



Fantasy Adventure



Fantasy Scenario

The Archaeologist Finpus Blin has just unearthed a grand tomb in the hills outside the city of Saramay. It is suspected that this is actually the tomb of the Magus Menda. Legend has it that in a past age, Menda ruled half the world for a century before a rebellion overthrew her and entombed her.

There are forces today that are interested in breaking the seal despite the dangers. The now-dying race of Androids known as Chemical Men or Chems were still being produced in Menda's time. One Chem Preacher named "Arlis of the third eye" and a group of her followers wish to use Menda's ancient wisdom to create more of their own kind. "King" Gossage the loan shark and crime boss who owns half of Saramay's docklands is interested too. He is secretly the Bodyswapper Chalamathan, who wishes to inhabit Menda's body to steal her power and longevity. A small handful of Shades surviving from that Aeon still revere her memory and would like to see her rule reestablished.

The Chems are diligently translating ancient texts. If left to their own devices, they will find the key. Chalamathan has used his wealth to purchase an Unmaking, a rare and ancient artifact that can destroy any spell. Once used, it is gone, so Chalamathan must be careful and study the warding spells to avoid wasting it on some minor obstacle. If given the time, he will find a way in. The shades have no need for translation, but are slow and patient and will be opportunistic, stealing information and letting others do the work as is their way. Any or none of these factions might prevail. Only one thing is certain: the players cannot stand against Menda. If the seal is broken and they face her without first making preparations to ensure their safety, they will be forced to flee or be destroyed.

What exactly are Shades and Bodyswappers? Make it up. Fill in the gaps together and leave some gaps to be filled in during play.

Who are the players? Do they want to free Menda or to keep her imprisoned? Do they want to work with one of the factions outlined above or do they want to stop them all? They may or may not be a group, but they need to have a reason to work together. Once you've collectively decided on your group goal and picked characters, you're ready to go. The next few pages contain plot points and monsters for the DM to use, modify, or discard as she sees fit.

Plot Points

These plot points are completely optional. When I play, I just start with something like the above and improvise. Even so, it is nice to have ideas to fall back on when my creativity fails me. Remember that this is fantasy and that means that you have to include weird and surprising things in your descriptions, magical and non-magical. Name everything: places, people, landmarks, rivers, boats, etc. For a single session, pick three: any three cool scenes or fights. Work towards those three things, and let the rest come naturally.

This being fantasy, there is more emphasis on the journey portion than in the other scenarios, but you can of course reverse that and place more emphasis on investigation and intrigue in Saramay and skip over the journey.

Prologue: Leaving the City

Saramay is a port at the mouth of the river Shiel, lead by the Proconsul Sielcar. The players make whatever preparations they like and try to arrange for the fastest transport out of the city. The two direct methods both follow the river Shiel North up to the town of Scut, on a boat traveling upstream or in a coach on the road alongside it.

Chapter 1: The Journey

Ambush! Pel Jin mercenaries hiding beneath the river try to hold up the party, posing as bandits. One stands or swims in their path making demands while another fires a warning shot from a patch of blue sedge on the shore. More lie hidden beneath the water's surface.

The Toll. Travelers must pay a toll unless they have an exemption from the Proconsul.

The Edge of the Wilds. Scut is a dirty little town focused on shipping goods from the hills of Narano to the East. The players, however, must head West across a narrow but hot desert. Scut is populated mainly by Chems, led by a bright pink Chem named Daz Lip.

Desert Nights. In the desert night, the players see a distant lantern. If they get close to investigate, they are set upon by the betentacled Sand Anglerfish. The "lantern" was its lure.

To the Tomb. Coming out of the desert into the foothills west of the Bay of Balance, the path leads past larger and larger mushrooms until, cresting a rise, they see a huge towering mushroom. It sits atop Menda's tomb. Sleeping in this area will lead to strange and incredible dreams with a feeling of prophecy, though they lack fidelity. Large pieces of the fungus are being harvested to take to Burrleaf's Golden Palace on the shore of the Bay of Balance. Burrleaf's sole industry is the fabrication of Dreaming Draught, made from these mushrooms. The ruler of Burrleaf, the self-styled Princess of Draughts has a sizable military force on hand in Burrleaf to secure her monopoly. When players arrive at the base of

the fungus, they find Finpus Blin and his student assistant Marco. If they were not the first to arrive, they may find others here too. The entrance to the tomb is a tunnel appearing to lead directly under the towering mushroom.

Chapter 2: In the Tomb

The Entryway. The first tunnels have written on them many warnings in many ancient languages. A large pillar has carved into it a list of Menda's crimes and the tale of her defeat and trial. The tomb is described as having three seals. A large doorway stands open. This is the first seal, broken by Finpus Blin. The seals are one-way: they allow entry but not egress.

The Barracks and the Hall of Justice. The next section takes the players through the barracks where they will find the remains of soldiers who guarded the seals against Menda's escape. If they look around they may find weapons, equipment, magical trinkets, journals, keys or even maps. Beyond the barracks they find a great hall with seven thrones and a magically re-enforced cage, now empty. An inscription details who was buried here: the archvillain Menda, her butler Jacques, her chef Amanita, and her tailor Mylna. Behind this lies a series of cells without doors. The doors are actually just invisible one-way seals, so anyone who enters a cell will find themselves locked inside. At the end of the hall there is a place for a key to unlock the cells. The key is found in a locked desk drawer in the barracks.

The Second Seal. As noted, this is not an obstacle to entry but if the players go in they may not be able to get out again unless they prepared some way to do so. Beyond this seal lie the first prisoners. A choice lies ahead: a wide path with some light coming from far down it or a small twisting dark tunnel.

The Help. Menda was buried with some of her most trusted lieutenants. Despite their unassuming titles, these are not to be trifled with. Menda's tailor Mylna is a sorceress in her own right: she infuses mannequins and dolls with the fire of life. Mylna spends most of her time with Jacques the butler. Jacques is a Shade with the power to inspire terror. The pair have been living in an incongruous cottage in a huge open cave, with strands of the fungus' mycelium hanging from the walls and ceiling, glowing with a strange fiery light. Scattered around the area are finely adorned mannequins. Mylna and Jacques will be kind and helpful: their motivation is to escape the tomb. They wish to see Menda revived, but they'll settle for escaping. They will attack if it appears that they will not be released.

The Time Effect. Most of the tomb is made up of twisting tunnels, but when the players come to the large open area containing Mylna's cottage, they will realize that something strange is happening. People closer to the tomb will appear to be moving more slowly than they are. This is part of how Menda and her assistants have survived this long: time moves

more slowly deeper in the tomb. At the point where Menda lies, time hardly moves at all.

Amanita's Warren. Amanita the Chef lives alone in a hollow in the depths of the twisting tunnels. The players will smell the delicious scent of her cooking before they see or hear her. She maintains a small garden of strange sunless herbs. A hulking Chem, she has been driven mad by her long imprisonment. She will offer the players a fine meal: stirfried annelids with hyphae in mole sauce. She would like nothing better than to cook and eat one of the tomb's newcomers and will stalk the players waiting for her chance to snag one. She is surprisingly quiet and she knows the tunnels very well.

The Well. The well is a simple open pit with a bucket on a rope. The water it contains that will sate any hunger and extend one's life. Beyond the well lies a choice: a tunnel leading straight on and a tunnel leading down deeper.

The Staff. Depending on which path the players take, they may come across this room deep under Menda's tomb. The time effect is very strong here and spending time to come down here will allow many things to progress up above. It contains Menda's staff. The staff enables and enhances magic and even the non-magical may get some effect from it, but it is utterly unpredictable to the untrained and even the trained have some difficulty. A Twist when using the staff will always be a major unexpected magical effect, and the untrained have disadvantage to use it.

The Third Seal. Yet another seal lies along the straight path, this one leading to Menda's resting place. In a room made of the fungus' red and white mycelium, Menda lies in a tub with the fungus' hyphae running through her body. The time effect is strongest here and it is assured that anyone following the players will catch up now, or that the players will now catch up to anyone who came here first.

Chapter 3: What Comes Next.

Does Menda awaken? Do the players end her life once and for all? Did Chalamathan take her place? Did somebody steal her staff? The finale is entirely in the hands of you and the players. Make it big!

Additional Rules

Each genre has its own expectations and its own additional rules. For Fantasy, I gave each character a Kit: an additional point of customization that changes how characters play in and out of combat.

In fantasy, the "Take Cover" rules may not fit as well as they do for genres where you expect characters to be diving out of the way of gunfire. However, if you like them, use them.

Ambush!

This combat takes place with the players either on the riverbank or on a boat. There is some sedge at the water's edge providing Concealment to anyone hiding in it and scattered Low Cover on the bank or on the boat. There is one 2x2 piece of Full Cover, either a tree on the bank or a cabin structure on the boat. The Pel Jin like to hide deep under the water and swim to the surface to take a shot before diving again. Let the players know that they can prepare actions to shoot the Pel Jin when they surface. This combat has one leader with six followers—two of each type. Most of these enemies are Goons. That means that if they take their HP in damage in one hit, they are Taken Out. If they take any less damage, they are considered bloodied and the next time they take damage they will be Taken Out.

For 3 players, remove one of the Snipers and one of the Soldiers. For 5 players, add one Trapper and one Sniper. For 6 players, add one more Trapper and one more Soldier.

Mapping

The map is divided roughly in half with one half being the river and the other half the shore (alternately, the boat). The water counts as difficult terrain and any attacks made in the water have disadvantage. The Pel Jin will have advantage there. They can take cover beneath the water not be seen or shot.

Mercenary Sniper (Goon) ♥ 4 1x1 ⚔ 6

Aquatic: The Mercenary moves in water as on land and has advantage on attacks against any non-aquatic enemy in the water.

⚔ **Searing Shot** ⚔ 10 At-Will ♠ 2

E: Ongoing 1 damage (save ends).

⚔ **Immobilizing Net** ⚔ 10 At-Will ♠ 2

E: Target is immobilized (restrained on a 6) (escape ends).

⚡ **Miss Reaction:** Take Aim at the enemy that missed you. You have advantage on ranged attacks against them on your next turn.

Mercenary Soldier (Goon) ♥ 4 1x1 ⚔ 6

Aquatic: The Mercenary moves in water as on land and has advantage on attacks against any non-aquatic enemy in the water.

Reach: The Mercenary has Reach 2.

⚔ **Engage Target** ⚔ 2 At-Will ♠ 2

E: Target is marked until the end of its next turn.

⚔ **Toss** ⚔ 2 At-Will ♠ 2

E: Target is thrown 2 squares (and knocked prone on a 6).

⚡ **Miss Reaction:** Until the start of your next turn, Melee attacks against you have disadvantage.

Mercenary Trapper (Goon) ♥ 4 1x1 ⚔ 6

Aquatic: The Mercenary moves in water as on land and has advantage on attacks against any non-aquatic enemy in the water.

⚔ **Harpoon** ⚔ 10 At-Will ♠ 2

E: Pull the target 3 squares (6 squares on a 6).

⚔ **Close Combat** ⚔ At-Will ♠ 2

E: 3 damage if the target is in the water.

⚡ **Miss Reaction:** Dive. Move your speed in the water.

Mercenary Leader ♥ 10 1x1 ⚔ 6

Aquatic: The Mercenary moves in water as on land and has advantage on attacks against any non-aquatic enemy in the water.

Inspiring Leader: Each Goon ally reverts to full health when they start their turn bloodied.

⚔ **Inspiring Shot** ⚔ 10 At-Will ♠ 2

E: One bloodied ally Goon reverts to full health.

Command At-Will

One ally may make an attack.

⚔ **Rallying Cry** Encounter

One ally Goon who was Taken Out revives at full health.

⚡ **Miss Reaction:** One ally may spend a move action.

The Help

This combat takes place in a large room with a small enclosed area with a single doorway to represent the cottage. The opponents are a summoner and an incorporeal terror.

For 3 players, only give the tailor two Fire Dolls from her Packmaster trait. For 5 or more players, increase Inspire Panic's damage to 4 and allow Menda's Tailor to use Protection At-Will. For 6 players, increase the damage by one on all At-Will attacks except the Fire Dolls' Thump.

Mapping

A narrow hall leads to a moderately sized cave, about 9x12. In the centre of that room stands a small enclosed area, perhaps 3x3, with one doorway leading in. There are large stalagmites around providing Full Cover and other stone features providing Low Cover.. Another narrow hallway leads out the other side of the room.

Mylna ♥ 20 1x1 ⚔ 6

Elite: Always succeed on saving throws when not *bloodied*.

Packmaster: When you roll initiative, summon four Fire Dolls.

Summoner: When you start your turn, summon two Fire Dolls.

⚔ **Reignition** ⚔10 At-Will ♠ 3

E: Revive two Fire Dolls that were Taken Out.

⚔ **Command** At-Will

Four Fire Dolls attack.

⚡ **Protection** Encounter Interrupt

Trigger: you are hit.

One adjacent Fire Doll is hit instead.

⚡ **Miss Reaction:** Four Fire Dolls spend a move action.

Fire Doll (Stooge) ♥ 1 1x1 ⚔ 6

Growing: When the Fire Doll starts its turn it gains 1 HP and increases its attacks damage by 1.

⚔ **Thump** ⚔ At-Will ♠ 2

E: None

⚡ **Miss Reaction:** On Fire. One enemy within two squares (preferably the attacker) takes ongoing 2 damage (save ends).

Jacques ♥ 24 1x1 ⚔ 6

Elite: Always succeed on saving throws when not *bloodied*.

Reach: The Shade has Reach 2.

Incorporeal: Ignore all terrain. You may move through objects.

Opportunist: Deal 3 damage on each Opportunity.

Aura of Fear: When an enemy attempts to move adjacent to the Shade, they must make a saving throw. If they fail, they may not move adjacent to the Shade until the start of their next turn.

⚔ **Fear** ⚔2 At-Will ♠ 3

E: Target must make a saving throw. If they fail, they must spend their move action on their next turn running away from the Shade.

⚔ **Evil Gaze** ⚔10 At-Will ♠ 3

E: Target is slowed and distracted (save ends both)

⚔ **Inspire Panic** ⚔10 Encounter ♠ 3

E: Target is Panicked on their next turn.

⚡ **Miss Reaction:** Terror. The next time the attacker tries to attack the Shade they must make a saving throw. If they fail the saving throw, they miss and this effect is renewed. If they pass, they roll the attack as normal.

Chef Amanita

If Chef Amanita wants to abduct a player, have her make an opposed roll against the player nearby with the best chance of detecting her. Others can help. If she wins by 3, she succeeds and abducts one, knocking them unconscious and taking them back to her kitchen. The other players must figure out what happened and mount a rescue! If she wins by less than 3, the players pick from the list as usual. If they pick “their hold on it is insecure” or “it’s not enough to complete their true goal” then Amanita and her victim roll initiative. Acting on a count of 7, Amanita will go first and gets to roll a grab attack against her victim with advantage. The other players get to roll initiative when the victim escapes the grab or at the start of the second round if the victim does not escape. Note that when Amanita uses Charge, her simplest attack is “Grab” so that’s what she uses. This combat could take place anywhere. Maybe while the players are resting after another combat if you want to re-use the same map.

If you only have 3 players, just give her 2 turns per round, on a 7 and on a 3. For 5 or more players, allow her to regain the Human Shield power when she is bloodied. For 6 players, add one damage to her At-Wills.

Mapping

If the stalker attacks after another fight, you can re-use the previous map. Otherwise, draw narrow branching tunnels with lots of good hiding places and cul-de-sacs. Maybe attach these tunnels to one of the other maps if the players are close to one of those rooms.

Chef Amanita

♥ 40 1x1 ⚔ 6

Champion: Always succeed on saving throws. Three turns per round on initiative counts 7, 5, and 3. Only one turn per round gets a Move Action.

Abductor: Move normally while grabbing, dragging grabbed enemy with you.

Stable Footing: Whenever you would be knocked prone, make a saving throw to avoid it. Reduce forced movement by 1.

Wrestler: Advantage on escape rolls. Enemies have disadvantage on rolls to escape you.

⚔ Grab

↗ At-Will ♠ 3

E: Target is grabbed and cannot speak (escape ends). If this attack was made while hidden, the target may be pulled into the hiding space as well without alerting any others.

⚔ Choke Out

At-Will

Deal 4 damage to one enemy you have grabbed.

⚡ Human Shield

Encounter Interrupt

Trigger: you are hit.

One enemy you have grabbed is hit instead.

⚡ Miss Reaction: One enemy you have grabbed takes 2 damage. If you do not have an enemy grabbed, grab an adjacent enemy.

The Sand Angler

On odd numbered rounds, the Sand Angler lurks beneath the sand and attempts to swallow enemies from below. On its first initiative count of 7, it creates a 9x9 zone on the map. Describe this sand funnel and make sure it is clear to your players that they need to get out of this zone. The zone is difficult terrain. On its initiative counts of 5 and 3, the Sand Angler pulls enemies in the zone 2 squares towards the centre. Any enemies that remain in the zone at the end of the round are swallowed and immediately Taken Out.

It begins each even numbered round by bursting forth from the ground in the centre of the sand funnel and using Sand Burst on its initiative count of 7. On its other initiative counts it should be moving and lashing its flagella, and attempting to grab and swallow as many characters as possible. At the end of the round, the Sand Angler returns back under the sand.

If at the end of combat the players win but owe a major concession, I suggest splitting the party: the Sand Angler flees and every player that was swallowed awakens to find that they have been vomited forth on the shore of the Bay of Balance, not far from Burrleaf. If the players lose and all get swallowed, then they all find themselves there, but in the debt of the “fisherman” who killed the beast.

Mapping

Cover is all but irrelevant in this fight. The Sand Angler won't have it and its attacks generally ignore it. The creature itself is what will be creating the interesting terrain. But that doesn't mean that you should be playing in a featureless void. Describe and draw debris around the area: scraps of wood, tentcloth, etc. Then whenever the monster does anything near those objects, describe how badly they get smashed.



Sand Angler

♥ 48 3x3 ⚔ 6

Titan: Always succeed on saving throws. Immune to effects that hinder its movement. Three turns per round on initiative counts of 7, 5, and 3. See description.

Reach: The Sand Angler has Reach 3.

Growing: Each odd numbered round after the first, the damage on all the Sand Angler's attacks and Opportunities increases by 1.

Guarded and Brazen: Do not double damage dealt to the Sand Angler when it has no cover.

Swallow: If an enemy that is grabbed is reduced to less than 0 HP, the Sand Angler swallows them and they are immediately Taken Out.

Opportunist: When granted an Opportunity, the Sand Angler may choose to grab the target instead of dealing damage.

⚔ Lashing Flagella ⚔3 At-Will ♠ 2

E: 2 damage.

⚔ Multiple Grab ⚔3 At-Will ♠ 2

E: Target is restrained (escape ends). If the target has not escaped when the Sand Angler goes underground, they are slowed until the end of their next turn.

⚔ Swallow At-Will

Deal 2 damage to each enemy you have grabbed. If this brings them below 0 HP, they are Taken Out.

⚔ Sand Burst ⚔5 Encounter ♠ 2

E: Target is blinded until the end of its next turn.

⚡ Miss Reaction: Trip. Attacker is knocked prone.

Chem War Alchemist

ASH-10 was rebooted from storage six hundred years ago along with the five hundred and eleven other members of his cadre when their sunken capsule was uncovered by the Pel Jin Pride Salvage Co. Despite his participation in war against the Alienist and the damage to his arm, he is in better working order than most of his cadre. He is a skilled alchemist with a fondness for fulminating silver. Ash-10's turn-ons include lustrous polished chrome, fast music, and exothermic reactions.

Skills: Alchemy, Tactics, Potions, Extracting Reagents, Singing, [Deep Analysis OR Endure Extreme Conditions]

Resources Skills: Alchemical explosives [Making], My buddy from the war [Connections], Poor [1]

Trick: Breaching: A War Alchemist can always make a new entrance, though unsightly

Complications: The blast was too big, [Inhuman OR Irreparably Damaged]

Gear: Alchemical tools, glassware, firestarter, own inoperative left arm

Kit: Planner. Initial Benefit: Once per session, you may negate a disadvantage. Describe how you were ready for it.

Combat Benefit: Once per combat, spend a Free Action to shout a plan and give an ally advantage on their next roll if they follow your plan.

Feats:

Lucky (Once per encounter you may add one to an attack roll or saving throw.)

Toughness: (+3 HP) OR *Fast Start* (Instead of rolling for initiative, you always get a 7.)

Additional Rules:

Misfire! When a Bombardier rolls a 1 on any attack, she does not take a strike. Instead, she takes damage equal to the damage line of the attack, and the zone it creates is centered on her.

💣 Kaboom

🔪10 At-Will ♠ 2

E: Create a 3x3 area centered on the target – All creatures in the zone except for the initial target take 1 damage. The initial target may choose to prevent this damage by falling prone and taking 2 additional damage.

💣 Hot Boom

🔪10 At-Will ♠ 2

E: Create a 3x3 area including the target – creatures that end their turn in the zone take 3 damage. This zone lasts until the start of your next turn.

💣 Smoke Boom

🔪10 Encounter ♠ 3

E: Create a 3x3 area including the target – the zone is totally obscured: creatures in the zone can't see out, creatures outside can't see in. This zone lasts until the start of your next turn.

⚡ Getaway Boom

Encounter Reaction

Trigger: An enemy enters a square adjacent to you.

Reaction: Create a 3x3 area centered on your original square. Shift to any square adjacent to that area, then deal 2 damage to all creatures in the area.

Pick a role: Striker(R) or Leader.

All characters start with a base of 10 HP and 6 speed.

Human Assassin

Greedy was the class joker at school and her talent for pranks has translated well into a job with Her Majesty's Royal Guild of Assassins. Naturally dexterous, her training has enhanced her skills in finding the perfect spot for the perfect shot. Being an assassin pays well, but it isn't all fun and games. Duplicitous customers and immoral colleagues are part of the price you pay in that line of work. Most assassins use threats and violence to deal with such obstacles, but Greedy knows a better way to deal with jerks: humiliate them.

Skills: Stakeouts, Sharpshooting, Social Engineering, Stealth, Climbing, Juggling and Trick Throwing

Resources Skills: Criminal Underworld [Connections], Guild gear [Finding], Poor[1]

Trick: The Getaway: When something goes wrong, you saw it coming and have a way out.

Complications: Overly Suspicious, Code of Conduct (only kill for _____)

Gear: Automatic Silenced Bolt-thrower, spiffy suit, small pistol, snacks

Kit: Sneaking. Initial Benefit: When sneaking, you get an Extra Bonus on a roll of 4 or 5.

Combat Benefit: When you roll initiative, if you are not surprised or ambushed, you may move. If you move to a covered or concealed location, you are hidden.

Feats:

Fast Archer (When you use an Attack Action to attack an enemy with your Ranged Basic Attack on your turn and the enemy is Taken Out, your Attack Action is refunded.)

Run and Gun (Spend an Attack Action to move your speed and make a Ranged Basic Attack at any point in the move.)

Additional Rules:

Archers have a range of 20 on their Ranged Basic Attack.

✂ Aim

At-Will

Instead of attacking, you pick any target you can see and aim at it. Aiming grants adjacent enemies an Opportunity as though you were making a ranged attack. If your next attack targets the same creature you aimed at, any range restriction is removed and you have Advantage for the attack.

✂ Flare

At-Will ♠ 2

E: The projectile attaches to the target and illuminates the area like a torch. The target can't hide. The projectile can be removed as an Attack action but otherwise lasts until the end of the encounter.

✂ Pin Down

At-Will ♠ 2

E: If the target moves more than 2 squares on its next turn, it takes 3 damage. If the target had a prepared action, they lose it. If anyone was marked by the target, the mark ends.

✂ Area Denial

At-Will ♠ 2

D: 2 damage

E: Create a 3x3 zone centered on the target. Until the end of your next turn, any enemy that ends its turn in that zone takes 3 damage.

✂ Bullseye

Encounter

Aim and then make an attack against the same target.

✂ Leg Shot

Encounter ♠ 3

E: The target is knocked prone and takes 2 ongoing damage (save ends)

Pick a Role: Striker(R) or Blaster

All characters start with a base of 10 HP and 6 speed.

Bodyswapper Magnate

Strolongan's current body once belonged to Karmon Jerold, a vast brute of a man with everything a bodyswapper could want: money, muscles, respect and privacy. With judicious use of his powers and clever investments, Strolongan turned Jerold's money into much much more money. Ambitious, strong and skilled, Strolongan is a force to be reckoned with.

Skills: Bargaining, Business, Etiquette, Politics, Dueling, [Bodyswap (yes, you can bodyswap unskilled if you don't pick this) OR Impersonation]

Resources Skills: Vast Wealth [3]

Note: If you remain in a new body after swapping, you retain all of your knowledge. You and the DM decide together which skills, feats and Complications you might lose and which you might gain. You must end with the same number of feats and Complications as you had before the bodyswap.

Trick: Rich as Croesus: Pay any monetary price or bribe.

Complications: Keena Knows, [Reviled OR Double Life]

Gear: Some awesome weapon (a power-glaive or something), Cash Purse (level 1 cash parcel), fancy clothes, a fine gift from an admirer

Kit: Bodyguards. Initial Benefit: Utterly obedient. You can order them to do nearly anything for you at no risk to yourself. They roll unskilled unless the task is violence.

Combat Benefit: In combat, your gang is a 3x3 monster under your control, acting on your initiative. It has a melee basic attack and a ranged basic attack only. It has 4 HP and has the "mob" trait.

Feats:

Long reach (+1 Reach)

Bodyswap (Gain the Bodyswap power)

⚡ Bodyswap Encounter Interrupt

When you are Taken Out, choose one adjacent enemy. That enemy must save or be dominated until the end of the encounter.

Duel ⚔️10 Encounter Free Action

Target one creature in the zone. Until the end of the encounter, when you attack the target, any 2's on your dice are treated as though they were 4's.

Special: This power recharges when its target is Taken Out.

✂️ Change Focus At-Will

Make a Basic Attack against a creature. Then change the target of Duel to that creature.

✂️ Exploit Weakness ⚔️ At-Will ♠️ 2

E: Target is Vulnerable 1 to all damage with you as the source until the end of the encounter. Applying this effect more than once is not cumulative.

✂️ False Opportunity ⚔️ At-Will ♠️ 2

E: On the target's next turn, it believes it has Advantage to attack you. If it does attack you, it takes 2 damage. It does not, in fact, have Advantage unless from some other source.

Clarification: The 2 damage in the effect line is dealt before the enemy's attack is resolved.

✂️ No One Else Around ⚔️ Encounter ♠️ 3

E: 3 damage if neither you nor the target have any other creatures adjacent.

✂️ Perfect Defense ⚔️ Encounter ♠️ 3

E: Target has Disadvantage to attack you. It makes a saving throw against this condition each time it hits you with an attack.

Pick a Role: Defender or Striker(M)

All characters start with a base of 10 HP and 6 speed.

Human Necromancer

Garvin can pierce the veil between life and unlife, using the profundity of the Harmonic Bicomplex to return order to dead minds and direct them. As if that wasn't enough already, she is one of the lucky few who have achieved control over their latent psychic power. An overachiever like Garvin is always envied, although her critics pretend to scorn her.

Skills: Rituals, Anatomy, Research, Harmonic Magic, Cold Reading, Cantrips (minor psychic effects – small sensory illusions, lights, temperature effects, and moving small objects are all fair game. No telepathy.)

Resources Skills: What the dead know [Finding], undead servants [Making], Poor[1]

Trick: Death Speaker: A Necromancer can always communicate with the recently deceased and learn their secrets.

Complications: Reek of Death, Afraid of _____

Gear: A ritual candle, a needle and thread, strong clamps, a Necronomicon, a black silk robe

Kit: Familiar. Initial Benefit: Your familiar rolls to help when you perform a ritual or animate the dead.

Combat Benefit: You can move your familiar around the battlefield. You can see and make attacks from your familiar's square. Your familiar is hidden until an enemy spends a Role Action to look and rolls a Success. Once your familiar is damaged, it retreats.

Feats:

Terrifying Necromancer (Whenever you roll a 6 on an attack, your target must make a saving throw. If it fails, it is panicked on its next turn.)

Minor Striker (Once per encounter, when you hit with an attack, deal an extra 2 extra damage. Additionally, you gain the Striker's Quick Shift power as an encounter power.)

☒ **Mark of Death** ⚔ or ☒5 At-Will ♠ 2

E: When the target dies, it stands up on its next Initiative count under your control as a Specter (see the statistics above). The Specter has 1 Hit Point and is Taken Out at the end of its turn.

☒ **Phantasms** ☒5 At-Will ♠ 2

E: The next ally to attack the target has Advantage.

☒ **Terrifying Visage** ⚔ At-Will ♠ 2

E: Target must use its move action on its turn to move its speed away from the necromancer or take 3 damage.

☒ **Command Undead** ☒5 Encounter

Special: May only target undead creatures.

The target makes a saving throw. If it fails, it is dominated until the end of the encounter.

☒ **Raise Ally** ⚙5 Encounter

Targets one ally in the zone that has been Taken Out or is at or below 0 HP. The ally may re-enter the fight with 1 HP.

☒ **Greater Mark of Death** ⚔ or ☒5 Encounter ♠ 3

E: When the target is Taken Out, it stands up on its next Initiative count under your control. It has 4 Hit Points and is dominated until the end of the encounter.

Specter ♥ 1 See *Life Shape* ☒ 6

Phasing: The specter can move through physical objects, including other creatures.

Life Shape: The specter has the same size and shape in death that it did in life. It must move as it did in life.

☒ **Fright** ⚔ At-Will ♠ 2

E: Target is pushed 2 squares.

Pick a Role: Controller or Blaster

All characters start with a base of 10 HP and 6 speed.

Shade Fighter

Avram underwent the Shading centuries ago. A scavenger and fighter who outlived the dangers inherent in her profession, her skills allowed her to secure an immortality that she could never have afforded. Her contemporary knowledge in time grew into historical understanding. Despite her quasi-incorporeal state, her fighting prowess has only improved over many decades of practice.

Skills: Appraisal, Use of Magical Artifacts, Imbuing, Objects of Power, Martial Arts, [Stealth OR Ancient History]

Resources Skills: I know all the dealers [Finding], Bag of tricks [Finding], Poor[1]

Trick: Identification: When presented with a magical object, the Antiquarian can always discern its purpose

Complications: Whoops! That one was cursed, [Incorporeal OR Unfocused]

Gear: Disintegrating old photo, an old watch, a weapon (or fight unarmed), a ring of rest allowing a night's sleep to be stored, Goldfinch's History of the 41st Epoch

Kit: Scholar. Initial Benefit: When reading or researching, you gain an Extra Bonus on a roll of 4 or 5.

Combat Benefit: Advantage when you use the Assess power, and may use it as a Free Action once per combat.

Feats:

Freedom of movement (When subject to forced movement, reduce its distance by 1. When slowed, your speed is 3 instead of 2. When an enemy knocks you prone, roll a saving throw to try to stay upright.)

Incorporeal (Phasing, but not through enemies)

Additional Rules:

Once per turn, the Martial Artist may spend a Free Action to change stances. She may use only one stance at a time. Start in a basic stance and use Focused Attack to switch to a Greater Style

Weeping Willow Style Stance

While you are in this stance, add the following effect to all your melee attacks: Slide target 2 squares.

While you are in this stance, you have Reach 2.

Tempest Style Stance

While you are in this stance, add the following effect to all your melee attacks: Deal 2 damage to a creature adjacent to the target.

While you are in this stance, enemies that end their turn adjacent to you take 1 damage.

Flickering Flame Style Stance

While you are in this stance, add the following effect to all your melee attacks: Shift 2 squares.

While you are in this stance, you may Shift 2 squares as a move action.

Greater Weeping Willow Style Stance

While you are in this stance, add the following effect to all your melee attacks: Slide target 4 squares.

While you are in this stance, you have Reach 3.

Greater Tempest Style Stance

While you are in this stance, add the following effect to all your melee attacks: Deal 2 damage to each creature adjacent to the target.

While you are in this stance, enemies that begin their turn adjacent to you or move adjacent take 1 damage.

Greater Flickering Flame Style Stance

While you are in this stance, add the following effect to all your melee attacks: Teleport 3 squares.

While you are in this stance, you may Teleport 3 squares as a move action.

Focused Attack Encounter Free Action

On your next attack, treat your stances as though they were one tier higher for the effect and add one to the damage line. Until the start of your next turn, treat all your stances as though they were one tier higher for the passive effect.

✂ Decapitation ↗ Encounter ♠ 3

E: Target must make a saving throw. If it fails, it is immediately Taken Out.

Pick a Role: Striker(M) or controller

All characters start with a base of 10 HP and 6 speed.

Pel Jin Summoner

Aer Poli knows the binding words and the subtle notes of the Disharmonic Patterns. He can summon forth creatures from another plane of being and bargain with them for their obedience. He has come to the surface for a reason, but not one that he is willing to divulge. He must keep secret his connections with the Alienist to avoid the ire of the Port Controller.

Skills: Summoning, Bargaining, Disharmonic Magic, Binding, Alien Tech, [Ancient Tech OR Healing Factor]

Resources Skills: My creature can get it [Finding], Knowledge of other worlds [Finding], Poor[1],

Trick: Little “birds”: A summoner can always get a creature to surreptitiously observe far events and report back.

Complications: It got loose, Fish Out of Water

Gear: Chalk, breathing apparatus, book of Names, blasting trident, an alien device allowing the conversion of water into a sweet nourishing nectar

Kit: Aquatic. Initial Benefit: Can live and move as comfortably under water as above it.

Combat Benefit: You take no penalties for fighting in the water and have advantage on all your attacks against enemies in the water who are not themselves aquatic. Can take cover under the water.

Feats:

Heightened Senses (See invisible foes)

Long Reach (+1 Reach) OR *Fast Healer* (+1HP extra whenever you regain HP. Pass saving throws on a 3.)

Additional Rules:

Your at-will powers are conjurations – they must be conjured in an unoccupied square, but other creatures may

pass through them. They have no hit points, no powers, and cannot be attacked. Your encounter powers summon allies. You may spend a move action to command all your summoned creatures to take a move action. When you summon a creature, you gain access to its associated at-will power. When you use an at-will power associated with a summoned creature, you treat that creature as the origin of the power. Summoned creatures have Basic Attacks, count as allies, and can take advantage of opportunities. You gain your Role boosts when making attacks through the summoned creatures. If you are a Defender, your summoned creatures get the same boosts as you on their Opportunities. When a summoned creature reaches 0 hit points, it is Taken Out and you take one Strike.

When you spend your Rally, you do not regain a spent power. Instead, you may choose one of the following options: restore 5 hit points to one of your summoned creatures; change the Focus of your Angel; or spend an attack action to resummon your Fey creature to a new location, using that encounter power again but without restoring the creature's hit points.

🗡️ **Scout** 🗡️10 At-Will ♠️ 2

E: Conjure a spirit in a square adjacent to the target. It lasts until the end of your next turn. You can see as though you were in the spirit's square. Any ally that enters its square may teleport 4 squares.

🗡️ **Summon Nymph** 🗡️5 Encounter ♠️ 3

Special: Summon a Nymph within 10 squares. Make this attack using the Nymph as the source.

E: On its next turn, the target may not make any movements that take it farther from the Nymph

🗡️ **Nymph's Charm** 🗡️10 At-Will ♠️ 2

E: If the target attacks the Nymph on its next turn, it takes 3 damage.

Nymph ❤️ 5 1x1 🗡️6

At the end of your turn, pick one creature within 10 squares. That creature is Marked by the Nymph until the end of its next turn.

⚡ **Summon Angel of Vengeance** Encounter Interrupt

Trigger: An enemy damages you or an ally

Summon an Angel of Vengeance adjacent to the triggering ally. That ally (or you) is called the Angel's Focus. The triggering enemy takes 3 damage.

🗡️ **Vengeful Smite** 🗡️ or 🗡️5 At-Will ♠️ 2

E: Each time the target attacks the Focus, it takes 2 damage (save ends)

Angel of Vengeance ❤️ 5 1x1 🗡️6

The Angel of Vengeance follows the Focus. When the Focus moves, the Angel shifts to a square adjacent. While the Angel is adjacent, whenever the ally takes damage, the creature that damaged them takes 2 damage.

Pick a Role: Defender or Leader

All characters start with a base of 10 HP and 6 speed.

Striker (Ranged)

The Striker is about damage and mobility. A Striker can deal more damage to one target than any other role. A Striker should be able to move around the battlefield to pick her targets. The Striker's joy comes from bloodying the boss in one round with a couple of lucky rolls.

Damage Boost: When you roll a 2 to 5 on an attack, deal 1 extra damage to the target. When you roll a 6, deal 2 extra damage.

👤👤👤 Draw a Bead

At-Will

Pick one enemy within 5 squares you can attack. If you attack that enemy this turn, you may ignore concealment or low cover on that attack.

👤👤👤 Lightning strikes

Encounter

Gain an Attack action and use it immediately, but you do not get your Damage Boost on it.

Action Trigger:

⚡ Strike back

Encounter

Reaction

Trigger: an enemy hits you with an attack.

Spend an Action Point. Make an attack against the triggering enemy.

Striker (Melee)

The Striker is about damage and mobility. A Striker can deal more damage to one target than any other role. A Striker should be able to move around the battlefield to pick her targets. The Striker's joy comes from bloodying the boss in one round with a couple of lucky rolls.

Damage Boost: When you roll a 2 to 5 on an attack, deal 1 extra damage to the target. When you roll a 6, deal 2 extra damage.

👤👤👤 Quick Shift

At-Will

You may shift 1 square.

👤👤👤 Wind up strike

Encounter

Deal extra damage equal to half your level + 3 if you hit with your next attack (round down). If your next attack hits multiple targets, apply this damage only to one of them.

Action Trigger:

⚡ Strike back

Encounter

Reaction

Trigger: an enemy hits you with an attack.

Spend an Action Point. Make an attack against the triggering enemy.

Defender

The Defender is about toughness and protecting his friends. The Defender's joy comes from pinning down the boss while his allies destroy everything else. The Defender's key action is Marking. In this game, Marking simply gives the defender more chances to hurt the monster in question. If they make an attack that does not include you as a target, or if they shift out of a square within your reach, then they grant you an Opportunity. You don't need to be up close to keep monsters marked either – you can deal Opportunity damage at range.

Defense Boost: You Resist 1 all.

Stickiness Boost: When an enemy grants you an Opportunity, it takes 1 additional damage.

👤👤👤 Mark

5 At-Will

Target is marked by you until the end of your next turn.

👤👤👤 I'll Cover You!

Encounter

One ally adjacent to you has cover from melee attacks until they are no longer adjacent to you.

Action Trigger:

⚡ You call that a punch?

Encounter

Interrupt

Trigger: an enemy hits you with an attack.

Spend an Action Point. The attack misses instead.

Controller

The Controller is about locking down a single target with nasty effects. A Controller can stack debilitating effects on a single target better than any other role. The Controller's joy comes from curtailing the boss' ability to fight while her teammates do the damage.

Control Boost: When you roll a 3 to 6 on an attack, you may choose to either slow the target until the end of its next turn, or to slide the target 3 squares.

Damage Reduction Boost: Gain the Sap Strength power

👤 Sap Strength **10 At-Will**

Target is weakened until the end of its next turn.

👤 Save or suck **10 Encounter**

The target must make a saving throw. If it fails, it is stunned until the end of its next turn. If it succeeds, it is slowed instead.

Action Trigger:

⚡ Save again **Encounter** **Reaction**

Trigger: an enemy succeeds on a saving throw.

Spend an Action Point. The enemy must reroll the saving throw.

Leader

The Leader is about boosting his allies and healing. Leaders are the main source of in-combat healing in the game. A Leader should enable his allies while getting to do cool stuff himself. The Leader's joy comes from giving everyone the boosts they need to take out the boss in two rounds.

Teamwork Boost: When you roll a 5 or 6 on an attack, you regain the use of the Tactics encounter power.

👤 Tactics **Encounter**

One ally of your choice may spend a move action immediately.

👤 Heal **5 Encounter**

Target may regain Hit Points equal to half its maximum (round down). The target may pick one of the following options:

If the target is prone, they may stand up.

If this brings the target to full health, they may have Advantage on their next attack.

Enemies have Disadvantage to attack the target until the end of the target's next turn.

The target may make a Saving Throw against one condition that allows one or to escape a grab.

👤 Hit him! **Encounter**

One ally may make an attack. They do not get the benefit of their Role's boosts.

Action Trigger:

⚡ Try again! **Encounter** **Reaction**

Trigger: An ally makes an attack and dislikes the result.

Spend an Action Point. The ally may reroll the attack.

Blaster

The Blaster is about dealing damage to enemies across the map and restricting what the enemies can do on the battlefield while dealing the most total damage. The Blaster's joy comes from ruining the day for many monsters at once.

Multitarget Boost: If you attack with a power with Range X, you may instead make it an Area 3x3 within X targeting all creatures in the zone. If it is a melee attack, you may make it a Close 1 targeting all creatures in the zone. If you forgo the option to make your power a zone, you get the following benefit: When you roll a 3 or 4 on a ranged or melee attack, deal two damage to one additional target within range. When you roll a 5 or 6 on a ranged or melee attack, deal either the power's effect OR two damage to one additional target within range. Note: When making an Area or Close attack, only the first attack roll may generate a strike.

Note: When a creature is included in the same effect multiple times from the same power, it only suffers once.

Precision Boost: Gain the Precision power

👤 Precision **At-Will**

Your next Area or Close attack may target one additional creature adjacent to the zone.

👤 The Not-So-Friendly Zone **Encounter**

Create a Zone in an Area 5x5 within 10. Any creature that starts its turn or enters the zone takes 1 damage. This zone lasts until the end of the encounter.

Action Trigger:

⚡ Consistent Attack **Encounter** **Interrupt**

Trigger: you miss an enemy with an attack.

Spend an Action Point. Apply the attack's Effect to another enemy in range.