

THE WRECK OF VOLUND'S GLORY

WADE ROCKETT



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BY
WADE ROCKETT

CREDITS

Design and Development: Wade Rockett

Sage Advice: Rob Heinsoo

Editor: Cal Moore

Cover Art: Johnny Morrow

Cartography: Marc Radle

Art Direction & Graphic Design: Marc Radle

Publisher: Wolfgang Baur

Accountant: Shelly Baur

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The Wreck of Volund's Glory uses icons, monsters, and magic items from the *Midgard Bestiary* by ASH LAW and Wade Rockett.

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ADVENTURE SUMMARY (GM ONLY)

While fleeing across the Wasted West with a stolen magic item, the dwarven airship *Volund's Glory* crashed in a deep canyon in the Goblin Wastes known as the Deathless Defile. The burned corpses of the dwarf adventurers and airship crew have risen as undead and will attack any creature that approaches the ship. Now the party is trying to recover the stolen item, and will have to face these undead enemies to claim it—as well as evade, outwit, or out-fight Ghost Goblins, magic-warped abominations, and other adventurers who seek the prize.

COMMON ELEMENTS

We've designed this adventure so it's never quite the same game twice. By using the icon relationship mechanics in *13th Age* and the Midgard icons, you can introduce plot elements and enemies that are connected to the PCs and their place in the world.

However, all sessions will include:

- A stolen magic item of great value, which the PCs are looking for.
- A crashed dwarven airship and its zombified crew.
- Multiple enemy groups, each connected to an icon (either positively or negatively), who are also looking for the item. You'll find full write-ups for five enemy groups in Appendix A.
- One enemy group, chosen by the GM to be the "main villains" faced in the final battle. The GM inserts clues and rumors about them throughout the adventure, so the PCs know that someone else is much closer to finding the item than they are. This group is no more powerful than any other group in this adventure—they've just been more successful than anyone else. Choose your main villains from the five groups in Appendix A, or create your own.
- An encounter with the Ghost Goblin tribe living in Deathless Defile. You'll find full write-ups for the goblins on pages 9-10, and also in Appendix B.

The Wreck of Volund's Glory is structured as follows:

Scene 1: Showdown in Small Comfort (battle with first enemy group)

Scene 2: Descent Into Deathless Defile (encounter with the Ghost Goblin tribe)

Scene 3: Jaws of the Trap (battle with second enemy group)

Scene 4: Volund's Glory (battle with zombie airship dwarves and the main villains)

Appendix A contains write-ups for five enemy groups who might be after the magic item, with battles built for parties containing four, five, or six PCs. One of the groups will be the adventure's main villains—you choose which. None of the groups is more or less powerful than the others.

Appendix C contains several Midgardian magic items.

Appendix D lists all 13 Midgard icons.

FAST AND FURIOUS 2-HOUR VERSION


To turn this 4-hour adventure into a 2-hour adventure, give the players pre-generated characters with the icon relationships, backgrounds, and One Unique Things already filled in. Then do one or more of the following (adjusting on the fly if it looks as if you're going to run out of time, or go longer than you expected):

- Depower one of the enemy groups so they're easy to beat quickly.
- Eliminate the Small Comfort battle and start the adventure with a fierce battle in the canyon with the Ghost Goblin tribe.
- Eliminate the Jaws of the Trap battle.
- Remove the main villains from the *Wreck of Volund's Glory* battle, so the PCs just fight their way through a mob of zombie airship dwarves.
- Cut a fight short by having Horrible Abominations of the Wastes suddenly swarm in and attack the party's enemies, giving the party a chance to escape.

THE ICONS

We've chosen five icons from the Midgard Campaign Setting who are likely to be involved in a search for a stolen magic item in the Wasted West: Baba Yaga, Exarch Vermes II, the Dragon Sultana, the Glittering King, and the Illuminated Brotherhood. If you want to choose from a broader list, you'll find an overview of all of the Midgard icons in Appendix D.

Each of the five icon descriptions below includes a suggestion for what the magic item might be, a group of enemies that reflects that icon's involvement, and reasons that group might seek the item. You can decide on your own what the magic item is and which groups of enemies the PCs will encounter; or you can



use the results of the players' icon relationship rolls before play to guide your choices. Just remember that icon rolls are tools for the GM, not manacles: If the randomly selected item and enemies don't appeal to you, feel free to choose your own.

Before you start play, have the players make icon relationship rolls. Give one magic item from Appendix C (or a magic item of your choosing) to each player who rolls at least one 6 on their icon relationship rolls. Their character starts play with that item, which is a gift from one of the icons that had a result of 6. If the character has a negative relationship with that icon, the gift comes from that icon's enemies.

ICON: BABA YAGA

A hunched crone with iron teeth and a ferocious gaze, Baba Yaga has existed for as long as anyone remembers; she may be as old as the world. "Grandmother" is a hoarder of secrets and a powerful fey who makes it her business to know everything.

The item could be...

Box of Whispers: This magic box, carved with fantastical planar creatures, holds the last whisper of a dying god whose name has long been forgotten. Owning the box gives you a +3 bonus to Wisdom-based skill checks. In addition, once per day you can change a skill check you've failed to a natural 20 instead. Quirk: Hearing the last whisper of a dying god left you a bit distracted and spacey. "Hand me a torch." "Torch...? Oh, right."

One of your rivals could be...

Lady Viriathos of the Winter Court and her shadow fey retinue.

That rival might want to...

- Deliver the item to Baba Yaga in exchange for erasing an old debt.
- Deliver the item to Baba Yaga's rival the Queen of Night and Shadows.
- Use the item as a bribe, threat, or bargaining chip to extract a secret from Baba Yaga that Lady Viriathos can use to gain influence in the Winter Court.

ICON: EXARCH VERMES II

Exarch Vermes II is one of the most influential and mysterious figures in Bemmea, a city riddled with mysteries. The inhuman wizard who leads its Ninemage Council has molded his city for centuries into the place it is today.

The item could be...

Improbability Codex (recharge 16+): After you cast a spell, choose a nearby or far away ally to receive this magical book's time-warping effect. That ally can immediately move or attack as a free action. Quirk: You sometimes say things in reaction to past or future events instead of what's happening right now. "Hand me a torch." "I count at least four of them, and they're wearing purple hats."

One of your rivals could be...

Black Quill, a ravenfolk ink mage and his Dust Digger Goblin tribe hirelings.

That rival might want to...

- Deliver the item to Exarch Vermes II in order to gain favor, damage a rival icon, or keep it out of a rival Ninemage Council member's hands.
- Humiliate Exarch Vermes II and weaken his position as head of the Ninemage Council by revealing that a valuable magic item was stolen from his collection.
- Use the item's magic to free the Old Ones from their time-frozen state.

ICON: THE DRAGON SULTANA

The Dragon Sultana's rule is new and fragile, but she has the confidence and the ruthlessness needed to command the mighty draconic Mharoti Empire.

The item could be...

Gauntlet of the Scaled Lords: When you are first staggered in a battle, until the end of the battle you take a -1 penalty to attack rolls; but your attacks do +5 fire damage per tier. Quirk: Prone to making rousing speeches that include dragon references. "Hand me a torch." "Yes, by the Scaled Lords, I shall hand you a torch! And let its light blaze before us like the breath of a mighty red dragon!"

One of your rivals could be...

Murzim, a Mharoti dragonkin Akinji and his retinue of dragonkin and kobaldi.

That rival might want to...

- Faithfully return it to the Sultana, as she commanded.
- Deliver it to a member of the Sultana's court who secretly plots against her.
- Deliver it to another Akinji who is blackmailing Murzim or a member of his family.

ICON: THE GLITTERING KING

The Glittering King is steeped in luxury and wine: a paranoid drunkard with a great temper and tremendous power over his terrified nobles. His

mastery of dark magic and fleet of demon ships makes his slave kingdom into a force that few dare challenge.

The item could be...

Mask of Agony: A bronze mask with serenely smiling features, and inward-facing spikes. Once per day you can put it on and, as a standard action, summon a demon of your level or lower to fight on your behalf. The demon acts immediately after you in initiative order. While you wear the mask, you cannot rally and you take damage equal to twice your level at the end of each of your turns. The demon vanishes once it is slain, the battle is over, or you take the mask off. Quirk: You scream at random intervals. “*Hand me a torch.*” “AAAAAGH!”

One of your rivals could be...

The minotaur Grimhorn, his raiding party, and their summoned demons.

That rival might want to...

- Deliver it to the Glittering King and curry favor with him.
- Use it to topple the Glittering King from his throne, so a rival icon—or Grimhorn himself—can seize power.
- Grimhorn is actually an idealistic revolutionary, and he plans to use it to smash the King’s slave empire and free its people.

ICON: THE ILLUMINATED BROTHERHOOD

This esoteric society is open to all dwarves who qualify and seek perfection in their chosen craft. Many high-ranking members of dwarven society, including some kings, count themselves among the ranks of the Illuminated Brotherhood.

The item could be...

Amulet of the Refining Fire (quick action – daily): You can enchant 1d4 nearby allies’ weapons or armor. To determine the effect of the enchantment, use the rules for runes in the Magic Items chapter of the *13th Age* core rulebook. Quirk: You think everything is an opportunity for philosophical discussion. “*Hand me a torch.*” “*Is it a torch? Or is it a dream of an unknown god, along with this dungeon, and the horde of goblins running toward us?*”

One of your rivals could be...

A derro expeditionary party, being led to the wreck by a dogmole following the smell of dead dwarf.

That rival might want to...

- Who knows? But it’s probably bad.

THE MAIN VILLAINS

Choose one group of enemies to be the adventure’s main villains. During each scene, give the characters hints about a rival crew that is just one step ahead of them in their race to the crash site. Possibilities include:

- An NPC in Small Comfort or in the Ghost Goblin village describes seeing the group just a short time ago.
- The PCs find dropped gear that hints at the origins and race of the enemy group: a coin, a scrap of torn clothing, a signet ring with the symbol of their patron icon, a map, a letter written in a language appropriate to the enemy group, etc.
- The PCs come across the site of a battle the enemy group won, and find expended arrows, a broken weapon, and possibly a slain member of the enemy group.

HORRIBLE MAGIC-WARPED ABOMINATIONS

Strange monsters lurk within the caves and crevasses of Deathless Defile. If you want to replace one or more of the enemy groups with horrible abominations, choose creatures from the Animal/Critter entry in the *13th Age* core book and give each of them an ability from the Dire Features table, or even the Random Demon Abilities table.

Some horrible creatures the party could encounter in the canyon, or spot from a distance:

- Giant ants with glowing brains and psychic attacks.
- Ankhegs.
- An owlbear wearing a thick leather collar with a metal tag that reads, *My name is Hooty! If you find me out wandering, please run away as fast as you can and notify Exarch Vermes in Bemmea!*
- A Waste-warped ranger (use the *13th Age* demon-touched ranger) leading a party of gnoll savages.
- A phase spider.
- Hungry stars.
- Dried-out, starving vampire spawn.

CLAIMING THE ITEM

If the PCs manage to get their hands on the stolen item during the final battle and try to use it, we’ve found that it can be fun to roleplay it as a strong-willed NPC who offers the party (or just one

character) a Faustian bargain in exchange for its help. Maybe it has powers beyond what we've listed, that can only be activated at great cost...

When run as a one-shot, *The Wreck of Volund's Glory* normally ends when either the party or their enemies are defeated, and the item is finally in someone's possession. If you run this adventure as part of a campaign, or as a standalone adventure using player characters from an ongoing campaign, the story might continue with the party now in possession of a powerful and highly sought-after magic item.

They might decide to bring the item to the icon it's associated with—or to that icon's chief enemy. The journey to deliver the item can be an adventure, or even a whole campaign, in itself. The icon they give the item to might offer to let them keep it in exchange for going on a difficult quest, or the icon might betray the party. If the party decides not to give the item to an icon and instead keeps it for themselves, they might find themselves hunted by agents of the icons who sought the item in this adventure (and perhaps some new enemies).

WHAT THE PLAYERS KNOW

Tell the players the following:

The Great Mage War left the lands of the west a desolate wasteland filled with colossal summoned monsters, supernatural storms, magic-warped abominations and tribal goblins.

Several months ago a band of dwarf adventurers stole a magic item of great value and escaped toward the Ironcrags in the airship *Volund's Glory*.

But a storm drove them to the ruined city over which the Great Old One Anax Apogeion, The King Far From Earth, hangs in stasis. The crew went mad, and the airship crashed.

You've traveled on horseback deep into this desolate realm on a mission to retrieve the item from the airship's wreckage. It lies at the bottom of a deep canyon in the Goblin Wastes known as the Deathless Defile—home to an undead-worshipping goblin tribe. And you've heard rumors that other interested parties are heading for the wreck.

Now you've reached the ramshackle town of Small Comfort, last stop before Deathless Defile. Here, Mother Peaceful's Inn promises you and your horses a night's rest free of the Wasted West's typical annoyances: radioactive ghosts, vanishing cities made of mad gods' entrails, and huge stinging insects with the faces of screaming babies.

SHOWDOWN IN SMALL COMFORT

Small Comfort has a single main street lined with dilapidated two-story buildings separated by narrow alleys, with hitching posts for horses out front. The upper floors of every business except the inn consist of living quarters for the owners.

Give the PCs a few minutes to get the lay of the land, describing the various buildings they pass so they know there's a smithy, a bar, a general store, a small temple, and a dilapidated house in the vicinity. Once they've gotten their bearings, start the first battle wherever they decide to go (or in the street if they can't decide.)

Tell the players that the space in front of them rips apart, leaving a portal crackling with arcane energy. A group of figures leaps out and the portal winks out of existence behind them.

Describe one of the groups of enemies from the Appendix (but not the one you've decided are the adventure's main villains): they've been magically teleported to Small Comfort, and are after the magic item for one of the reasons given above. If the PCs hesitate or try to talk to the newcomers, this group will quickly size up the situation and engage the PCs in combat.

To foreshadow the adventure's villains, one of the enemies might demand to know if the PCs are the villains, or know where the villains are. Depending on their icon affiliation they might be there to stop the villains, or join forces with them.

The PCs can use the environment to their advantage. Their enemies certainly will.

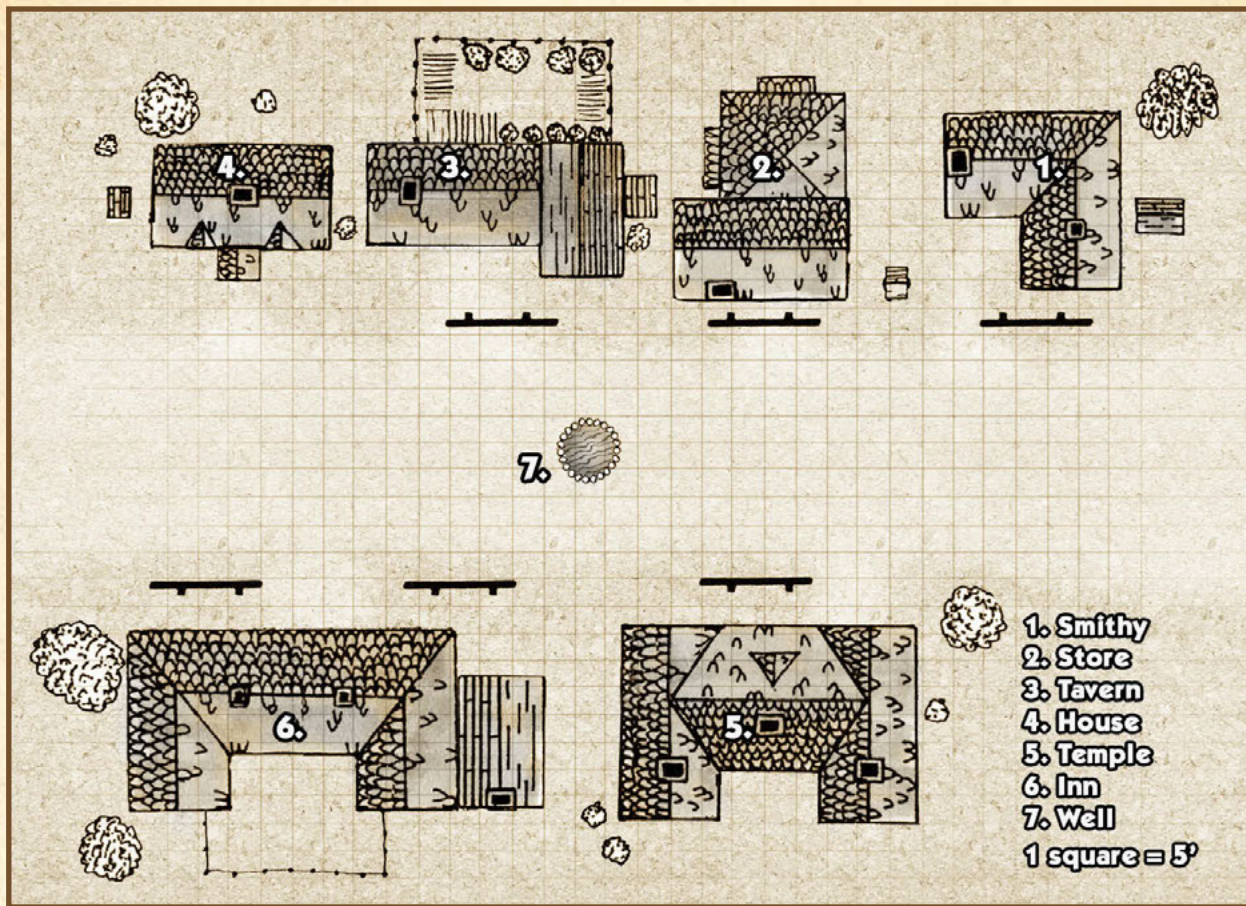
1. OLAF THE EXILE'S SMITHY

Olaf is a short, bald, bearded man with powerful muscles. His right cheek is branded with a Northlands rune marking him as an outcast. If a PC remarks on it, Olaf bursts into tears and run away.

Fighting in the smithy On a natural 1, the attacker stumbles into Olaf's forge and takes 1d4 ongoing fire damage. On a natural 20, the attacker pushes the target into the forge for 2d6 ongoing fire damage (this damage is not doubled).

2. ONE-EYED YAYA'S GENERAL STORE

One-Eyed Yaya is a stern woman with iron-gray hair, a worn leather eyepatch with a design of vines and flowers on it over her left eye, and a thick



Khazzaki accent. She does not suffer fools gladly, but she does enjoy seeing them get injured.

Fighting in the store On a natural 1 the attacker accidentally hits a bag of flour made from the mutated wheat of the Wasted West. Have everyone in the store roll a normal save; those who fail are vulnerable until they've been hit once or the battle ends, whichever comes first.

3. TAINTED JURZZ'S DRINKING ESTABLISHMENT FOR REFINED FOLK

Jurzz is a native of the Wastes, with bristly orange hair, pale skin with purple splotches, and bulging green eyes. Occasionally a small purple tentacle emerges from his skin with a faint pop. When this happens Jurzz casually slices it off with a butcher's knife he keeps in his belt, and the severed tentacle crawls out the front door in search of its fortune.

Fighting in the bar Tainted Jurzz's patrons don't appreciate strangers disturbing their drinking time. 1d4 drunken brawlers join the fight, attacking all combatants.

Drunken Brawler

Level 1 mook [HUMANOID]

Initiative: +3

Improvised weapon +6 vs. AC—4 damage

Natural 1–5: The drunken brawler instead knocks another nearby drunken brawler unconscious. If no other brawlers are left in the battle, the drunken brawler knocks itself unconscious.

AC 10 PD 3 HP 7 (mook) MD 4

Mook: Knock one drunken brawler unconscious for every 7 damage you deal to the mob.

4. CRAZY OLD HERENGAR'S HOUSE

The mayor of Small Comfort is out roaming the Wastes, but he has left a rusty old clockwork myrmidon to guard his collection of small rocks. Entering the house will cause the creature to activate and rampage through the town, setting everything on fire and attacking pretty much anyone in its way.

Clockwork Myrmidon

Level 2 troop [CONSTRUCT]

Initiative: +7

Heavy pick +7 vs. AC—7 damage

C: Flame gout +7 vs. PD (1d3 nearby enemies)—5 fire damage and flammable objects in the area catch on fire

C: Grease slick +7 vs. PD (1d3 nearby enemies)—The target is vulnerable to fire until the end of the battle.

Limited use: 1/battle, as a quick action.

Self-destruct: When the construct drops to 0 hp, it self-destructs as a free action.

[Special trigger] C: Self destruct +7 vs. PD (1d3 nearby enemies)—7 damage

AC 18 PD 16 HP 36 MD 11

5. TEMPLE TO THE BENEVOLENT AND LOVING GODS

This rickety shed contains a shrine to any and all gods who might help or hurt the residents of Small Comfort. 2d20 copper pieces are scattered on the altar as offerings.

Fighting in the temple—On a natural 1, a ghost who's taken up residence here and passes the time by pretending to be various gods, gets annoyed by the disturbance and renders the attacker confused (save ends).

6. MOTHER PEACEFUL'S INN

Mother Peaceful is a kind, tolerant, and generous old woman with a spider's face. If a PC remarks on it she cheerfully explains that it's the result of a magical accident in her youth, and says, "We must all do the best we can, whatever life sends our way."

Fighting on the inn's balconies or roof—On a natural 1, the attacker falls off or crashes through and takes 3d6 damage (DC 15 Dexterity check to avoid). On a natural 20, the attacker causes the target to fall.

DESCENT INTO DEATHLESS DEFILE

After the excitement of their arrival in Small Comfort, the PCs might choose to press on toward Deathless Defile or spend the night in town. If they stay the night, and if you have time and feel like doing so, you might decide to have another battle take place. A second group of enemies could discover they're in town and try to kill them in their sleep, set the inn on fire and wait outside to ambush them if they escape, summon a titanic extradimensional horror to wipe the town off the face of Midgard, or employ some other creative way of making the characters' lives interesting.

When the party leaves for Deathless Defile, tell them that their journey passes without incident; and that soon they find themselves standing at the edge of a jagged wound in the earth, at the head of a winding path that descends gradually into the canyon. Describe the scene so it's obvious to the players that the path is the only realistic option: the canyon walls are steep, the ledges and handholds are treacherous, and they catch glimpses of horrible, magic-warped abominations with fangs and tentacles and stingers and multi-faceted eyes scuttling in and out of holes in the cliffs. Any other route but the path will clearly take a very long time and will involve deadly battles and bone-breaking falls to the bottom of the canyon.

GHOST GOBLIN VILLAGE

The PCs descend into Deathless Defile. Tell the players that as their characters navigate its twists and turns through passages both broad and narrow, they have the feeling that they're being watched. Occasionally, they hear faint scuttling and the rattle of pebbles from behind rocks and in caves, and catch glimpses of quick movement out of the corners of their eyes.

The mysterious watchers are Ghost Goblin grunts posted at various points along the passage to watch the entrance and alert the village of potential danger. They won't attack the party, but if the PCs decide they absolutely have to find and confront whatever's stalking them, feel free to play it out.

If discovered and confronted, a grunt will try to flee. If he is captured, another grunt will race to the village and the tribe will prepare for the party's

arrival. How that goes depends on how well or poorly the party treated its captive.

As the PCs near the village, they smell the foul stench of death and decay. The only way in is a narrow passage just large enough to let them walk through it single file. It opens onto a large area full of ragged tents and shacks built of gnarled wood and blood-stained bone. Overhead, narrow ledges and a web of rope bridges connect cliff dwellings. (If a player asks, tell them that some of the bridges are low enough that the characters could jump and climb onto them with a move action. Also, the ropes look strong enough to support them.)

Strange creatures peer out at the PCs from the caves and tents. They are goblins, some living, some undead in various states of decay. They are dressed in loincloths with necklaces and bracelets made of polished rocks, carved wood, and in some cases, metal or leather trinkets. Their faces are painted white, like skulls.

If the PCs choose to talk, Krakech Speaks-With-Strangers—a goblin shaman so ancient that the PCs cannot be sure whether he's alive or undead—hobbles forward. In their culture you are either the chief or a minion, so Krakech will want to speak either with the PC's "chief" or whoever "speaks with strangers." If the PCs fail to produce someone who is clearly in a leadership role, he will react with scorn.

If the PCs choose to fight, most of the villagers flee into the canyons while some climb up into the rope bridges and caves and attack the party with blowguns. If the party uses the rope bridges during battle, the goblins let them get fairly high up and then cut the ropes (DC 15 skill check to grab a rope and avoid 3d6 falling damage.) After three rounds Morkesh Is-The-Chief arrives with his Ghost Goblin horrors and grunts.

KRAKECH SPEAKS-WITH-STRANGERS: GOBLIN SHAMAN

2nd level caster [UNDEAD]

Initiative: +6

Vulnerability: holy

Bone spear +6 vs. AC—8 damage

R: Ghost curse +6 vs. PD—8 damage, and until the end of the shaman's next turn, the target takes 2 damage whenever an enemy engages it or disengages from it.

Natural even hit or miss: Choose another nearby enemy; it also suffers from the engage/disengage effect until the end of the shaman's next turn.

Ghost life: The first time a ghost goblin drops to 0 hp each battle, it returns to 1 hit point.

AC 17 PD 12 HP 34 MD 16

GHOST GOBLIN VILLAGER

1st level mook [HUMANOID]

Initiative: +3

Club +6 vs. AC—4 damage

R: Blowgun +6 vs. AC—3 damage

Ghost life: The first time a ghost goblin drops to 0 hp each battle, it returns to 1 hit point.

AC 16 PD 14 HP 5 (mook) MD 11

Mook: Kill one goblin villager mook for every 5 damage you deal to the mob.

GHOST GOBLIN GRUNT

1st level troop [UNDEAD]

Initiative: +3

Vulnerability: holy

Ritually befouled spear +6 vs. AC—6 damage if the goblins and their allies outnumber their enemies; 4 damage if they don't.

Natural 16+ hit: The target takes 5 ongoing poison damage.

R: Shortbow +6 vs. AC—6 damage

Ghost life: The first time a ghost goblin drops to 0 hp each battle, it returns to 1 hit point.

AC 16 PD 13 HP 22 MD 12

GHOST GOBLIN HORROR

2nd level troop [UNDEAD]

Initiative +5

Vulnerability: holy

Shortsword +6 vs. AC—5 damage

Natural even hit or miss: The goblin can make a curse of rigor attack once this turn as a quick action.

R: Curse of rigor +6 vs. MD—5 damage, and the target is stuck (save ends).

Ghost life: The first time a ghost goblin drops to 0 hp each battle, it returns to 1 hit point.

Fear aura: Enemies engaged with the goblin and who have 12 hit points or fewer are dazed and can't use the escalation die.

AC 17 PD 11 HP 27 MD 15

If Krakech is persuaded that the PCs are worth the chief's while, and do not pose an immediate threat to the village, he will lead the party up a winding ledge to the biggest cliff dwelling where Morkesh Is-The-Chief will receive them.

Krakech and the goblin villagers

Vs. 4 PCs	Vs. 5 PCs	Vs. 6 PCs
Krakech	Krakech	Krakech
14 x villager	14 x villager	14 x villager
1 x grunt	2 x grunt	6 x grunt

When the PCs arrive they enter a torchlit cave. The air is thick with greasy smoke and the stench of decay. Six goblins armed with clubs line the walls, three on a side. At the far end of the cave, guarded by four rotting goblin warriors, is a large goblin dressed in armor of dried and cured flesh covered with gaping mouths. He sits on a throne made of bones stained with dried blood, lashed together with strips of leather tied in ornate knots. He holds a beautifully wrought sword across his lap.

The only thing that Morkesh Is-the-Chief likes less than strangers entering the tribe's sacred ground is that fact that another group of strangers desecrated it by crashing their airship in the middle of it. If the PCs treat him with the respect due a chief and pledge to make the situation right, he will allow them to pass through the village unharmed.

If they please Morkesh Is-the-Chief by presenting him with gifts, he will remark approvingly that the PCs know how civilized people deal with one another, unlike the others who have entered the canyon. If asked about these others, he will describe the main villains. Morkesh-Is-The-Chief is confident that "the ones who wait in the mist" will deal with them. He will not tell the party any more about that last statement, because "it is a sacred thing and not for strangers."

If asked about his princely sword, he will only say, "It is the sword of chiefs. Morkesh is the chief." The sword isn't magic—it's just a very nice sword.

If the party chooses to fight they will quickly find themselves engaged with Morkesh Is-the-Chief, plus several Ghost Goblin Horrors and Ghost Goblin Grunts.

At the beginning of his first turn Morkesh Is-the-Chief uses his armor's power to disorient the party. If the fight goes against him he attempts to flee, and the entire population of the village disappears into the nooks and crannies of Deathless Defile.

MORKESH IS-THE-CHIEF

4th level leader [UNDEAD]

Initiative: +6

Vulnerability: holy

Princely sword +10 vs. AC—14 damage.

Natural even hit or miss: Morkesh can make a *curse of rigor* attack once this turn as a quick action.

R: Curse of rigor +6 vs. MD—5 damage, and the target is stuck (save ends).

R: Throwing axe +8 vs. AC—10 damage

C: Muttering armor +6 vs. MD (1d3 nearby enemies)—The target is dazed (save ends) as the gaping mouths that cover this suit of leather armor gibber madly.

Limited use: Once per battle.

Ghost life: The first time a ghost goblin drops to 0 hp each battle, it returns to 1 hit point.

AC 20 PD 17 HP 50 MD 14

Morkesh and his guards

Vs. 4 PCs	Vs. 5 PCs	Vs. 6 PCs
Morkesh	Morkesh	Morkesh
4 x grunt	4 x grunt	4 x grunt
1 x horror	2 x horror	3 x horror

JAWS OF THE TRAP

If you find that you're running short on time, you can eliminate this battle.

Another enemy group (but not the main villains—the party will fight them in the next scene) set a trap for the PCs, and they are waiting to attack them once it's triggered. As the party makes its way through the canyon, have each PC make a DC 15 perception check. One successful check means the party spots the trap and avoids triggering it.

The trap could be a rockfall (1d12 damage to the party), alchemical bombs (same, but with 6 ongoing acid, poison, or fire damage), a buried rope net poised to snare them (stuck, and the enemy group springs out to attack them), or some other hazard you create.

If the PCs succeed in noticing the trap, they can attempt to move stealthily forward and take their rivals by surprise by making a skill check. How you handle this check is up to you:

Option 1: The character who is best at sneaking around takes the lead, and helps the others move quietly. That PC makes a single DC 15 skill check to succeed in sneaking up on the enemy.

Option 2: Each PC attempting to move silently makes a DC 15 skill check. If any PC fails this check, the enemy group hears the party's approach and comes out of hiding to confront them.

To ambush their rivals, the party must nominate one character to start the ambush, then roll initiative for everyone participating in the ambush. During the "ambush round" that follows only two creatures get to act: the nominated ambusher, and the ally who rolled the highest initiative. After that round, combat proceeds as usual. The GM decides whether the escalation die advances after the ambush round or after the first full round of combat.

Whether the trap is triggered or not, this scene climaxes with an encounter between the party and a group of enemies who might be working with the adventure's main villains, or against them. It could be a battle, or the party might try to negotiate with or intimidate their rivals. Either way, use this opportunity to drop more hints about the nature of the main villains, and possibly about what awaits the party in the next scene—maybe this group of rivals made it to the wreck, got decimated by the zombies, and decided to leave the canyon.

VOLUND'S GLORY

For purposes of tracking the escalation die, this is a single battle even though it includes two groups of enemies in different locations: zombie dwarves below in the fog, and the villains above in the airship. Remember that the die represents momentum in battle: if the PCs retreat, hide, or stop to catch their breath, the die doesn't advance.

Tell the players that their characters descend deeper into the canyon. As they travel, the atmosphere becomes more oppressive. The sun's light dims to a pale and feeble radiance; the shadows grow darker and deeper, and the air colder.

They turn a bend and find that the rocky path plunges steeply downward into a large open space filled with a thick, impenetrable fog. The blackened, twisted wreck of a dwarven airship hangs above the fog, suspended between the walls of the canyon. In the center of the wreck they see a humanoid shape crouched next to an oblong box that it is trying to open, with others standing guard.


From the fog comes the sound of scraping, shuffling footsteps and low, inhuman moans.

A character who succeeds on a DC 15 Intelligence-based skill check using any appropriate background recognizes that the moans are the guttural voices of the dwarf adventurers and airship crew who had the misfortune to die in a zombie fog – one of the Wasted West's many unpleasant types of weather.

The humanoid figures in the wreck are the adventure's main villains. Just as the PCs have, they've made it past every obstacle in Deathless Defile—so when you describe them, play up how tough and intimidating they look. The party is about to meet its opposite number, and the stakes are high.

Note: If the PCs are badly beaten up or have used up most of their resources, here are some ways to make this a less deadly fight.

- Give the party a full heal-up, restoring their hit points, recoveries, and powers.
- Let the PCs bypass the zombie airship dwarves by traveling over the fog on a rope bridge that the Ghost Goblin tribe created, leading to the airship. The PCs will pass over the zombie fog, hear the moans coming from it, catch glimpses of their shambling corpses, and think, "I really don't want to fall off this airship."
- Reduce the number of monsters in the enemy group.



The PCs can reach the airship in two rounds by passing through the zombie fog, or in three rounds by climbing across a cliff face (DC 15 check each round or take 2d6 falling damage and fall into the zombie fog.)

If the PCs enter the zombie fog, the zombie airship dwarves attack.

During each round in which at least one PC is in the fog, roll 1d3 and add the escalation die. The result is the number of burned and mutilated corpses, animated by the fog's necromantic power, that shamble into view and attack the party. The maximum number of zombies equals four times the number of PCs in the party. (So for example, if there are four PCs in the party, no more than 16 total zombie airship dwarves are in the fog.) The zombies will not leave the fog, so the slow, horror-movie-like appearance of more and more zombies gives the PCs a good reason to get out as quickly as possible.

Any mostly-intact corpses of humanoids, including killed PCs, caught in the fog's rotting fumes reanimate as zombies in the following round. They use the zombie airship dwarf stats, and attack any nearby living creatures on the same turn as the airship crew.

ZOMBIE AIRSHIP DWARF

0 level mook [UNDEAD]

Initiative: +0

Vulnerability: holy

Charred fist +5 vs. AC—2 damage

Natural 16+: Both the zombie and its target take 1d4 damage.

Headshot: A critical hit against a zombie airship dwarf deals triple damage instead of the normal double damage for a crit.

NASTIER SPECIALS

That's your best headshot? Hey, a zombie dwarf is still a dwarf. The first time a zombie airship dwarf is hit by an enemy attack that does not destroy it, the zombie regenerates 3 hp (up to its maximum hp) and gives its attacker a scornful look.

AC 13 PD 10 HP 7 MD 7

Mook: Kill one zombie airship dwarf for every 7 damage you deal to the mob.

When the PCs climb into the airship, the twisted iron structure groans and shudders. Have the characters make a DC 15 Dexterity-based check with every move action to avoid destabilizing the wreck further. After the 7th failed check, tell the players that the airship feels as if might collapse at any time. After the 8th failed check, pieces of the airship begin tearing loose and falling—increase the DC to 20. After the 10th failed check the airship falls with a terrible crash into the zombie fog, and everyone in it takes 2d6 damage. The fight continues in the fog and any remaining zombies will start to join on the next round. (Again, roll 1d3 and add the escalation die to see how many zombies arrive in a round, up to the maximum.)

Note: If you want to make the players really nervous, you can decide that before climbing into the wreck, the main villains used a magic potion or item that gives them extra agility. (Or maybe they're experts at fighting in three-dimensional battlegrounds.) Once per battle as a quick action, each creature can pop free of each PC engaged with it. Using this option results in a battle where the PCs are forced to keep moving, increasing the chance that the airship will collapse.

The magic item is locked in a fire-blackened strongbox etched with esoteric symbols. The lock can be broken or picked during the battle with a DC 11 skill check. Outside of battle, don't require a check—there's nothing interesting about not being able to open a box.

APPENDIX A: ENEMY GROUPS

BLACK QUILL AND HIS GOBLIN HIRELINGS

Vs. 4 PCs	Vs. 5 PCs	Vs. 6 PCs
Black Quill	Black Quill	Black Quill
1 x watchman	2 x watchman	1 x watchman
1 x stonebreaker	2 x stonebreaker	2 x stonebreaker
		1 x mutated beast

BLACK QUILL, RAVENFOLK INK MAGE

4th level caster [HUMANOID]

Initiative: +8

C: Quill of 1,000 blasphemies (wand) +9 vs. PD—14 damage

Miss: 7 damage

Critical hit: The target is also stuck (save ends).

R: Ink spray +9 vs. PD—10 damage, and the target is dazed (save ends)

Limited use: Once per round as a quick action when the escalation die is 3+.

R: Skittering ink +9 vs. PD (1d3 enemies in a group)—10 damage, and 5 ongoing poison damage as a spray of ink droplets turns into hundreds of poisonous black spiders that swarm over all affected targets

Limited use: Once per battle.

AC 20 PD 14 HP 54 MD 18

DUST DIGGER WATCHMAN

2nd level archer [HUMANOID]

Initiative: +8

War pick +7 vs. AC—7 damage

R: Vril powerbow +7 vs. AC—7 holy damage

Natural 16+ hit: The target glows and is vulnerable to all attacks until the end of its next turn.

AC 18 PD 16 HP 36 MD 12

DUST DIGGER STONEBREAKER

3rd level troop [HUMANOID]

Initiative: +6

Vril hammer +9 vs. AC—8 damage

Smash! Smash!: When the escalation die is 3+, the stonebreaker makes two vril hammer attacks per round as a standard action.

AC 18 PD 17 HP 46 MD 14

GIANT MUTATED PRAIRIE DOG

3rd level wrecker [BEAST]

Initiative: +7

Writhing tentacles +9 vs. AC—10 damage

Natural even miss: The prairie dog teleports to engage another nearby target and makes a writhing tentacles attack against that target as a free action. If the second attack misses, the prairie dog makes a *spray of mystery fluid* attack as a free action and does not teleport again this round.

C: Spray of mystery fluid +9 vs. PD (1d3 nearby enemies in a group)—10 damage, and 5 ongoing acid damage

Limited use: Once per battle.

AC 18 PD 17 HP 58 MD 11

DERRO EXPEDITION

Vs. 4 PCs	Vs. 5 PCs	Vs. 6 PCs
1 x derro grunt	2 x derro grunt	3 x derro grunt
1 x dogmole	1 x dogmole	1 x dogmole
1x derro sage	1x derro sage	1x derro sage

DERRO GRUNT

2nd level troop [HUMANOID]

Initiative: +5

Knife +7 vs. AC—7 damage

Natural 16+: The derro can cast one of the following close-quarters spells as a quick action this turn.

Cloaking dark: All nearby derro gain a +1 bonus to attacks and defenses until the end of the derro grunt's next turn (cumulative).

Sonic squeal: Two random nearby non-derro creatures take 1d4 thunder damage.

R: Light repeating crossbow +7 vs. AC—7 damage

Natural 16+: The target also takes 5 ongoing poison damage.

AC 18 PD 16 HP 36 MD 12

DOGMOLE

Large 2nd level troop [BEAST]

Initiative: +7

Gouging teeth +7 vs. AC—14 damage

Miss: 7 damage.

Tenacious rage: The first time each battle the dogmole is staggered, it can make a *gouging teeth* attack as a free action, and it gains +2 bonus to all defenses until the end of its next turn.

Scent: The dogmole uses scent to detect nearby creatures, even those who are invisible.

Subterranean burrower: A dogmole can burrow swiftly through soil and rubble.

AC 18 PD 16 HP 70 MD 12

DERRO SAGE

4th level caster [HUMANOID]

Initiative: +7

Staff +7 vs. AC—7 damage

Natural 16+: The derro can cast one of the following close-quarters spells as a quick action this turn.

Cloaking dark: All nearby derro gain a +1 bonus to attacks and defenses until end of the derro sage's next turn (cumulative).

Sonic squeal: Two random nearby non-derro creatures take 2d8 thunder damage.

R: Mind scream +9 vs. MD—12 psychic damage, and the target is confused (make a basic or at-will attack vs. ally) until the end of the derro sage's next turn

Natural 16+: The derro sage can make another *mind scream* attack against a different nearby target as a free action.

AC 18 PD 15 HP 40 MD 18

MHAROTI DRAGONKIN

Vs. 4 PCs	Vs. 5 PCs	Vs. 6 PCs
Murzim	Murzim	Murzim
2 x kobaldi	3 x kobaldi	3 x kobaldi
1 x edjet	1 x edjet	2 x edjet

MURZIM, DRAGONKIN AKINJI

3rd level caster [HUMANOID]

Initiative: +7

Staff of iron +8 vs. AC—10 damage

Natural odd hit: The target also takes 5 fire damage.

R: Thunderbolt +8 vs. PD—8 thunder damage

Natural odd hit: The target is dazed (save ends).

Ignite iron: As a quick action Murzim can enchant his weapon or the weapon of a nearby ally. For the rest of the battle the weapon deals +6 fire damage, and does 5 ongoing fire damage on a critical hit. The enchantment can only be on one weapon at a time.

Flight: Murzim can fly a short distance using magic. He must land at the end of his move or fall.

AC 19 PD 17 HP 45 MD 13

KOBALDI FOOTSOLDIER

2nd level troop [HUMANOID]

Initiative: +8

Spear +8 vs. AC—6 damage

Natural even hit or miss: The kobold can pop free from the target.

Evasive: Kobolds take no damage from missed attacks.

AC 18 PD 16 HP 34 MD 12

DRAGONKIN EDJET

3rd level troop [HUMANOID]

Initiative: +6

Kilij scimitar +8 vs. AC—10 damage

Natural 16+ hit: The target also takes 5 ongoing damage.

Parry and claw: When an enemy engaged with the edjet makes a melee attack that does not include the edjet, the edjet can make a parry and claw attack against that enemy as a free action.

[Special trigger] Parry and claw +8 vs. the value of the triggering attack roll—7 damage

Natural odd hit: The triggering attack does half damage to its target.

Natural even hit: The triggering attack does no damage to its target.

Natural 18+ hit: The target of this attack is vulnerable to the edjet's attacks for the rest of the battle.

AC 18 PD 17 HP 46 MD 14

GLITTERING KING'S RAIDERS

Vs. 4 PCs	Vs. 5 PCs	Vs. 6 PCs
Grimhorn	Grimhorn	Grimhorn
1 x raider	2 x raider	3 x raider
3 x dretch	6 x dretch	6 x dretch

GRIMHORN, MINOTAUR LEADER

Large 2nd level leader [HUMANOID]

Initiative: +8

Greataxe +8 vs. AC—14 damage

Natural 16+ hit: Each nearby ally gains a +3 bonus to its next attack this battle.

Kick +7 vs. AC—10 damage

Natural 16+ hit: The target is vulnerable to attacks by Grimhorn and his allies (save ends).

Demon master: At the beginning of a battle, before initiative is rolled, Grimhorn gates in a number of dretches to fight under his command (use the accompanying chart to determine how many).

Make a save, or I'll give you something to save against: When a nearby ally of Grimhorn's scores a critical hit, all nearby allies can roll an immediate save against a save ends effect.

AC 18 PD 16 HP 72 MD 12

RAIDER

2nd level troop [HUMANOID]

Initiative: +8

Cutlass +8 vs. AC—6 damage

Natural even hit or miss: The raider deals +8 damage with its next attack this battle.

C: Snare +8 vs. PD (one nearby enemy)—The target pops free and is pulled into engagement with the raider. The raider can make a *cutlass* attack against the target as a free action.

Limited use: Once per battle.

AC 18 PD 16 HP 34 MD 12

DRETCH

3rd level mook [DEMON]

Initiative: +5

Claws +8 vs. AC—6 damage

Fear: While engaged with this creature, enemies that have 15 hp or fewer are dazed (–4 attack) and do not add the escalation die to their attacks.

AC 17 PD 15 HP 13 MD 11

Mook: Kill one dretch mook for every 5 damage you deal to the mob



LADY VIRIATHOS AND THE SHADOW FEY

Vs. 4 PCs	Vs. 5 PCs	Vs. 6 PCs
Lady Viriathos	Lady Viriathos	Lady Viriathos
1 x shadow fey guard	2 x shadow fey guard	1 x shadow fey guard
1 x shadow fey ranger	2 x shadow fey ranger	1 x shadow fey ranger
		1 x shadow hound

LADY VIRIATHOS OF THE WINTER COURT

4th level leader [HUMANOID]

Initiative: +8

Heartache (longsword) +9 vs. AC—14 damage

Natural even hit: Until the end of the battle, all shadow fey attacks against the target gain an attack bonus equal to the escalation die.

Natural odd hit or miss: A nearby shadow fey ally can move as a free action without drawing opportunity attacks.

How DARE you!: When an enemy hits Lady Viriathos with a melee attack and the escalation die is odd, she can make an immediate *venomous rebuke* attack as a free action.

[Special trigger] **Venomous rebuke +8 vs. MD**—7 damage

Natural even hit: A nearby ally can pop free from enemies engaged with it and move into engagement with the target as a free action.

AC 20 PD 17 HP 56 MD 14

SHADOW FEY GUARD

3rd level troop [HUMANOID]

Initiative: +7

Bright spear +7 vs. AC—10 damage

R: Thrown spear +6 vs. AC—8 damage

Web of steel: If more than one shadow fey is engaged with the target, that target takes a -3 penalty to its disengage check.

AC 19 PD 16 HP 42 MD 13

SHADOW FEY RANGER

3rd level archer [HUMANOID]

Initiative: +9

Shadow knives +6 vs. AC (2 attacks)—6 damage

Natural even hit: The target takes 4 ongoing damage.

C: Longbow +8 vs. AC—8 damage

Natural even hit: The target is dazed (save ends).

Fires through shadow: The shadow fey archer can make *longbow* attacks without provoking opportunity attacks.

AC 18 PD 17 HP 46 MD 14

MARGREVE SHADOW HOUND

3rd level wrecker [BEAST]

Initiative: +5

Bite +9 vs. AC—7 negative energy damage

Natural even miss: The hound can make a *terrifying howl* attack as a free action.

Natural even hit: The hound can make a second *bite* attack as a free action (but not a third).

[Special trigger] **C: Terrifying howl +9 vs. MD (1d3 nearby enemies)**—10 psychic damage

AC 18 PD 17 HP 58 MD 11

APPENDIX B: GHOST GOBLIN TRIBE

KRAKECH AND THE GOBLIN VILLAGERS

Vs. 4 PCs	Vs. 5 PCs	Vs. 6 PCs
Krakech	Krakech	Krakech
14 x villager	14 x villager	14 x villager
1 x grunt	2 x grunt	6 x grunt

MORKESH AND HIS GUARDS

Vs. 4 PCs	Vs. 5 PCs	Vs. 6 PCs
Morkesh	Morkesh	Morkesh
4 x grunt	4 x grunt	4 x grunt
1 x horror	2 x horror	3 x horror

GHOST GOBLIN VILLAGER

1st level mook [HUMANOID]

Initiative: +3

Club +6 vs. AC—4 damage

R: Blowgun +6 vs. AC—3 damage

Ghost life: The first time a ghost goblin drops to 0 hp each battle, it returns to 1 hit point.

AC 16 PD 14 HP 5 MD 11

Mook: Kill one goblin villager for every 5 damage you deal to the mob

GHOST GOBLIN GRUNT

1st level troop [UNDEAD]

Initiative: +3

Vulnerability: holy

Ritually befouled spear +6 vs. AC—6 damage if the goblins and their allies outnumber their enemies; 4 damage if they don't.

Natural 16+ hit: The target takes 5 ongoing poison damage.

R: Shortbow +6 vs. AC—6 damage

Ghost life: The first time a ghost goblin drops to 0 hp each battle, it returns to 1 hit point.

AC 16 PD 13 HP 22 MD 12

GHOST GOBLIN HORROR

2nd level troop [UNDEAD]

Initiative +5

Vulnerability: holy

Shortsword +6 vs. AC—5 damage

Natural even hit or miss: The goblin can make a *curse of rigor* attack once this turn as a quick action.

R: Curse of rigor +6 vs. MD—5 damage, and the target is stuck (save ends).

Ghost life: The first time a ghost goblin drops to 0 hp each battle, it returns to 1 hit point.

Fear aura: Enemies engaged with the goblin and who have 12 hit points or fewer are dazed and can't use the escalation die.

AC 17 PD 11 HP 27 MD 15

KRAKECH SPEAKS-WITH-STRANGERS

2nd level caster [UNDEAD]

Initiative: +6

Vulnerability: holy

Bone spear +6 vs. AC—8 damage

R: Ghost curse +6 vs. PD—8 damage, and until the end of the shaman's next turn, the target takes 2 damage whenever an enemy engages it or disengages from it.

Natural even hit or miss: Choose another nearby enemy; it also suffers from the engage/disengage effect until the end of the shaman's next turn.

Ghost life: The first time a ghost goblin drops to 0 hp each battle, it returns to 1 hit point.

AC 17 PD 12 HP 34 MD 16

MORKESH IS-THE-CHIEF

4th level leader [UNDEAD]

Initiative: +6

Vulnerability: holy

Princely sword +10 vs. AC—14 damage

Natural even hit or miss: Morkesh can make a *curse of rigor* attack once this turn as a quick action.

R: Curse of rigor +6 vs. MD—5 damage, and the target is stuck (save ends).

R: Throwing axe +8 vs. AC—10 damage

C: Muttering armor +6 vs. MD (1d3 nearby enemies)—The target is dazed (save ends) as the gaping mouths that cover this suit of leather armor gibber madly.

Limited use: Once per battle.

Ghost life: The first time a ghost goblin drops to 0 hp each battle, it returns to 1 hit point.

AC 20 PD 17 HP 50 MD 14

APPENDIX C: ADVENTURER-TIER MAGIC ITEMS

Arbonesse Wand: +2 bonus to damage only. When you crit with a daily spell, you can cast an at-will spell as a quick action that turn. Quirk: You carefully consider your words, weighing them for maximum impact.

Cloak of Desert Night (recharge 16+): As a move action briefly transform into a whirling dust-cloud and teleport anywhere nearby or far away that dust could get into. The direction you've traveled is obvious to observers. Quirk: Incessant thirst.

Cogwork Weapon (any weapon): The intricate meshing cogs whir and blur into action when this weapon is in use. When you roll a critical hit with this weapon, your crit range expands by 2 for the rest of the battle (cumulative). Quirk: Constantly tinkering with things.

Ghost Armor (any armor - recharge 11+): Made of leather and bone from a ghost boar, it seems to phase in and out of reality. The first time in a battle that you would take damage, you can teleport to any point nearby as an interrupt action. Quirk: Your flesh is ghost-like and translucent in places.

Hexenblade: This sword doubles as a magical implement. Add the +1 item bonus to hit and damage to arcane spells that you cast. Casting a ranged spell while engaged does not provoke opportunity attacks, provided at least one of the targets of your spell is an enemy that you are engaged with. Quirk: You make sure that others keep their distance.

Ironcrag Shield (recharge 6+): When fighting with a hammer, reroll any damage dice that come up 1s until they are no longer 1s. Quirk: Whenever emotions run high - whether in victory, defeat, peril, or just being served an especially fine roast chicken - you feel the urge to sing dwarven battle songs of the Ironcrag. If you don't know any, make them up.

Mantle of The Arcanist (daily): As a free action, regain the use of an expended daily spell. If it is the last spell you cast, you can choose to recast it immediately as a quick action with a -2 attack penalty. Quirk: Cackles instead of laughs.

Rava's Holy Symbol of Inspired Tinkering (recharge 11+): Spend a recovery to recharge a magic item which has a recharge power. Quirk: Precise, like clockwork.

Valeran Steel Sword: +2 bonus to damage only. On a miss, choose a damage type (cold, fire, lightning, or thunder). When you next hit, your damage has that type. Quirk: You believe that elves are superior to other races, ignoring evidence to the contrary.

APPENDIX D: MIDGARD ICONS

You can find full writeups for these icons, including their allies, enemies and histories, in the *Midgard Bestiary: 13th Age Compatible Edition*.

BABA YAGA

A hunched crone with iron teeth and a ferocious gaze, Baba Yaga has existed for as long as anyone remembers; she may be as old as the world. “Grandmother” is a hoarder of secrets and a powerful fey who makes it her business to know everything. She flies through the air in a mortar, wielding a pestle, and has aided or destroyed some of history’s greatest heroes and villains.

BELOVED IMPERATRIX

Regia Moonthorn Kalthania-Reln van Dornig is an ancient elven woman who speaks in a whisper that can carry the length of a ballroom, and she moves with a quiet grace.

DRAGON SULTANA

The Dragon Sultana’s rule is new and fragile, but she has the confidence and the ruthlessness needed to command the mighty draconic Mharoti Empire.

EMPEROR OF THE GHOULS

Nicoforus the Pale is the undisputed ruler of the Dread and Endless Imperium of the Darakhul, a civilization of ghouls deep within the realms subterranean. Through cunning and relentless cruelty he’s led his legions to repeated victories over the other races in the underworld. Drow, dwarves, kobolds, gnomes—all are slaves or food for the darakhul. Only the ghouls’ aversion to the sun keeps the Imperium from invading the surface world.

EXARCH VERMES II

Exarch Vermes II is one of the most influential and mysterious figures in Bemmea, a city riddled with mysteries. The inhuman wizard who leads its Ninemage Council has molded his city for centuries into the place it is today.

FIRST DUKE-ADMIRAL CADUA

The first minotaur to serve as First Duke-Admiral of Triolo, Cadua is a polarizing figure. Some consider the “Golden Horn” a promising sign of Kyprión’s and Triolo’s joint destiny. Others feel sure that he steers the Maritime Republic to ruin.

FREE CITY COUNCIL

Drawn from all walks of life, the twelve members of the Free City Council ensure the welfare of Zobeck and its citizens, protect it from all threats to its freedom, and maintain the flow of commerce.

GLITTERING KING

The Glittering King is steeped in luxury and wine: a paranoid drunkard with a great temper and tremendous power over his terrified nobles. His mastery of dark magic and fleet of demon ships makes his slave kingdom into a force that few dare challenge.

ILLUMINATED BROTHERHOOD

This esoteric society is open to all dwarves who qualify and seek perfection in their chosen craft. Many high-ranking members of dwarven society, including some kings, count themselves among the ranks of the Illuminated Brotherhood.

KING OF BEARS

The King of Bears rules the bears and lycanthropes of the North, served by a cadre of witches and oracles. His royal court spends most of its time hunting, feasting, brawling, and drinking the finest honey mead from immense stone bowls.

MASTER OF DEMON MOUNTAIN

The Master of Demon Mountain’s spells and incantations carry great potency. The demons praise him, and his many children are tiefling ambassadors to the world, heralds of his power. But his real goal is to reach immortality—although first he must break the pacts binding him to Demon Mountain.

ORACLE OF KAMMAE

The blind daughter of the moon is blessed—or cursed—with divine insight, and gifts of healing and prophecy. With the voices of spirits, angels, and canny counselors around her, the Oracle of Kammae rarely errs in matters of fact or faith.

QUEEN OF NIGHT AND MAGIC

The Queen of Night and Magic rules the Shadow Realm, where she dreams of conquest, blood, and loss. She remembers too many worlds that once were hers.

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