Amethyst

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WHAT IS AMETHYST?

Amethyst is a Role Playing Game presenting a world where a true-to-book fantasy setting is forced upon our real world. How would humanity respond? This is not some stylized view of Earth seen in books and on TV. It's a world with all the problems, both social and political, intact. Would we welcome the world of fantasy into our lives or would we fear its presence? This future spreads from a world we know—one where books and movies written about fantasy existed, forcing us to question the familiarities of the world around with the fictional tomes of old including famous works from legendary authors.

On top of this dilemma, magic breaks down many of the normal rules of chemistry and physics technology requires to operate. Chaos inspires creation and although this influence won't destroy life, it does retard the progress of civilization, preventing technology from operating beyond simple mechanisms like windmills and bicycles. Where magic is prohibited, normality returns and evolution and technological advancement can continue.

Five hundred years after magic's return, the remnants of our technological heritage live in the few remaining bastions—cities many like ones of present day, but walled in against the encroaching magic surrounding it. Inside, we have our cars, our central heating, and our televisions. Outside, the fantasy world may be wondrous, but it is also real. People die from the simplest calamities. Despicable rodents with weapons and wicked brains prey on the innocent and unarmed.

Will mankind be able to retake the planet and push the fantasy back into the realms of our imagination, able to resume our bind passion for consumerism and industrialization? Is this world better than the one mankind squandered?

There are two realms of magic: one dark, the other light. The source of this energy originates from two powerful gates, the white star of Attricana and black gate of Ixindar. The main axis between evil and good is not one where the law-abiding, civilized nations of good battle against the destructive force of chaos, but where the chaotic tendencies of life clash with the controlled and methodical might of syntropy. The conflict – at its root – sets anarchy against order, uniformity against unpredictability. Where life needs a level of uncertainty to blossom, homogeny breeds only death. The fantasy world is not some singular entity, but a complicated multi-layered world of warring nations, political strife, and monsters smart and powerful, as well as dumb and many.

This module introduces players to several, but not all, of the concepts of *Amethyst*. There are five pre-generated characters available, each representing a specific build of a specific class. The full classes are available in the *Amethyst: Apotheosis* sourcebook. These are all *techan* classes—characters that represent the side of science.

This module is designed for the classes included, but a DM may modify the setting and story to fit any group.

ADVENTURE SUMMARY

The characters are a small cell of a large international mercenary company known as the Iron Sons. They have been handed a critical mission: A former Iron Sons colonel, Montgomery Cross, has gone rogue and vanished in the deep wilderness. He has information on cell locations and strengths. More importantly, he's also seen the face of the Iron Sons highest ranking officer, General Chauk—a man with boun-

ties for his arrest. Chauk believes this colonel to be a severe security risk, regardless of the state of his sanity. The characters are tasked with venturing into a no-man's land where few humans have been, finding this colonel, and killing him.

This journey takes the group deep into the realm of fantasy, where they encounter various fae monsters, suffer a vehicle breakdown, and fall under a pagus attack (a corrupted race of fae and loyal soldiers of darkness). Eventually, they rescue some chaparrans from attacking pagus and the survivors reveal they're under protection by the Colonel.

Cross is not a danger to himself or others. He has turned over to the side of fantasy, given up his old life, and wishes to remain with the chaparrans. He has become their leader, taking control of the military operations against the pagus. The pagus, a rarity in Canam, have braved a water crossing in primitive boats on the pressure from their god, the death dragon Reaper. The dragon is closing in on the village and will surely kill anything it sees. The characters realize that, even though Cross has become a bit of an anarchist, he is not evil—nor is he a threat. They must choose to either eliminate him, surely dooming the village to the hands of darkness, or leave him alive, and risk castigation from their own commander.

Alas, by the end of the adventure, their vehicle will be permanently disabled, stranding the characters alone in the echan wilderness, regardless of their decision.

THE SET-UP

The player group is a five-man lance—the standard outfit—and have known each other for many months (and three levels), but have been operating the relatively safe zone outside the bastion of York. There have been no major attacks on the city in years and the group has not traveled out of view of the bastion their entire lives. When the adventure begins, the characters already have their mission and are several days away from any sign of technology. So far, there has been no incident.

If there are four players, it is recommended that Elias Hannover be an NPC and remain with the vehicle, avoiding actual combat and offering his mechanical skills as necessary. The other option (which is preferred) is to have one player take on dual responsibility.

THE VEHICLE

The scrambler is a standard echan terrain transport (ETV) characters around this level might be able to acquire. An ETV is a massive, durable all-terrain vehicle which is shielded from outside magical disruption. Unlike the ones in the rulebook, this one is strictly a plot point. It moves at the speed of the story, suffers from acts of god on cue, and is indestructible until the GM decides it is not.

This vehicle is a fragile and precious piece of technology and should avoid combat whenever possible. It should not be used as cover or as a weapon. It is the players' lifeline and if it is lost, they are stranded. This luxury should not be taken lightly. If the characters squander this resource, putting it in harm's way often, don't be afraid of destroying it completely, increasing the group's solitude. To do this, the vehicle shudders to a stop, as gears and pistons fuse together or break. Perhaps an axle breaks or the electrical system fries. Regardless of its path, it is destroyed by the end of the adventure.

The vehicle has side entry points and a rear loading ramp, but no top hatch. It has significant ground clearance and enough torque to

drive up a 60 degree incline.

The scrambler has the following statistics (which will make sense in a few pages):

Cargo: 1500 lb.
Maneuverability: -1
Speed: Normal
AC: 20
Resist: 11+
Size: Huge

GM PREPARATION

Here's a brief rundown of the new and modified rules presented within Amethyst Apotheosis:

AFFILIATIONS

Affiliations replicate icons. Though affiliations can result in singular powerful NPCs being involved, by using affiliations, *Amethyst* doesn't force bizarre machinations into effect in order for players to encounter specific characters (or even two degrees of relation to them) in a very large continent at regular intervals. Although reoccurring NPCs are encouraged, it may not always be logical for that to happen. Affiliations encompass empires, cults, organizations, and even entire armies. For the purposes of this adventure, we are only defining one.

IRON SONS
(AMBIGUOUS)

LOCATION

Seemingly everywhere—the Iron Sons are known for operating dozens of cells across Canam. In every bastion, in dozens of atolls, there will be someone representing the famous mercenary company.

COMMON KNOWLEDGE

The Iron Sons' singular leader is General Chauk, though the organization rarely requires his guidance. Barely maintaining a public image, many people believe he either never existed in the first place or has been dead for decades. Chauk's doctrine is embraced by his many cells scattered about the world and they function autonomously, lacking little direction from quadrant

commanders. There have been a few occasions where cells have united to tackle larger missions but there has yet to be a situation where there has been a general call to arms. With over a hundred cells comprised of between 5 and 500 personnel, the Iron Sons are stretched thin across Canam, though still numbering larger than any other mercenary company on the continent. It is each cell's responsibility to interpret Iron Son policy which best suits their environment. Being left to their down judgment, not all cells act alike, with some acting malicious while others civilized. Though their mission statement includes the annihilation of the world of magic and the retaking of nature by the will of man, some cells have tolerated fae involvement. There have been occurrences where a cell has been disavowed, even branded criminals by the rest of the organization. Given the number of cells across Canam, it's difficult for said groups to move through techan communities without being discovered.

ADVENTURES

There are both missions an Iron Sons cell undertakes on its own as well as well as those handed to them from above. These usually include missions promoting the organization's own agenda or those of bastions. Occasionally, cells are hired long-term to augment local military, though this usually only occurs with techan caravans or atolls. Rarely do cells act altruistic but exceptions have been known to occur. Regardless, missions rarely involve the assistance of echan civilians, as this goes against the Iron Sons charter.

ALLIES

The Iron Sons are technically allies with most bastions, though some cities publicly denounce them. Because General Chauk has technically broken several bastion laws in the operation of the Iron Sons, he is considered a criminal. Many bastions have banned the Iron Sons in their cities though employ them for foreign work. Both Angel and York have employed the Iron Sons (despite Angel officially labeling them a terrorist organization, the Sons maintain a public message box just outside the gates of the bastion and never want for work in that region) as well as Selkirk on fewer occasions, but they have not been employed by Mann or Sierra Madre.

ENEMIES

The Iron Sons represent the worst of techan culture in the eyes of the echan world so are banned in Kannos, Abidan, and Baruch Malkut. Iron Sons are allowed to enter Limshau as long as they leave all their high-tech equipment at the gates, but all other fae cultures despise them. There are stories of whole cells vanishing in chaparran woods.

HISTORY

The Iron Sons are believed to have been around for about a hundred years and have gone through four commanders in that time, Chauk being the longest standing commander in the company's history. The founder was William Pentecost, a fanatical religious figure banned from Angel after gathering a cult of armed soldiers. Outcast, Pentecost led his people to what he believed was the new promised land where all machines would function, a valley where he would build his city of Topia. Alas, Pentecost never found his prophesized valley and the Cult of Iron Sons began leasing themselves out to wandering techan caravans and atolls. Pentecost vanished, was presumed killed, and left his fragmenting society to the first real general, Falco Young. Young adapted Pentecost's visions and the modern interpretation of the Iron Sons was born. The echo of their once religion fanaticism can still be heard today, though greatly muted.

ORGANIZATIONS

Rarely do characters meet in taverns or stumble upon each other on a dirt road. Many are not foolish to venture into the outside world alone and unprepared. Often, they've made friends and forged their alliances long before seeking adventure. Characters can be either part of a much larger organization or they can be independent, answering to no one but themselves.

Players should work together in forging a group that maximizes each other's abilities. They know their names, their strengths, and their weaknesses.

At character creation, a group of players may select an organization. Being signed under an organization offers funds or equipment while independence offers the greatest gift of all, freedom. At the beginning of this adventure, the players share the Iron Sons organization.

IRON SONS

The Iron Sons is the largest techan free company operating in the world. They command thousands of troops through a decentralized control network connected via a series of mobile command posts. They operate fixed offices in both York and Angel, though their operations are outlawed practically everywhere else. Although able to function independently, each command node can receive directives from a central voice, known as General Chauk. Instructions from this authority are seldom relayed but when issued, all units are compelled to act. Only a few people in the world know where Chauk is at any time, and his location shifts daily.

Although the Sons are classed as mercenaries, and are easy to hire out, they receive their primary income through York and Angel service contracts. This does not account for their entire budget, and it's believed the company receives significant investment from unknown third parties using the Sons as their proxy in Canam. The objective of these third parties is shared by most others that hire out the Sons—destroy the world of echa and return the planet back under control of man. While

some cells are known to be lenient if not diplomatic in their relations with fantasy, most are ruthless.

DURABILITY

Following *13th Age Roleplaying Game* philosophy, *Amethyst* endorses rules meant to increase player survivability. Despite not being included in other editions, we support this inclusion in all versions of this setting (and its adaption would be relatively simple).

The most important element of these rules is sacrifice—making the player rather than the GM or the dice responsible for when a character's life ends. Additionally, there are rules meant to impose status affects at several stages of injury.

These rules only apply to players and important NPCs, including pivotal characters and villains. GM's shouldn't go overboard—only one villain in a campaign should benefit. As for allied NPCs, the GM must be wary of supporting too many "Pet NPCs" and leave it to only one or two characters.

STAGGERED

When staggered, you suffer a –3 penalty to all saves. This includes ongoing damage. Additionally, when you suffer a hit which drops your hit points to below staggered, you are also dazed until the end of your next turn.

The penalty to saves persist until you are restored to full hit points or until the end of the battle (not when your hit points are raised above staggered). Special healing like the cleric's *mighty healing* spell, healing potions, or a nano injection if healing above your staggered value will also remove the penalty.

Optional Variation: An alternative to the above rule—increase the penalty to –5 and allow the players to modifier this penalty by their Constitution modifier (with the maximum bonus of negating the penalty completely). This could be especially cruel with those suffering a penalty to Constitution.

WOUNDED (0 HP OR BELOW)

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When reduced to 0 hit points or less, you neither fall unconscious nor are you required to make death saves. You are considered "wounded".

You are still able to make full actions; however, while below 0 hit points, you are also weakened and unable to rally. At the beginning of your turn, you suffer 1d4 points of damage which cannot be reduced by resistance. Additionally, any attempts to recover hit points only recover half their value. The penalty to saves from being staggered persist.

These penalties continue until you are healed above 0 hit points or reduced to negative half your hit points, which is when you are finally killed. Additionally, you remain weakened until restored to full hit points or until the end of the battle (not when your hit points are raised above 0), whichever comes last. Special healing like the cleric's *mighty healing* spell, healing potions, or

a nano injection if healing above 0 hit points will remove the weakened condition but not the penalty to saves (that require additional healing above the character's staggered value).

Optional: There are many variations to this rule. The GM can have players make death saves and fall unconscious when stabilized or they could voluntarily fall unconscious in order to make death saves and perhaps recover. This also hopefully removes the player as a potential target from enemies.

SACRIFICE

Committing an act of sacrifice should not be taken lightly. Even if your survive the ordeal, it should leave a lasting impact on you (obviously), your allies, and the entire campaign.

You can voluntarily sacrifice only after being reduced to below 0 hit points. You immediately recover from every condition you suffer from, including those from being staggered and below 0 hit points. You no longer suffer from hit point degradation from being below 0 hit points. You also cannot recover hit points by ANY means, including magical healing and rallying.

You can commit to sacrifice either as a free action on your turn or as an interrupt. After the benefits of the sacrifice have passed, the character moves onto the aftermath. The important aspect with sacrifice is creating an objective—what drives the character's will to survive a few moments longer. This objective allows the player to properly select the benefits as well as creating the trigger for the aftermath.

EXAMPLES OF SACRIFICE

One Final Attack: A primary villain or monstrous thug has critically wounded you and/or an ally. Your wounds are severe but the survivability of others demands this evil be taken down now and at any cost.

Holding the Line: Your allies just need one more minute—just one more—to succeed. It's all up to you to hold back the masses. As allies escape and/or succeed at their task, you fall knowing your side has won.

Take the Bullet: A colossal enemy, either in size or importance, is about to execute the killing blow on you, an ally, or an innocent bystander. You leap in and take the hit.

Rush Into Legend: You dive into the thick of combat, knowing full well that escape is not an option. You break up enemy lines, throwing them into chaos. Eventually, one opponent will land a killing blow and end your diversion.

Hit That Switch, No Matter the Cost: Sometimes it's not about killing an enemy or breaking up an army. Perhaps it's about just making it one more foot—even a few extra inches—to reach something important. Hit that button; throw that switch; live long enough to discover who the murderer was. It could even be more noble than that—holding the very life of an ally in your hands, and you simply cannot let them slip from your fingers.
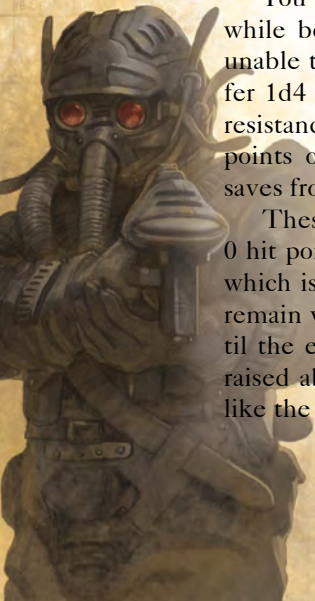
SACRIFICIAL BENEFITS

When committing a sacrifice, you receive several benefits. Several trigger the end of the sacrifice (most often equaling death, see aftermath) when finished. When you commit to a sacrifice, select up to three benefits you wish to receive.

Attack Boost: When making an attack roll, you can alter the natural result by 1 or 2. This can result in the triggering of maneuvers or in the scoring of critical hits.

Broad Skill Bonus: You gain a +10 bonus to all skill checks you already have a bonus in.

Damage Immunity: If you make no attack roll on your turn, you are immune to all damage. If you make an attack, a skill check, or succeed in your objective (if not an attack or skill check), the sacrifice ends.

Damage Sponge: You gain resist (all damage) 16+.

Increased Defense: All your defenses increase by +4.

Increased Speed: Instead of gaining a quick, move, and a standard action on your turn, you gain a move and two standard actions.

One Hit: One single attack against an enemy is not only an automatic hit but also a critical hit. You inflict additional damage equal to your level x 5. After the hit, the sacrifice ends.

Specific Skill Bonus: You pass any skill check you already have a bonus in. Once you apply this bonus, it only applies to these checks and no other. Once you no longer have to roll for the skill, the sacrifice ends.

Wall: You engage all nearby enemies and said enemies are stuck. All allies engaged with nearby enemies automatically pop free. All engaged enemies suffer a –3 penalty to any attacks which don't include you. Enemies moving near you become engaged automatically.

AFTERMATH

If the sacrifice has not ended by the time you reach negative half your hit points, the sacrifice ends. You move onto the aftermath. If an NPC is committing the sacrifice, said NPC is dead. He has ceased to be. He's expired and gone to meet his maker. A stiff, bereft of life, he rests in peace. However, players have one final chance to recover (assuming they have not found themselves in a situation which they in no way can find themselves out of. This is known as a reprieve save. If you pass a 16+ save, you are stabilized but unconscious. You could still die (like, falling from space). If you fail the save, if you still want to live, and there is the possibility of doing so, you can recover but at the cost of 1 point of constitution and 10 hit points which are not recoverable.

If your fate is decided and your end if near, depending on the situation, you can still be afforded a final moment. Do with it what you wish—yell the name of a loved one, make a short heroic speech, perhaps include a flashback or two, ponder the sudden appearance of cherry blossoms. In the end, you die, and your allies will remember you fondly afterwards (unless it's not that sort of game).

EXPLOSIVES

Explosives come in two forms, thrown and planted. Thrown explosives are most often grenades, but ultimately, virtually any explosive can throw and any explosive can be primed in a location to explode when certain conditions arise. Many techans are able to plant or throw explosives.

THROWN

To throw a primed explosive (including grenades), make the following ranged attack against each.

Target: 1d4 enemies nearby or far away (preferably far away, see below)

Attack: Dexterity + Level vs. PD

Hit: WEAPON+ Dexterity damage

Miss: Damage equal to your level.

Special: Any targets not hit, as well as those nearby, suffer miss damage equal to your level. This means if you throw an explosive near allies (this includes you), they will suffer miss damage as well.

PLANTED

Placing an explosive for maximum effect against a structure calls for a check, as does disarming an explosive device. Only someone with a background associated with demolitions should attempt planting explosives.

Action: If the explosive is already built to be planted, (like a mine or claymore), it only takes a standard action to set. If not, it takes 4 standard actions. These can done in with any number of allies contributing (assuming they have similar skill). The detonation itself is based on the detonator.

Explosive Attack: Unlike thrown weapons, planted explosives require an Intelligence-based attack.

Target: 1d4 enemies nearby or far away (preferably far away, see below).

Attack: Intelligence + Level vs. PD

Hit: WEAPON+ Intelligence damage

Miss: Damage equal to your level.

Special: Any targets not hit, as well as those nearby, suffer miss damage equal to your level. This means detonate an explosive near allies (this includes you), they will suffer miss damage as well.

Wiring Explosives: A DC15 skill check is required to wire an additional explosive to the first one. This does not increase damage—it only allows you to target 1 additional target (1d4+1). Only one detonator is required unless the explosives are spread out. There is technically no limit on the number of additional explosives wired up, but when reaching +3 targets, the explosive instead targets an additional 1d4 targets (the increase is as follows: 1d4, 1d4+1, 1d4+2, 2d4, 2d4+1, 2d4+2, 3d4, etc.).

DETONATORS

Timed Detonator: A DC15 skill check is required to plant a timed detonator. Timed explosives detonate at a set time and cannot be prematurely detonated.
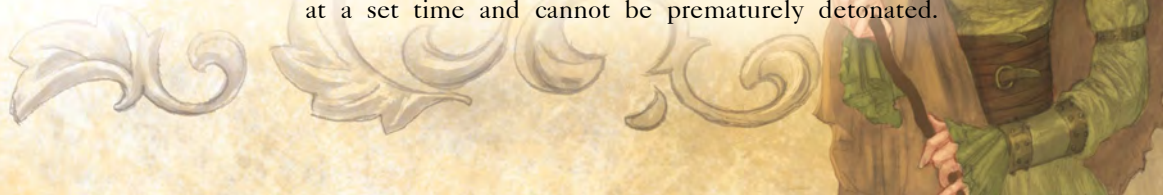
Detonation requires no action.

Remote Detonator: A DC15 skill check is required to plant a remote detonator. Detonation requires a quick action. Regardless of who takes the action to detonate, who sets the explosive makes the attack.

Triggered Explosives: A DC20 skill check is required to plant a triggered detonator. These go off when a target is nearby the explosive. Detonation is considered a reaction attack.

Failure: If you fail the skill check, the explosive fails to detonate. Since the roll is usually known, you may attempt to reroll on a later turn.

Proper Placement: You can carefully set the explosive in such a way to do maximum damage. If you beat the DC roll by 10 or more, you deal additional damage with the explosive equal to your level + your Wisdom modifier.

Grenades: These explosives come equipped with either an impact detonator or a 1-round timer detonator (exploding at the beginning or end of your next turn—your choice), chosen when you use the grenade. They can be thrown or fired from a launcher without requiring a skill check. A grenade can still be used with another detonator, but this requires a separate detonator and the use of the demolitions check to plant it.

Explosives: Explosives all require a separate detonator. Some explosives are not designed to be used as an explosive and may be overly sensitive as well as cumbersome. Explosives can be triggered without a demolitions check, but one is required to plant a detonator.

DISARMING EXPLOSIVES

Disarming an explosive that has been set by someone else requires a check using the same skill. It requires a standard action per attempt and the DC is either set by the GM or by the skill check by the one that set the explosive. Unless you fail by ten or more, the explosive does not go off if you fail the check.

DIRECT ATTACHMENT

If you attach a planted explosive directly to a creature or structure, you roll for attack but automatically hit. If a structure, it is automatically considered a critical hit.

SYMPATHETIC DETONATION

Explosives caught in an explosive blast have a chance to explode as well. For every nearby sympathetic explosive, make a 10+ save. On a fail, it explodes as well, counting as an additional wired explosive (increasing the number of targets attacked)—meaning it target 1 additional enemy (the increase is as follows: 1d4, 1d4+1, 1d4+2, 2d4, 2d4+1, 2d4+2, 3d4, etc.).

PROXY DETONATION

If a character who sets an explosive with a timed detonator (or one that is not directly triggered) is killed, rendered unconscious or otherwise indisposed, the explosive still goes off per its conditions on the indicated

turn. If an explosive is triggered by someone other than the character who made the skill check, the one who set the explosive still makes the attack, but the one triggering it uses the action.

ENGINEERING

One of the aspects of technology is the using of machines to add convenience to daily life and create solution to problems previously believed unsolvable. Magic, despite being a shortcut, is often considered too difficult a path to use, but for many, it is the only option considering the plague of disruption sweeping the world.

You use engineering (if you have a background related to it) to craft and repair mechanical objects, including electronics, general machines, techan armor, exo-armor, techan weapons, and vehicles.

REPAIRING BROKEN GEAR

Most repair checks are made to fix complex electronic or mechanical devices if they break either from an attack or from disruption.

Time: Repairing objects usually take one hour. The time can be reduced to 10 minutes by increasing the DC by 5.

DC: Base DC15 + 2/tech level.

Success: The item works again.

Failure: The device is not repaired. GM's discretion whether the repair can be attempted again.

BUILDING TECHNOLOGY

If you have the time and the parts, but are nowhere near a bastion or a market that sells technology, you may try to build the item from scratch.

You can only build items with a rated tech level (0-6). You must have the item's cost in widgets (not just the uc, the widgets) on hand. The item's TL is the time in days it takes to build the item. You need at least 6 hours of work on the item for it to be considered a day's work. At the end of each day, you must make an engineering check to beat the build DC. If you beat the DC, you count the day in question towards the time required to build the item. TL0 items and items without a listed level take one day to construct. Vehicles and exo-armor take twice as long. You cannot build demolitions, medical, or repair kits, or boosters or medical injections.
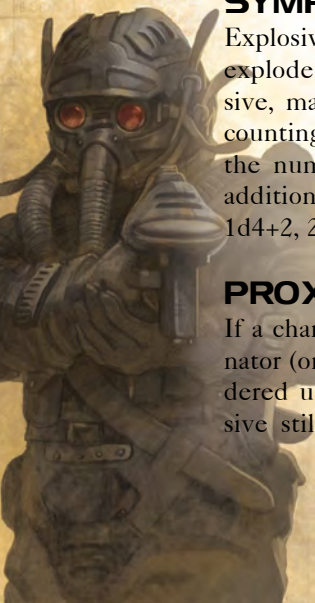
Failure: If you fail, the work time is wasted (1 day) but the widgets are not.

REVERSE ENGINEERING

You can use engineering to convert found technology into widgets to be used in the creation of other technology, and to figure out how the item works in the case of unfamiliar devices.

Time: 1 hour. Reverse engineering destroys the item.

DC: 15 + 2/tech level.

Success: You acquire half the item's value in widgets, and figure out how the thing works.

Failure: You acquire one-tenth of the item's value in widgets.

SABOTAGE

You can use engineering to sabotage devices and vehicles. With this technique, you can inflict effects instantly or when certain conditions occur.

Time: Standard action.

DC: The base DC is 15 with modifiers depending on which effect you are attempting (GM's discretion).

Opportunity Attacks: Sabotage attempts provoke opportunity attacks.

Duration: Until the effect is repaired, unless stated otherwise.

Activation: The effects of the sabotage occur instantly. You can increase the DC by 3 to set a triggering condition for the sabotage.

Detection and Removal: An engineering check is required to spot and remove sabotage (one check for each). The DC is the same as the DC to perform the sabotage.

VEHICLE OPERATION

In previous editions of *Amethyst*, there were complicated rules for driving and vehicle operation. We have decided to remove the majority of them. If you have a background near or in a bastion (or similarly techan-orientated society), then you know how to drive or pilot both ground vehicles and/or aircraft. Routine tasks such as ordinary driving don't require a skill check. You only make a check when experiencing unusual circumstance (such as stormy weather or a slippery surface), performing a stunt, or if trying to operate a vehicle while being attacked or attacking.

Speed: There are six stages of movement, very slow, slow, normal, fast, very fast, and extremely fast. A vehicle can increase it's movement by one step each time it moves, and each vehicle has a top speed. Speed really only comes into play when ramming and when attempting to move alongside another vehicle. We've left the rest up to you based on the situation.

Vehicle Action: Operating a vehicle can be part of a move or standard action. If you simply control a vehicle, it's a move action. If you perform an attack with it, it's a standard action. If you fail a skill check, you could lose control or crash the vehicle depending on the circumstances. There shouldn't be one singular roll to determine if a vehicle crashes or not. If you fail the skill check, you should be allowed a saving throw to regain control of the vehicle.

Crash: A crash is a catastrophic failure in vehicle control. If you crash, you hit difficult terrain or an obstruction. The vehicle and all occupants inside take damage according to the vehicle's original speed.

Speed	Damage
Very Slow	1d8
Slow	2d8
Normal	3d8
Fast	4d8
Very Fast	5d8
Extremely Fast	6d8

Escape: If all appears hopeless during a crash, occupants can try to escape. This involves a DC 15 Dex check (DC 20 for the driver, +5 if the creature is strapped in). A driver who attempts to escape no longer has any control over the vehicle. Any target failing the escape roll by 5 or less still escapes but takes damage equal to the vehicle's original speed.

Conditions: Vehicles cannot be affected by a condition though drivers can.

Destroying Vehicles: Reducing a vehicle to zero hit points renders it non-functional. A vehicle reduced to its negative hit point value bursts into flame, immediately inflicting 3d6 damage to every nearby creature until the end of the battle.

RAM

Action: Ramming requires a standard action.

STUNT OR CONDITION	DC	ACTION
Driver's attack	15	Standard
Evasive driving		
+1 to AC & PD (for one turn)	15	Standard
+2 to AC & PD (for one turn)	20	Standard
+3 to AC & PD (for one turn)	25	Standard
+4 to AC & PD (for one turn)	30	Standard
+5 to AC & PD (for one turn)	35	Standard
Flight conditions		
Strong wind	+5	—
Raging storm	+10	—
Tornado / Hurricane	+15	—
Jump	15-30	Standard
Road conditions		
Gravel	+5	—
Rain / Snow	+10	—
Easy Stunt	15	
Hard stunt	20	
Crazy stunt	25	
Insane stunt	30	

Target: You can ram any nearby creature or object you could target with a melee attack, assuming it's possible given the vehicle's current speed and direction.

Attack: Dexterity or Intelligence vs. PD

Hit: WEAPON + Dexterity or Intelligence damage. A vehicle is counted as a WEAPON. Dice is determined by the size and speed of the target vehicle.

Normal Vehicles: Normal-sized vehicles inflict 1d6 damage on a hit.

Large Vehicles: Large vehicles inflict 1d10 damage on a hit. Additionally, if the vehicle is driving fast or faster, increase damage dice by one step.

Huge Vehicles: Huge vehicles inflict 1d12 damage
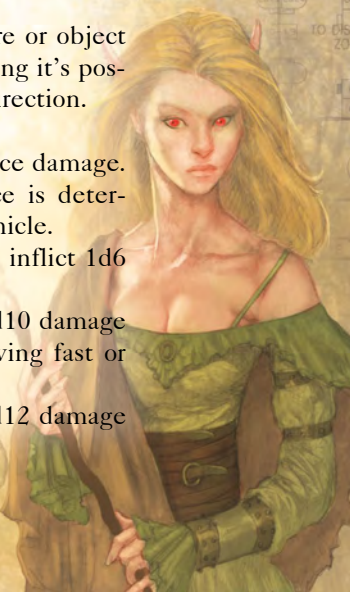
on a hit. Additionally, if the vehicle is driving Normal or faster, increase damage dice by two steps.

Huge+ Vehicles: Vehicles larger than huge inflict 2d8 damage on a hit. Additionally, if the vehicle is driving Normal or faster, increase damage dice by two steps.

Speed Adjustments: The damage dice of a vehicle can increase or decrease depending on how fast the vehicle is going. The dice steps are as follows: 1d4 to 1d6 to 1d8 to 1d10 to 1d12 to 2d8 to 3d6 to 2d10 to 3d8.

Very Slow: Reduce damage by one step.

Slow: No dice adjustment.

Normal: Increase dice by one step.

Fast: Increase dice by two steps.

Very Fast: Increase dice by three steps.

Extremely Fast: Increase dice by four steps.

Price of Ramming: The ramming vehicle suffers half damage from the ram. A vehicle general reduces speed when it rams (often times to a stop.
This can result in additional damage from a crash.

Miss: The target avoids you, and you continue moving your speed.

Colliding: If the target is a vehicle moving itself, the ramming damage may alter accordingly.

ECHAN DISRUPTION FIELD (E.D.F.)

Magic retards the progression of technology. It breaks down lubrications. It jams gears and shorts out electronics. It overloads batteries. Everything more complicated than basic clockwork is vulnerable, given enough exposure, but the more advanced the technology, the more susceptible it is; in most places, anything up to a simple combustion engine can manage with minimal difficulty, but even something as basic as a bicycle will break down if caught in the backblast from a dragon's breath (of course, at that point, you have bigger things to worry about). Because magic grows as more people use it, bastions are relatively safe within the confines of their walls or city limits. The moment they leave their borders and brave the outlands, their machinery and electronics begins to degrade. As technology comes into contact with higher concentrations of enchantment, it becomes prone to interference. This leads some machines to become less efficient, cease working altogether, or – in some rare cases – violently destroy themselves. Whenever technology is outside of a bastion, there is little anyone can do to impede this disruption. At best, they can slow or delay the effects for a short time.

Magical energies and creatures generate what is called an Echan Disruption Field (or Enchanted Disruption Field), or EDF. Some bastions even rate an ED-I, or ED Index, which charts the hot spots in the world which users of technology need to avoid. The low level EDF saturating the entire world interrupts radio waves and abrogates the ability of anything other than gold wires to channel electricity, preventing communication between the bastions and limiting the lifespan of batteries.

DISRUPTION EVENTS

Disruption is a constant threat, but the rules applying to it usually only occur when they are the most inconvenient. Disruption events can occur under the following circumstances:

- The first time in an battle that someone attempts to use the device;
- Whenever a creature that generates EDF touches the device (echans attempting to *use* the device always results in disruption of TL1 and higher devices, no roll required);
- Any time the device or its wielder is directly affected by magic (any spell or supernatural effect; enchanting the weapon always disrupts it, no roll required);
- Whenever the device or its wielder suffers a critical hit from a magical creature;
- If the device or its wielder is hit by an attack from a pincher weapon.
- Any time outside of a battle that the GM judges appropriate (using technology in a highly magical area, etc).

The GM makes a single d20 roll to check if an item is disrupted and which tech level is affected.

Modified Disruption D20 Roll	Result
0 or lower[1]	All Tech Levels affected
1	Tech Levels 1 and up affected
2	Tech Levels 2 and up affected
3	Tech Levels 3 and up affected
4	Tech Levels 4 and up affected
5	Tech Levels 5 and up affected
6	Tech Levels 6 affected
7-20	No disruption effects
Natural 20	Critical Collapse

[1]Tech Level 0 items are only affected if the roll is modified. The result indicates the highest tech level items which are affected that round, if at all.

The result of the disruption roll determines the minimum tech level that can be affected by a disruption event, with the highest TL items not currently suffering disruption being affected first.

A targeted disruption always affects the item or character targeted. Any number of targeted disruptions can occur in a round. General disruption events usually only affect one device at a time. Outside of a battle, treat disruption events as targeted disruptions or choose the affected character randomly. If a general disruption event occurs in combat, the character with the lowest initiative is affected by the first event, the next lowest by the second event, and so on. If the character has no devices of the affected level, no disruption event occurs. Once all players have been rolled for, return to the bottom of the initiative order. Monsters using technology have their own rules and are not affected by a disruption roll.

If the player has multiple items at the same tech level, equipment disrupts in the following order: Weapon currently in hand, gear in use, armor being worn, and any vehicle occupied. If the character does not have a device of the given type, move on to the next in sequence. Equipment not actively in use disrupts in the same order, if there are no active devices. If there are multiple items of the same type, only one is affected (chosen either randomly or by what would be most immediately inconvenient for the character).

A player cannot be subject to another disruption event until every player has been subject to one this sequence. Additionally, an item cannot be disrupted twice (even after it recovers) before every disruptable item the character is carrying has been disrupted once this sequence.

EDF Roll Modifiers: The GM is invited to increase the risk of EDF by adding penalties to the EDF roll.

Roll Penalty

-1 for every non-gimfen echan PC in the encounter (including echan humans).

The following penalties are not cumulative, but do stack with each other:

-2 if any aberrations creatures are in the encounter.

-1 if any magical or natural beasts are in the encounter.

-1 if any fey/fae creatures are in the encounter.

EFFECTS OF DISRUPTION

A disrupted item no longer functions. Any special abilities or properties the item has cannot be used. Ballistic weapons jam and energy weapons lose their charge. Most exo-armor stops moving, rendering the user either immobile or restrained. The effect remains until the character makes a disruption saving throw. A character with a background in engineering can replace the disruption save with the following check: DC15 + (2 x Tech Level of item). The character makes one save or skill check per round per affected item at the end of their turn. If the roll succeeds, the device is immediately restored to normal functioning. If the roll fails, it suffers one of the following additional effects (determined by how many consecutive failed rolls have been made for the device).

1st Failure: If the first saving throw fails, the item remains disrupted.

2nd Failure: If the second saving throw fails, the item remains disrupted.

3rd Failure: A third and final failed saving throw renders the item broken. It is non-functional. It must now be fixed.

ECHA-SAFE TECHNOLOGY

Various technological items are more resistant to disruption: either the technology is so basic that there is nothing for magic to latch onto, or it is so heavily shielded that the EDF cannot affect it.

The following cannot be affected by a routine disruption event:

- Items with the immune property;
- Any item created by the experteering engineer's *adaptation* feature;
- Any armor not requiring a battery cell
- Boosters and medical injections;
- All TL0 gear except TL0 weapons;

This does not mean that the item can never be disrupted, but doing so requires a targeted disruption event. Magic can get at anything that depends on moving parts or variable energy states, even something as simple as a windmill or waterwheel, so it's best not to invite it in.

RANGE EXPANSION

Amethyst introduces ranges beyond what is discussed in *The 13th Age Roleplaying Game*. In addition to engaged, nearby, and far away, *Amethyst* introduces **distant** and **extreme**.

DISTANT

While nearby targets are one move away and far away targets are two, distant targets are 3-5 moves away. When the GM sets the stage of the battle, she factors in environmental conditions as well as the size of the area to classify distant range.

Weapons able to shoot targets far away can still do so against distant targets, but they suffer a –4 penalty to attack rolls (this is in addition to the penalties already incurred for weapons like axes, javelins, and spears at far away targets).

EXTREME

Extreme range is beyond the limit of normal vision. Targets this far out general take 6-10 moves to reach. Like distant range, when the GM sets the stage of the battle, he factors in environmental conditions as well as the size of the area to classify extreme range.

Generally, medieval weapons cannot reach targets this far out, especially weapons like axes, crossbows and slings; however, extremely strong creatures and characters may be able to reach this range with spears, javelins, and longbows. All small arms, one-handed and two-handed, can reach targets at extreme range.

Regardless of the weapon used, it suffers a –8 penalty to attack rolls against targets this far out (this is in addition to the penalties already incurred for weapons like axes, javelins, and spears at far away targets).

TECHAN WEAPONS

Techan weapons are listed by broad examples: if every variation from every bastion were to be detailed, the list would take up half the book. However, some unique weapons are included.

Standard Equipment: At character creation, a player can select any TL0 weapon fitting for their class except for super heavy weapons and specialty weapons.
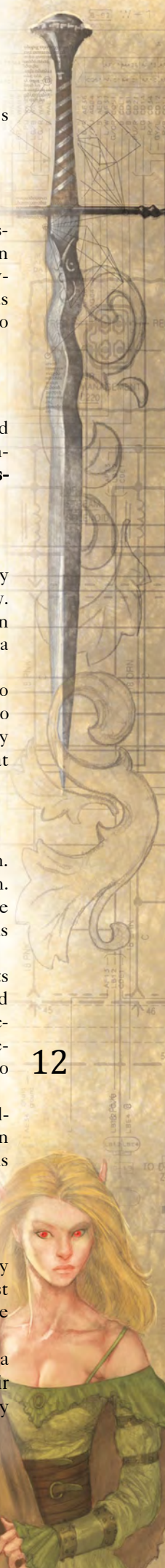
WEAPON RULES

The following rules apply to all weapons:

Reloading Weapons: All weapons are manual or clip-loading. Though these clips may be energy cells, they all necessitate the same time to reload. Reloading one techan weapon of any type requires a move action. Certain powers.

Switching Weapons: Although drawing a weapon is a quick action, switching weapons without dropping one requires two quick actions (one to return—or sheath a weapon – the other to draw the second). Although this would never be an issue with fantasy players, techan players may often switch weapons several times during an encounter. Some abilities and feats may alter this rule.

Basic Chemical Projectiles: The vast majority of techan weapons in echa rely on basic chemical propulsion. The earliest firearms used chemical explosives to propel its deadly shell toward its victim. Although the chemicals evolved as knowledge did, the result remained the same. Requiring no energy cell, standard ballistic firearms seldom broke down. As time continued, the chemicals became easier to locate. Even in the largest, most advanced bastions, chemical firearms are still popular among those leaving the safety of their walls. Assault rifles, autoloaders, bolt sniper rifles, all caseless weapons, light machine guns, machine pistols, all shotguns, pocket pistols, sniper cannons, and submachine guns utilize chemical projectiles. There are also two subsets of BCP weaponry:

Caseless Ammunition: Caseless weapons use unique clipless, caseless ammunition. A square-shaped round is the entire firing mechanism. The shell is encased inside a solid propellant coffin, connected to others, and fed as a clip. Each bullet, when fired, incinerates its case, ejecting the remnants with the bullet. Caseless weapons possess massive clip capacities.

Electronic Stacked Projectiles (ESP): No longer are bullets loaded from an external clip and launched via a firing pin. Now they are loaded directly into the barrel, separated only by the propellant. The concept dates back to traditional fireworks except the stacked projectile weapon does not need to fire its entire payload when ignited. Electrical pulses launch the bullets in the proper order. Misfires are pushed out by the next round, preventing backfire. This removes the need for a clip, a firing pin, or for that matter, any moving parts at all. The greatest advantage of this technology is a phenomenal firing rate, capable of discharging rounds literally as a stream of bullets.

WEAPON GROUPS

The weapons covered here are grouped into the following categories based on their general utility. They do not fall into the normal categories of simple, military, or superior weapons.

Heavy Weapons: These are large weapon systems that require a tripod, a base, a platform, or any other stable point from which to fire.

Properties: Because of their cumbersome nature, if you move or are moved any distance you suffer a -4 penalty to attack rolls with heavy weapons until the start of your next turn (you can shoot first and then move to avoid the penalty on your turn). You also suffer the penalty when using a heavy weapon against targets engaged with you.

Small Arms, One-Handed: These are single-handed firearms which are renowned for their ease of use and compact style, making them an easy choice for those preferring stealth. These weapons include basic pistols and small machine guns.

Properties: Firing a one-handed small arm does not provoke opportunity attacks. These weapons include basic pistols and small machine guns. They cannot be wielded by larger creatures (i.e.: exo-armor or vehicles).

Small Arms, Two-Handed: These are larger, slightly clumsier weapons usually preferred for their long range, high stopping power, and larger clip capacities. These include machine guns, most sniper rifles, and assault rifles.

Properties: Because of their cumbersome nature, if you move more or are moved, you suffer a -2 penalty to attack rolls with two-handed small arms until the beginning of your next turn (you can shoot first and then move to avoid the penalty on your turn). You also suffer the penalty when using a two-handed small arm against targets engaged with you.

Specialty Weapons: These are weapons with a unique function that require specific training. These include sonic weapons, pulse weaponry, and rocket launchers. Specialty weapons also count as one- or two-handed small arms, heavy weapons or super heavy weapons for all purposes except proficiency.

Properties: Specialty weapons can only be used with a no-frills basic ranged attack (no maneuvers or triggered special abilities) or its own special attack.

Note: Specialty weapons are often rare and ammo is generally scarce and limited. Unlike normal weapons, players need to track ammunition for these weapons and understand that it can and will eventually run out.

Super Heavy Weapons: These are weapons with the potential of incredible damage but with a cumbersome design. All super heavy weapons come equipped with either a vehicle mount or a tripod. These large weapon systems require a tripod, a base, a platform, or any other stable point from which to fire. Examples include heavy guns and artillery weapons.

Properties: Unless the weapon is mounted on a vehicle, exo-armor, or another fixed weapon mount, you must use a standard action to plant it in the ground before firing. Once planted it cannot be moved unless you use a standard action to uproot it. If you fire a super heavy weapon without planting it, the attack automatically misses and you are dazed until the beginning of your next turn. You cannot target creatures engaged with you with a super heavy weapon.

Additionally, all super heavy weapons inflict +2 damage per die.

WEAPON PROPERTIES

Where magical weapons have enhancements, techan weapons have properties.

Augment: An augment weapon uses your unarmed attack to determine damage dice. An unarmed attack can only benefit from one augment weapon at a time.

Auto: A weapon with the auto property can fire 1 round of ammunition per attack roll with any power without the auto keyword. You fire 5 rounds of ammunition per attack roll with powers with the auto keyword. Some powers have additional abilities when firing weapons with the auto property.

Capacitor: Capacitor weapons resulted from plasma bottle research. It builds upon this by combining elements from both plasma and laser technologies. For the capacitor weapons, the shooter can dial up the strength of the energy burst. The weapon charges up by siphoning energy from its cell. The weapon discharges plasma energy but also uses plasma as its accelerator.

Property: Capacitors have three settings. Each additional charge spent per attack roll increases its damage die by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10), to a maximum of 3 steps with 4 charges.

Special: All capacitor weapons also have the plasma property.

Exp: Explosives are area effects. When using a weapon with an Exp effect, roll 1d4 for the number of targets the weapon can affect. There has to be that number of targets in a reasonably close area.

Gauss: These weapons are the most popular weapon for techan soldiers in the echan wilderness after the standard firearm. Magnetic fields are not affected by disruption, a welcome blessing to those living under Earth's blanket of protection. The specific process of accelerating metal shells using magnetism is complicated, and coil-based and rail-based technology fire their shells using different means. All magnetic accelerated weapons feature long ranges and high critical ratings. They also require changing both a clip and a cell. These weapons deliver astounding kinetic potential.

Property: For every maximum result on any of your damage dice on a hit (including on critical hits), all other damage dice on that same hit (including extra dice) gain a +1 bonus to damage.

Barrel Shot (recharge 11+): When you drop a creature with a rail weapon attack; you can make a single ranged basic attack on one creature in direct line of effect in the weapon's range.

Guided: These weapons assist in aiming after being fired and can even make a secondary attack if the first one misses.

Seeker Shot (recharge 11+). Reroll if the attack misses (you must take the second result).

Heavy Auto: These weapons function the same as auto weapons, but have no single shot option. They always fire at least 10 rounds of ammunition per attack roll, regardless of the power being used. Some attack powers have additional abilities when firing weapons with the heavy auto property.

Immune: These weapons cannot be disrupted by ambient EDF because of their archaic construction. They will still suffer disruption if enchanted or subjected to direct magical attack.

Laser: Any condensed, well-defined beam of light can be considered a laser. In history, the initial weapons concentrated radiation to a focal point, burning the target with intense heat: such beams were usually invisible, which is useful for stealth but less so for accuracy. Later developments increased the size, damage potential, and visibility of these beams. Often, lasers are confused with pulse plasma weapons. The largest difference is that lasers cut while plasma splashes. Laser weapons give away their firer's position but deliver devastating damage few can resist. They can also track targets easier with subsequent damage. There are laser pistols, rifles, and thumper cannons.

Property: If you hit with a laser, you gain a +1 bonus to attack that same target until the end of your next turn.

Slice (recharge 11+): If you score a critical hit, make a second attack against the same target.

Nuclear: These are directed energy weapons similar to plasma and laser guns. Where a laser inflicts condensed radiation and plasma inflicts severe heat, weapons with the nuclear property inflict damage via a high-energy beam of atoms. Upon impact, they disrupt the molecular structure of the target. Tissue damage from radiation is a frequent side effect. This technology has been dubbed a "dirty solution", as it emerges frequently before the advancement of high-powered lasers and plasma weapons.

Property: If you hit with a nuclear weapon, every subsequent consecutive hit on the same target gains a +1 power bonus to damage (cumulative up to +3).

Radiation (recharge 11+): The target is weakened (normal save ends 11+).

Pincher: These weapons deliver an electromagnetic pulse that disrupts any item that requires a battery or an electric current to operate.

Property: All battery-powered technology on the target suffers a disruption roll at -2. If the target takes any damage from your weapon, you can use the following power against it:

Lightning Pulse (recharge 11+): The target is stunned until the beginning of your next turn.

Plasma: Any weapon employing ionized gas is considered a plasma weapon. This involves either using the magnetically conductive matter as a delivery device or as a weapon itself. Magnetism is one of the few scientific constants not broken by the EDF: a plasma weapon fires a toroid of superheated gas inside a magnetohydrodynamic bubble that is then accelerated from the barrel in the same way a railgun fires its iron-core shell. The bubble remains solid for a significant time, or until it strikes its target, at which point the bubble is dispersed and delivers its energetic payload as a cloud of intense heat. There are plasma pistols, rifles, and capacitor cannons.

Property: On a hit, you may deal extra fire damage equal to your miss damage to one creature near the target.

Ignition (recharge 11+): The target takes 20 extra ongoing fire damage.

Self Propelled Projectile (SPP): SPP weapons started emerging from Angel R&D and eventually found use across the world due to parallel development or stolen designs. They are small rockets fired from pistols or rifles that continue to accelerate after an initial air compression push fires them from the shell. Although more expensive than traditional firearms, SPPs proved useful for engagements when range mattered. The ammunition for SPP weapons are sabot rounds, as the shell ejected breaks apart, and the contained self-propelled projectile ignites, breaking from its seal. All SPP weapons can fire underwater, though their range is halved. They are not common but have definitive advantages, such as explosive warheads and guidance systems.

Property: SPP weapons also have the *guided* property.

Shotgun: Shotguns impact with tremendous force at close range, but this stopping power diminishes rapidly further out. They are fairly distinct and few models are on the market.

Property: Shotguns inflict +1 damage per die if fired at nearby targets. At far away, they deal half damage.

Sniper: These weapons contain advanced targeting systems for long-range fire. They are available in chemical, laser, and magnetic variations.

Targeting Scope: All sniper rifles are equipped with a sniper scope by default.

Sonic: The first sonic weapon was no more than a simple high-powered oscillating pain siren generating 175 decibel (dB) acoustic waves in all directions. Newer sonic weapons utilize high frequency ultrasound to carry the painful audio waves in a straight, focused path. This technology offers increased range with no adverse side effects for the user.

Deafened (recharge 11+): A hit target is hampered (normal save ends 11+).

Special: A sonic weapon may be downgraded to transmit a normal voice to any target you can see without fear of anyone else overhearing unless they are in line of effect.

PLAYER BEGINNING

Read or paraphrase the following:

As you count off the first week without incident, a sense of overconfidence begins to settle in. Your vehicle is old, worn, and reliable. Your weapons are clean and maintained.

You've trained for months, some years, to deal with whatever you may encounter. Seven days without even a thrown rock or sharpened stick as an opponent—you're beginning to think this mission's threat level was greatly exaggerated. Despite this, the lingering dread of what you may face and the decision that awaits you at the end of the journey is always present at the back of your thoughts.

Every day that passes is another reminder of the wasteland you're entering. The towers of York vanished days ago. You are going beyond even the civility of primitive nations. The gravity of the crisis and repercussions for failure were made clear from the beginning.

The scrambler is a monstrosity half the size of a house. Twenty forward-mounted high intensity discharge lights breathe a swath of light across the clearing. It's a brute capable of uprooting small trees, ignoring pesky obstructions like animals, plants, or elves. It's too valuable to risk in combat as it's your only way home.

Your mission commander's instructions were to the point: Your target is Colonel Montgomery Cross. He was General Chauk's highest ranking division commander—authority over seven cells in the North, including yours. Six months ago, he fell off network. No warning, no other signs of distress from him or his men. Your Command believes his Leviathan is 550 kilometres northeast of York. It's a dense forest devoid of any technology. All evidence points that Cross has not been killed, but has in fact gone rogue, turning to the side of enchantment.

Cross knows cell locations, unit strengths, weapon load outs, vital information regarding your company's financial status, technology development, most of all, he has seen the face of Chauk… and that makes him a liability and target for any number of opponents including rival mercenary companies, echan nations, and bastions that would like an image to accompany their bounties. That's the side effect of being successful in war.

Your mission will be to follow Cross's routine until you pick up his path, track him to this chaparran forest he's claimed and verify the status of his unit…and his health. If he's dead, get proof. If alive, regardless of his mental condition, he simply cannot be allowed to continue his…lifestyle. You are to arrest him and any survivors of his unit. If they refuse, they are to be eliminated. There is a 2,000 uc bonus for each team member upon your safe return.

AREA 1 – INVASION

(Forest Map)

Immediately after reading the introduction, read or paraphrase the following:

The path became dense and rocky, forcing the scrambler to muscle over bushes, pushing small trees and shrubberies out of the way. Finding your way back would be an easy journey.

No matter your course, returning would take half the time as long as you follow the scar your vehicle cuts through the wilderness.

The vehicle suddenly shudders and the axle seizes. The scrambler starts grinding gears. It slows to a stop. This has happened before on this journey. Magic breaks technology and the more advanced the technology, the greater the chance of disruption. Your mechanic steps out to take a look.

It will take at least 5 minutes to clear the jam and get the machine working again. As the mechanic (NPC or PC) is working on the machine, read or paraphrase the following:

Up ahead, you find a dumpy, hairless figure jabbing a dead jackrabbit repeatedly with a sharpened stick. Despite the state of the prey, the predator continues to perforate the body. As the glare of your vehicle looms over creature, it utters a scream that crosses the laugh of a monkey with the shriek of a bat. In response, a much larger figure walks onto the path. A man-sized fae wearing worn clothes lashes a whip in the air and dozens more vermin like the first swarm from the trees towards you.

The scrambler has wandered into a skegg slaver band. Skeggs are a branch of fae known for their vicious temperaments and enslavement of the most primitive fae branch, the feral puggs. Puggs will quickly flood into the encounter and the terrain is far too hazardous for the vehicle to make a break for it.

BATTLE

30 puggs
2 skegg pugg-drivers

PLAIN PUGG

0 level mook [HUMANOID-FAE]
Initiative: +6

Sticks +5 vs. AC—3 damage.
R. Stones +5 vs. AC—3 damage

Bloody Innumerable: Two or more puggs can combine their efforts on a target with a melee attack (make one attack per group). 2 puggs = +1 bonus to attack and a +2 bonus to damage; 3 puggs = +2 bonus to attack and a +4 bonus to damage.

AC 16	
PD 14	**HP 5 (mook)**
MD 10	

Mook: Kill one pugg for every 5 damage you deal to the mob.

SKEGG PUGG-DRIVER

3rd level, leader [HUMANOID-FAE]
Initiative: +7

Pugg Prodder +8 vs. AC—10 damage.
R. Nice Throw +8 vs. PD—8 damage from throwing a nearby pugg at the target. There is now pugg engaged with the target.

Rabble Rouse: All puggs in the battle gain a +1 bonus to attack and a +2 bonus to damage rolls. This is cumulative with the puggs' *bloody innumerable* ability.

Crowd: The skegg pugg-driver is always flanked by a mob of puggs—the details are left up to the GM.

AC 19	
PD 17	**HP 45**
MD 13	

Only 1 skegg pugg-driver appears initially with 10 puggs at extreme range. Two rounds later, another pugg-driver appears along the forest line with 10 more puggs. Two rounds later, the final 10 puggs puggs appear.

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Our maps are carried over from previous editions. We are including them as visual guides only as the squares and specific measurements are not require in 13th Age.

AREA 2 – BAD TIMING

Read or paraphrase the following:

As you follow the path dictated to you from the mission briefing, one of you listens to Colonel Montgomery Cross's final report again--a garbled transmission relayed before he went dark…

"I tried to be perfect. They assumed I was. It was expected. Flawless authority without apprehension. Commit yourself to the word of a superior, never questioning, never doubting. Can't see perfection anymore. I see sacrifices, ones we would have to make to be perfect. Perfection is without failing, no defects. Defects breed character.

"You seriously think the solution to life is control? The laws you enforce that make you feel safe never do. You wear shoes to protect your feet, but when you take them off and step on a rock, it hurts. The more sanitized, the easier you make life, the less of a life you lead. You only gain immunity to something you're exposed to.

"The more control you enforce, the less control you actually have. Out here, you can follow your own personal morality, where you can choose to be a noble man, and not be told to do so. You can live your dream and not grow up. If that means handing over your washing machine and toaster oven, so be it. When you strip away all rules, you truly find out who you are. When everything is controlled…there will be nothing left that distinguishes us…"

It is later on that same day when the following occurs. Read or paraphrase the following:

The scrambler wheezes and coughs. A bearing is heard burning itself out. The electric motor sputters and shuts down. The massive wheels slow to a stop. An exhale of steam vents from the cooling system. The forest opened somewhat into a field of yellow and blue flowers and you can barely make out the sound of distant rushing water. You were at a dip in the road and, with the weight of the ETV and no horses nearby, pushing is not a viable option.

The scrambler has temporarily broken down from magical disruption. A quick DC 15 engineering skill check will reveal the disruption, though the cause and extent of the disruption is still unknown by this point.

This is a moment for the mechanic operator to shine, though if he is an NPC, he'll ask for help in ascertaining the problem. He is looking for anything nearby that may cause the EDF to be high in this area. Before the search begins, read or paraphrase the following:

A deep roar resonates from the thick of trees behind you. It's a strange rumble of heavy bass that shakes apart the soil and makes sourcing a direction difficult. This is followed by the felling of many trees, snapping like twigs but hitting the ground with heavy thuds. The roar grows louder.

The monster is a chiggoth, a fabled beast with trees and rocks growing from its back. The characters should not (and will not) get a good look at this creature aside from the tall trees rising and falling in the distance.

A DC17 perception skill check or a simple Intelligence check can find the following: The player notices a strange cocoon that was picked up by the upturned soil and wedged near the axle. It looks to be from a spawn creature —a creature of magic which is not fae. It's still intact. However, a DC20 check involving animals or nature reveals it is more likely a dawnling—an extremely rare fae and a distant descendant of the chaparrans. When this one hatches, a minuscule creature will emerge melding elf and insect parts. They are docile, shy, and totally harmless. A DC20 skill check would be needed to remove the cocoon safely without damaging it. Otherwise, it can be torn off and thrown away. If removed, gain a +1 bonus to the engineering skill roll to repair the scrambler (see later).

A DC17 check involving nature or the wild can find the following: This field appears unnatural as the tallest trees border the edge of the clearing. Some natural magic has opened this region for a reason. With the numerous flowers flowing in the breeze, this is the work of sylphids, a rare breed of fae, related to the dawnlings.

They are elves crossed with flowers and plants. While they have been known to appear as adults, this is only an illusion as they're actually extremely small.

The sylphids likely use this clearing for breeding or just relaxation. You are unsure if they are in the area. Kerosene is available for lighting fires. Burning the flowers will offer a +1 bonus to the engineering roll and is unlikely to spread to the trees if handled correctly.

A DC23 check engineering check can reveal the following: There was a power spike in the silicon nanowire battery that overloaded the capacitor and jammed the primary electric motor; the feedback was comparable to a mild EMP which shorted out the backup and the electronics clusters that controlled everything.

Simply replace the fuses leading to the lithiumpolymer batteries, do a cold reboot of the computer system, and everything should come back online.

Failure: A minute passes and the players may try again…the growls and roars grow louder. The chiggoth is a high level monster and if it finds the scrambler, it will devour it. If the characters fail a third time at this challenge, they have to abandon the vehicle.

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AREA 3 – DOJENN EXPLOSION

River map

Still on the same day, read or paraphrase the following:

The slope dips towards a shallow river. The water moves by with some haste, enough to cloud the bottom, but not enough to be a danger to the vehicle or people if properly secured. With the ground concealed, taking the scrambler in without a scout would be hazardous. There appears to be no other way to cross and the beach sits almost 50 feet on the other side.
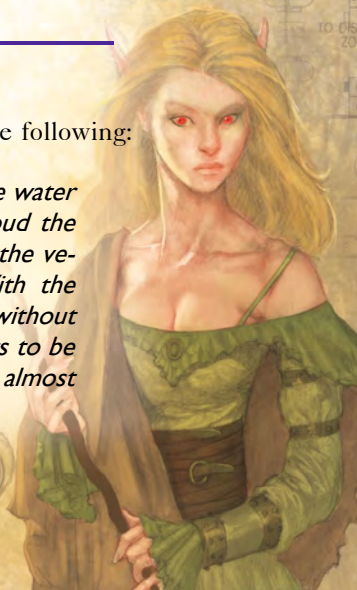
If the scrambler travels across without a character checking the terrain, or if it attempts to race across at any point in the encounter, it will drive into a trench half-way across the river. If one or more characters walk in front, they will avoid this. If the scrambler is caught, a large rock preventing the rear axle from moving will need to be destroyed before the vehicle can unseat itself. The side access doors are high enough to clear the surface of the water, but opening the door ramp will cause a flood and damage the vehicle.

Half-way across the river, while a character or characters are outside the vehicle, a sudden wave will dash around the bend to the north, rushing of thousands of gallons of water from the North.

The wave makes a +11 vs. PD against each character it is able to. Characters hit suffer 1d8+2 damage, and are pulled down the river, away from the scrambler. and are stunned for one round. Afterwards, they are hampered..

Miss: No damage, but the target is still pulled and hampered.

Countermeasures: If tied, the character is prevented from being pulled, but is still stunned.

Special: Any character swept downriver is considered distant from characters not pulled, and are attacked by 3 dojenn.

Three dark shapes slide effortlessly under the wa-

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ter around you. As they lift from the surface, you stare into oversized black eyes and jaws of dagger-long teeth that open wider than your entire skull. Tentacles down their back whip towards you in their attempt to drag you below as easy prey.

DOJENN MATARK
4th level wrecker [HUMANOID-FAE]
Initiative: +8

Bite or Harpoon +9 vs. AC—15 damage
Feeder Tendrils +9 vs PD—5 damage, and the target is grabbed.

Caustic Excretion: When the dojenn is hit with a melee attack, the attacker suffers 5 poison damage.

Feeding Time: The dojenn can make a bite attack as a move action against a target it is grabbing. It can still make a harpoon attack against another target as a standard action.

AC 19	
PD 17	HP 101
MD 14	

BATTLE
3 Dojenn matarks

The dojenn prefer to keep the battle in the water as they swim faster than they walk. If they dive under the water, they will attempt stealth and have concealment while beneath the surface. They will prefer sudden quick attacks to drag characters into their realm.

The scrambler will not be able to escape this encounter as it will take 10 rounds for it crawl out of the river under these rapids so don't bother trying to drive away while the dojenn are alive (or the vehicle will be trapped).

AREA 4 – NOBLE RESCUE?
(Forest Map)

It is a new day and reaching the afternoon when the players are read the following:

Two arrows the widths of broomsticks dent the riot shield of the scrambler. The impacts cause no damage. An axe the height of half a man sheers a thick tree-branch and wedges two inches into the cockpit glass. A moment later, a delicate figure falls in front of your path as your brakes slam the vehicle to a halt. She's thin with dark skin, wearing loose layers of fur and leather with exposed arms

and shoulders to reveal her tribal tattoos. She didn't land gracefully, contrary to cliché. She stumbles in front of the wheel, her longbow broken at a limb. From behind her, four massive, hairless humanoids stalk from the shadows. They are taller than any of you, with bruised skin and uncaring grimaces. Two have crossbows with black bolts while the other two wield massive hammers already blessed with blood. They ignore the techan vehicle and move to finish their prey.

The chaparran is an elite bowman of the order of Kitarri, Espallomontha, or "Espa." She is a loyal ranger of the village Erronoe. She will be killed brutally in 2 rounds if the characters don't intervene. Afterward, the pagus will direct their aggression to the vehicle, disabling it in two rounds, destroying it in four. If the characters show themselves as a target, the pagus' attention will divert only if Espa is dead. They will attempt to move by the characters to kill her. If two or more of the pagus are hit, they will all adjust their attention to the character(s) that targeted them.

PAGUS STRIFEBRINGER
5th level mook [HUMANOID-FAE]
Initiative: +8

Maul +10 vs. AC—9 damage.

Mounting Mob: Each time a strifebringer is killed in the battle, all other strifebringers gain 3 hit points (cumulative).

AC 21		
PD 19		**HP 18 (mook)**
MD 15		

Mook: Kill one pagus strifebringer for every 14 damage you deal to the mob (see *mounting mob*).

PAGUS OUTRUNNER
5th level archer [HUMANOID-FAE]
Initiative: +10

Falchion +10 vs. AC—18 damage.
R. Crossbow +10 vs. AC—18 damage
  Natural 16+: The outrunner makes a second crossbow attack (no more) as a free action.

Furious Anticipation: Any enemy that hits an ally of the outrunner is vulnerable to the outrunner's crossbow attack.

AC 21		
PD 19		**HP 72**
MD 15		

BATTLE
    4 pagus strifebringers
    1 pagus outrunners

ESPA / SWAN
5th level archer [HUMANOID-FAE]
Initiative: +10

Short sword +10 vs. AC—14 damage.

R Longbow +10 vs. AC—21 damage.
    Natural even hit: Make a second attack (but only one)

    Weald Walk : Once per battle, if there is a tree nearby, you can teleport beside any other tree you can see. The trees must be rooted in the Earth.

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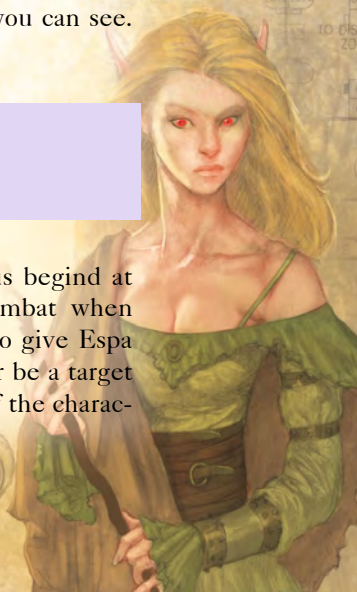|		
AC 20		
PD 17		**HP 72**
MD 19		

Espa falls in front of the vehicle The pagus begind at distant range. Pagus will prefer close combat when range is obviously against them. In order to give Espa an opportunity to survive, she will no longer be a target of the pagus if they are hit by a character. If the charac-

ters are completely coldhearted and plow Espa over, the pagus will stop the scrambler by shearing an axle as it passes, destroying the vehicle and forcing the fight.

Pagus don't care about stealth. After the pagus are killed, Espa (if alive) will thank the characters in her language, uttering sounds like a lasting poem of perfect rhythm. After realizing her folly, she addresses them again in English through a thick accent. She thanks them again and would offer her bow in gratitude, as is their way, if it wasn't broken. If the characters didn't save Espa (shame on them), then a male chaparran watching them, Swaniskaskas ("Swan"), will run in to help, realize he's late, and either thank or scold the characters depending on their attitudes in the fight.

If the characters approach this entire rescue callously, Swan will vanish soon after. Swan will arrive if Espa is alive or not. They're siblings. Believing the character's actions are noble, Espa or Swan will recognize the techan origins of the characters and assume they mean to join with Cross.

"You resemble one we know," says Swan. "But ours is taller with proven wisdom. Your gallantry is commendable but I question your motives. Why are you so far from your bastion?"

Despite the character's need to lie if directly asked, neither Espa or Swan will question the character's desire to meet Cross, so no rolls to bluff or insight are required. Swan or Espa will say the following:

"We do know the man you call Cross. He is the Fierikei, our tribal elder--a position earned with exploits and not by threats or bribe. He claims to have expected ones like you for some time, even to the details of the wagon and the symbol adorned on your armor. He insists you wouldn't be a threat...initially…"

Swan will add the following:

"My instinct swears deception. I am seldom wrong but will follow the judgment as asked of me. My arrow will fly first if you prove my intuition correct."

If asked about the pagus, Espa will reveal that these dark fae—followers of the lords of syntropy—have emerged in the past week. Pagus keep to the north. They hate water and mountains and with the forest guarded on all sides by those obstructions, some great will must have forced them south.

Swan and Espa agree to lead the techans back to their village. However, it is a full day's march at the vehicle's crawl given the dense growth ahead of them, and night will fall before arriving at the destination. If Swan or Espa enter the scrambler, the vehicle immediately disrupts and shuts down for one minute or until the operator can repair it (no roll required). The chaparrans will either need to ride atop or, given the eventual speed of the scrambler, walk or brachiate alongside.

AREA 5 – THESE SHAPELESS ARE MAKING ME THIRSTY
(Forest Map)

Night falls in the forest and the only light offered the group is the dim glow from Attricana—the white gate – above them. Espa and Swan will share the camp but won't (and really shouldn't) sleep in the scrambler. Characters can start a fire or remain in their vehicle. Like previous nights, it is recommended that someone remain up and outside in case something approaches. On this night, something does…

Read or paraphrase to the character(s) on guard (characters can interrupt at any time to call for assistance). Finish the paragraph afterward:

You catch something out of the corner of your eye. It's late… too late for any of your allies to take a bathroom break. You notice the shadow of a humanoid figure cast against one of the larger

trees. The silhouette is being cast from the few lights the scrambler still gives off (or a fire, if one burns). That would make the figure throwing the shadow appear in front of the scrambler. Regardless, you see nothing between the lamps and the tree. The shape shifts from the wood and vanishes. You notice the figure appear on another tree several feet away, without appearing on the trees in between the path. This time, it looks slightly larger. Its shoulders are wide and its arms are too long for any normal person. It uncurls its hands and the glints of silver claws emerge... Shadows can't cast reflections. You notice another rising from the first tree. They both peel themselves from the trees and slide forward.

THE SHAPELESS WILD

3rd level troop [BEAST-IXINDAR]
Initiative: +8

Reflective Claws +8 vs. AC—10 damage.
     Natural 16+: Make a second *reflective claws* attack.

Evergloom: All light near the shapeless wild is reduced to dim, shadow casting light.

Shapeless Distortion: The shapeless wild can pop-free as a quick action.

Hidden Ways: The first time in battle someone hits the shapeless wild, it misses (unless a critical hit).

AC 19	
PD 16	HP 45
MD 17	

These are shapeless wild from the Sana Marsh—an evil realm of death hundreds of miles away, meaning these creatures are expanding further and further away from their homeland. In their element, they seek easy kills to appease their desire for inflicting pain.

BATTLE

     5 Shapeless Wild

The Shapeless may appear as undead, but they are not. None of the characters has ever heard of such beasts and the frightening nature of their attack is sure to put the group on guard for evenings to come. Espa and Swan will engage in the fight as well. Despite being minions, they cannot be killed in this encounter. If struck, they are severely injured and drop but can be healed after the end of the encounter.

AREA SIX: WAY OF CROSS

(Village Map)

Montgomery Cross is not insane by the measures of the people he cares for. He abandoned his way of life because of the appeal of the chaparrans and their casual approach to their existence. He is not evil, but has become somewhat of an anarchist and will not return to York under any circumstances. He hopes to convince the characters of his resolve and to respect his wishes for solitude. Cross is not the chaparrans' tribal leader, just an elder with proven wisdom. The diligently enforced structure of the Iron Son and most bastions motivated Cross' rebellion against the techan way of life; he prefers his life wild and unpredictable.

     The following encounter assumes Espa and/or Swan are with the group. The characters will need to leave the scrambler outside this map before entering: Allow the characters to interact as much as possible in the upcoming scene. Read or paraphrase the following:

You enter a vast clearing, surrounded by the heaviest trees, decorated with maize farms and punctuated by the leviathan ETV in the center. It lacks wheels and one wall has been taken down to expand into a courtyard, but the keep's origin i   s obvious. Chaparran magic has grown trees to hug the vehicle, bending their large branches to shroud

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the shelter from the sky. Foliage and other natural camouflage have replaced the old netting. Dozens of young and elderly chaparran fae work in fields, casually breaking from their duty to watch your arrival. You count at least a dozen armed kitarri in a village of nearly fifty chaparrans. You are led on a raised path away from the crops to the court of the open leviathan.

<Possible character contribution>

Although wood is used in construction, it is all naturally grown from the soil to be shaped into the desired structure. The tree willingly gives up the piece formed if it must. Often times, the construction remains rooted in the soil, as is the table at the front of the collapsed wall.   There is no throne, only an old human with half-broken glasses and pelts covering the tatters of his uniform. His pips, chevrons, and all other military regalia are missing. He writes in a chaparran book and removes his glasses as you approach.

<Possible character contribution>

"Espa, Swan…these are the individuals my old leader has sent to execute me. Don't worry about the weapons or their intents, they won't think of killing me so abruptly. If I am wrong, then it won't matter anyway. Give us ten minutes—"

   "But father," Espa pleads, "the pagus were scouts and to be here means something beckoned them to overcome their fear of water."

   "Then five. If you hear the sound of thunder, come sooner." After the two chaparrans walk away, Cross stands. He has put on weight since last you saw him, but only in muscle.

   He smiles. "Stepfather, as I'm sure you were wondering. What were you expecting to find? I am not a god, nor do these natives think of me as one. I wear no crown. I have never concealed who I am or lied about my past. These proud warriors and farmers desperately needed help. While my comrades sit behind walls, eating fat from plastic, breathing conditioned air, I shall forge a purpose that breaks every rule they hold most dear. I do so willingly with the biggest hammer I can find."

Depending on the conversation, Cross has answers for most inquiries:

Cross's mental state.

"Probably a few degrees between brilliance and lunacy, if you want me to be direct. How do they say, a madman uses his genius destructively; a genius uses his madness constructively?
Is that how it is; little bit from column A, little but from column B? I suppose, if I can ask the question myself, my sanity shouldn't be a problem.   These people are smart. They can spot such an illness, especially in humans."

Why is Cross here?

"I found the one place on Earth that wasn't a bastion, as far as one could walk from that path before coming back. It wasn't even that far away when you think about it. I can't even remember what the threat was. There was something menacing about this place. The faeries, the elves… I came here to burn the forest down. Why would I do that? What justice was I serving? What point? I wouldn't have acted so brazenly unless Chauk and I agreed that it was the right course. It's against my nature to act in impulse. Perhaps we were paid. I think I remembered being paid. You know Chauk takes commissions from the same organizations that have bounties for his arrest. All blank posters with hefty rewards no one will ever claim. He can't spend a dime as an execution awaits him at every bastion. Explain the sense in that…"

Where are the rest of his unit?

"My men… Cain and Baxter stayed, but I never understood why. Cain fell to an infection brought on by food he shouldn't have eaten. Baxter fell on his head. This village may be fae but it's weak in ways of such magic. They are buried under trees, as is the chaparran way. They aren't marked and I don't recall which ones… as is also their way. The others left. I didn't kill any of them, though I signed their warrant by making them walk. I shall never regret staying despite the cost to myself or those around."

In conclusion or if the characters bring up their mission

"I can see it in your eyes." He points to you all. "You're a cog, you're a spring, a lever, a belt. And what do you produce? What benefit have you offered those around? You follow the rules of the machine whose only purpose is to enforce the rules of other machines. You wake up from an alarm, you punch a clock, and you follow the routine. You will accept it as normal and consider anything outside of that deviant. Join the rest of the world. Follow a path, don't be handed one by a colonel or a president or a god.

   "They deceived you into thinking I went insane. That's just another measure of control. There was no washing of minds, no corruption of ideals. I didn't murder anyone that disagreed with me. I remain to protect my flock from those that threaten it. If you attempt to take me against my will, I won't need to utter a threat, it will be assumed by your hand and those around shall act as is their will. By my words and planning, this village has prospered. I did so without introducing any laws. Those that threaten us do so because of their

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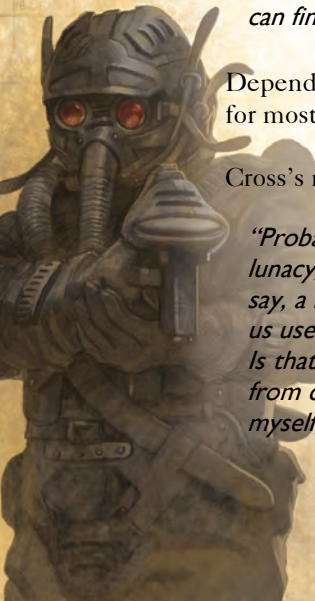
laws, their control. You've seen them already. That was just a scouting party. They're growing braver with each attack. Something out there is gathering them... And it's growing restless each time we defy it. You want to abandon this... This pure moment of heroism?"

THE CHOSEN PATH

If the PCs attack or attempt to arrest Cross, there are 15 combat-ready kitarri ready to defend him: proceed to the first encounter, below. The kitarri will fight to the death if Cross is attacked or killed. The noncombat chaparrans will keep their distance out of fear. Many will vanish into the woods until the characters leave. During this encounter, a massive EDF surge completely breaks the scrambler - it will require at least a week to repair, which the party does not have.

The young death dragon Reaper and his undead servants will arrive within a few hours. If the characters have left, Reaper will destroy the entire village, killing everything and burning the entire section of forest. Otherwise, the vanguard of his forces arrive as the players are waffling over whether to carry out their assigned orders or not. At this point, reinforce the value Cross has to this community by forcing them to join with Cross and the 15 kitarri to defend themselves against the pagus: proceed to the second encounter, below (this encounter is optional - if you choose, you can move straight on to the battle with Reaper instead).

In numerous conversations with fans and playtesters, I've never encountered or heard of players ever following their initial orders to completion—they all eventually sided with Cross in the final battle. In one occasion, my players turned on the Iron Sons organization the minute they arrived in the chaparran village, effectively instantly.

BATTLE
Col. Montgomery Cross
15 Chaparran kitarri

MONTGOMERY CROSS
3rd level leader [HUMANOID]
Initiative: +7

longsword +8 vs. AC—6 damage.

Fierikei: As a move action, Cross grants an additional move action to an ally he can see on an ally's next turn. Targeted ally can replace said move action along with his/her normal move action to gain a standard action.

AC 20	
PD 14	**HP 90**
MD 18	

CHAPARRAN KITARRI
3rd level mook [HUMANOID-FAE]
Initiative: +7

Short sword +8 vs. AC—5 damage.
R Longbow +8 vs. AC—7 damage.
Natural even hit: Make a second attack (but only one)

Weald Walk : Once per battle, if there is a tree nearby, you can teleport beside any other tree you can see. The trees must be rooted in the Earth.

AC 19	
PD 14	**HP 11 (mook)**
MD 17	

Mook: Kill one charran kitarri for every 11 damage you deal to the mob (see *mounting mob*).

If the previous encounters prove too difficulty, feel free to advanced the players an additional level before the following fight. Additionally, if you plan on using the kitarri and Cross in this fight, increase the pagus to 10 total instead of 4.

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BATTLE
2 pagus battlesworn
2 pagus outrunners

PAGUS BATTLESWORN

5th level troop [HUMANOID-FAE]
Initiative: +10

Maul +10 vs. AC—18 damage.

Focused Aggression: When an enemy staggers the battlesworn, said enemy becomes the focus of the battlesworn's aggression. The battlesworn gains a +1 bonus to attack rolls and its damage increases to 21 against its focus.

AC 21	
PD 19	HP 72
MD 15	

PAGUS OUTRUNNER

5th level archer [HUMANOID-FAE]
Initiative: +10

Falchion +10 vs. AC—18 damage.
R. Crossbow +10 vs. AC—18 damage
 Natural 16+: The outrunner makes a second crossbow attack (no more) as a free action.

Furious Anticipation: Any enemy that hits an ally of the outrunner is vulnerable to the outrunner's crossbow attack.

AC 21	
PD 19	HP 72
MD 15	

During this fight, Cross directs the innocents into the leviathan and coordinates the kitarri to maximize their firing arc.

If the characters hold off killing Cross after this encounter or they decide to let him live, they will have at least an hour to get to know the people of the village (if the party has taken substantial damage in the previous pagus encounters, let them take a full heal–up). Both Espa and Swan will be amicable and show them around the farms. The people are peaceful and have been on their own since returning to Earth. But skeggs began appearing in the area recently and their armies of puggs are growing each month. They were close to being wiped out until Cross thundered in on his chariot. He helped them organize a defense, fell for and bonded with a chaparran female, and decided to stay. He first attempted to find a balance between his two lives, but the ordered life of being a techan and the chaotic life of being with the fae do not mingle. By definition, even the slight inclusion of chaos breaks the control by those who enforce law. Finally, he cut himself off from the outside world.

During the time the party has been acclimitizing to their surroundings, the scrambler (as the most complex technological item present) becomes affected by the natural magical field and begins rapidly breaking down. As above, it will require at least a week to repair, assuming no interference from the natives, and Reaper's main forces will arrive long before then. If they still intend to carry out their assignment, the characters may still decide to kill Cross after the battle with Reaper, the true and final threat

Eventually, word will come down from scouts of the sight of a massive dragon on the horizon. The party has approximately one hour to prepare for battle before Reaper arrives.

BATTLE

Reaper
10 risen thrall
Note: Reaper and his thrall mooks (living and undead) are Ixindar creatures, and thus do not inflict penalties to disruption rolls.

RISEN THRALLS

3rd level mook [HUMANOID-FAE]
Initiative: +6

Falchion +8 vs. AC—6 damage.

Headless: If the risen thrall is killed, at the beginning of its next turn, it stands up with 9 hit points, until dropped a second time, it suffers a –2 penalty to attack rolls.

AC 19	
PD 17	HP 11 (mook)
MD 13	

*Mook:* Kill one risen thrall for every 11 damage you deal to the mob.

The kitarri are involved in the battle, but will be taking on other risen thrall. The encounter listed is just for the characters. Several chaparrans, like Swan, will be killed in the battle. Cross will also be involved, equipped with a sword and leather armor. He will not be directly involved in the characters' encounter. Unless the characters target him, he will not be in danger.

Three rounds after all the undead pagus are destroyed, Reaper raises five kitarri as undead servants. Use the risen thrall template. If a character is killed outright, they are raised as undead 1 round later. After five rounds, or if an EDF event occurs, the scrambler will explode from disruption. If a character is nearing death, Swan could take the strike and die for the character.

Optional: You can place all the kitarri (15) in the battle and increase the number of pagus to 30. The battle will be larger and more epic, but may be bogged
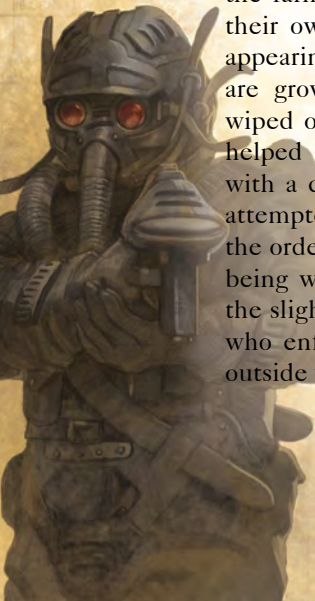
down with extensive NPC combat. One option is to allow each player to control a group of kitarri. In this situation, don't rise dead kitarri unless they are actually killed.

REAPER

Large 5th level leader [DRAGON]
Initiative: +13
Vulnerability: Holy

Rotting Claws +10 vs. AC (2 attacks)—18 damage.
Natural 16+: Both the dragon and it's target take 4d6 damage.

R: Essence Breath +10 vs. PD—20 damage and the dragon recovers 20 damage. After using *essence breath*, the dragon cannot use it again for 1d4 rounds.
Natural 16+: Attack a target near the first (max 3). If you hit a second or third target, the dragon can divert the hit point recovery to any of its zombies.

Resist Negative Energy 20+: When a negative energy attack targets this creature, the attacker must roll a natural 20 on the attack roll or it deals half damage.

Grave Call: At the start of a battle. Any dead creatures nearby the dragon on its turn rise as risen thrall.

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AC 20	
PD 17	HP 130
MD 14	

If the players did not gain a level before this battle, they should gain a level after. I mean it was a dragon after all.

CONCLUSION

Nearing death, Reaper will attempt to escape. His success or death depends on the moment or if the DM wants to bring him back as a recurring villain. Assuming Espa survived the earlier fight with the pagus, she will still be alive after the fight with Reaper. Swan, conversely will not be. If the kitarri did not directly join the player's fight, then six of them have also died. Cross, too, survived.

The characters need to make a final decision: Leave the man or kill him. Espa will attempt to block if weapons are trained. Cross will push her aside and let himself die. The remaining kitarri will instantly attack.

After that, the characters can leave. If the scrambler is merely disabled, it will take at least a week to repair, probably more if it remains within range of the villagers' disruptive influence. If it is destroyed, they are stranded: it's a very long journey on foot back to York, through monster-infested forests.

If alive, Cross will supply them with enough food for the journey. They can modify what remains of the scrambler to makeshift a wagon, maybe even hustle up a few mounts if they don't want to wait or are unable to fix it. By this point, their ammunition will be low and their future dim. Their orders required proof after they killed Cross. Moreover, they may not be welcome back to the Iron Sons if they return in their condition. There is no convincing way to fake a report. If they still plan on arresting Cross, Espa will privately offer them 1000 gp each to walk away and pretend the village was already destroyed. Espa adds that the leviathan could have been pushed into a river and torn apart by rapids, removing evidence of its existence. It's doubtful that the story will be believed. With the bribe, the survivors could form their own company, but if the Sons ever found out, the next target they hunt will be the characters.

Of course, Cross will also offer them accommodations here. They can abandon their techan lives and embrace the unpredictable nature of the outside world. But they would have to give up their weapons, their climate control, and their computers.

The choice is theirs…
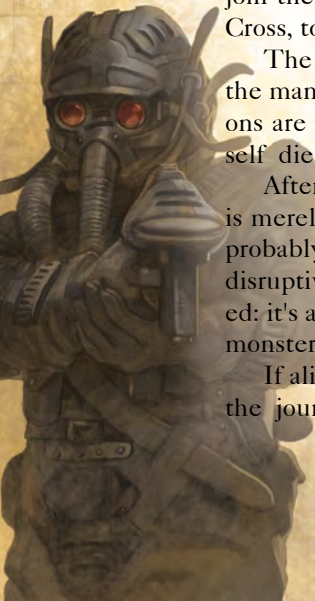
EPILOGUE: NOT ENOUGH IRON IN YOUR DIET

(Random map, after the adventure is concluded)

If the characters have allowed Cross to live, regardless of where they are, a follow-up cell is sent to clean up the mess. Unlike the previous mission, this one is larger, populated by hardliners tasked – not only with eliminating Cross – but erasing any evidence of the previous mission, including the characters if they are still alive.

The cell, strangely called **Bangers and Mash**, is commanded by an odd fellow named Bartley Holden. Captain Holden sent part of his command into the forest to complete the mission while he stays within radio contact throughout the operation.

The enemy cell exits their vehicle long before nearing the chaparran village or the characters. However, their virtually nonexistent stealth may lead the characters to discover the approaching cell before the first shot is fired. Otherwise, the cell will emerge and indentify themselves.

"That's right! This is what happens…" and they open fire. "What. Did you think there were no consequences?"

BATTLE

7 Iron Sons Corpsmen
3 Iron Sons Grenadiers
1 Iron Sons Sergeant

IRON SONS CORPSMAN

3rd level mook [HUMAN]
Initiative: +5

Close Combat Knife +6 vs. AC—4 damage.
Natural 16+: The corpsman can pop free from the target.

R: Assault Rifle +8 vs. AC—6 damage.
Bad Timing: If the corpsman misses an attack roll by 10 or more, he cannot use *assault rifle* on his next turn.

AC 17		
PD 15	HP 13 (mook)	
MD 13		

Mook: Kill one iron sons corpsman for every 13 damage you deal to the mob.

IRON SONS GRENADIER

3rd level spoiler [HUMAN]
Initiative: +5

Close Combat Knife +8 vs. AC—4 damage.
Natural 16+: The corpsman can pop free from the target.

R: Assault Rifle +8 vs. AC—10 damage.
Bad Timing: If the grenadier misses an attack roll by 10 or more, he cannot use *assault rifle* on his next turn.

R: Grenade Attack +8 (1d4 enemies near each other)— 10 damage.

Intermittent Grenades: An Iron Sons Grenadier can use his *grenade attack* times per battle, but never two turns in a row.

AC 19		
PD 17	HP 45	
MD 14		

IRON SONS SERGEANT

4th level leader [HUMAN]
Initiative: +5

Close Combat Knife +9 vs. AC—12 damage.
Natural 16+: The sergeant can pop free from the target.

R: Assault Rifle +9 vs. AC—14 damage.
Natural Hit: One other Iron Sons ally can make a ranged attack.

Look Into My Eyes: Once per battle, two killed Iron Sons this battle stand back up. They now have hit points equal to their staggered value.

AC 20		
PD 16	HP 54	
MD 18		

This is a techan vs. techan fight and – while these techans don't have the same variety of abilities as the characters – they offset that with numbers. They will try to cut off enemy movement. If this character group is smaller, hold back the 3 Iron Sons Grenadiers for five rounds and have them arrive as reinforcements on the sixth round.

After the battle, the characters can retrieve their enemy's gear. They will also find identification, proving their origin, their commander, and their mission. Baggers & Mash have nearly fifty personnel. If the characters attempt stealth, they will find the vehicle and another encounter.
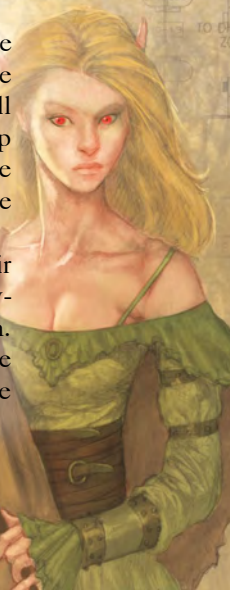
BATTLE

    10 Iron Sons Corpsmen (Level 6 Minion)
    1 Iron Sons Grenadiers (Level 6 Soldier)
    2 Iron Sons Sergeant (Level 7 Controller)

The corpsman is well aware of his fragility on the battlefield and will keep as far from melee combat as possible, firing the *assault rifle* as close to long range as he can. If enemies close to within charging range, the corpsman is likely to flee.

    These techans are not prepared for a fight, but are armed. The characters may gain a surprise round to even the playing field before the battle starts. The vehicle, another scrambler, is damaged, but enough parts can be scavenged to repairs the characters' ride. Holden has already left on his vehicle and will contact via radio after the battle concludes.

    "Commies. Wankers. This is Holden. Update on mission progress."

Regardless, if the characters attempt bluff or tell the truth, Holden will see through it and respond…

"I know who you are. I know what you are capable of. That gives me the advantage. You know nothing about me. What I can bring. What fire I can rain. So settle in, get comfortable… or run until you fall. It won't matter. Enjoy your life in the new world."

The radio clicks off.

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KONRAD TOMBS

RACE	CLASS	LEVEL
Human	Grounder	3

	STR	CON	DEX	INT	WIS	CHA
	16	13	18	11	12	10
MODIFIER	+3	+1	+4	+0	+1	+0
MODIFIER + LEVEL	+6	+4	+7	+3	+4	+3

AC	PD	MD		
20	16	13	HIT POINTS	27
			RECOVERIES	9
			RECOVERY ROLL	DIO

BASIC MELEE	BASIC RANGE
ATTACK	ATTACK
+6	+7
HIT	HIT
1d4+4	1d8+4*
MISS	MISS
3	3

* When using auto weapons (which you have), this value increases (see below).

AFFILIATIONS

+2 Positive relationship with York; *+2* Positive relationship with Iron Sons.

BACKGROUNDS

+5 Bastion-Born—York; +3 Survivalist

POWERS, FEATS, ABILITIES

Human: Roll for initiative twice and choose the result.

Precise Shot: Ranged shots won't hit engaged allies.

York: Your bonus to regional knowledge checks with the bastion of York increases by +1.

CLASS TALENTS

Double Tap: If you are unengaged, use a move action at the beginning of your turn and for your next attack, roll twice and take the higher result. Additionally, if you hit and roll a natural even number with your highest attack roll with *double tap*, double your attribute damage on the hit.

Front Line Assault (Auto): Weapons with the auto property inflict +2 bonus to damage. Additionally, Once per battle, change the clip of a auto or heavy auto weapon as a quick action.

Slow is Smooth: Once per battle, use a move action to pop free from one enemy. Additionally, your enemy meets the butt of your rifle as you pop free, taking 4 damage.

CLASS FEATURES

Action Shot: If an enemy engages a nearby ally, you gain a basic attack as an interrupt against the triggering enemy.

Brotherhood: If a nearby ally is hit by an attack, you gain a +1 bonus to attack rolls against the enemy that made that attack until the end of your next turn. Additionally, If you hit the enemy while benefiting from the bonus, one ally engaged with the enemy can pop free.

MANEUVERS

BRACED SHOT
Flexible ranged attack
Triggering Roll: Any miss
Effect: Re-roll the attack; gain a +2 bonus to the attack roll. If you hit, you inflict half damage.

GLOWING WEAK SPOT (ANY FIREARM)
Flexible ranged attack
Triggering Roll: Natural 20
Effect: Until the target is staggered, you and all allies gain a damage bonus against the target equal to the escalation die.

MEMBER OF A TEAM (ANY FIREARM)
Flexible ranged attack
Special: This can only be used once per battle.
Triggering Roll: Any hit
Effect: Use an available move action this turn and rally.

STRAFE (AUTO WEAPONS ONLY)
Flexible ranged attack
Triggering Roll: Any hit with a natural 14+
Effect: You inflict half damage; make a second ranged attack against another enemy that is near or next to the previous one. If that is a hit with a natural 14+, inflict half damage and make a third ranged attack against another enemy that is near or next to the previous one. This also inflicts half damage. If you hit with every attack roll, *strafe* cannot be used for the rest of the battle.

TRAILING BLOOD (ANY FIREARM) (Level 4)
Flexible ranged attack
Triggering Roll: You inflict a critical hit.
Effect: The target also takes ongoing damage equal to twice your level + twice your attribute bonus.

4th LEVEL
At 4th level, Konrad gains +1 to 3 abilities. He also gains the Trailing Blood maneuver, and 9 hit points.

EQUIPMENT
TL2 caseless pistol, TL2 caseless rifle, force body vest, 2-way radio, bayonet plug, short sword, standard techan kit, (2 Battery Flares, 5 Chemical Light Sticks, 1 Compass, 1 Sleeping Bag, 1 Lighter, 1 Canteen (Waterskin) and 1 week of ESP rations), binoculars, watch.

WILHELM KAUFF

RACE	CLASS	LEVEL
Human	Marshal	3

STR	CON	DEX	INT	WIS	CHA
11	10	16	16	12	14
MODIFIER	MODIFIER	MODIFIER	MODIFIER	MODIFIER	MODIFIER
+0	+0	+3	+3	+1	+2
MODIFIER + LEVEL	MODIFIER + LEVEL	MODIFIER + LEVEL	MODIFIER + LEVEL	MODIFIER + LEVEL	MODIFIER + LEVEL
+3	+3	+6	+6	+4	+5

AC	PD	MD		
19	13	15	**HIT POINTS**	27
			RECOVERIES	8
			RECOVERY ROLL	D8

BASIC MELEE	BASIC RANGE
ATTACK	ATTACK
+3	+6
HIT	HIT
1d4+0	1d8+3
MISS	MISS
3	3

AFFILIATIONS
+1 Positive relationship with York; +3 Positive relationship with Iron Sons.

BACKGROUNDS
+3 Bastion-Born—York; +1 Survivalist; +4 Ex-Police Negotiator.

POWERS, FEATS, ABILITIES
Human: Roll for initiative twice and choose the result.

York: Your bonus to regional knowledge checks with the bastion of York increases by +1.

CLASS TALENTS
Face Slap: Once a day, you can use a move action to wake up an unconscious ally next to you. If the target was unconscious from being reduced to fewer than 0 hit points, she is healed to 1 hit point; ally can then spend a recovery and regain hit points.. The target is also dazed until the end of the battle.

Focus Target: If you hit an enemy with an attack, select one ally. If the ally hits with an attack before your next turn, the ally gains a damage bonus equal to half the damage you inflicted. This bonus damage uses ammunition from your weapon.

True Leader: Once per turn, you can use a quick action to reduce the escalation die by 1 (you can't reduce it below +3), and use it to give another ally an additional standard action on their turn. Alternately, You can reduce the escalation die twice with a single action and select two allies.

CLASS FEATURES
Big Picture: Use an interrupt to boost an ally's effectiveness. The ally inflicts extra damage equal to your Wisdom + Charisma modifier + your level on his next hit (6 at 3rd level). When you use *big picture*, you lose your standard action on your next turn.

Encouraging Support: 1/battle, when you rally, one ally next to you with 1 or more hit points remaining can rally for free as well. The ally is not counted as rallied.

Field Advice: Once per battle, you can use a move action to grant an ally next to you a +3 bonus to their next save. The bonus does not apply to saving throws against unconsciousness or death.

For The Good Of The Team: You can sacrifice your standard action on your turn to give another ally in line of sight a move action either on your turn or as an additional move action on his turn. Likewise, you can also sacrifice your move action to give another ally a quick action either on your turn or as an additional quick action on his turn. Additionally, once per day, you can swap your initiative order with another ally.

COMMAND PRESENCE AURAS
You activate an aura as a standard action, which lasts until you end it as a quick action or until you fall unconscious. In addition, each aura can also be temporarily boosted. You may have multiple auras in effect.

Booster: Each command presence aura can be boosted once a day. Boosting one still allows the boosting of others. This means multiple auras can be boosted. Boosting takes a quick action and can occur anytime the referenced aura is in affect. Once boosted, the effect lasts until the end of the battle.

Affect: Auras affect nearby allies or enemies. It affects all eligible nearby targets but the GM can prohibit certain allies from benefitting, most likely because they cannot hear the marshal.

INTIMIDATING MUG
Effect: All nearby enemies require one additional move action to engage you and allies near to you.

Booster: Nearby enemies must make a save to engage allies next to you.

SELF ABSORBED
Effect: Each time you suffer damage from a non-critical hit which does not include another ally, you divert half of the damage to a nearby ally you can see. The affected ally is pulled next to you if not already (if the ally cannot be moved, the ally cannot take damage).

**Booster:** If an ally is staggered by the shunted damage, said ally gains a basic attack immediately.

4th LEVEL
At 4th level, Wilhelm gains +1 to 3 abilities and 9 HP.

EQUIPMENT
ESP rifle, 2-way radio, standard techan adventurer's kit (2 Battery Flares, 5 Chemical Light Sticks, 1 Compass, 1 Sleeping Bag, 1 Lighter, 1 Canteen (Waterskin) and 1 week of ESP rations), binoculars, tactical body armor.
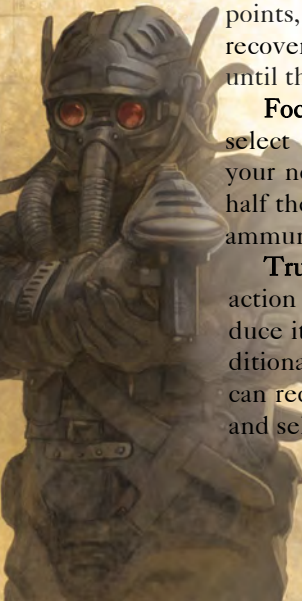
ELIAS HANNOVER

RACE	CLASS	LEVEL
Human	Mechanic Operator	3

STR	CON	DEX	INT	WIS	CHA
12	10	16	18	10	8
MODIFIER	MODIFIER	MODIFIER	MODIFIER	MODIFIER	MODIFIER
+1	+0	+3	+4	+0	-1
MODIFIER + LEVEL	MODIFIER + LEVEL	MODIFIER + LEVEL	MODIFIER + LEVEL	MODIFIER + LEVEL	MODIFIER + LEVEL
+4	+3	+6	+7	+3	+2

AC	PD	MD
17	14	14

HIT POINTS	24
RECOVERIES	8
RECOVERY ROLL	D8

BASIC MELEE	BASIC RANGE
ATTACK	ATTACK
+4	+6
HIT	HIT
1d4+0	1d12+3
MISS	MISS
3	3

AFFILIATIONS
+3 Positive relationship with Angel

BACKGROUNDS
+3 Bastion-Born—Angel; +5 Robotics Engineer

POWERS, FEATS, ABILITIES
Good Neighbors: You gain Sinitic as a bonus language.

Human: Roll for initiative twice and choose the result.

Of the World: If you fail a check related to knowledge of the fantasy world, you can reattempt it with a +2 bonus: if you succeed the second time, your information is mostly wrong, but there is a sizeable grain of truth to it (although you have no way of knowing what is true and what isn't until you try to apply that knowledge).

CLASS TALENTS
A Scientist, Not a Soldier: If you hit an enemy with any type of attack, you can pop free of that enemy.

Button Savant: If you score a critical hit without the benefit of pushing the *shiny red button*, you gain a use of *shiny red button*. You cannot have more than your total allowed button pushes.

Economic Plating: You gain a +2 bonus to AC when wearing light armor.

CLASS FEATURES
Advanced Technical Degree: You can gain a +2 bonus to any skill check regarding engineering, electronics, or learning or adapting technology.

Midas Touch: While you are wielding a firearm, its damage die increases by two steps (1d4 > 1d6 > 1d8 > 1d10 > 1d12). This stacks with any other effect that increases damage die size. The above damage for ranged weapons has been adjusted for two steps.

Shiny Red Button: You press the button as a free action and can do so before, during, or after an action has taken place. It generally works mostly with weapons, but any device which could theoretically be tweaked given a valid enough argument.

Each day, you gain 8 uses of *shiny red button*. You can use *shiny red button* in any combination, even using them all in once brilliant show of technological superiority.

Condition	Effect
Before a ranged attack roll	Unless you roll a natural 1, you hit.
After a ranged attack roll	Increase the "natural" value on the dice by +1
When rolling for damage	Increase the weapon damage die by +1; this increases to +2 at 5th level and +3 at 8th level.
After making a skill check involving technology	Gain a +5 bonus to your skill check result.
After making a skill check involving technology	Gain a +5 bonus to your skill check result.
An enemy hits with a non-critical attack	You gain a +2 bonus to AC and PD

4th LEVEL
At 4th level, Elias gains +1 to 3 abilities and 8 HP.

EQUIPMENT
SPP Pistol, 2-way radio, standard techan adventurer's kit (2 Battery Flares, 5 Chemical Light Sticks, 1 Compass, 1 Sleeping Bag, 1 Lighter, 1 Canteen (Waterskin) and 1 week of ESP rations), watch, ballistic armor.

THEO VANDERSAAR

RACE	CLASS	LEVEL
Human	Gunslinger	3

STR	CON	DEX	INT	WIS	CHA
10	15	20	11	12	10
MODIFIER	MODIFIER	MODIFIER	MODIFIER	MODIFIER	MODIFIER
+0	+2	+5	+0	+1	+0
MODIFIER + LEVEL	MODIFIER + LEVEL	MODIFIER + LEVEL	MODIFIER + LEVEL	MODIFIER + LEVEL	MODIFIER + LEVEL
+3	+5	+8	+3	+4	+3

AC	PD	MD
19	16	15

HIT POINTS	30
RECOVERIES	8
RECOVERY ROLL	D8

BASIC MELEE	BASIC RANGE
ATTACK	ATTACK
+3	+8
HIT	HIT
1d4+0	1d6+5
MISS	MISS
3	3

AFFILIATIONS

+3 Positive relationship with York.

BACKGROUNDS

+5 Bastion-Born—York; +3 Streetwise

POWERS, FEATS, ABILITIES

Human: Roll for initiative twice and choose the result.

York: Your bonus to regional knowledge checks with the bastion of York increases by +1.

CLASS TALENTS

Bullet Ballet: Use two one-handed small arms and increase the crit range of your ranged attacks by *2* against enemies that are not staggered.

Converging Fire: You gain a +1 bonus to attack rolls with one-handed small arms against targets you are engaged with. If you miss with an attack roll with a one-handed small arm, increase your next hit by a WEAPON die (max 1).

Hydrostatic Shock: If you are wielding a single one-handed small arm, once a round as a free action, select one creature you have hit during your turn. The target suffers an additional 1d6 damage at the beginning of its turn.

CLASS FEATURES

Cinematic Style: You are functionally ambidextrous, and can wield one-handed weapons in either hand without penalty. This really has no bearing on game mechanics; we just think it's cool to mention.

Additionally, you can use a one-handed small arm as a melee weapon (treat as a club). You also do not provoke attacks by using one-handed small arms against targets engaged with you.

Kata: Kata powers allow you to engage multiple enemies or focus fire on specific ones. They are not attack powers in themselves but do allow you to employ your basic ranged attacks in unique ways. Kata can only be used with one-handed small arms.

KATA

BOUNDARY THRESHOLD

At-Will
Standard action
Effect: Make a basic ranged attack against each enemy engaged with you. Inflict no damage on a miss.

GUN-FU

Battle
Standard action
Effect: Make three basic ranged attacks. If you miss with all three attacks, you regain the use of this power if any three attacks are even misses.

4th LEVEL

At 4th level, Theo gains +1 to 3 abilities and 10 HP.

EQUIPMENT

SPP Pistol, SPP Pistol, 2-way radio, standard techan adventurer's kit (2 Battery Flares, 5 Chemical Light Sticks, 1 Compass, 1 Sleeping Bag, 1 Lighter, 1 Canteen (Waterskin) and 1 week of ESP rations), ballistics armor

JIMMY FELDT

RACE	CLASS	LEVEL
Human	Medic Operator	3

	STR	CON	DEX	INT	WIS	CHA
	10	11	16	12	18	12
MODIFIER	+0	+0	+3	+1	+4	+1
MODIFIER + LEVEL	+3	+3	+6	+4	+8	+4

AC	PD	MD		
18	13	16	HIT POINTS	27
			RECOVERIES	8
			RECOVERY ROLL	D8

BASIC MELEE	BASIC RANGE
ATTACK	ATTACK
+3	+8
HIT	HIT
1d4+0	1d6+5
MISS	MISS
3	3

AFFILIATIONS
+3 Positive relationship with York.

BACKGROUNDS
+5 Bastion-Born—York; +3 Medical Degree

POWERS, FEATS, ABILITIES
Human: Roll for initiative twice and choose the result.

York: Your bonus to regional knowledge checks with the bastion of York increases by +1.

CLASS TALENTS
Diagnose And Cure: Once per battle, as a move action, select one ally next to you suffering from a condition requiring a save. The ally gains a +4 bonus to the save.

Evasive Overdrive: Target one enemy you can see with a move action. You gain a +3 bonus to all defenses against the target until the creature is dead, the battle ends, or you select another enemy.

Natural Healer: Twice per battle, you can use a standard action to heal yourself or a target next to you. The target uses a recovery but regains hit points equal to your recovery value + 3 x your Intelligence modifier.

CLASS FEATURES
Advanced Medical Degree: Once per day, as a free action, you can gain a +3 bonus to your next heal check.

Hippocratic Oath: The medic operator has access to powers, but unlike other classes, yours are entirely daily. Fret not, because you can spend a recovery as a quick action, regain no hit points, and recover the use of one of your powers. Unless otherwise stated, you can only recover a power once.

Intelligent Resistance: You gain a +2 bonus to all saving throws.

Risk An Aneurysm: Once per round, use a move action and spend a recovery, but regain no hit points; instead, you gain a standard you must use before the end of your next turn.

POWERS

CATECHOMALINE INJECTION
This one boosts the target's fight or flights hormones.
Daily
Target: Two allies (which can include you) next to you
Effect: Target gains a +2 bonus to AC and PD until the end of the battle.

DELAY CONTAMINATION
Nothing helps more like a whole lot of drugs
Daily
Target: You or one ally
Effect: Target passes its next saving throw and gains a +4 bonus to saves against the same condition until the end of the battle.

EMERGENCY PATCH
You stop what you are doing and see to the injuries of an ally.
Daily
Target: You or one ally next to you.
Effect: The target regains hit points equal to your recovery value. The target can spend a recovery to regain additional hit points equal.

MOVE TO ASSIST
An ally requires assistance. You race over to them in hopes of helping.
Daily
Effect: Move next to any nearby ally without provoking opportunity attacks. You can make a basic attack at any point. Targeted ally can spend a recovery.

PROTECT THE FALLEN
You would rather die than allow an ally under your care to come to harm.
Daily
Effect: Make a basic attack and an ally next to you can rally.

SACRIFICIAL RECOVERY

If they were in place, they'd do the same.

Daily

Target: One ally next to you

Effect: You lose 1 recovery; the target gains 1 recovery.

Special: When you use this power, you recover it for free.

4th LEVEL

At 4th level, Jimmy gains +1 to 3 abilities, 9 HP, and the power *therapeutic nihilism.*

THERAPEUTIC NIHILISM

Most treatments do more harm than good. This is not that.

Daily

Flexible attack

Trigger: You hit with an attack

Effect: You inflict ongoing damage equal to five times your level plus double your Intelligence modifier.

EQUIPMENT

Ballistics armor, caseless rifle, medical kit, standard techan kit, (2 Battery Flares, 5 Chemical Light Sticks, 1 Compass, 1 Sleeping Bag, 1 Lighter, 1 Canteen (Waterskin) and 1 week of ESP rations)

MONSTERS

CHAPARRAN KITARRI

3rd level mook [HUMANOID-FAE]
Initiative: +7

Short sword +8 vs. AC—5 damage.
R Longbow +8 vs. AC—7 damage.
  Natural even hit: Make a second attack (but only one)

  Weald Walk : Once per battle, if there is a tree near-by, you can teleport beside any other tree you can see. The trees must be rooted in the Earth.

AC 19	
PD 14	HP 11 (mook)
MD 17	

Mook: Kill one charran kitarri for every 11 damage you deal to the mob (see *mounting mob*).

ESPA / SWAN

5th level archer [HUMANOID-FAE]
Initiative: +10

Short sword +10 vs. AC—14 damage.

R Longbow +10 vs. AC—21 damage.
  Natural even hit: Make a second attack (but only one)

  Weald Walk : Once per battle, if there is a tree near-by, you can teleport beside any other tree you can see. The trees must be rooted in the Earth.

AC 20	
PD 17	HP 72
MD 19	

IRON SONS CORPSMAN

3rd level mook [HUMAN]
Initiative: +5

Close Combat Knife +6 vs. AC—4 damage.
  Natural 16+: The corpsman can pop free from the target.

R: Assault Rifle +8 vs. AC—6 damage.
  Bad Timing: If the corpsman misses an attack roll by 10 or more, he cannot use *assault rifle* on his next turn.

AC 17	
PD 15	HP 13 (mook)
MD 13	

Mook: Kill one iron sons corpsman for every 13 damage you deal to the mob.

IRON SONS GRENADIER

3rd level spoiler [HUMAN]
Initiative: +5

Close Combat Knife +8 vs. AC—4 damage.
  Natural 16+: The corpsman can pop free from the target.

R: Assault Rifle +8 vs. AC—10 damage.
  Bad Timing: If the grenadier misses an attack roll by 10 or more, he cannot use *assault rifle* on his next turn.

R: Grenade Attack +8 (1d4 enemies near each other)—10 damage.

Intermittent Grenades: An Iron Sons Grenadier can use his *grenade attack* times per battle, but never two turns in a row.

AC 19	
PD 17	HP 45
MD 14	

IRON SONS SERGEANT

4th level leader [HUMAN]
Initiative: +5

Close Combat Knife +9 vs. AC—12 damage.
   Natural 16+: The sergeant can pop free from the target.

R: Assault Rifle +9 vs. AC—14 damage.
   Natural Hit: One other Iron Sons ally can make a ranged attack.

Look Into My Eyes: Once per battle, two killed Iron Sons this battle stand back up. They now have hit points equal to their staggered value.

AC 20	
PD 16	HP 54
MD 18	

MONTGOMERY CROSS

3rd level leader [HUMANOID]
Initiative: +7

longsword +8 vs. AC—6 damage.

Fierikei: As a move action, Cross grants an additional move action to an ally he can see on an ally's next turn. Targeted ally can replace said move action along with his/her normal move action to gain a standard action.

AC 20	
PD 14	HP 90
MD 18	

PLAIN PUGG

0 level mook [HUMANOID-FAE]
Initiative: +6

Sticks +5 vs. AC—3 damage.
R. Stones +5 vs. AC—3 damage

Bloody Innumerable: Two or more puggs can combine their efforts on a target with a melee attack (make one attack per group). 2 puggs = +1 bonus to attack and a +2 bonus to damage; 3 puggs = +2 bonus to attack and a +4 bonus to damage.

AC 16	
PD 14	HP 5 (mook)
MD 10	

Mook: Kill one pugg for every 5 damage you deal to the mob.

PAGUS STRIFEBRINGER

5th level mook [HUMANOID-FAE]
Initiative: +8

Maul +10 vs. AC—9 damage.

Mounting Mob: Each time a strifebringer is killed in the battle, all other strifebringers gain 3 hit points (cumulative).

AC 21	
PD 19	HP 18 (mook)
MD 15	

Mook: Kill one pagus strifebringer for every 14 damage you deal to the mob (see *mounting mob*).

PAGUS BATTLESWORN

5th level troop [HUMANOID-FAE]
Initiative: +10

Maul +10 vs. AC—18 damage.

Focused Aggression: When an enemy staggers the battlesworn, said enemy becomes the focus of the battlesworn's aggression. The battlesworn gains a +1 bonus to attack rolls and its damage increases to 21 against its focus.

AC 21	
PD 19	HP 72
MD 15	

PAGUS OUTRUNNER

5th level archer [HUMANOID-FAE]
Initiative: +10

Falchion +10 vs. AC—18 damage.
R. Crossbow +10 vs. AC—18 damage
   Natural 16+: The outrunner makes a second crossbow attack (no more) as a free action.

Furious Anticipation: Any enemy that hits an ally of the outrunner is vulnerable to the outrunner's crossbow attack.

AC 21	
PD 19	HP 72
MD 15	

REAPER

Large 5th level leader [DRAGON]
Initiative: +13
Vulnerability: Holy

Rotting Claws +10 vs. AC (2 attacks)—18 damage.
Natural 16+: Both the dragon and it's target take 4d6 damage.

R: Essence Breath +10 vs. PD—20 damage and the dragon recovers 20 damage. After using *essence breath*, the dragon cannot use it again for 1d4 rounds.
Natural 16+: Attack a target near the first (max 3). If you hit a second or third target, the dragon can divert the hit point recovery to any of its zombies.

Resist Negative Energy 20+: When a negative energy attack targets this creature, the attacker must roll a natural 20 on the attack roll or it deals half damage.

Grave Call: At the start of a battle. Any dead creatures nearby the dragon on its turn rise as risen thrall.

AC 20	
PD 17	HP 130
MD 14	

RISEN THRALLS

3rd level mook [HUMANOID-FAE]
Initiative: +6

Falchion +8 vs. AC—6 damage.

Headless: If the risen thrall is killed, at the beginning of its next turn, it stands up with 9 hit points, until dropped a second time, it suffers a –2 penalty to attack rolls.

AC 19	
PD 17	HP 11 (mook)
MD 13	

Mook: Kill one risen thrall for every 11 damage you deal to the mob.

SKEGG PUGG-DRIVER

3rd level, leader [HUMANOID-FAE]
Initiative: +7

Pugg Prodder +8 vs. AC—10 damage.

R. Nice Throw +8 vs. PD—8 damage from throwing a nearby pugg at the target. There is now pugg engaged with the target.

Rabble Rouse: All puggs in the battle gain a +1 bonus to attack and a +2 bonus to damage rolls. This is cumulative with the puggs' *bloody innumerable* ability.

Crowd: The skegg pugg-driver is always flanked by a mob of puggs—the details are left up to the GM.

AC 19	
PD 17	HP 45
MD 13	

THE SHAPELESS WILD

3rd level troop [BEAST-IXINDAR]
Initiative: +8

Reflective Claws +8 vs. AC—10 damage.
Natural 16+: Make a second *reflective claws* attack.

Evergloom: All light near the shapeless wild is reduced to dim, shadow casting light.

Shapeless Distortion: The shapeless wild can pop-free as a quick action.

Hidden Ways: The first time in battle someone hits the shapeless wild, it misses (unless a critical hit).

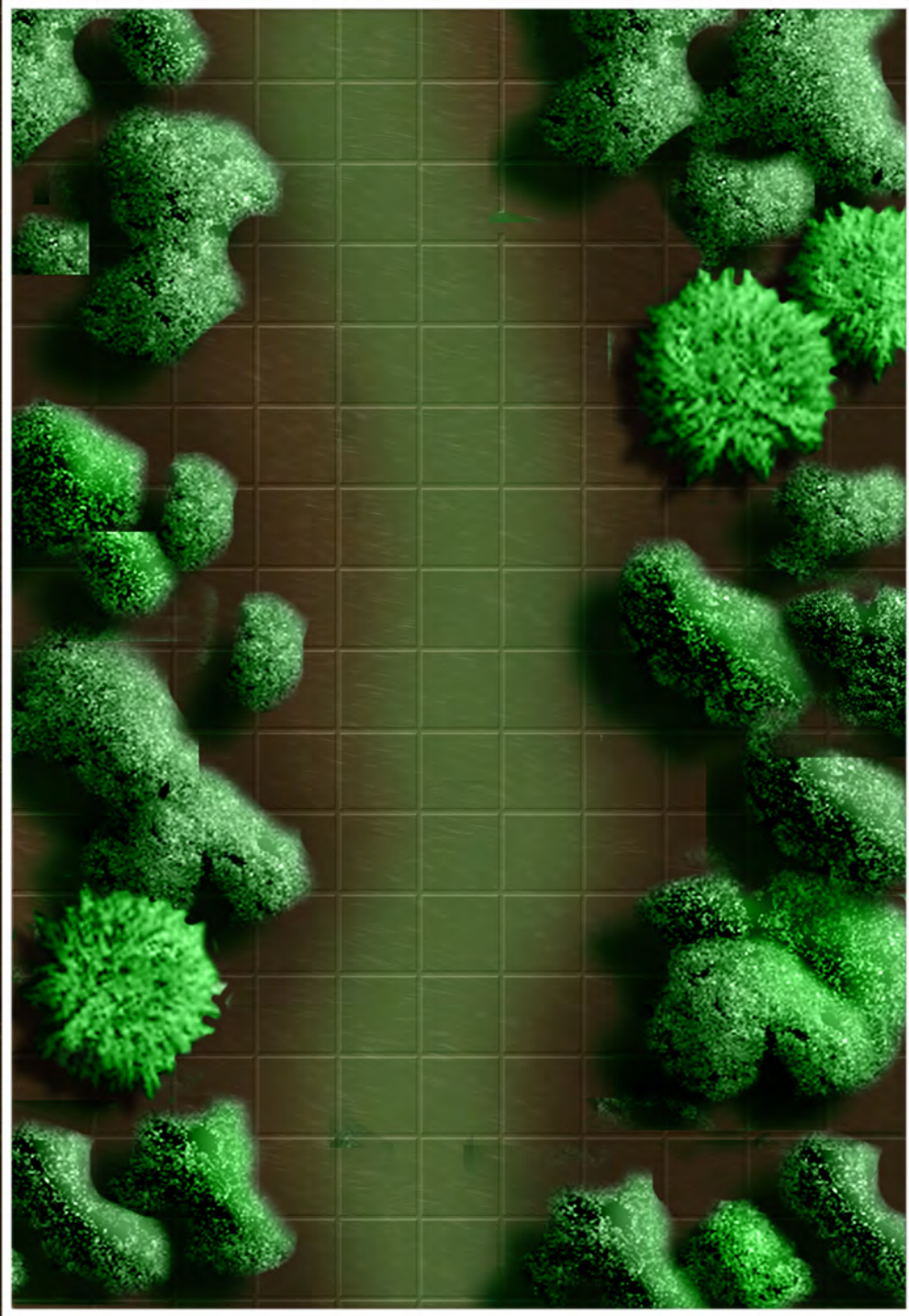| AC 19	
PD 16	HP 45
MD 17	

PUGG

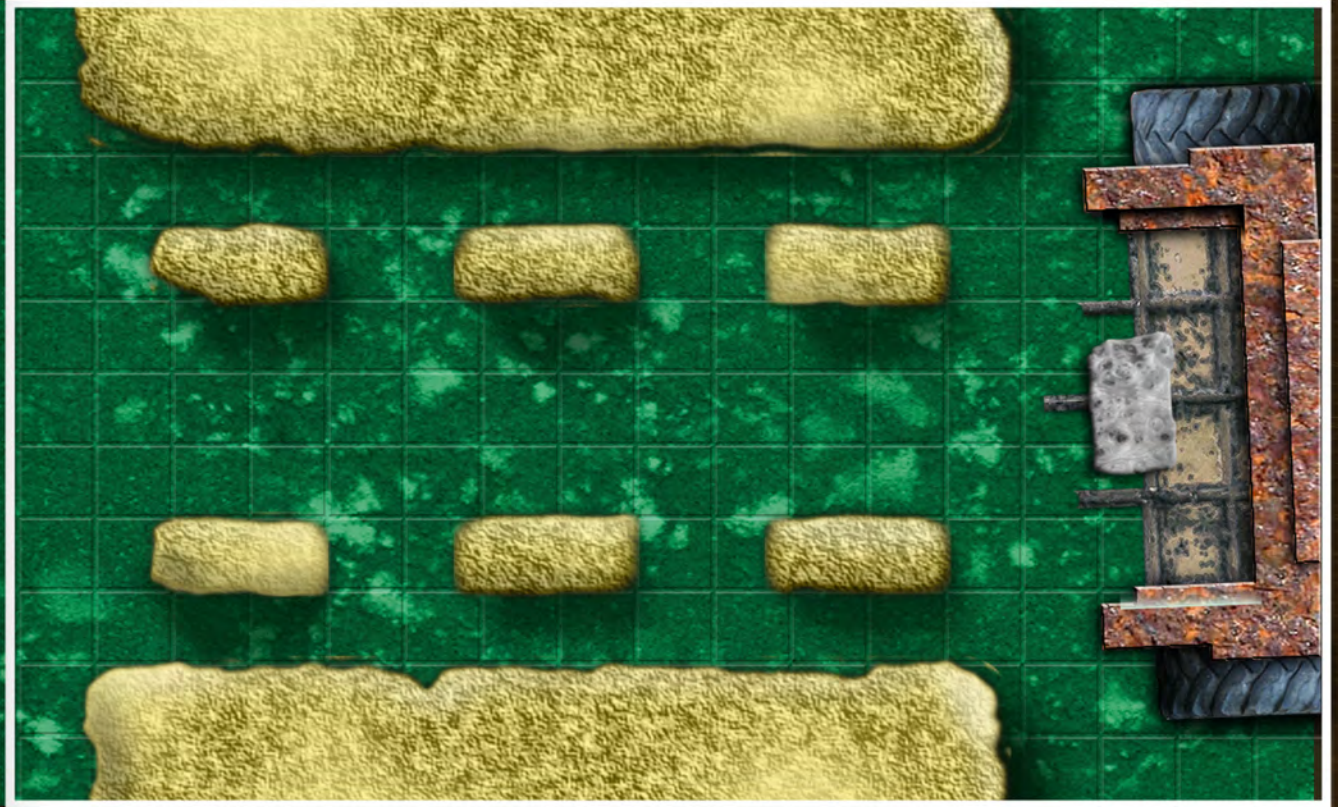PAGUS

CHAPARRAN

CHIGGOTH

REAPER

DOJENN

SKEGG

AMETHYST

HEARTS OF CHAOS

= 5 ft.

N

= 5 ft.

N

= 5 ft.

N