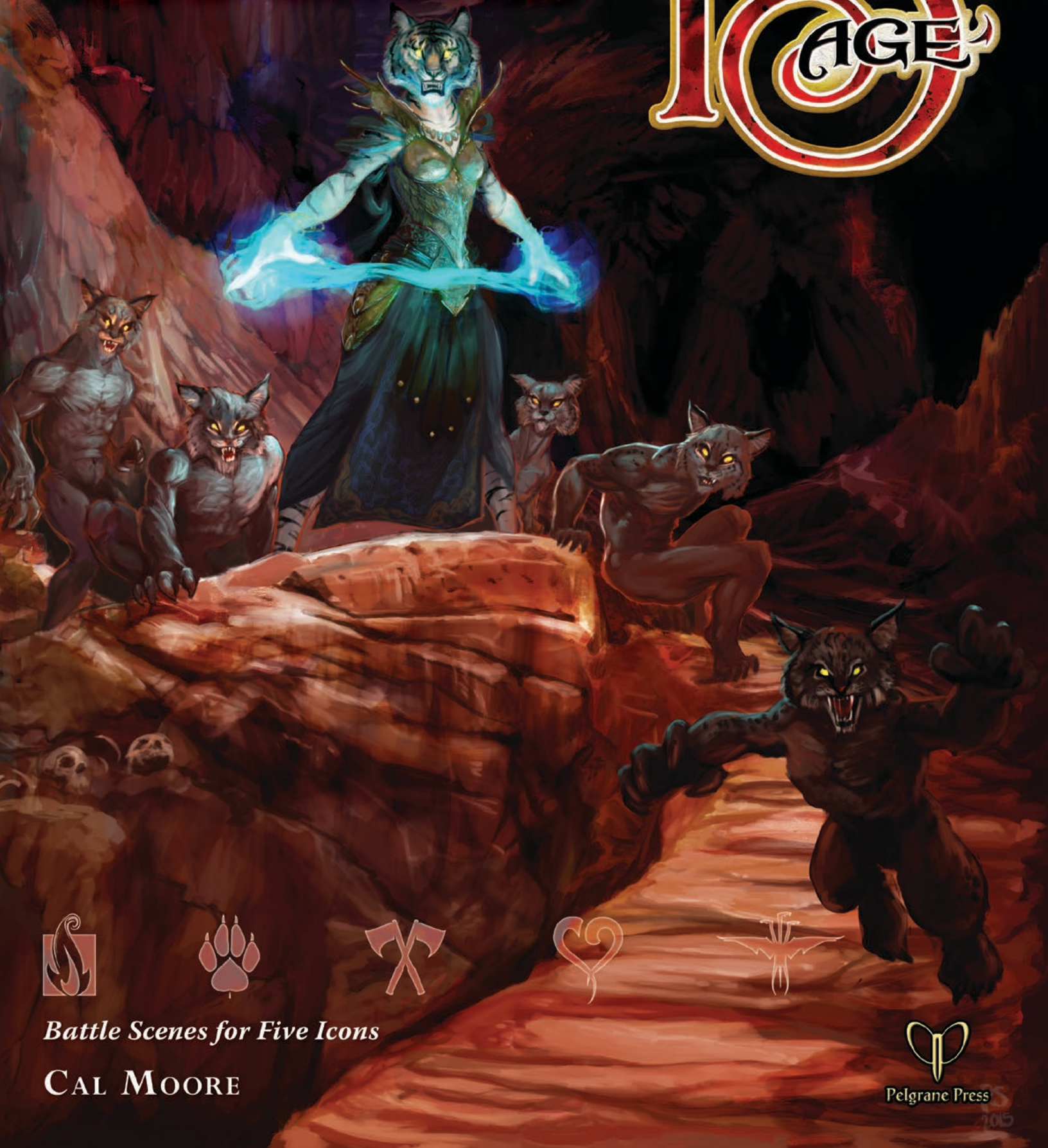


HIGHMAGIC & LOWCUNNING

13TH AGE



Battle Scenes for Five Icons

CAL MOORE



Pelgrane Press

13TH AGETM

HIGH MAGIC & LOW CUNNING: BATTLE SCENES FOR FIVE ICONS

A 13TH AGE ADVENTURE

BY CAL MOORE



13TH AGE IS A FANTASY ROLEPLAYING GAME BY
ROB HEINSOO, JONATHAN TWEET,
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BONUS SCENE: THE WIZARD'S GIFTS

After exploring the entrance to the wizard's lair and a few common rooms, you finally come to a perfectly circular room with a pedestal of black marble in the center. There are no exits, but a sense of magic pervades the place. Closer inspection of the walls reveals clouded panes among the mortared stone, each holding... something inside, almost like a cell. When you try to look closely through the semi-transparent material, you only see small crackles of energy and roiling mist.

LOCATION DESCRIPTION

This room grants access to Soohnei's lower chambers and vault for those who can bypass it. Doing so isn't hard for those willing to provide Soohnei with a gift.

The room is 40 feet in diameter with a 15-foot ceiling. There are 11 total "panes" covering the walls except for where the entrance opens into the room. When the PCs fail to provide an acceptable gift, the lightning wraiths beyond the panes are released to deal with them.

The black marble pedestal is anchored to the stone floor directly in the middle of the room. Anyone touching it invites a response (see below). Anyone messing with the pedestal or

panes, or who provides an unacceptable gift, will have to deal with some lightning wraiths the wizard left in this place.

Even if the PCs battle the wraiths, they must still provide four acceptable gifts to move beyond this room.

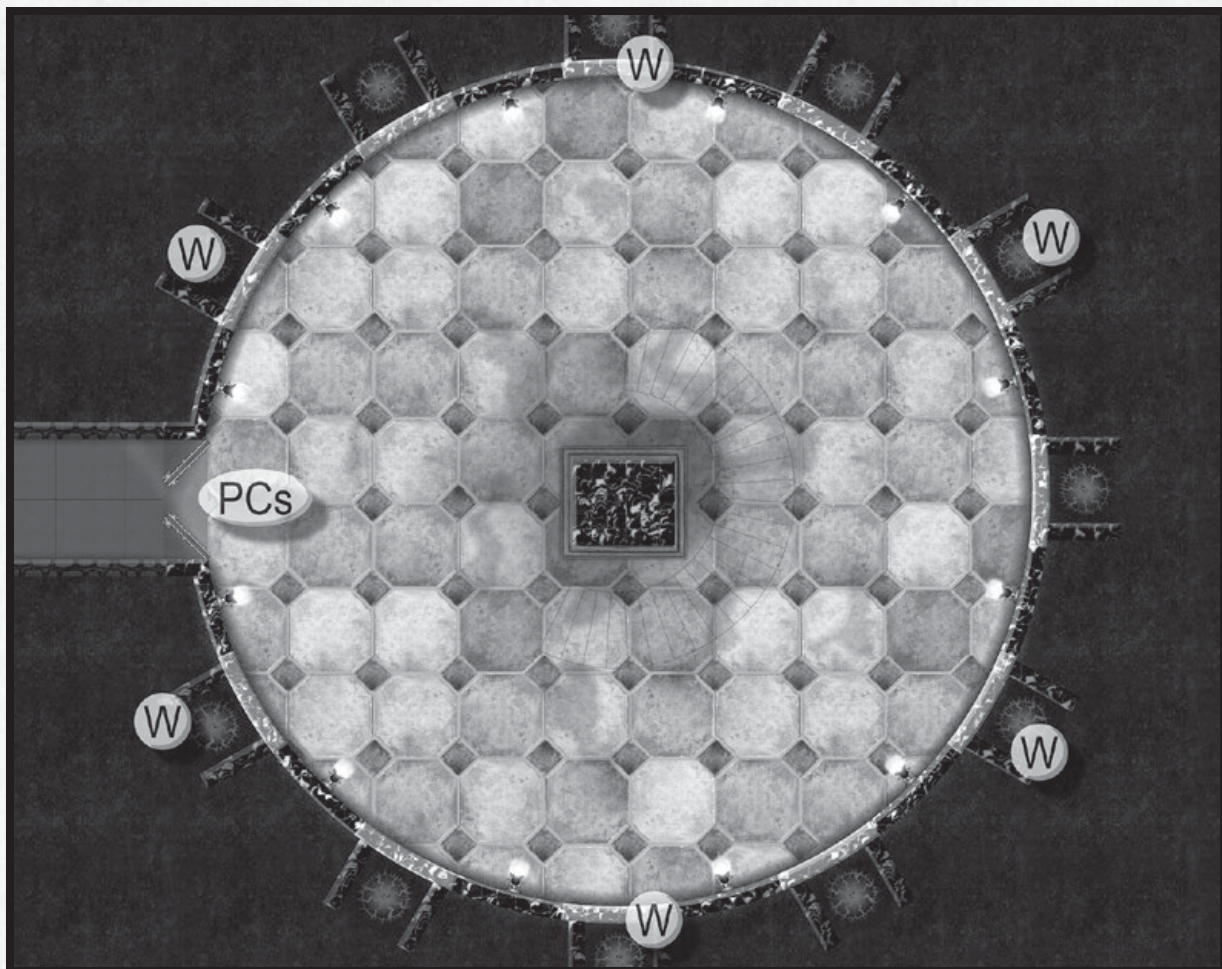
TERRAIN & TRAPS

Marble Pedestal: The pedestal is magical and semi-sentient thanks to the wizard's magic. When someone touches it, it will respond to all creatures in the room in a telepathic voice. It says, "Welcome. If you would pass beyond to visit me, please provide a suitable gift."

If an item is placed on the pedestal and it's an acceptable gift, it will disappear as it's teleported to the vault. If the gift is something immaterial (like an icon advantage, for example), the person giving it must touch the pedestal as they will the gift. If it's accepted, that resource will be claimed and the PC loses it. It takes a total of four acceptable gifts to bypass the room. As soon as an unacceptable gift is given, the wraiths will be released to cleanse those in the room.

Acceptable gifts include a single icon advantage, a magic item, a valuable secret, an item of wealth (gem, jewelry, etc.) worth 200 gp or more, or anything the GM deems worthy (or can use against the PCs in the future). GM, definitely use any nonmaterial gifts against the PC in question sometime down the road.

Panes: The panes are constructed from black marble and made transparent with magic. If someone tries to physically



break a pane, it can take a bit of punishment and all of the wraiths will be released to attack. The only way to “open” one is by using magic. Doing so requires a DC 25 check. A failure releases all of the wraiths as well. Where an open pane leads could be another adventure in itself, but as a default, there’s a small extradimensional room beyond.

Stairs: Once four gifts are given (whether there’s a battle with the wraiths or not), a set of circular stone stairs will open in the floor leading down around the pedestal and the pillar of stone it sits on.

MONSTERS

Once the fourth acceptable gift is given, the PCs can pass freely and the secret stairs will open. If there’s even one unacceptable gift, the panes will open to release the wraiths, who will battle the PCs.

The lightning wraiths are constructs of magical energy. Once released, they will move into the room and try to eradicate anyone in it. The battle is easier, however, if more acceptable gifts were offered before an unacceptable one was offered.

Additional Reinforcements: If you want to challenge the PCs more, the energies released by the emergence of the wraiths draws the attention of a phase spider (core rulebook, page 244), which suddenly phases in the chamber with the PCs and attacks.

Use the following table to determine how many less wraiths will be in the battle.

| Acceptable Gifts | Wraiths Removed |
|------------------|-----------------|
| 1 | 1 |
| 2 | 2 |
| 3 | 3 |

| #/Level of PCs | Lightning Wraith (W) |
|---------------------------|----------------------|
| 4 x 5 th level | 5 |
| 5 x 5 th level | 6 |
| 6 x 5 th level | 7 |
| 4 x 6 th level | 7 |
| 5 x 6 th level | 9 |
| 6 x 6 th level | 11 |



TACTICS

The wraiths attack the nearest enemies in the room. They will use their ranged attacks until engaged. Once engaged, they will teleport away unless the enemy is wearing metal armor or using metal weapons.

LOOT

There is nothing of value in this room, unless someone tries to (and succeeds at) capturing lightning wraith essence. It might be worth 50 gp per wraith to a mad gnome wizard.

ÍCONS

Any PC can use an icon advantage as a gift.

A PC with a relationship advantage with the Prince can use it to recognize the nature of this puzzle/trap with the understanding of what it will take for a gift to pass muster. At least two advantages with the Prince would be needed to find a way to open the stairs without giving the gifts.

LIGHTNING WRAITH

Its vaguely humanoid form crackles with small lightning bolts. When it caresses you, nerves sizzle and flesh burns.

6th level spoiler [CONSTRUCT]

Initiative: +11

Lightning grasp +10 vs. PD—14 lightning damage, or 19 lightning damage if the target is wearing metal armor or using metal weapons

Natural even hit: The target takes 5 ongoing lightning damage (hard save ends, 16+).

Each failed save: The ongoing damage increases by an amount equal to the escalation die (cumulative).

R: Bolt of lightning +11 vs. PD—20 lightning damage

Natural 14+: The target is dazed until the end of its next turn as its body spasms from the lightning.

Made of lightning and magic: The lightning wraith can teleport at will as a move action. In addition, it has *resist weapon damage 12+*.

AC 21

PD 22

MD 14

HP 75

NEXT STEPS

Once the PCs bypass this room, they will move through a few more areas with only common items such as labs and storage rooms before finally following a ramp down into a chamber that holds the vault. Waiting there is a rival group of roguish types who teleported in to access the vault. Not wanting any competition, they will attack. See **Battle 3: Facing the Competition**.

