRIGGER POWER, ONLY USABLE WHEN YOU GOT THRASH THE DEVIL ON YOUR BERSERKER DIE:

Final Blow

Daily

Make a basic melee attack against a staggered enemy as a quick action.

Yes, in a long battle in which you have used *blood frenzy* often it's possible that you will swing in and out of being out of control round-after-round. Your allies need to learn to stay out of your way. . . .

Adventurer Feat: You can reroll your first failed blood frenzy save each battle.

Adventurer Feat: One battle per day, you can use this Great Weapons ability three times, on different rounds. You take a -2 penalty to the second and third attacks.

☞ ● *Scrapper*

You cannot take Scrapper if you have the Bully talent.

Once per battle as a free action while you are staggered, you can reroll your berserker die and abide by the reroll.

And use once per battle/day:

☞ *Bull's Rush*

Once per day after you roll initiative, you can decide that you're going to act first. Everyone else rolls initiative, then your initiative is set one point higher so that you take the first turn in the battle. (You can still use your original natural initiative roll if there was some effect hinging on it.)

☞ ● *Great Weapons*

Once per battle as a free action when you miss with a berserker melee attack while fighting with a two-handed weapon, deal no miss damage and ignore all effects that would have triggered from that roll to reroll that attack against a different enemy you are engaged with.

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