



Lovecraftian Adventure

Lovecraftian Scenario

Last year, the famed Archaeologist Greg Bilsen uncovered a very large tomb in Egypt. Near the end of the expedition, he found that below the lowest layer of catacombs was yet another layer. He carefully documented the stone sealing the passage and its inscription bearing the name Ankhesehek, then removed it. He only went a little way before concluding with excitement that the pictures he had taken would be enough to get him funding for years. He spent the last of his money to come back to New York seeking wealthy backers. This morning he was found dead in his hotel room.

There are other forces that are interested in what Bilsen found. The cult of Kek Eternal began to put old plans into motion when they heard the name on the seal. They possess a ritual to awaken Ankhesehek. "Queen" Gossage the real estate giant and crime boss is interested too. Her father was an Egyptologist and she knows something of what might be found in those catacombs. She seeks the secret of Ankhesehek's longevity to cure her ailing father. Another, more secretive and obscure cult, known as the Followers of the Third Eye are interested in using the site as a focus into the earth to awaken something greater, older and darker than Ankhesehek.

The cult of Kek Eternal know of the curse on the tomb and have been translating ancient scrolls. Given time they will find the words to speak to bypass the curse. Gossage possesses a unique item that she believes will be necessary to enter the deepest catacombs safely. The Followers of the Third Eye 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 the unspeakable thing the Followers of the Third Eye seek to awake. If they face it without first making preparations to ensure their safety, they will be forced to flee or be devoured.

Who are the players? Do they want to free Ankhesehek 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. For a single session, pick three: any three cool scenes or fights. Work towards those three things, and let the rest come naturally.

Remember that this is Lovecraftian, so drop the occasional sesquipedalian word, and describe the indescribable with analogies using all five senses.

Chapter 1: New York, New York!

The Curse. The tabloids have been abuzz lately with rumours of an Egyptian curse. Strange accidents have been happening around members of Bilsen's expedition. One became violently ill after a chef mistook a cleaning powder for sugar, while another walked away after a crane dropped a girder on the hood of her cab, killing the driver. The cops are staying quiet about the circumstances of Bilsen's death, but they will say that it is suspicious.

The Suspect. The journalist Marian Kanopoulos has been arrested. She had been written an investigative report on the cult of Kek Eternal, painting them as a bunch of dopes. But she had also found out in her research about the Followers of the Third Eye and had scheduled a dinner meeting with one of their top advisors, an Iranian named Nazanin. She had also booked flights to Egypt. The cops brought her in for questioning regarding Bilsen's death.

All Aboard. The players could take a plane to Egypt immediately at great expense (tier 2) or can go by a much slower boat for a reasonable price (tier 1).

Interlude: En Route.

The Stowaway. The Iranian defector working for the Followers of the Third Eye, Nazanin, has managed to sneak aboard and is stalking the players. She wants to follow the players and piggyback off of their successes. She is not intent on violence but is very capable of self-defense if such is required. If undetected aboard the ship or plane, she will continue to follow the players into Egypt and gain entry behind them.

Chapter Two: The Tomb

The Blockade and the Shoggoth. The King of Egypt has ordered the site of Bilsen's expedition closed and posted armed guards. The Followers of the Third Eye will overcome this blockade by summoning a Shoggoth. Are the players in time to stop the summoning or do they arrive to see only the destruction? Will the players face the Shoggoth?

Much depends on how fast the players got here and who got here first. Has Gossage seized

the rod? Has Ankhesenkek been revived? Are the Followers of the Third Eye already beginning the sacrifices?

Ruins. The upper levels are what you'd expect from an archaeological dig. Tools and gear have been left around with Bilsen having anticipated that he would return soon. When the players pass the seal into the lower levels, they are greeted with a choice: a path with ornate decorations or a dark path going deep into the Earth. The cult of Kek Eternal will take the upper path while the Followers of the Third Eye take the lower.

Snakes and Chutes. Along the ornate path are hidden chutes falling into defiled graves in the lowest chamber. There are also venomous snakes here. What have they been living on?

The Treasure Trove. A treasure chamber contains riches but also statues of jackals and one large statue of Anubis. If the players pick up so much as one piece of the treasure, the statues will animate and attack along with a guardian spirit. With these defeated, the players might find an item of power if Gossage didn't get here first: a rod that seems to grant wishes but perverts the bearer's desires and slowly takes over their mind. A wish having been made, the bearer of the rod will be bound to carry out its instructions until the wish is fulfilled. Those instructions will fulfill the wish, but at what cost?

Ankhesenkek. After the Treasury, the players find the sarcophagus of Ankhesenkek. If they are interested in stopping the cults, then likely they find it empty. Ankhesenkek will stalk them and try to prevent them from leaving by picking them off one at a time. Another option might be that while they are in Ankhesenkek's resting place, Gossage found the item she was looking for but became possessed by it and she will be the one stalking them.

The Lower Path. The dark tunnel leads past seals promising curses on the ones who break them. These seals having been broken or bypassed, the players will come to a room with an open pit and a rotting stench. This is a spot for sacrifice where the Followers of the Third Eye wish to perform their ritual. The players will be attacked here. The attackers might be long-dead or they might be recent sacrifices. Either way, the dead will get advantages if they pull players into their defiled pit.

Chapter 3: What Comes Next.

Beyond the pit lies a great circular stone with inscriptions in a lost language unpronounceable by the human tongue, with twisted glyphs baffling to the eye. If the ritual is performed, perhaps the unnamed horror comes through this portal or perhaps it only opens the way to a great city of monsters where the true ritual will be performed. What happens then? What happens if the players stop the rituals but Ankhesenkek gets loose or Gossage takes the Rod? 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 Lovecraftian adventure (note: not Lovecraftian horror. You don't get to beat up a Shoggoth in horror), I picked Madness and suggest Panic as an option if your group is into losing a little bit of control of their characters in combat.

Madness

Madness is a special trait that enables the use of magic. You have to be at least a little mad to believe in magic. One of the pre-generated characters starts with Madness. Everyone else has to earn it.

Note: Madness is not an appropriate term to use in reference to mental illness. It is used here to refer to the specific effects on the human mind of witnessing or experiencing that which was not meant to be encompassed by our mortal intelligence.

Without Madness, magical Skills are simply academic in nature: one might know the rituals without really believing in them. When you attempt to use a magical Skill to cast a spell and succeed, you gain the trait Madness [1]. The character must have witnessed the supernatural with their own eyes before they can attempt this.

Madness can increase, and as it does it makes your magic more reliable and powerful. When you attempt a spell or ritual and roll less than or equal to your rating, you may reroll the dice and take the better result. When the reroll improves the result, mark a tick next to Madness. When the number of ticks equals its current rating, the rating increases by one.

The Cost of Madness: You are driven to delve deeper and to seek forbidden knowledge. When an opportunity for such arises, you can choose to embrace your madness and pursue that knowledge, marking a tick or not at your discretion, or you may choose to resist the temptation. When you resist, roll a die. If the result is equal to or less than your madness rating, your resistance has failed. You are compelled to seek that knowledge and delve deeper. Mark a tick.

When you reach a rating of 6 you are losing your character: you must find an appropriate moment within this session or the next to let go. Your character automatically succeeds at whatever they intend and then are lost to the madness forever.

Going Straight: when your magic leads to disaster, you may attempt to go straight. If you roll higher than your rating, you may set aside your Madness, all its benefits and demands. If you roll equal, you're stuck. If you roll lower, you descend deeper: mark a tick.

Panic

Panic works as follows: When you first see proof of the supernatural, when you see a horror from another world, when you see an ally Taken Out of combat, or when you are first Bloodied each combat, roll a die. On a 1-2, you are Panicked on your next turn. This can lead to brutal death-spirals. When the Shoggoth bursts forth from the ground at the end of round 1, ending up with some Panicked characters can leave them vulnerable to getting grabbed and Bloodied, Panicking again, then getting Taken Out in round 3 because they were too busy panicking to escape. It makes the Shoggoth a lot scarier, but at a cost: the players don't get to blow it up. Also bear in mind that the Shoggoth is not out to kill the characters and getting eaten does not end the game. Consider your players and choose wisely.

Take Cover!

In a 1920's setting, there are plenty of guns and diving for cover. I recommend the Take Cover rules and the Exposed optional rule. Of course, if you don't like the danger it brings, you don't have to use it.

The Shoggoth

On odd numbered rounds, the Shoggoth 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 Shoggoth 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 Shoggoth returns back under the sand.

If at the end of combat the players win but owe a major concession, I suggest splitting the party: every player that was swallowed awakens to find that they have been transported to an ancient city of monsters, the same city that the Followers of the Third Eye are trying to open a portal into. If the players lose and all get swallowed, then they all find themselves there. A minor concession would be more like: the Shoggoth's death throes have collapsed the entrance to the tomb.

Mapping

Cover is all but irrelevant in this fight. The Shoggoth won't have it and its attacks generally ignore it. The Shoggoth 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 all sorts of stuff around: tents, flags, jeeps, etc. Then whenever the Shoggoth does anything near those objects, describe how badly they get smashed.

Shoggoth

♥ 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 Shoggoth has Reach 3.

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

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

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

Opportunist: When granted an Opportunity, the Shoggoth 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 Shoggoth 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.

The Pit of Sacrifice

This combat takes place with the players on the side of the defiled pit. There is scattered Low Cover on the safe area. There is one 2x2 piece of Full Cover, a large column supporting the roof. The enemies like to try to drag and throw the players into the muck at the bottom of the pit. 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

A very large natural cave, divided roughly in half with one half being the pit filled with muck and the other half safe stone. The muck is difficult terrain and the dead will have advantage there. The dead can take cover against the side of the pit and not be seen or shot unless the players come to the edge to peer over. The pit is about 10 feet deep but the dead climb out as though it posed no obstacle.

Dead Acolyte (Goon) ♥4 1x1 ⚔6

In Muck: You move normally in the pit's muck and have advantage on attacks against enemies in that terrain.

⚔ **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.

Dead Soldier (Goon) ♥4 1x1 ⚔6

In Muck: You move normally in the pit's muck and have advantage on attacks against enemies in that terrain.

Reach: The Soldier 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.

Dead Trapper (Goon) ♥4 1x1 ⚔6

In Muck: You move normally in the pit's muck and have advantage on attacks against enemies in that terrain.

⚔ **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 pit.

⚡ **Miss Reaction:** Maneuver. Move your speed.

Dead Priest ♥10 1x1 ⚔6

In Muck: You move normally in the pit's muck and have advantage on attacks against enemies in that terrain.

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 Treasury

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

For 3 players, only give the Anubis Guardian two Jackals from his Packmaster trait. For 5 or more players, increase Inspire Panic's damage to 4 and allow the Anubis Guardian to use Protection At-Will. For 6 players, increase the damage by one on all At-Will attacks except the Jackals' Bite.

Mapping

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

Anubis Guardian ♥ 20 1x1 ⚡ 6

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

Packmaster: When you roll initiative, summon four Jackals.

Summoner: When you start your turn, summon two Jackals.

⚡ **Reignition** ⚡10 At-Will ♠ 3

E: Revive two Jackals that were Taken Out.

⚡ **Command** At-Will

Four Jackals attack.

⚡ **Protection** Encounter Interrupt

Trigger: you are hit.

One adjacent Jackal is hit instead.

⚡ **Miss Reaction:** Four Jackals spend a move action.

Jackal Guardian (Stooge) ♥ 1 1x1 ⚡ 6

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

⚡ **Bite** ⚡ At-Will ♠ 2

E: None

⚡ **Miss Reaction:** Jackal's Curse. One enemy within two squares (preferably the attacker) takes ongoing 2 damage (save ends).

Ankhesenkek's Ka ♥ 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.

The Stalker

The stalker is suggested to either be Gossage possessed by the rod or Ankhesenkek arisen. If the stalker wants to abduct a player, have it make an opposed roll against the player nearby with the best chance of detecting it. Others can help. If it wins by 3, it succeeds and abducts one, knocking them unconscious and taking them back to its hiding spot for questioning. The other players must figure out what happened and mount a rescue! If it 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 the stalker and its victim roll initiative. Acting on a count of 7, the stalker will go first and gets to roll a grab attack against its 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 the stalker uses Charge, its simplest attack is “Grab” so that’s what it 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 it 2 turns per round, on a 7 and on a 3. For 5 or more players, allow it to regain the Human Shield power when it is bloodied. For 6 players, add one damage to its 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.

Stalker ♥ 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.

Demolition Man

Finn got blown up in the war. Thanks to the best surgeons in Europe, he got a new set of shiny metal teeth, a metal plate in his head, and several screws and pins scattered around. He likes to joke that his body was already full of shrapnel and the sawbones just moved it around a bit. During the war, Finn trained soldiers in the use, maintenance and construction of explosives and artillery. When he got back, he joined the NYPD, heading up their bomb squad until his retirement. Finn is finding it difficult to adjust to retired life. Needs more explosions, maybe.

Skills: Grenadier, Tactics, Chemistry, Mathematics, Intimidation, _____

Resource Skills: Explosives (Making), My buddy from the war (Connections), Poor [1]

Trick: Breaching: A Demolition Man can always make a new entrance, though unsubtly.

Complications: The blast was too big, _____

Gear: Wire cutters, grenades, a few sticks of dynamite (why? Is that an odd thing to have?)

Feats:

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

Toughness (+3 HP)

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.

Mafia Goon

Antonia Masseri wanted to be a pianist and had the skills but sexism drove her out of Jazz and, ironically, into the family business. Now Toni is your typical mafia goon. She shakes down businesses for protection money, uses it to bribe the authorities, makes people disappear, fights with the White Hand Gang, and runs liquor. But don't call her "one of the guys." She hates that.

Skills: Stakeouts, Sharpshooting, Bribery, Stealth, Jazz Pianist, _____

Resource Skills: Criminal Underworld [connections], Shakedowns [finding], poor[1],

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

Complications: Gotta Obey the Boss, _____

Gear: Uzi or Rifle (pick one), silenced pistol, spiffy suit, snacks, clean white handkerchief

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 your movement.)

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 20 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 20 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 20 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 20 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.

Swashbuckling Socialite

Ethel Birtwistle inherited her father's business when she was just sixteen years old. It was flat broke, but with Ethel's innovations it became one of the most profitable businesses in New York. Young, rich and clever, Ethel always makes a splash in the society pages. Like her father before her, she loves fencing and sometimes likes to take it beyond what is sporting. In a tragic accident, she killed one of her opponents, Eli Levin. Despite her apologies, Eli's lover, Jean Clairaut, swore revenge and cursed her. She didn't believe in curses, but recent events have shaken her confidence.

Skills: Business, Gossip, Command, Politics, Dueling,

Resource Skills: Vast Wealth [3]

Trick: Rich as Croesus: A Magnate can pay any monetary price or bribe.

Complications: Clairaut's Curse, _____

Gear: Dueling Rapier, Fine clothes, Wallet of Cash (level 1 cash parcel)

Feats:

Long reach (+1 Reach)

Fast Start (Instead of rolling for Initiative, you always get a 7.)

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.

Psychoanalyst Poisoner

Joulie Thezan is a student of Freud. Using Freud's cutting edge theories, Joulie can help her patients and predict the behaviour of others. But there is a darker side to Joulie's medicine: she specializes in poisons. Poisons have their legitimate uses and knowledge of poisons naturally includes knowledge of their antidotes. But Joulie would be lying if she told you that she was only interested for legitimate reasons.

Skills: Anatomy, Antidotes, Sleight of Hand, Toxin Resistance, Freudian Theory, _____

Resources Skills: Poisons [Making], Medicinal Plants and Animals [Finding], poor[1]

Trick: Food is easiest: Given access to the victim's meal, the poisoner can always get the dose right to kill, make ill, or incapacitate the victim.

Complications: Cowardly, _____

Gear: A needle and thread, glassware, a sharp knife, poison-tipped darts

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.)

☒ Mind Control Poison ⤴ 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.

☒ Numbing Toxin ☒5 At-Will ♠ 2

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

☒ Hallucinogen ⤴ At-Will ♠ 2

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

☒ Command the Mindless ☒5 Encounter

Special: May only target the dead or those under the influence of certain drugs.

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

☒ Smelling Salts ☒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 Mind Control ⤴ 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 Below ☒ 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.

Kung Fu Archaeologist

Bo Bao is an archaeologist working primarily in Egypt but sometimes also in China. An expert in ancient Egyptian religion, Bo Bao is fascinated with religious artifacts across all ancient cultures and has traveled all over the world. He is currently lecturing at Columbia University. Oh yeah, and he's also an expert at Kung Fu.

Skills: Appraisal, Archaeology, Ancient History, Research, Kung Fu, _____

Resources Skills: Academia [Connections], Museum Access[Finding], poor[1]

Trick: Identification: When presented with an ancient object, the Antiquarian can always discern its purpose

Complications: It Belongs in a Museum!, _____

Gear: An old watch, a weapon (or fight unarmed), Kau Cim (Chinese fortune sticks), button-down shirt, meditation mat, robe

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.)

Sprinter (base speed of 10)

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.

Mad Mystic

Farid “Fred” Massri was born in New York and was always a little bit strange growing up. He loved nothing more than burying himself in a pile of old books. One day he found something that changed his life and opened his mind. Now he’s gone from a little bit strange to downright weird, because he knows that magic is real and that gods are real. He knows that monsters are not just real; they are his roommates and his employees.

Skills: Summoning, Magical Protections, Old Gods, Cult Ritual, Second Sight, _____, Madness [3]

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, _____

Gear: Chalk, ritual dagger, Necronomicon, rags, garlic, a knobbly cane

Feats:

Heightened Senses (See invisible foes)

Long Reach (+1 Reach)

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 Spirit of Vengeance; or spend an Attack Action to resummon your Homunculus 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 Homunculus 5 Encounter ♠ 3

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

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

🗡 Homunculus’s Charm 10 At-Will ♠ 2

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

Homunculus 5 1x1 ⚡6

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

🗡 Summon Spirit of Vengeance Encounter Interrupt

Trigger: An enemy damages you or an ally

Summon a Spirit of Vengeance adjacent to the triggering ally. That ally (or you) is called the Spirit’s Focus. The triggering enemy takes 3 damage.

🗡 Vengeful Smite 5 or 5 At-Will ♠ 2

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

Spirit of Vengeance 5 1x1 ⚡6

The Spirit of Vengeance follows the Focus. When the Focus moves, the Spirit shifts to a square adjacent. While the Spirit 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.