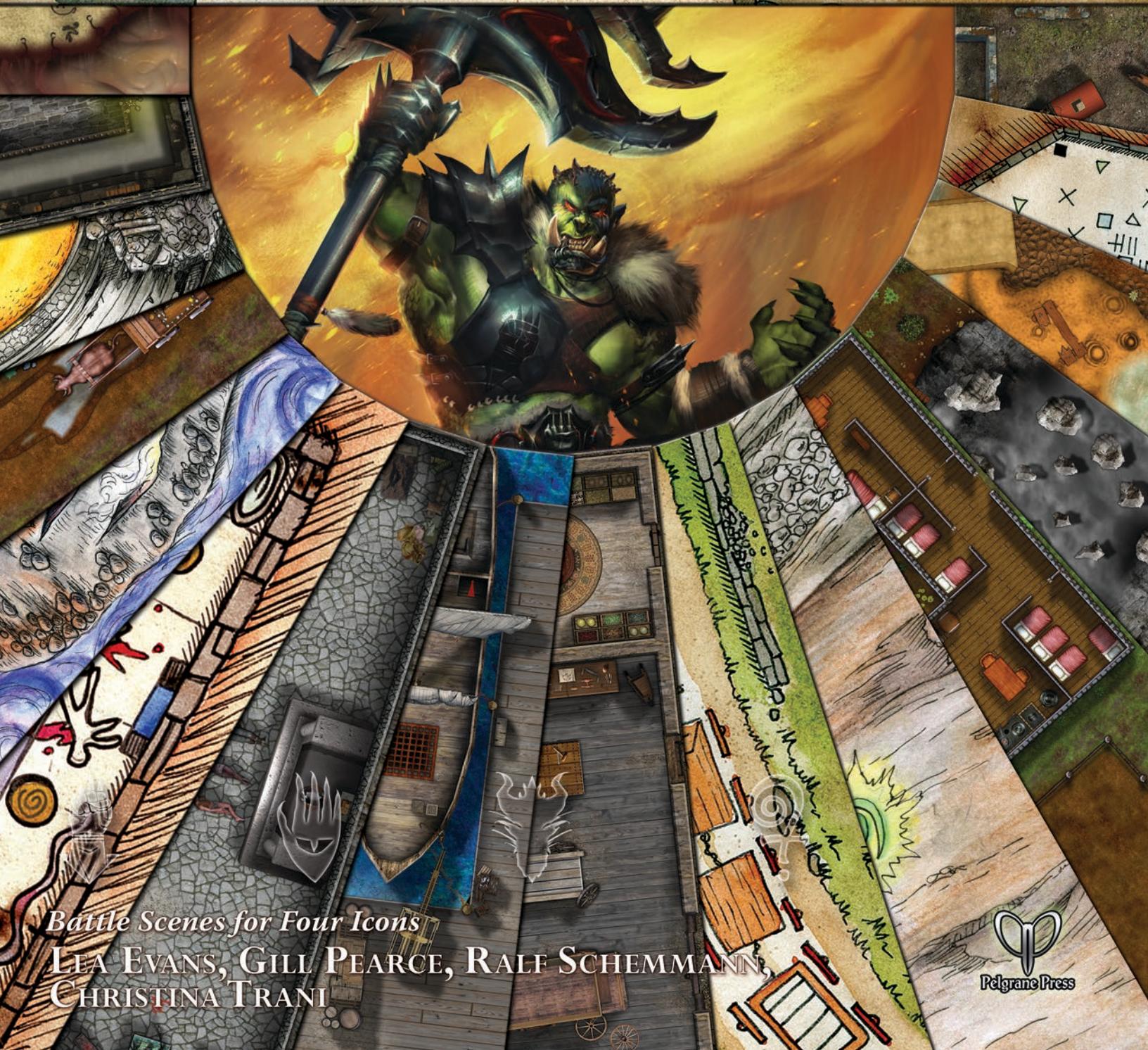


FIRE & FAITH MAP FOLIO

15TH AGE

LCA-17



Battle Scenes for Four Icons

LEA EVANS, GILL PEARCE, RALF SCHEMMANN,
CHRISTINA TRANI



Pelgrane Press

FIRE & FAITH MAP FOLIO

BATTLE SCENES FOR FOUR ICONS

INTRODUCTION

This is the final set of Battle Scenes maps, featuring the Crusader, Diabolist, Great Gold Wyrm and Priestess. From a silver dragon dojo to a Hellhole and a demonic circus it's been quite a challenge for our cartographers.

Each one of the encounters in the Battle Scenes series includes an expertly-drawn map. The maps as they appear in *Fire & Faith* show the GM what the setting for the battle is and where the monsters are, but they don't show the full glory of the originals.

We've included a GM and a player version of each map, which are printed on different sheets, so that GMs can keep their version behind the screen, while the players see theirs.

While 13th Age doesn't care about exact measurements, all the Battle Scenes make good use of terrain and distances,

so these full page and full color versions allow players to plan their moves, climb the trapeze, dodge hell pits and jump from rock to rock, while their foes do the same.

Both versions of the maps shows the terrain features and cover. The GM version also includes the encounter title, *Fire & Faith* page reference and map labels which show the rough position of monsters and some terrain features. Monster positions are approximate because battles use different numbers of monsters based on the amount and level of the PCs. There is an index of maps on the back cover, which references *Fire & Faith*.

The maps are useful in themselves. There will always be room for an ambush on woodland track, a dockland gang fight or a temple.

CREDITS

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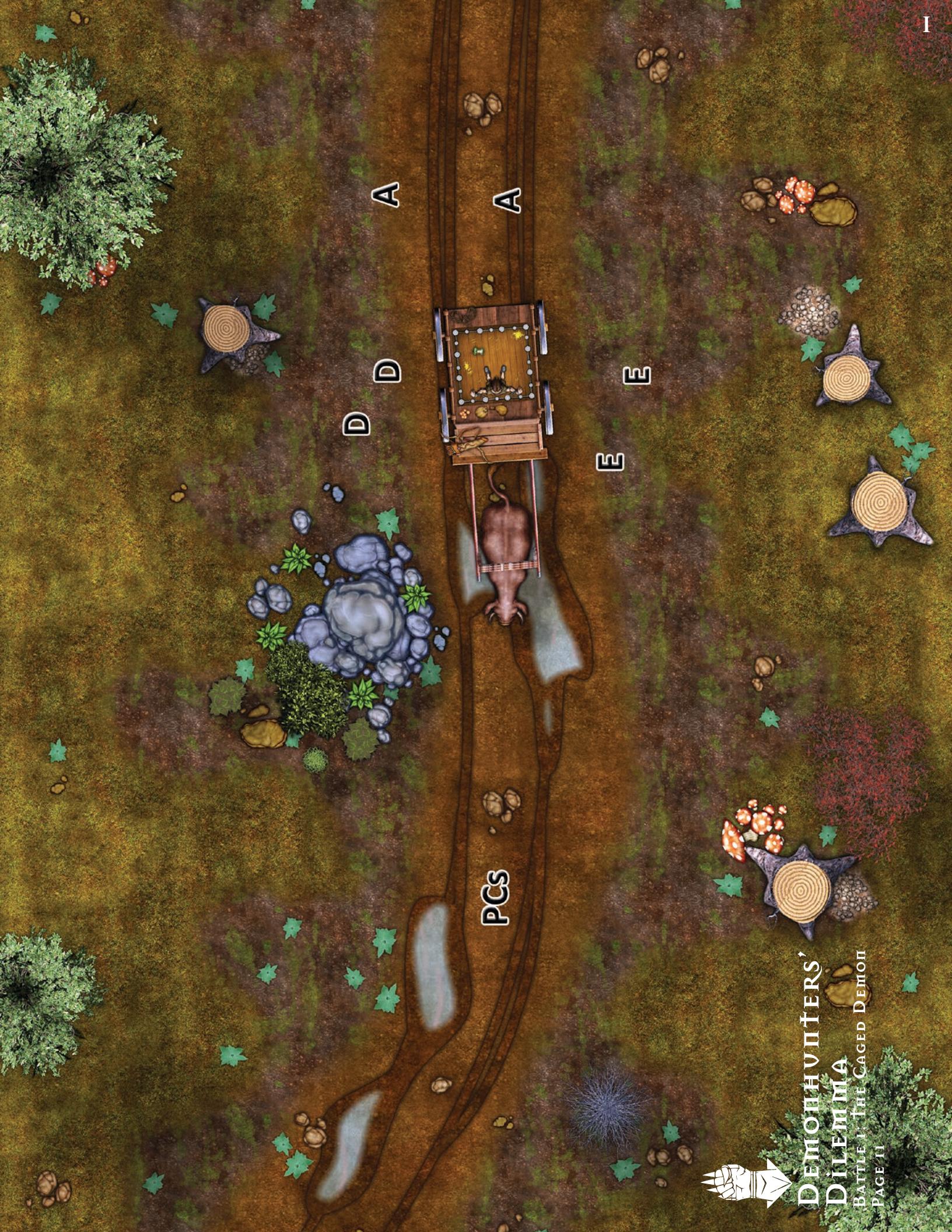
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DIRECTOR

Rob Heinsoo

FIRE & FAITH WAS DESIGNED BY CAL MOORE
AND DEVELOPED BY ROB HEINSOO

13TH AGE IS A FANTASY ROLEPLAYING GAME BY
ROB HEINSOO, JONATHAN TWEET,
LEE MOYER, & AARON McCONNELL



DEMON HUNTERS'
DILEMMA
BATTLE I: THE CAGED DEMON
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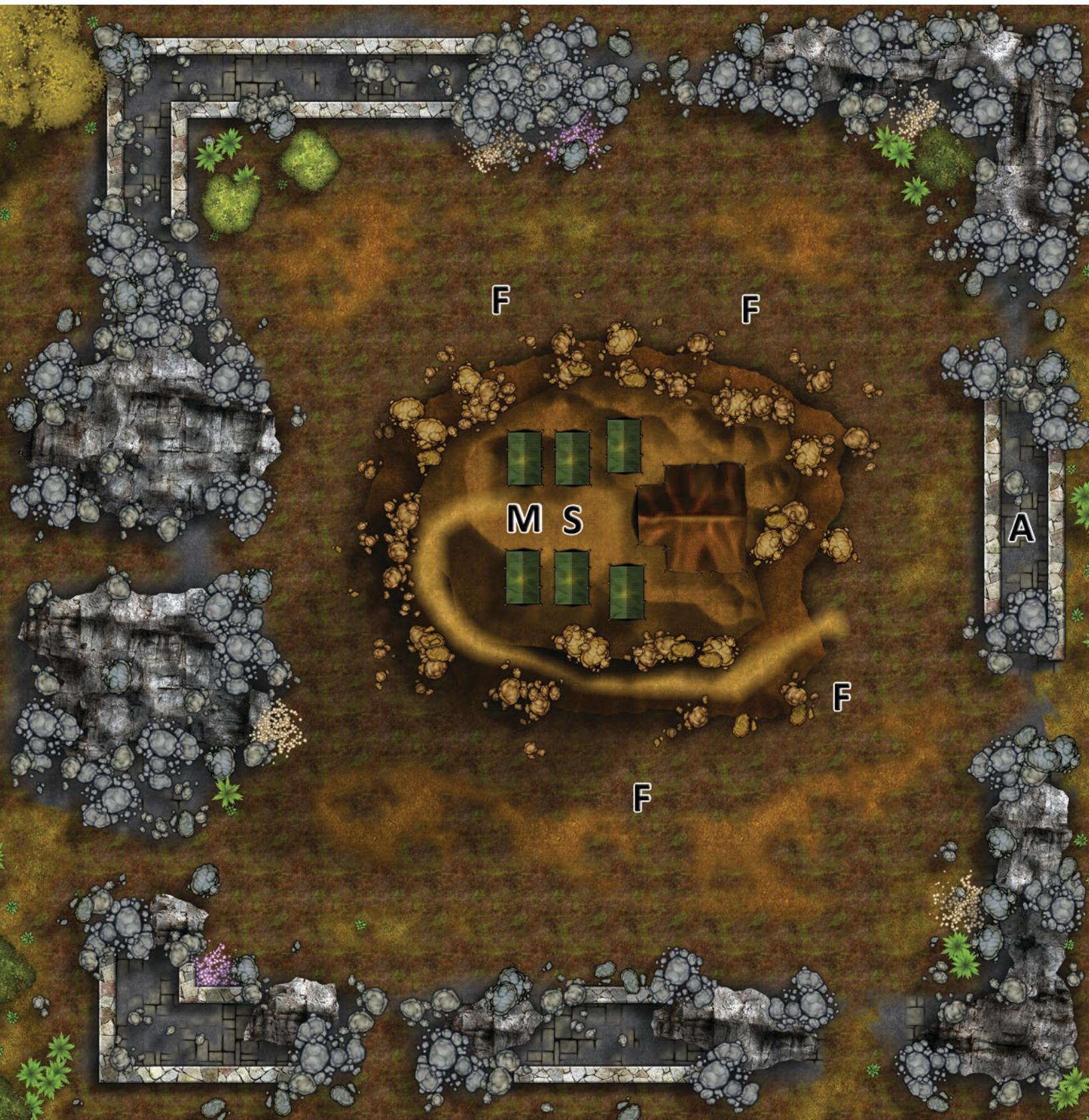


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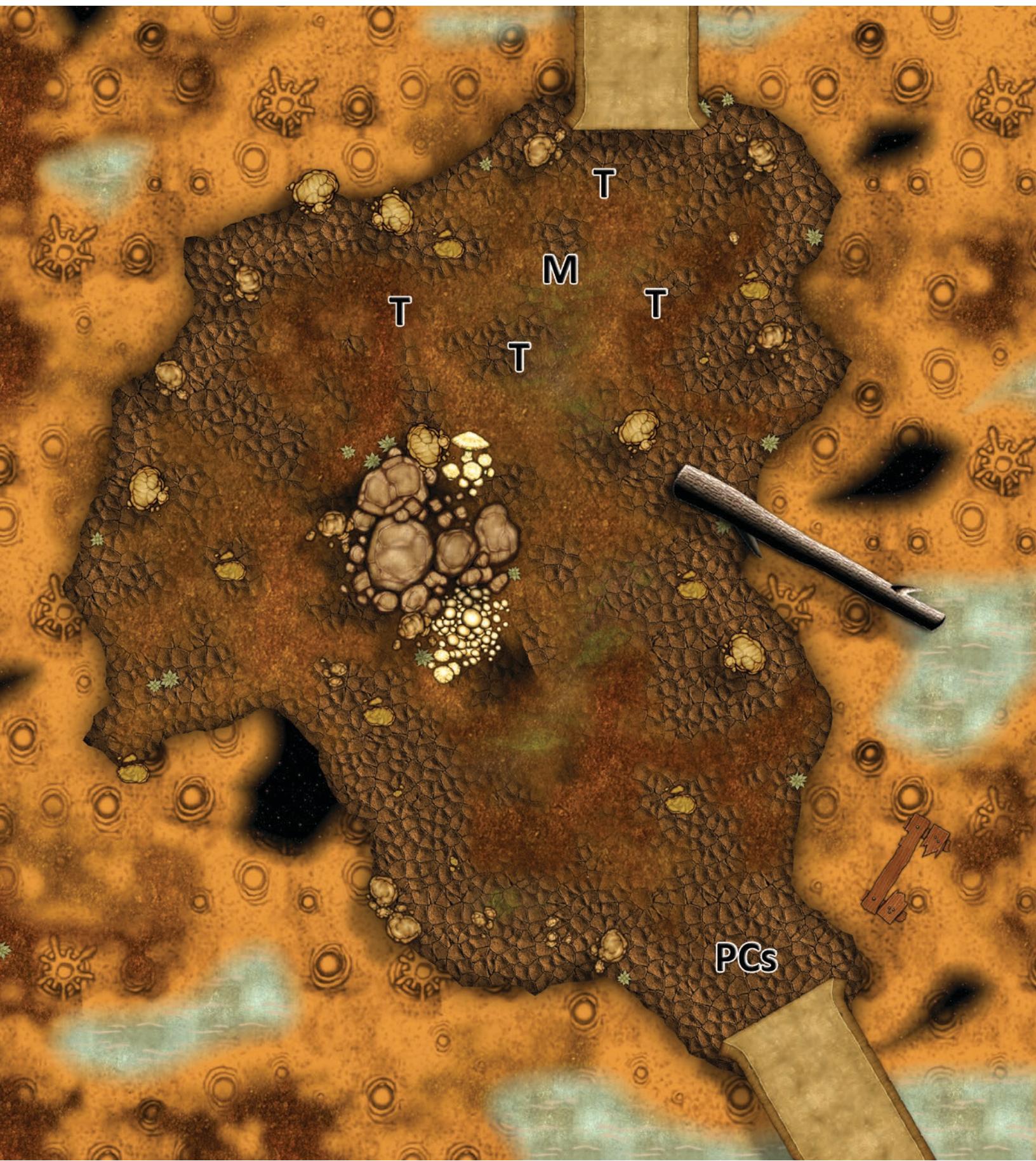
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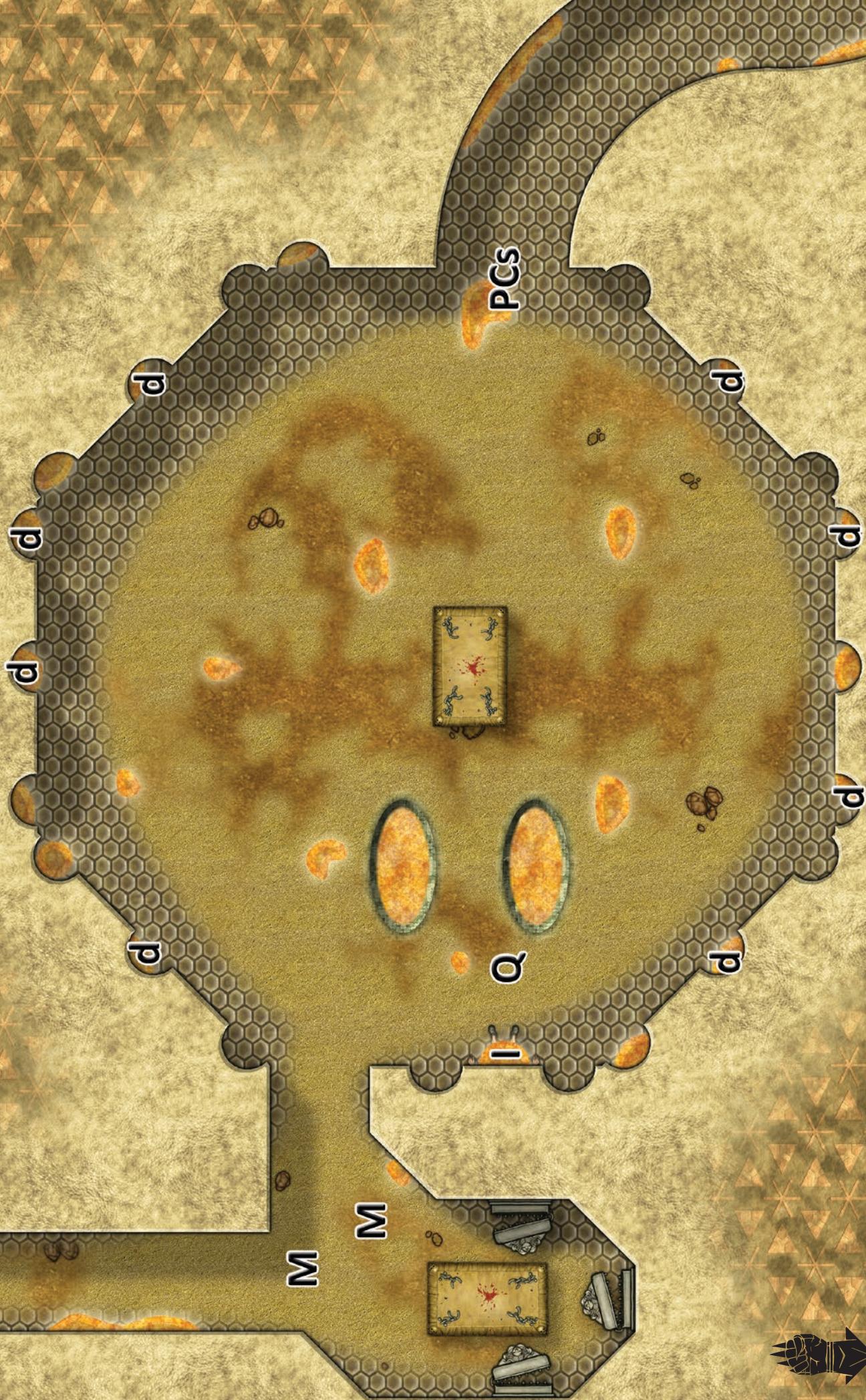
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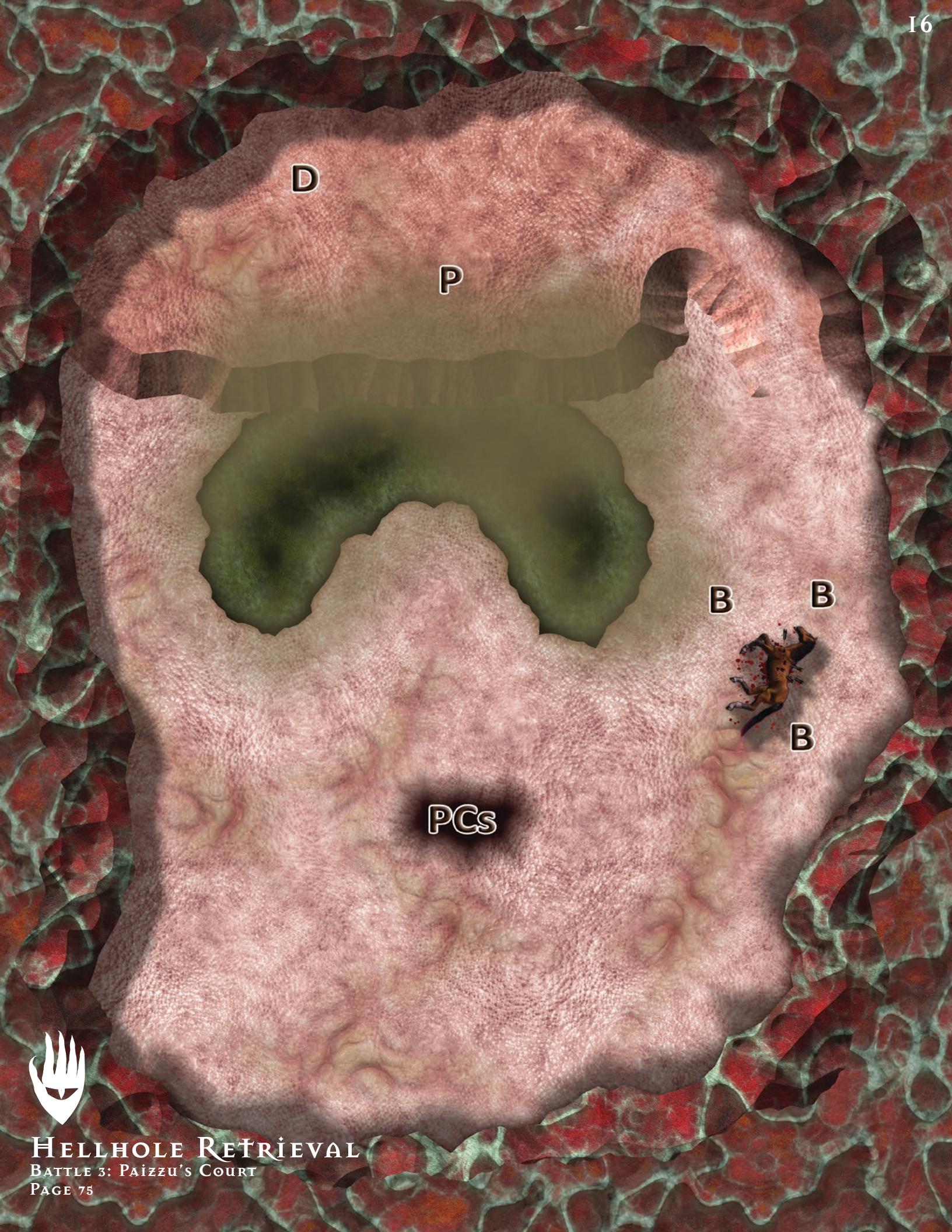


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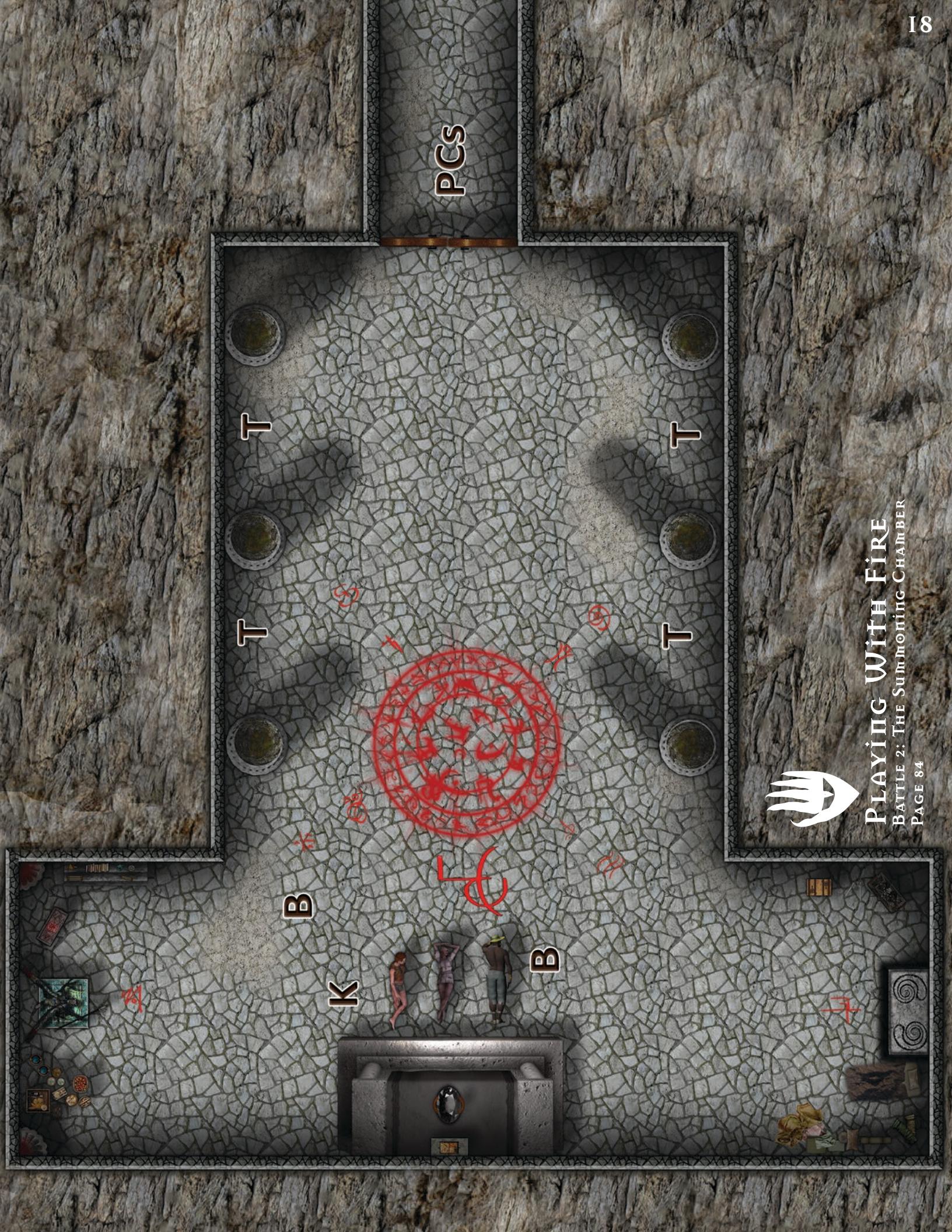


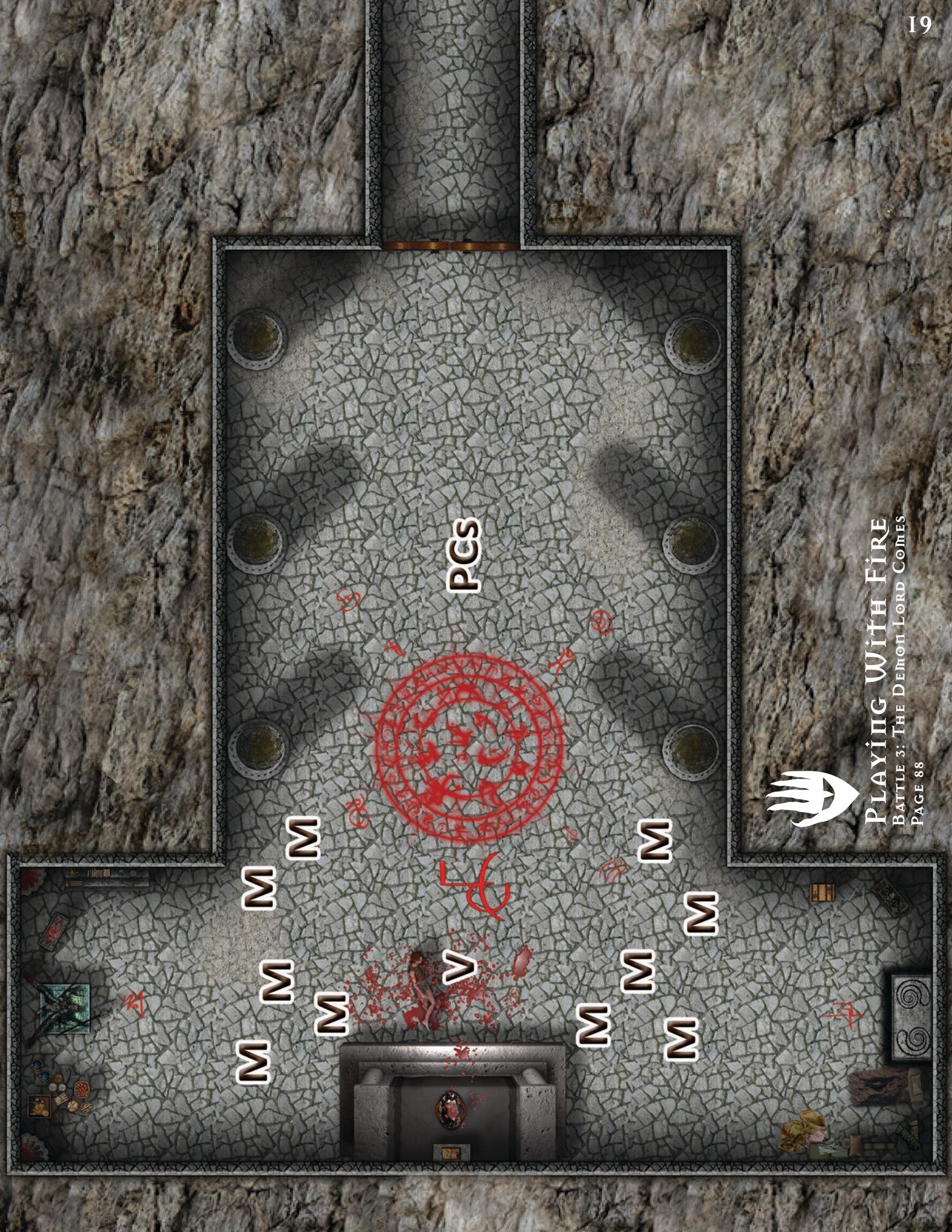
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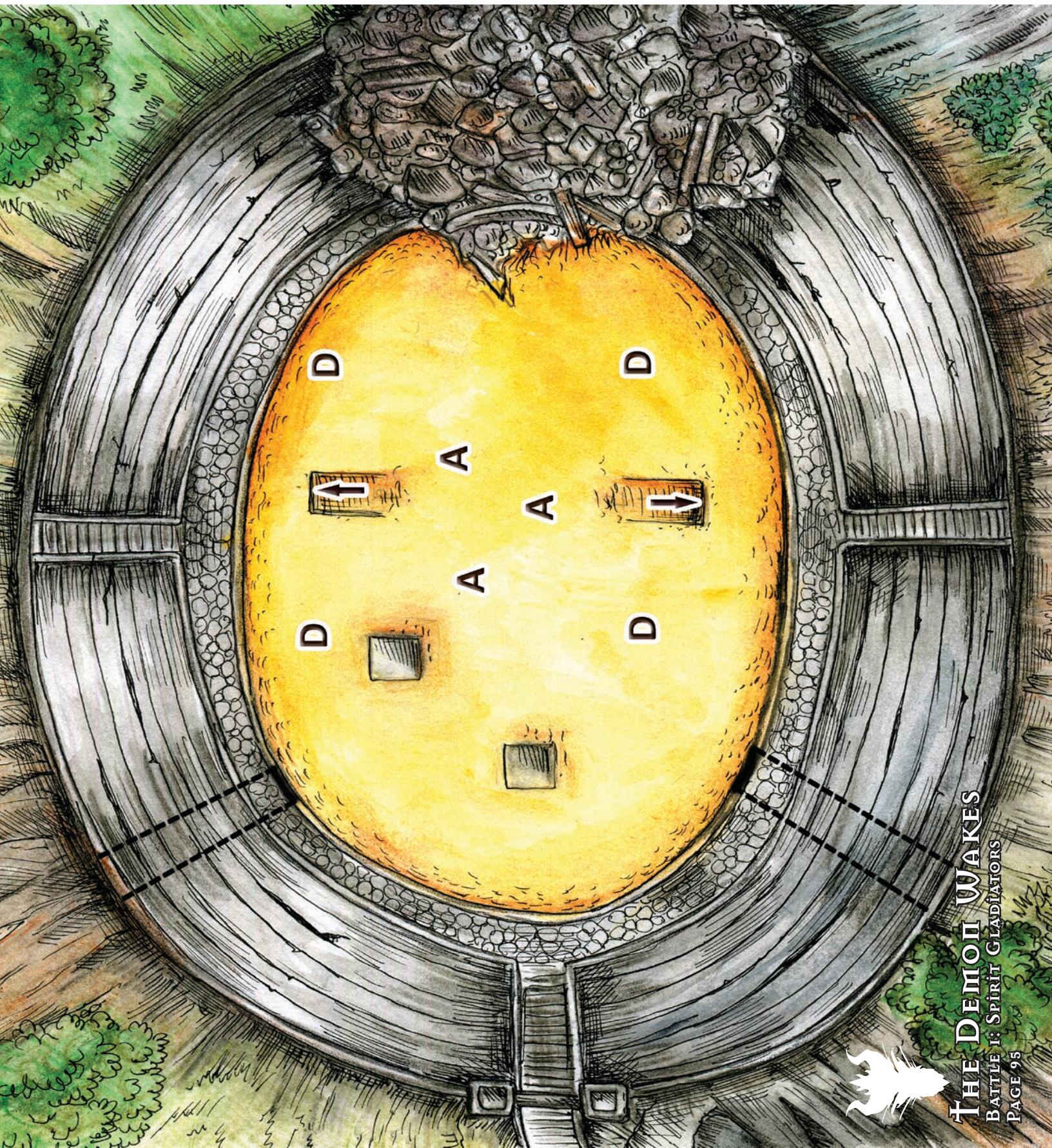


PLAYING WITH FIRE

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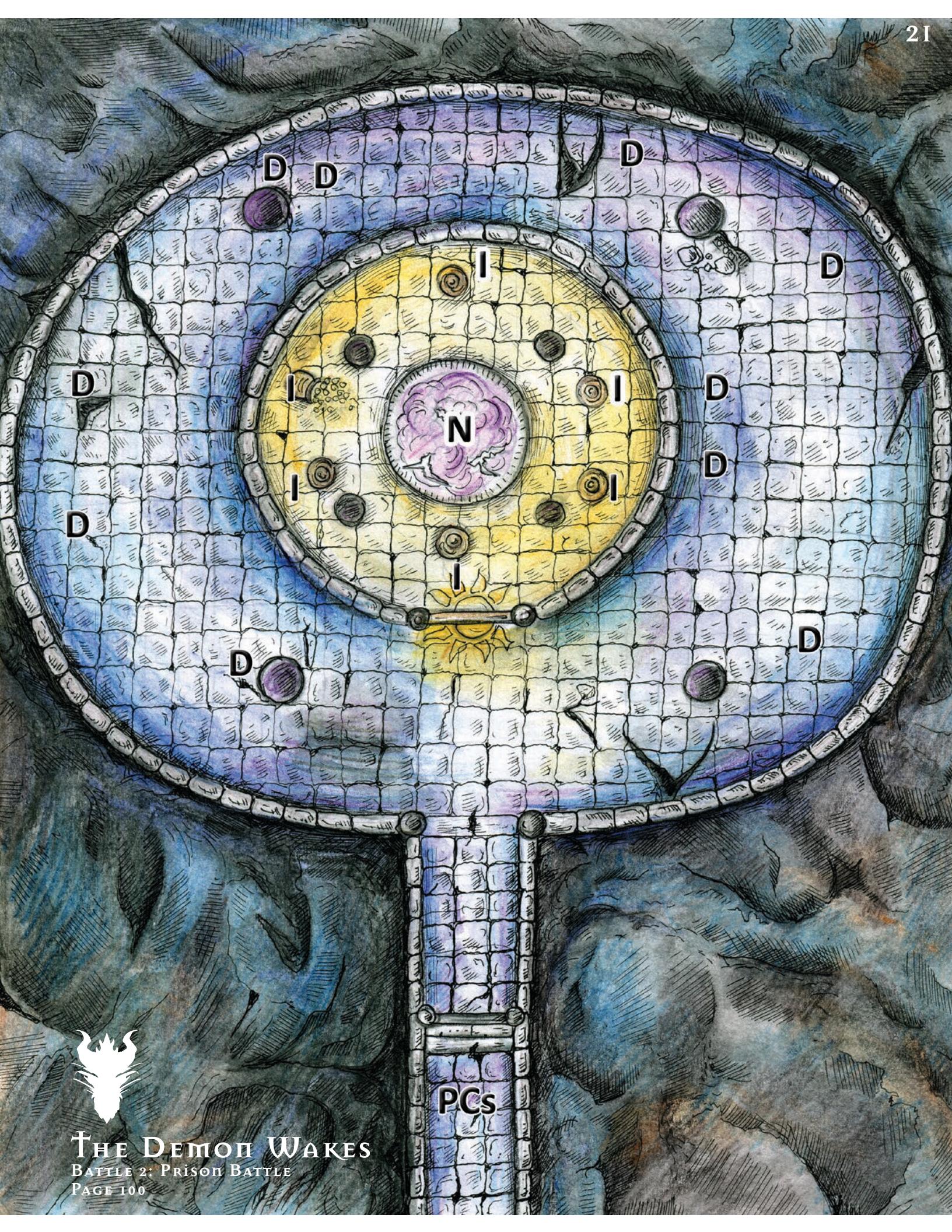


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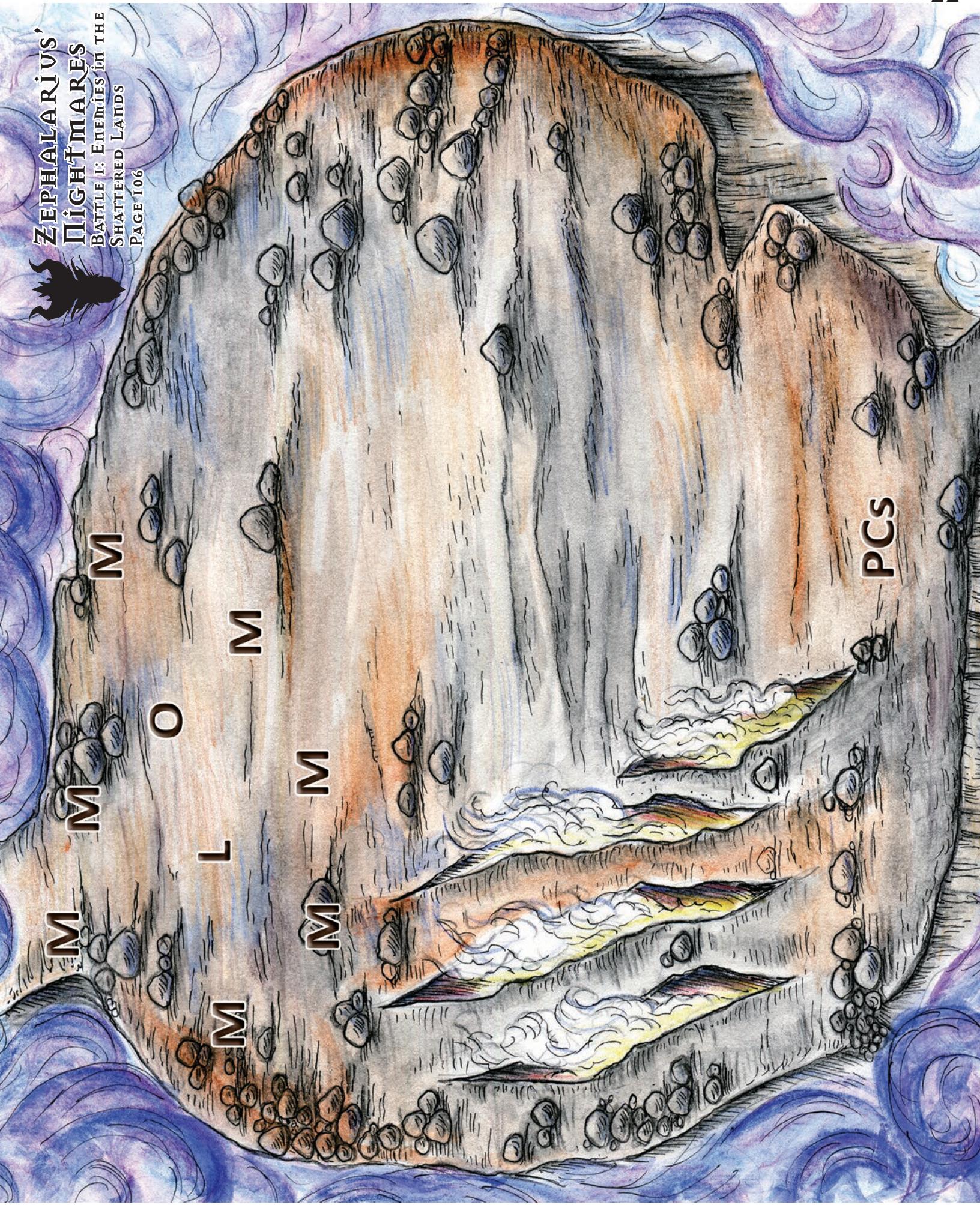
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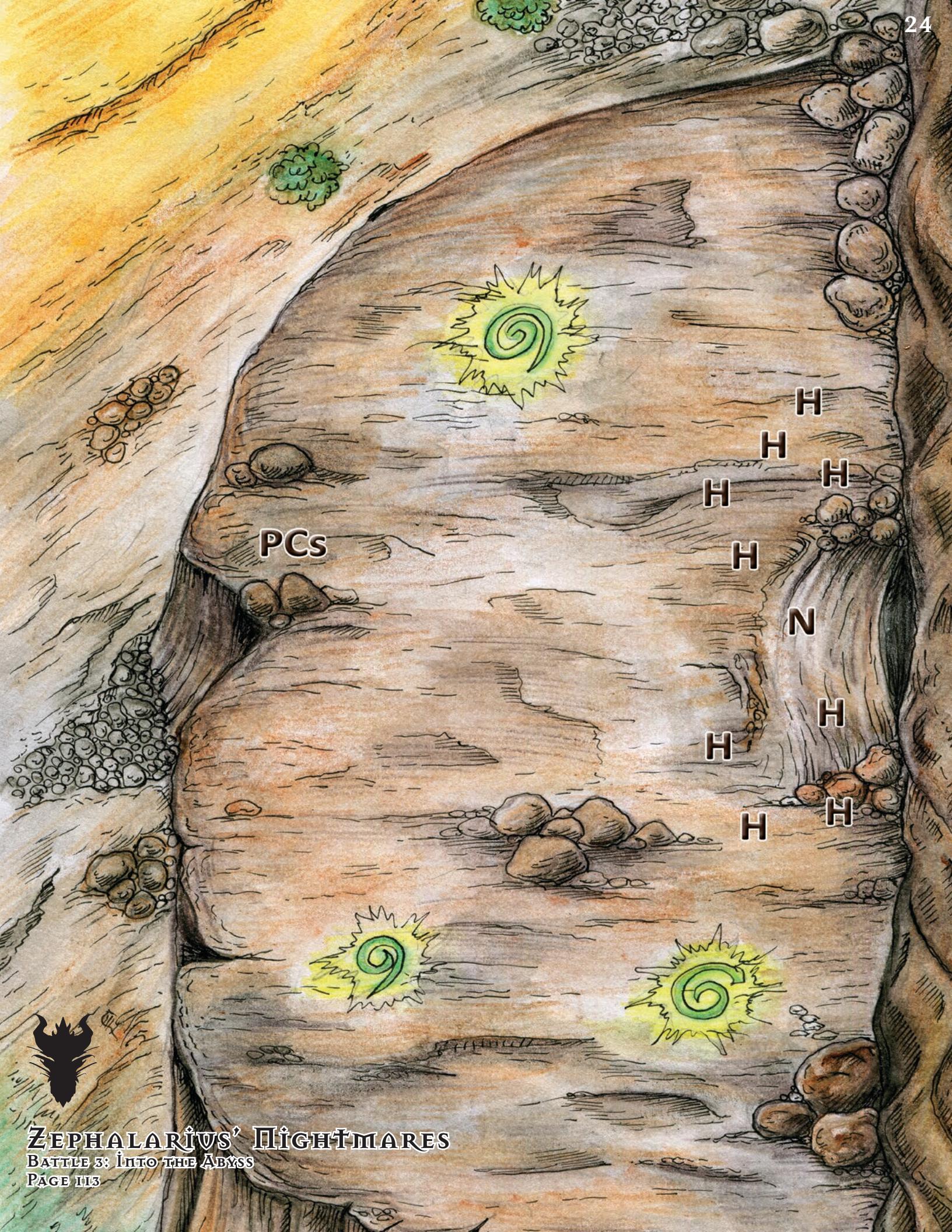




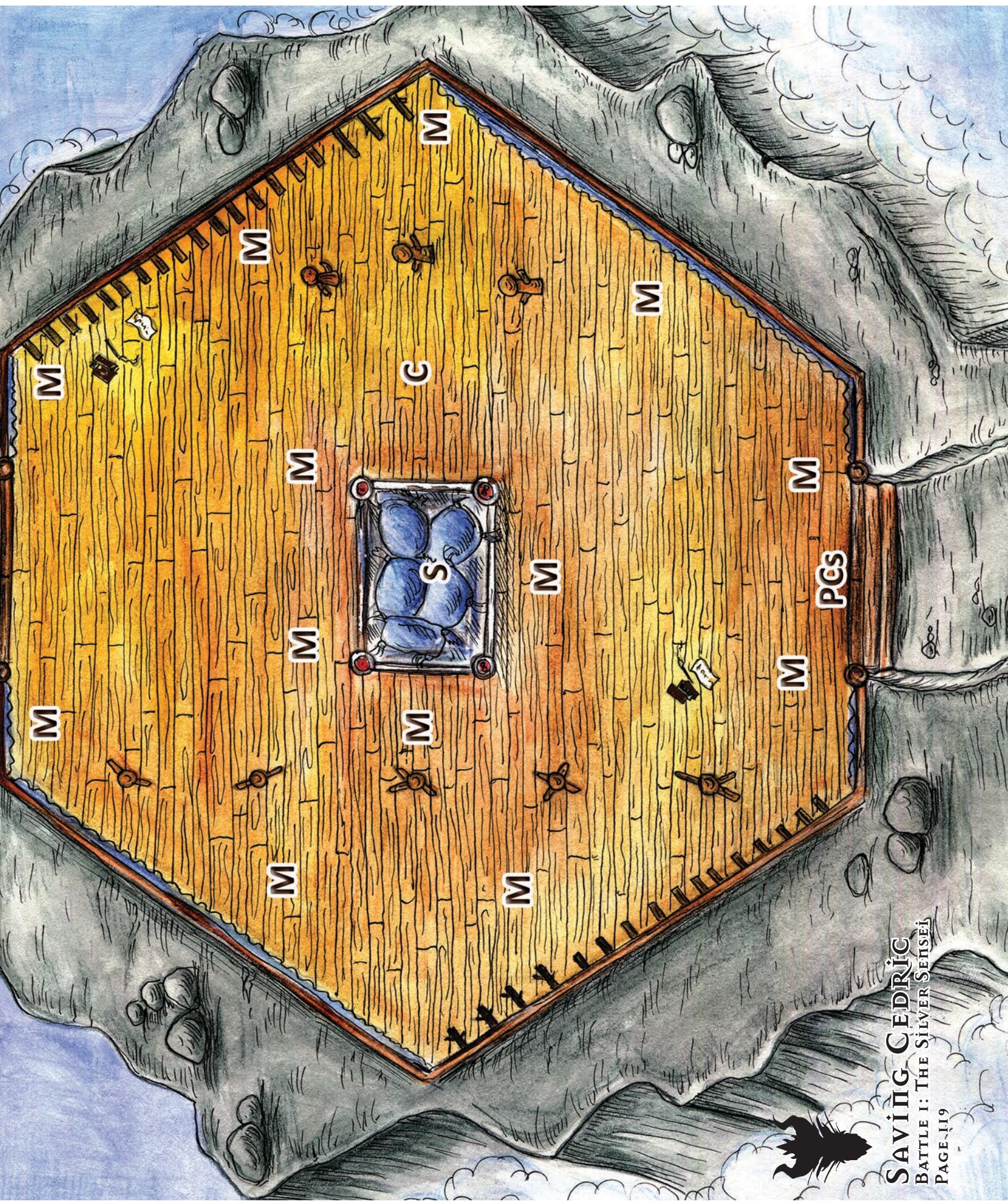
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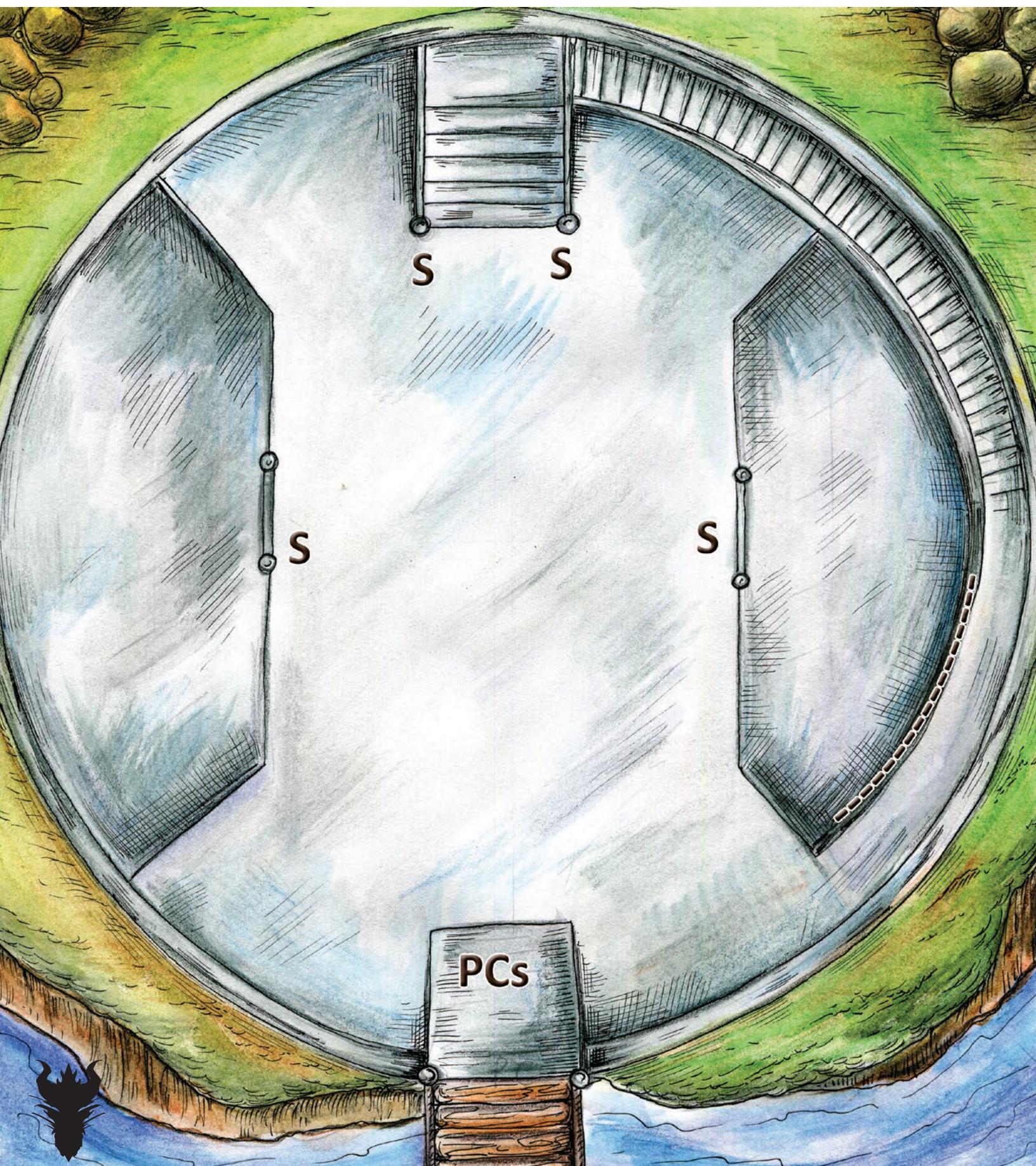
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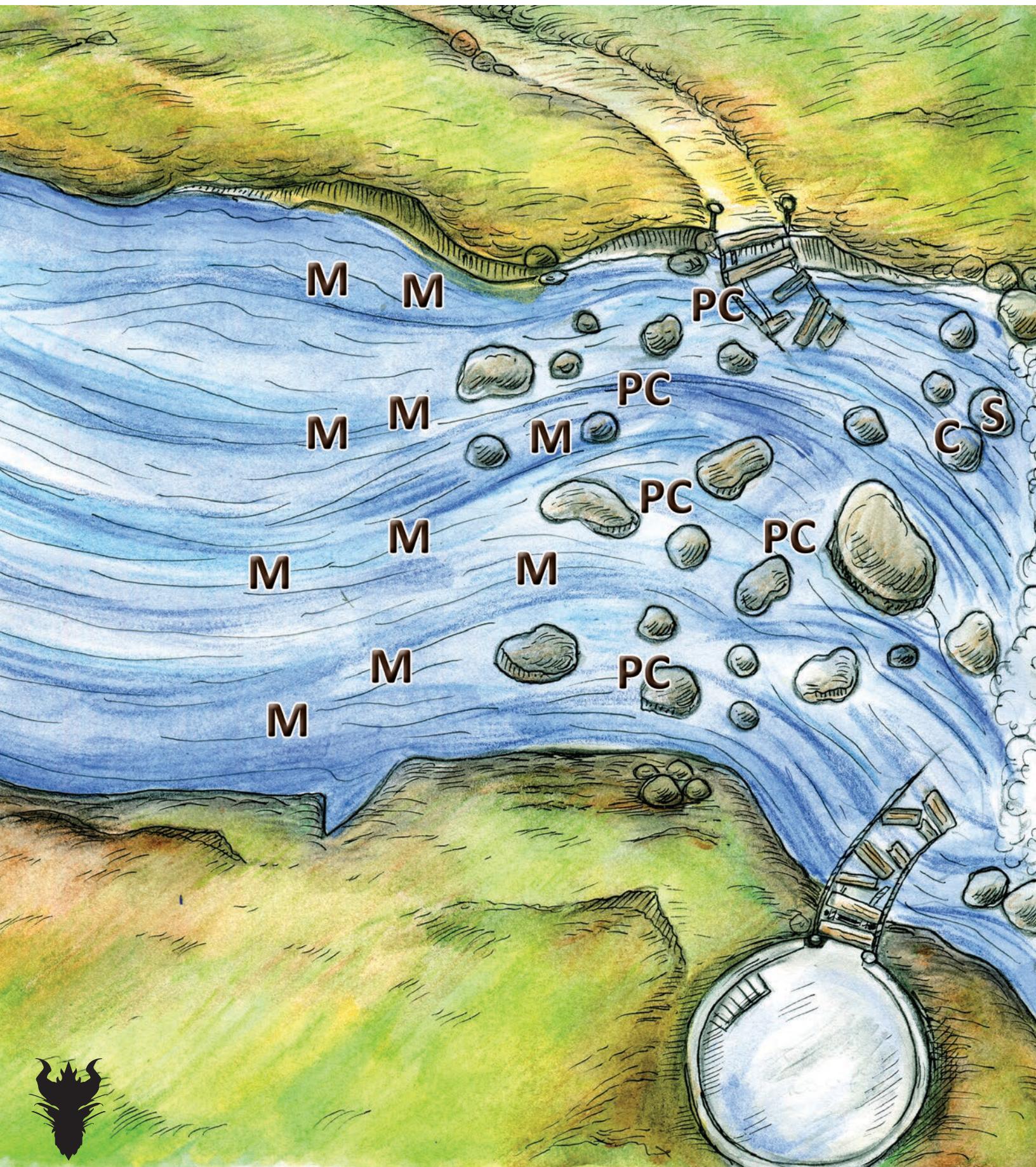
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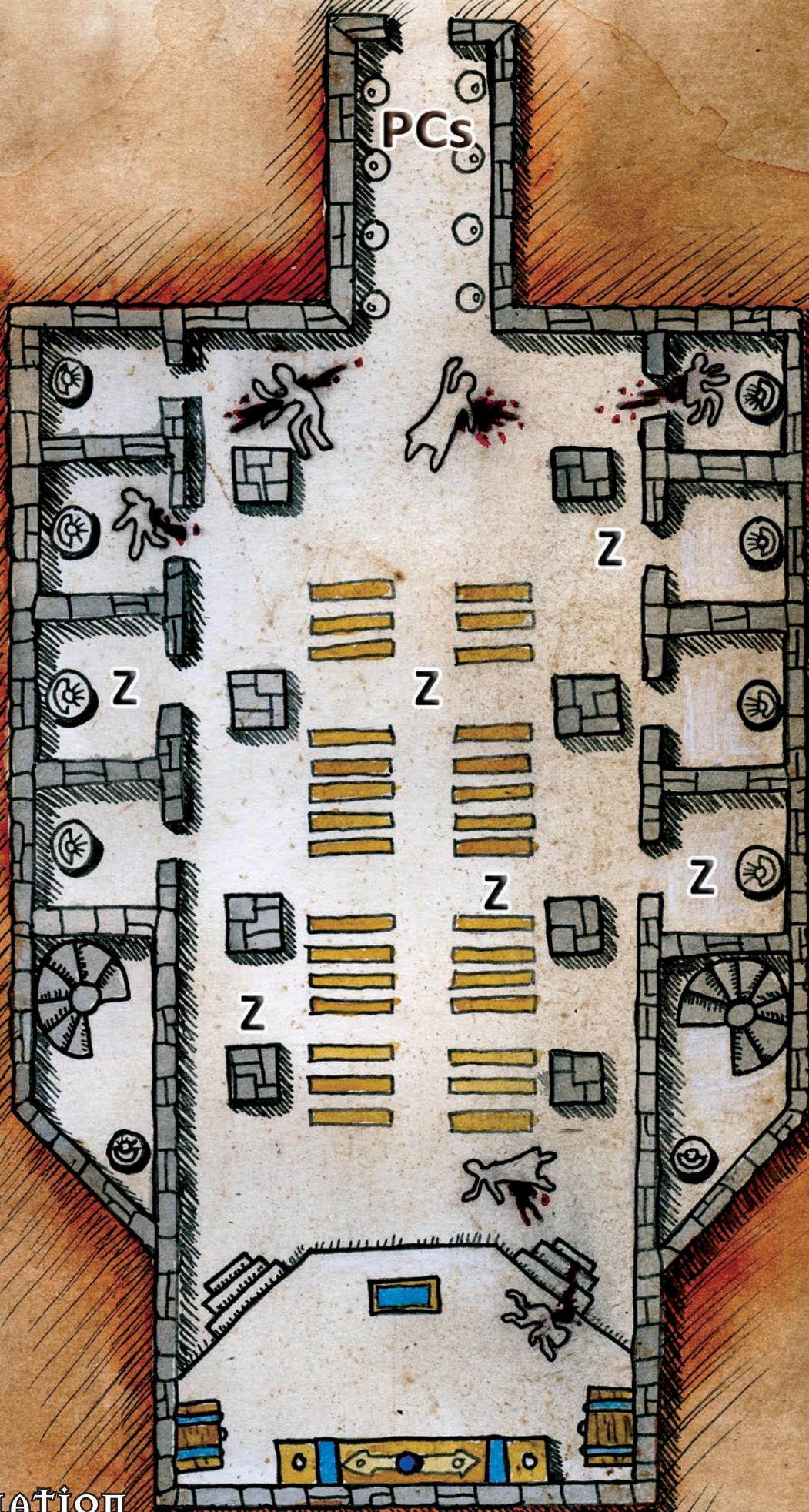


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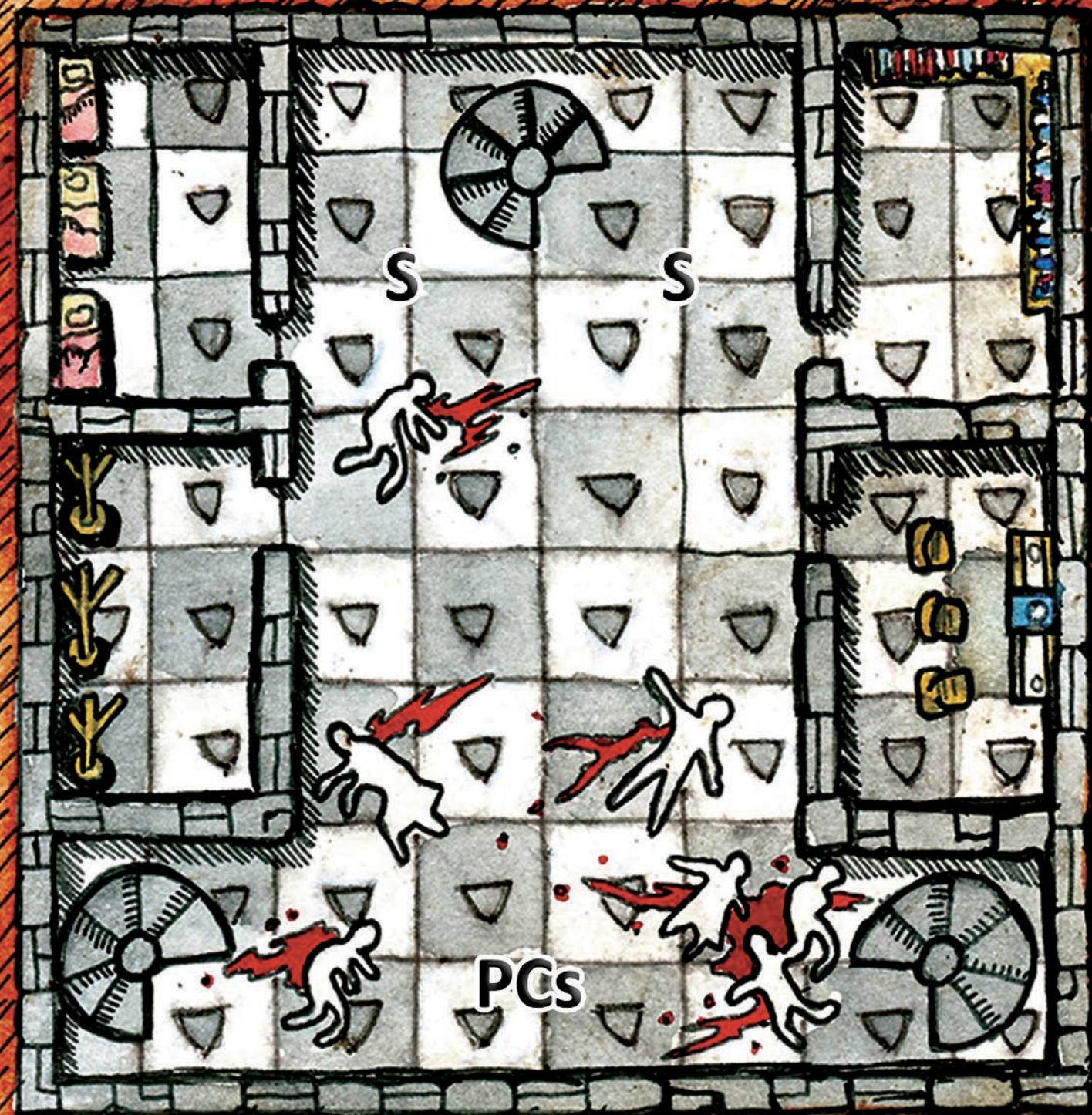


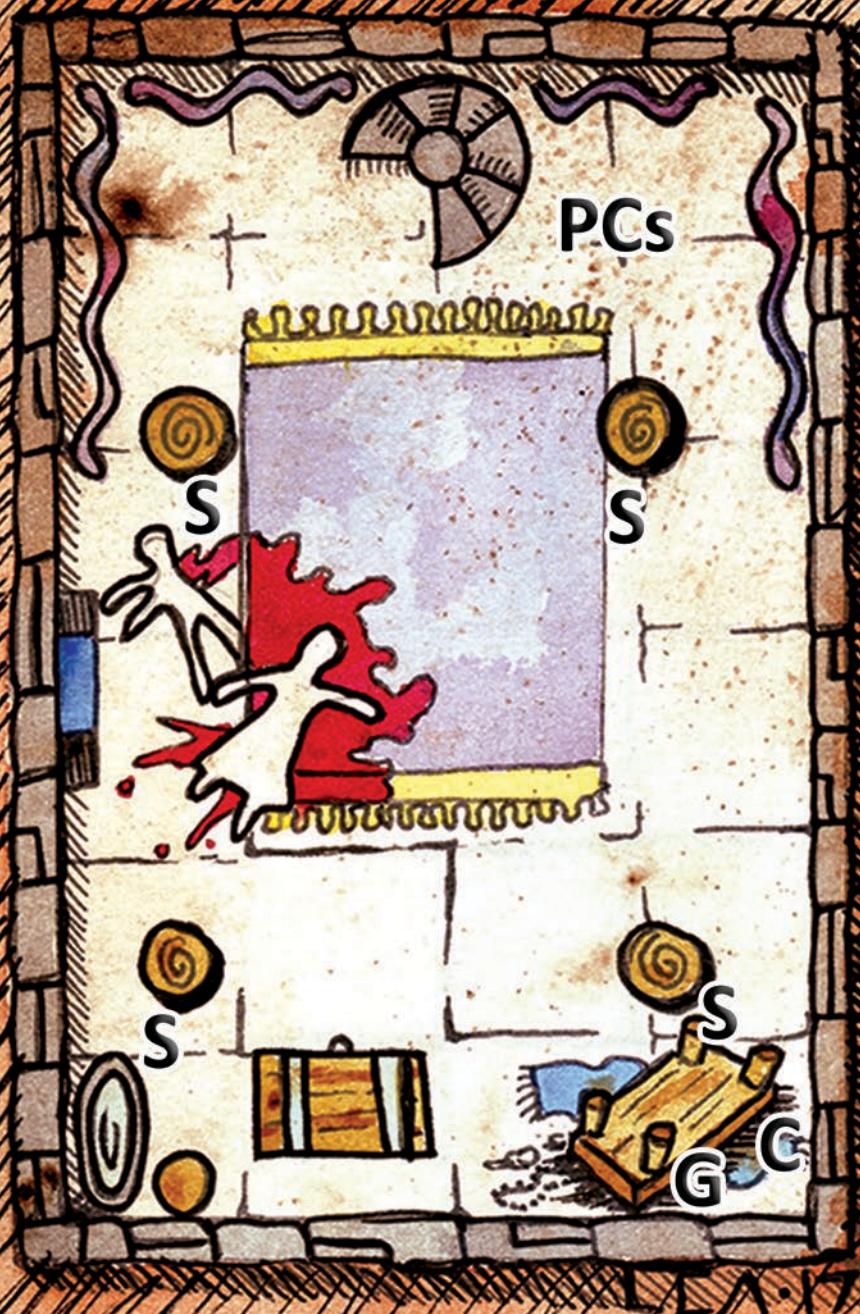


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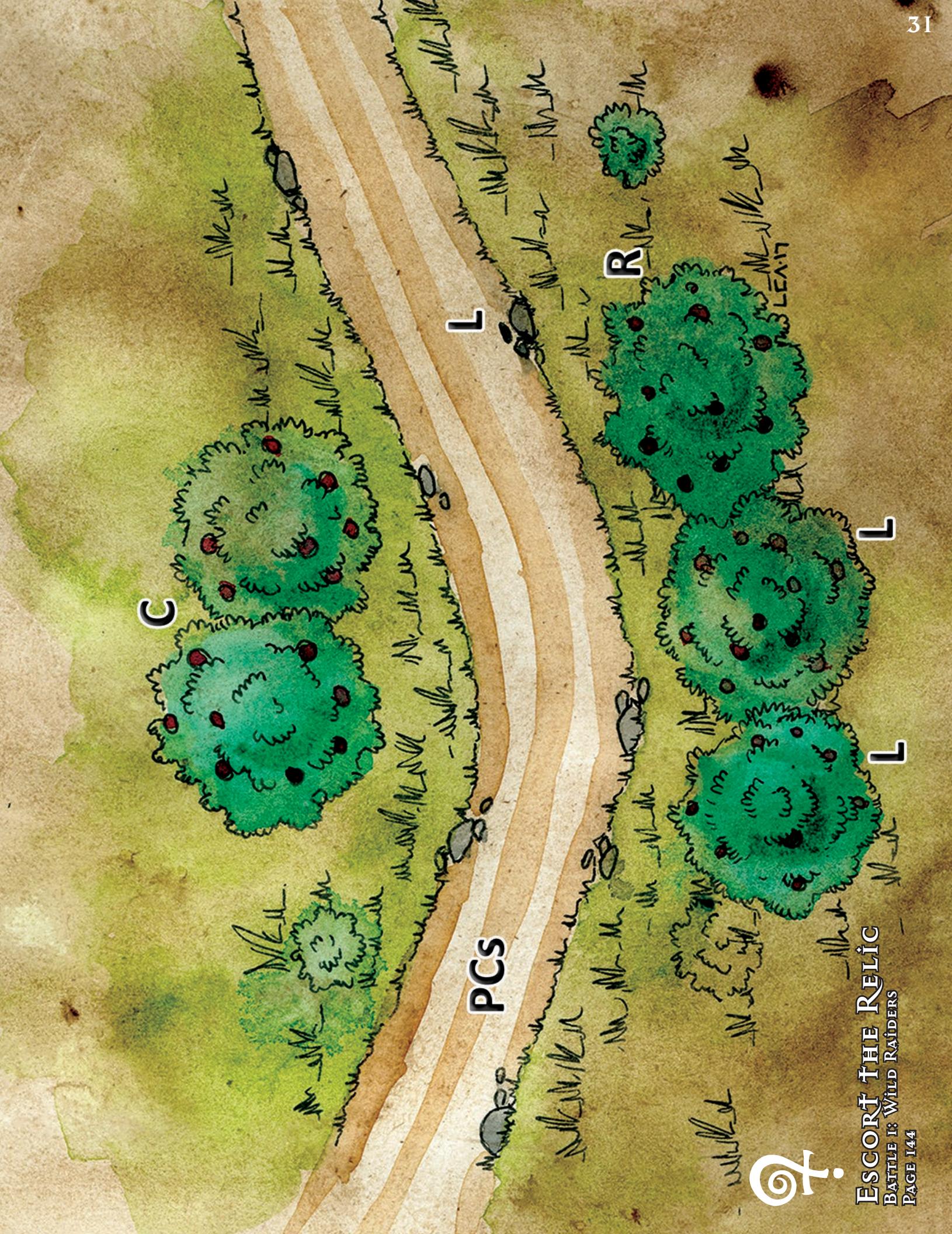
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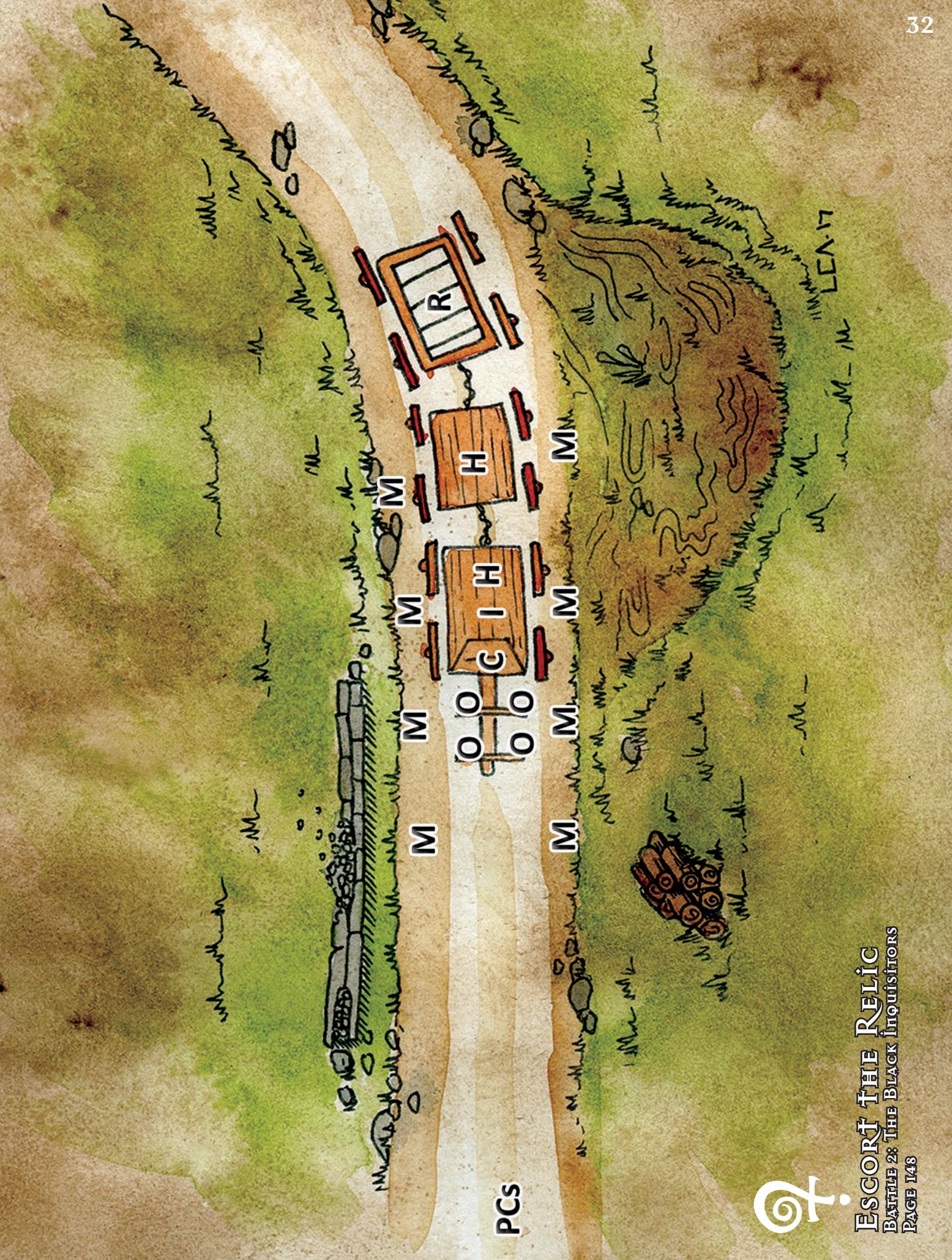


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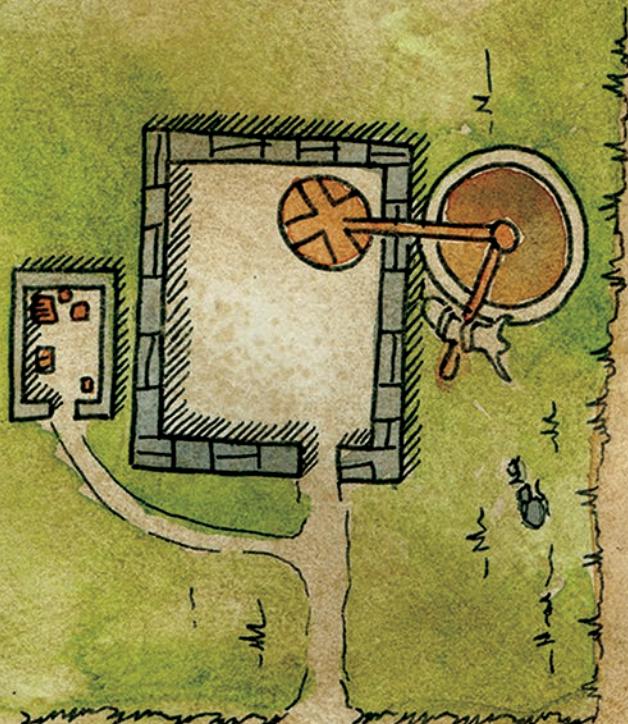


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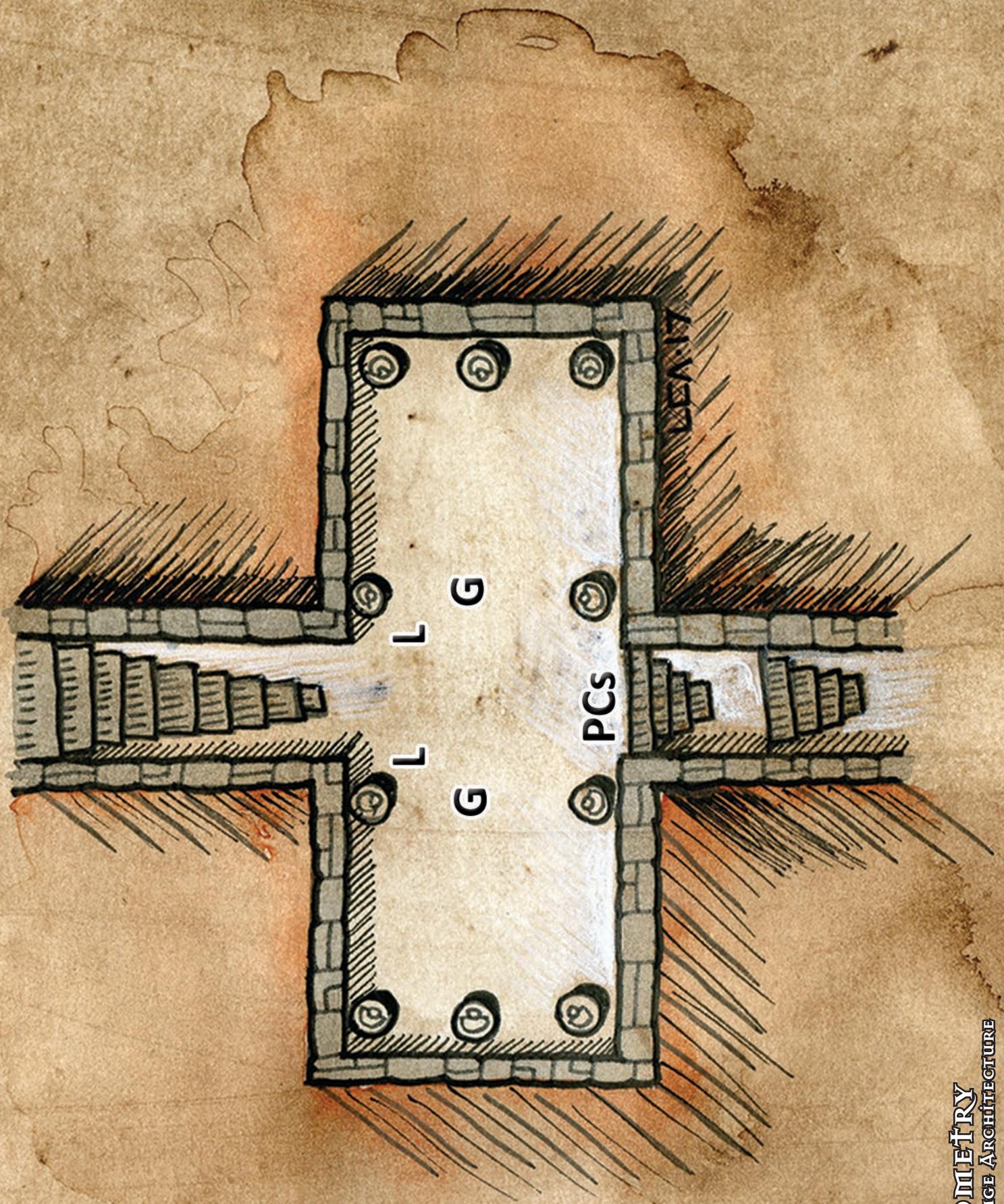
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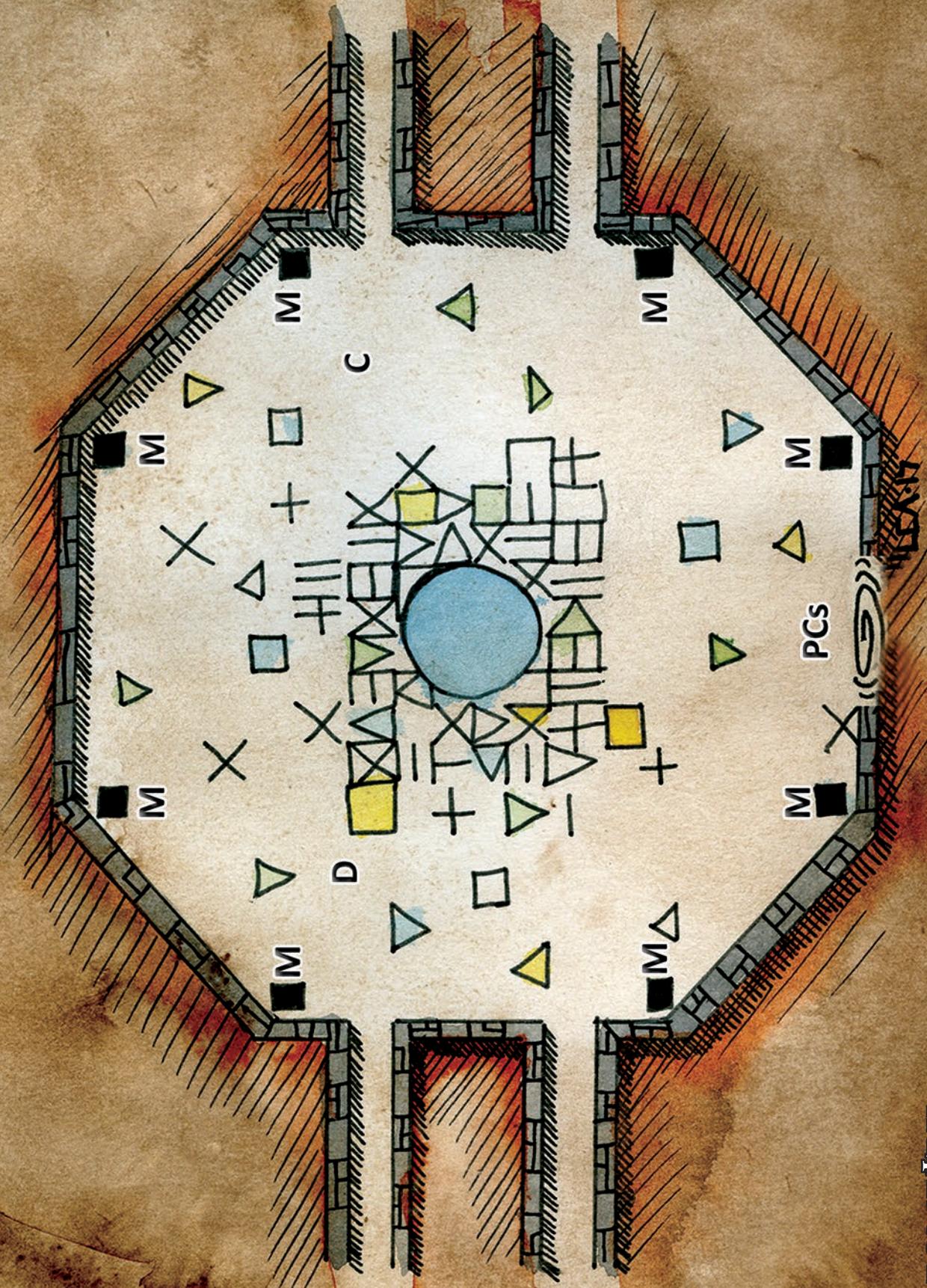
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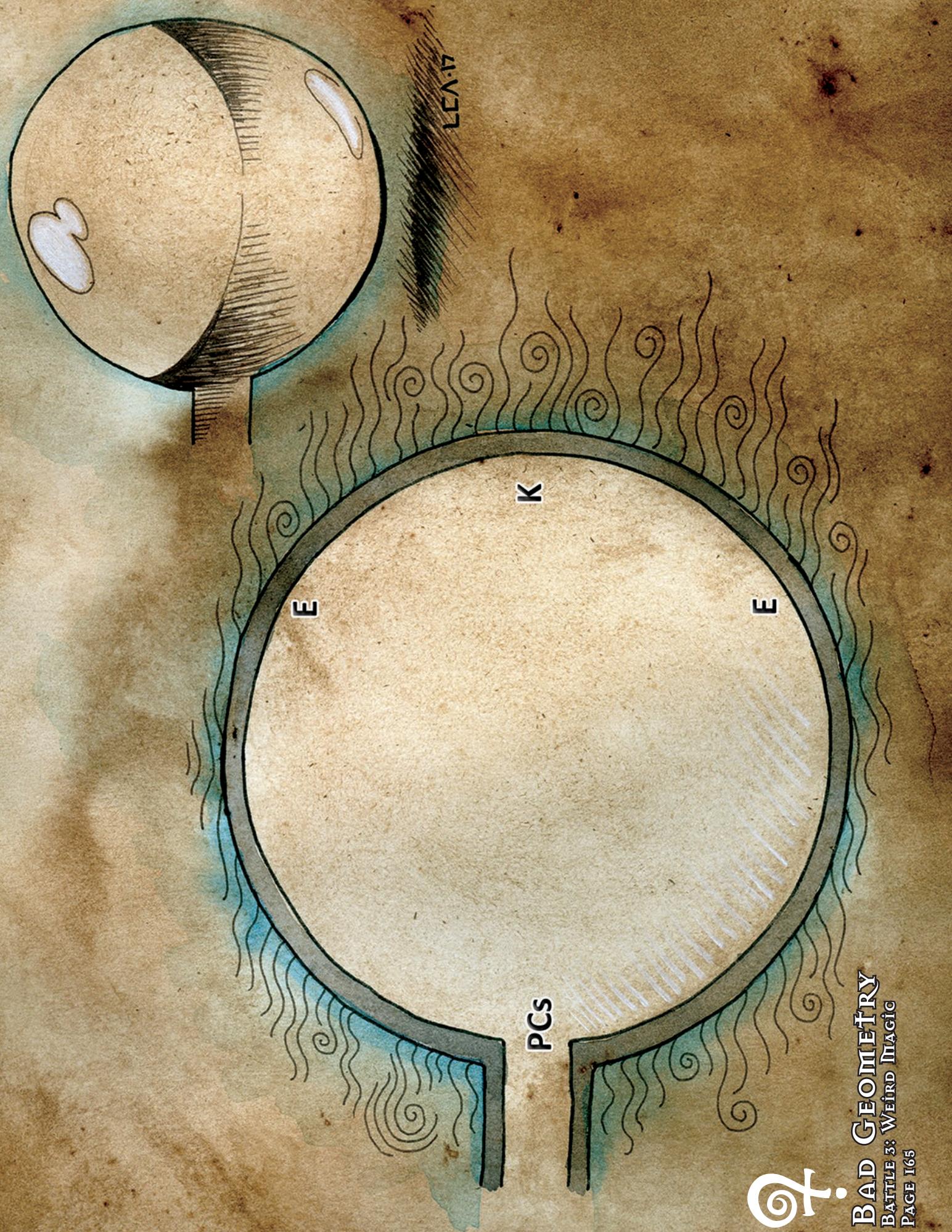
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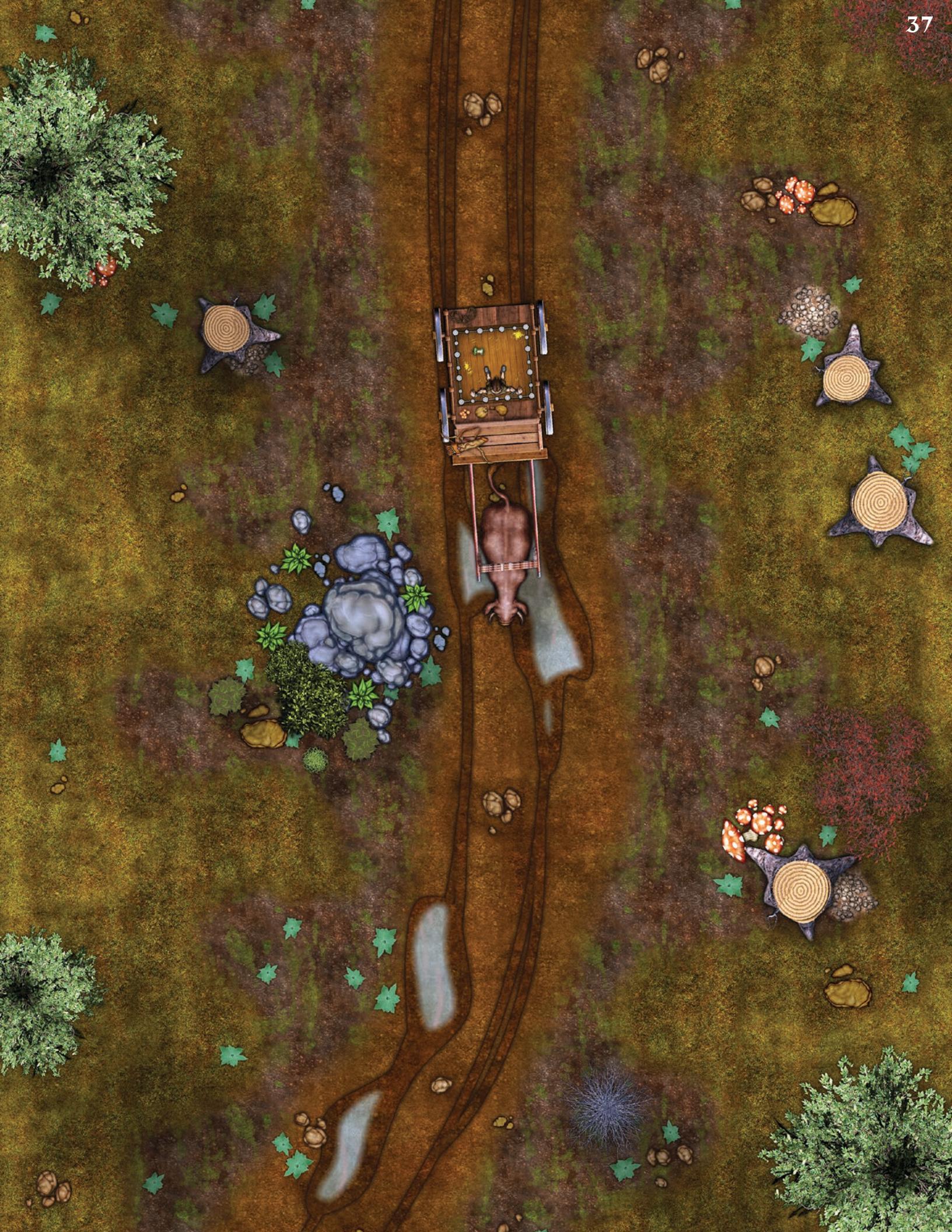


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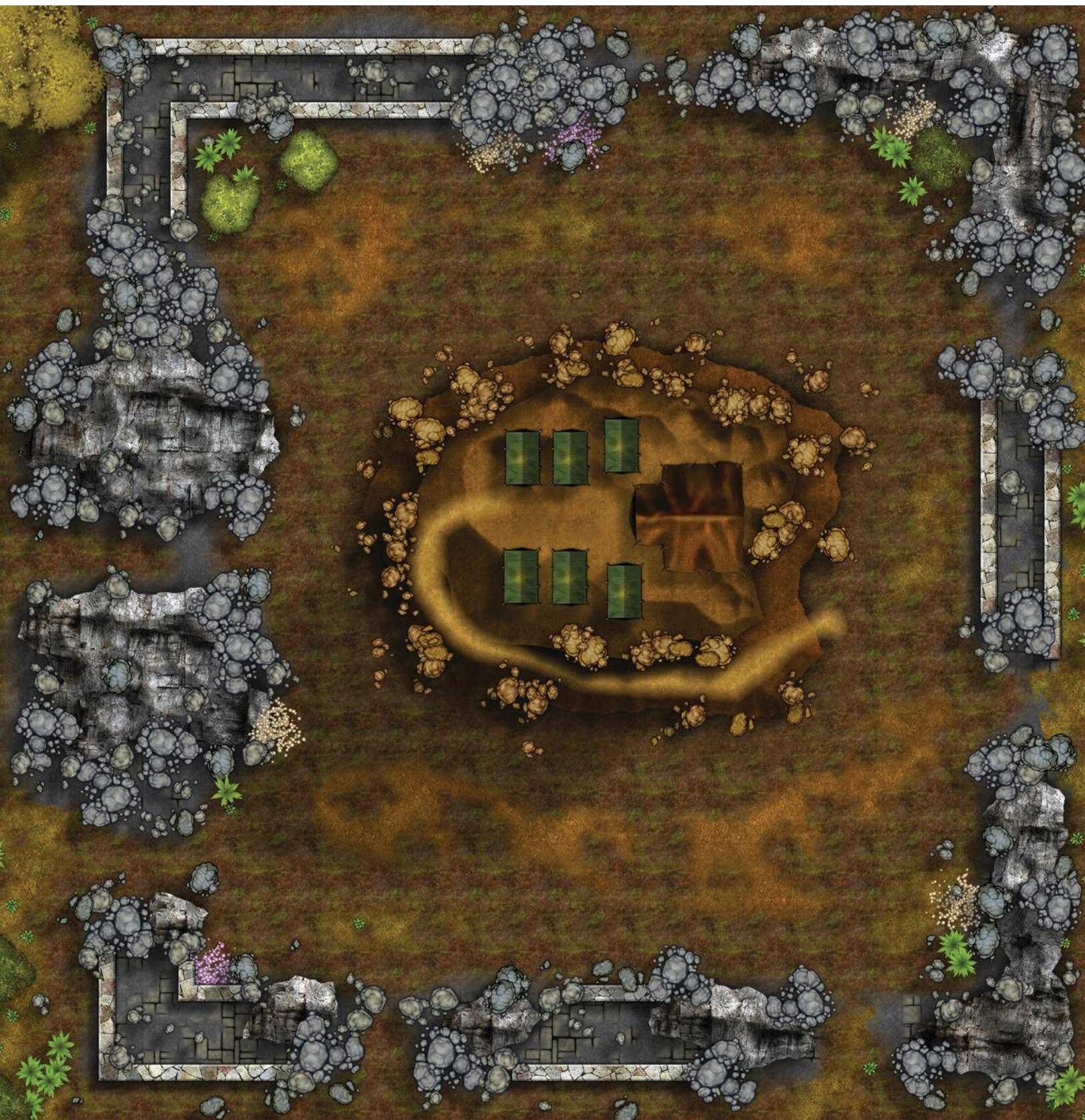


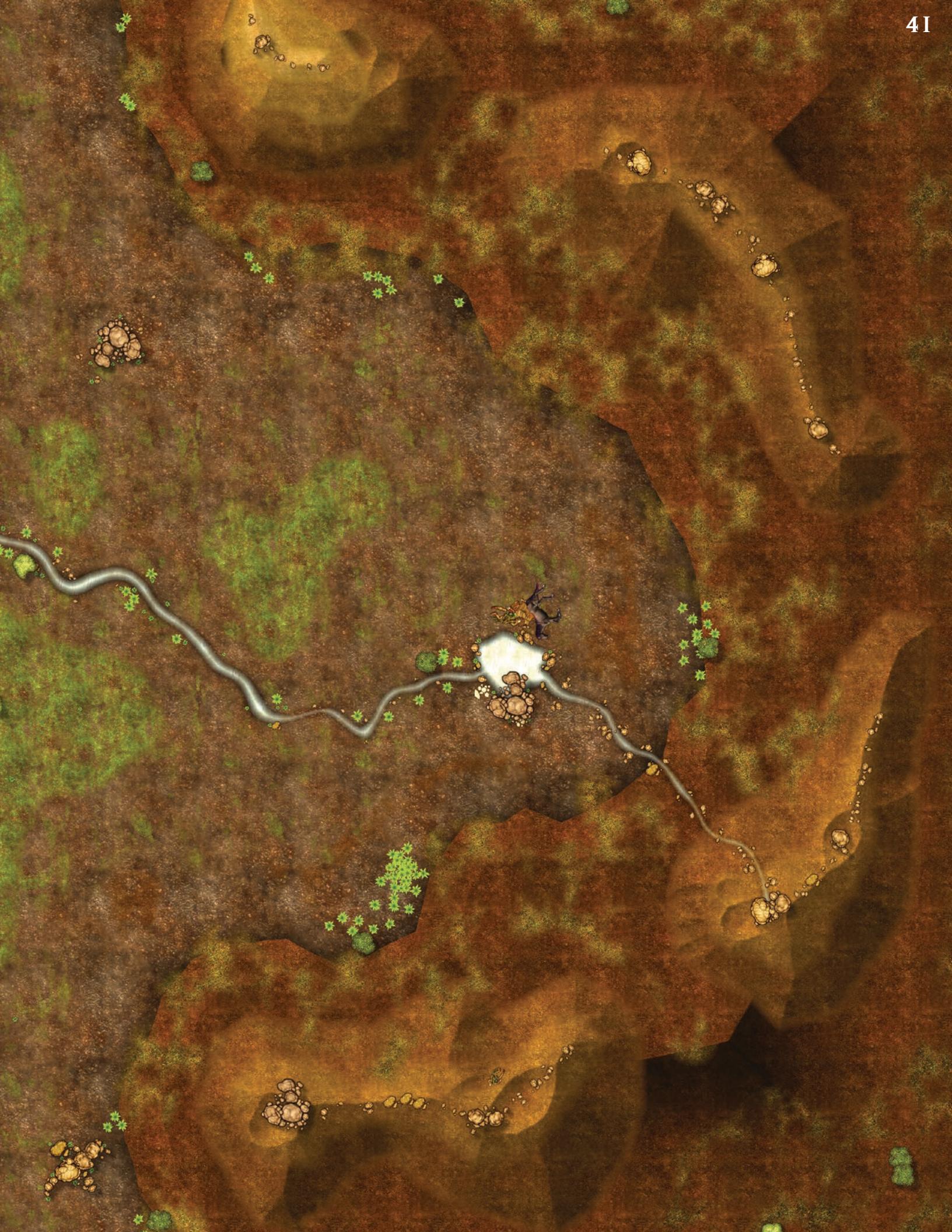


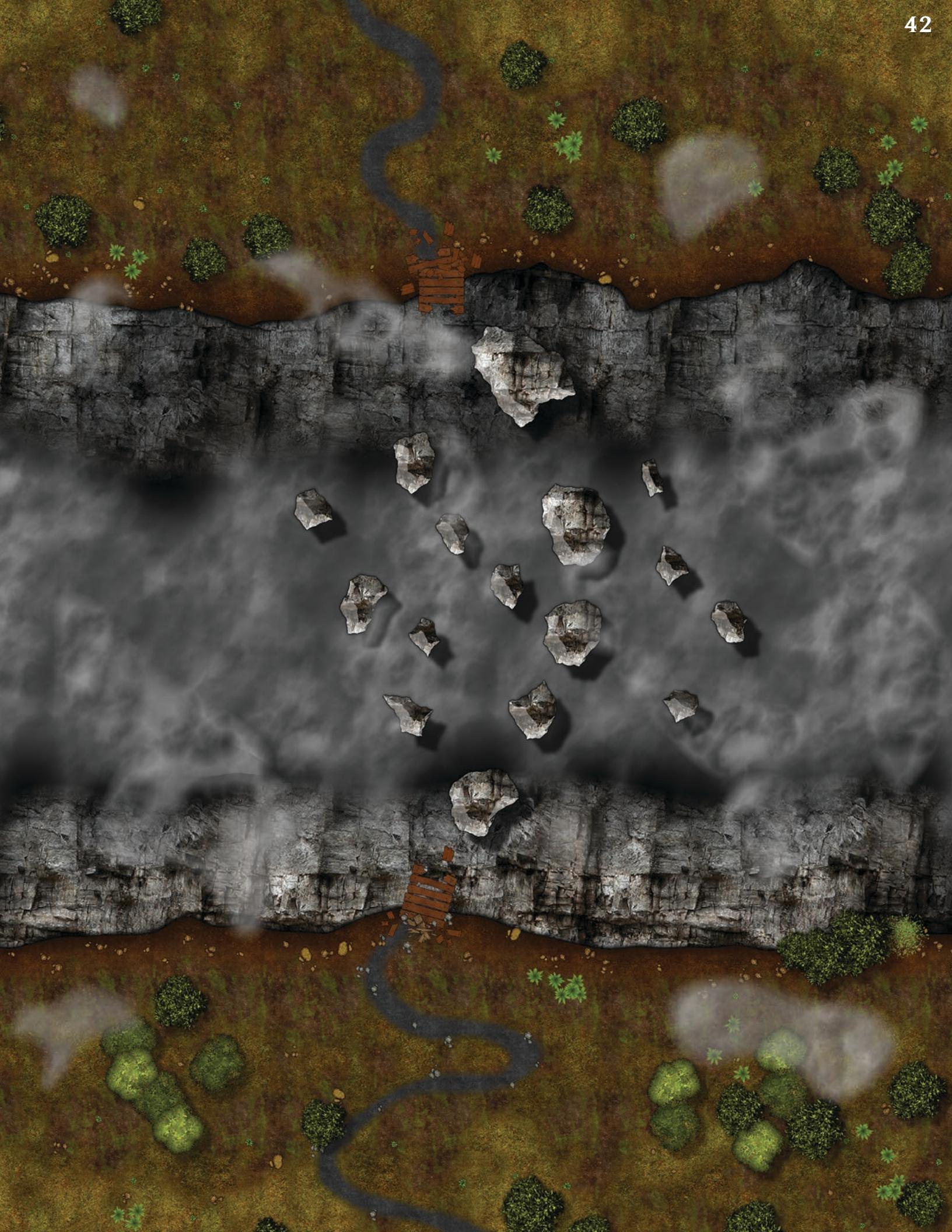


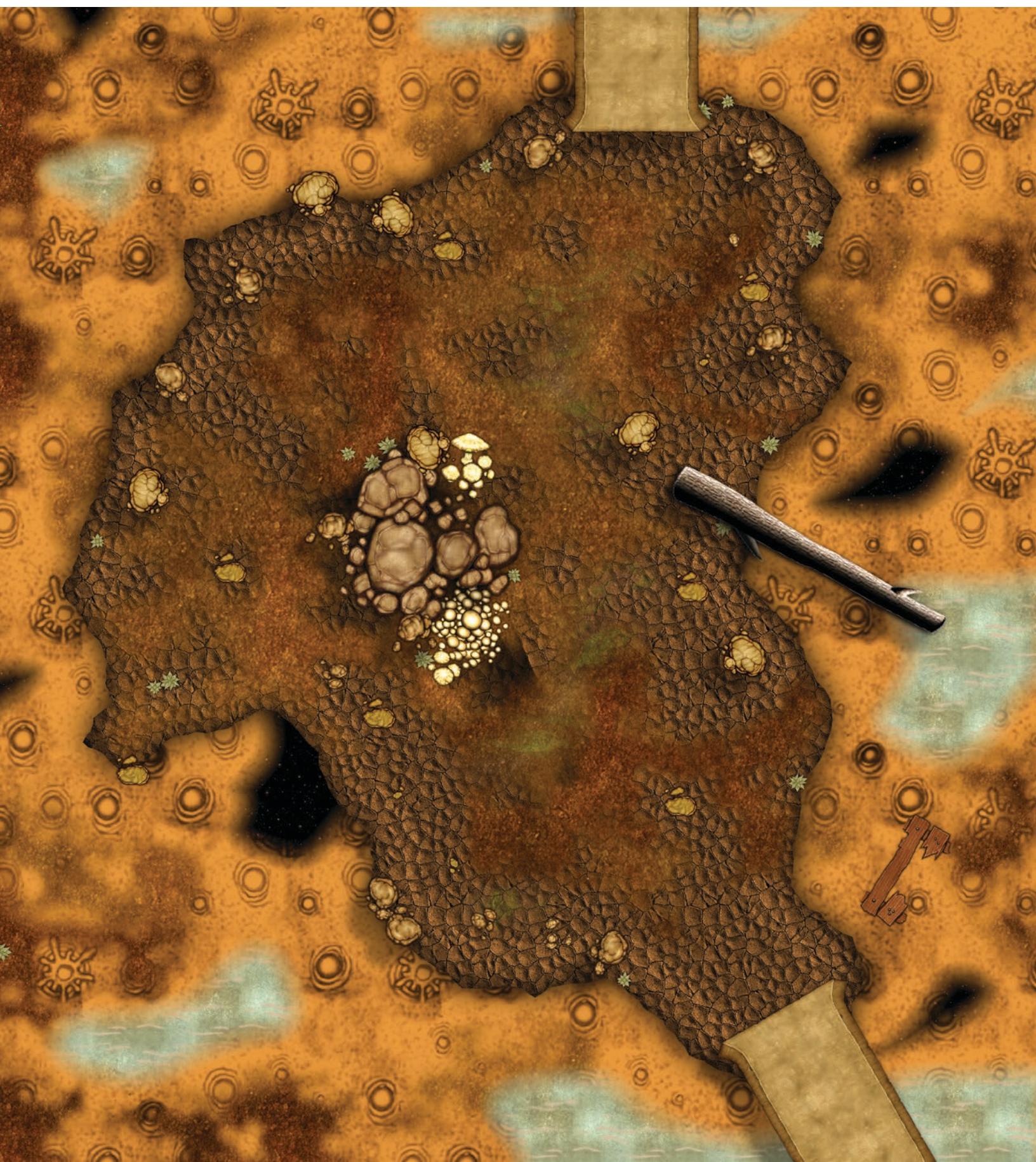






















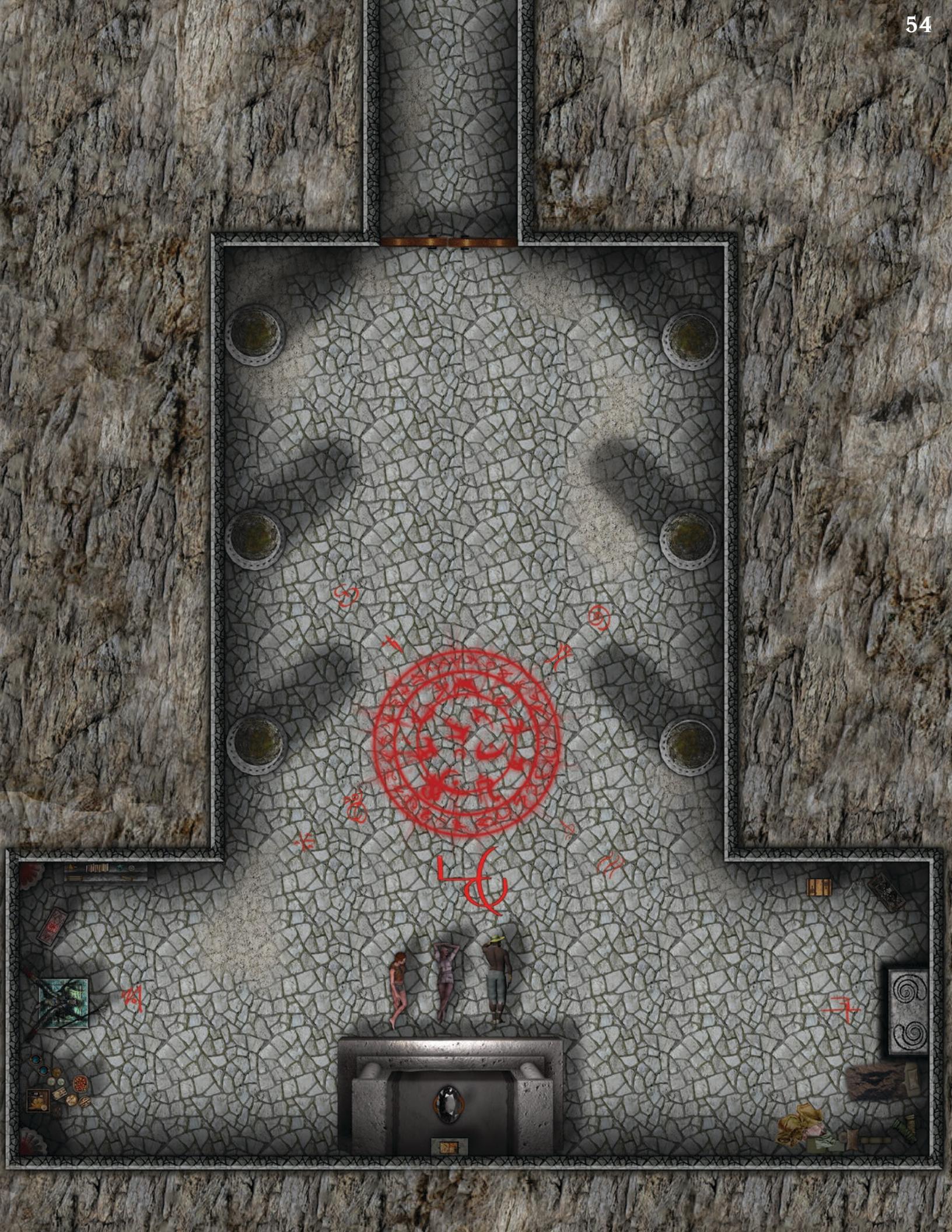


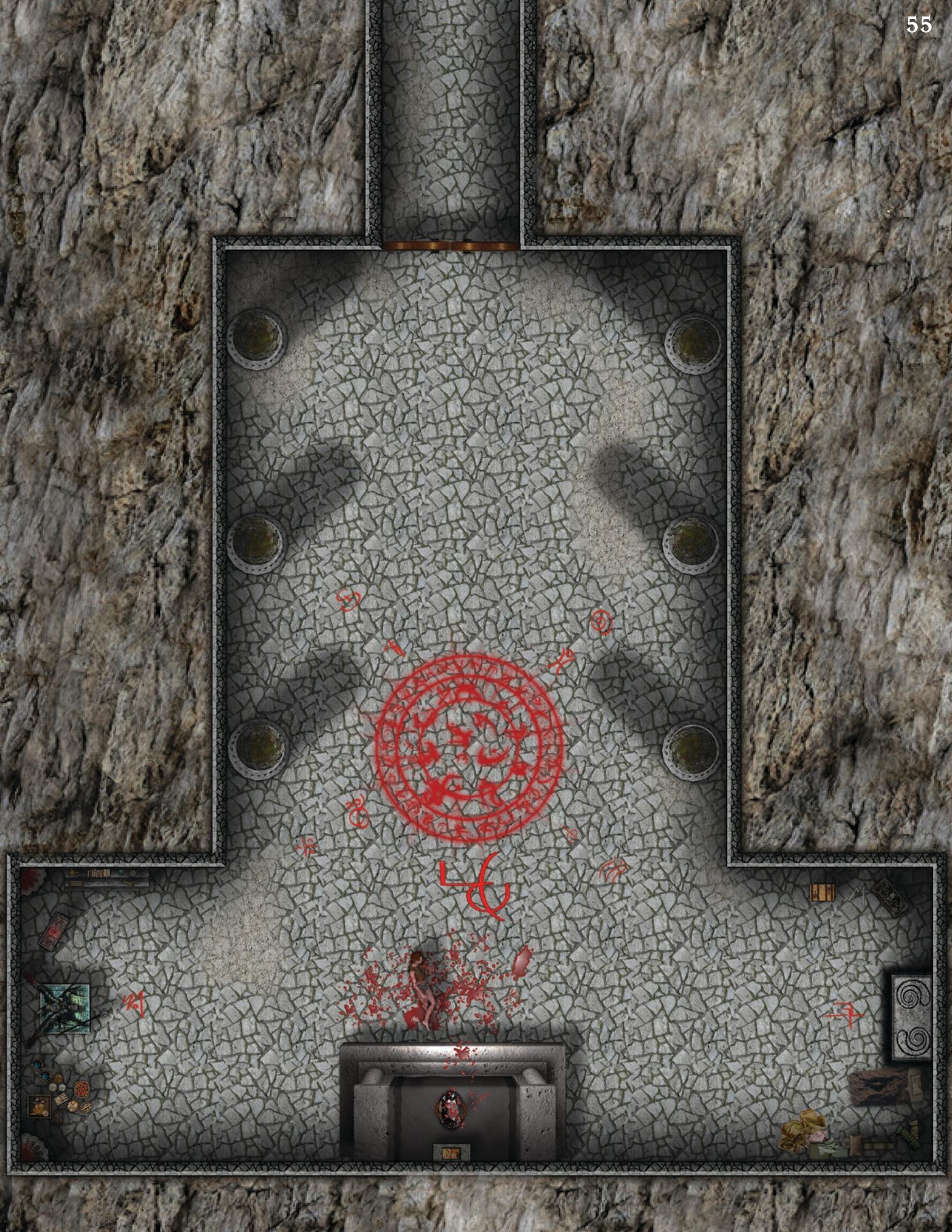


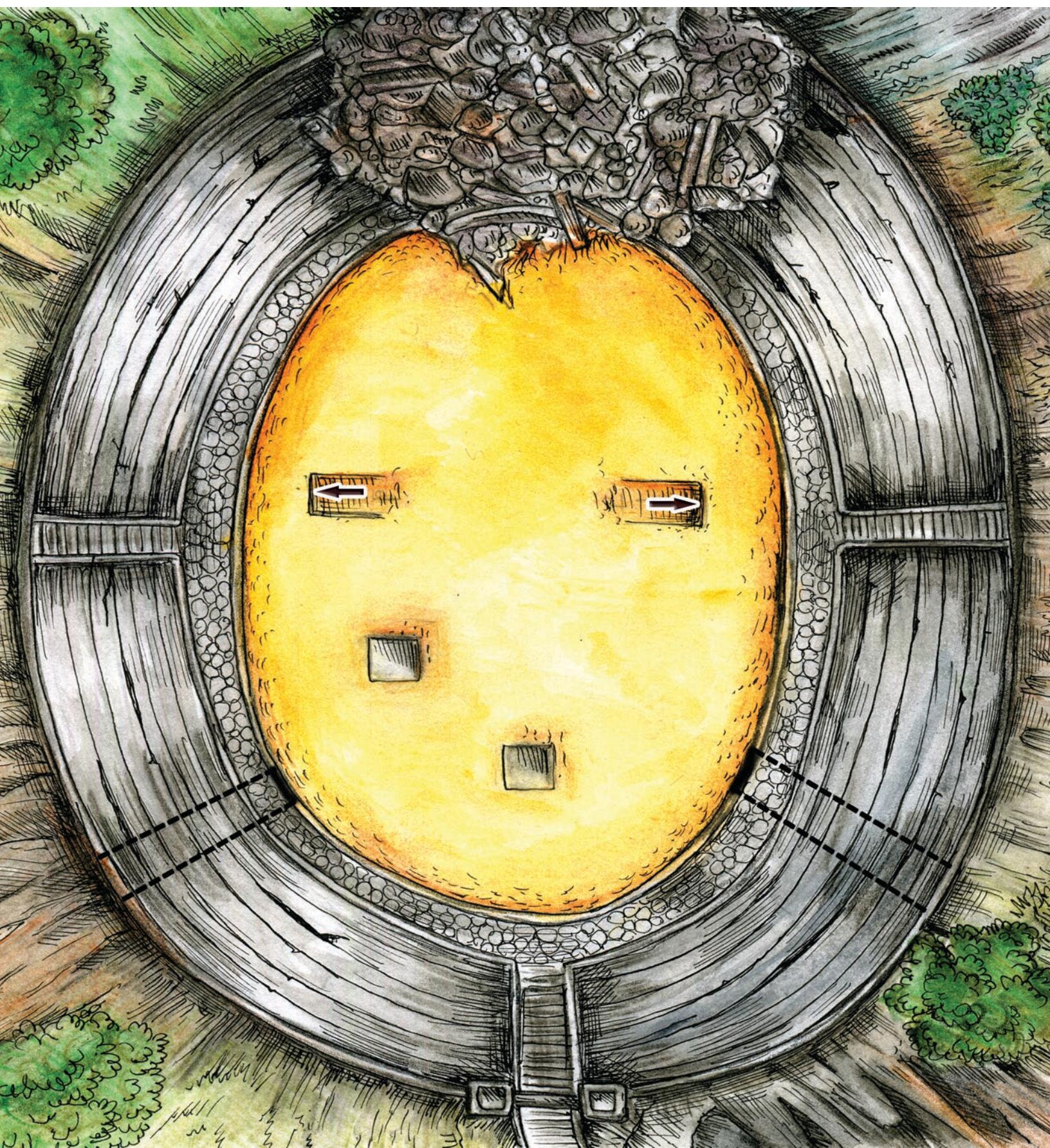


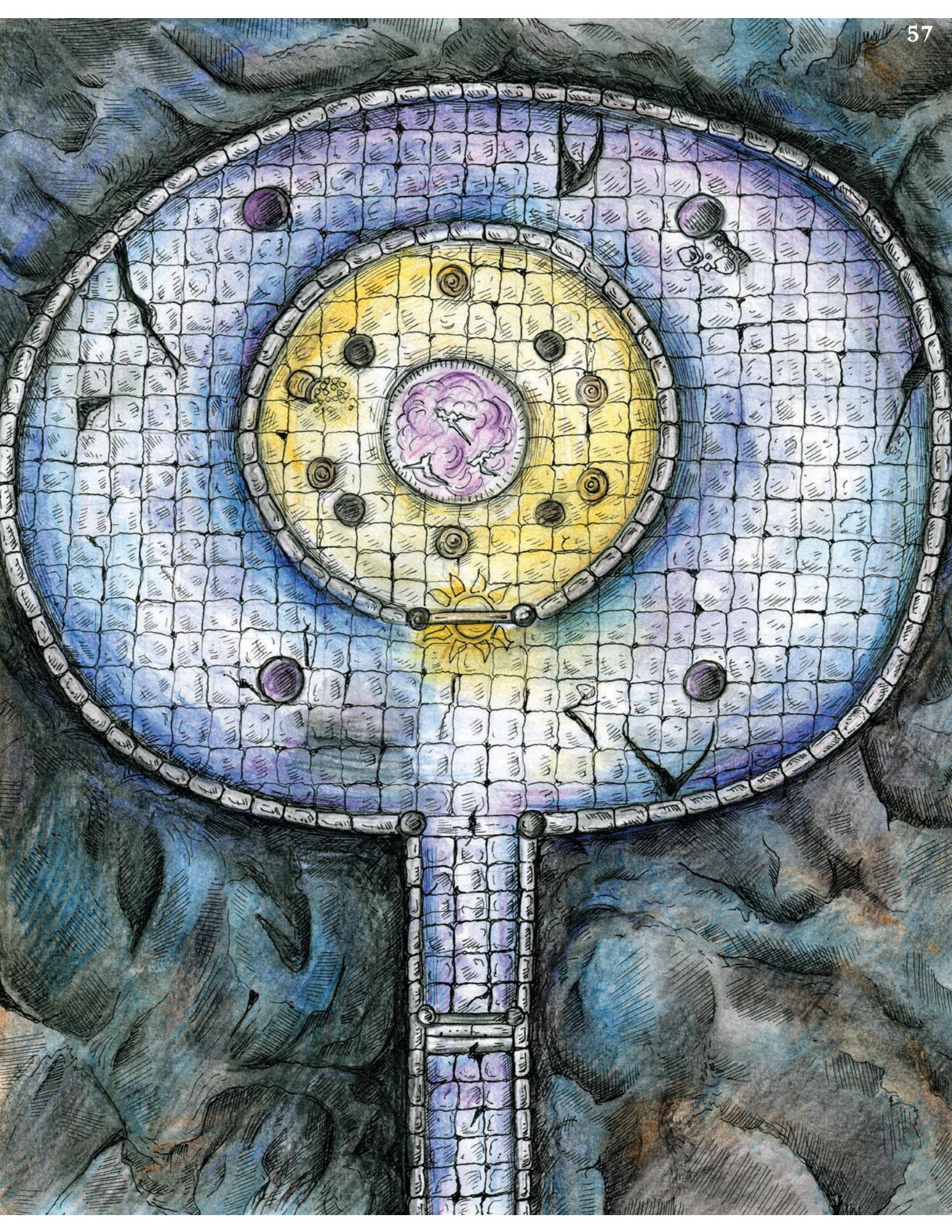




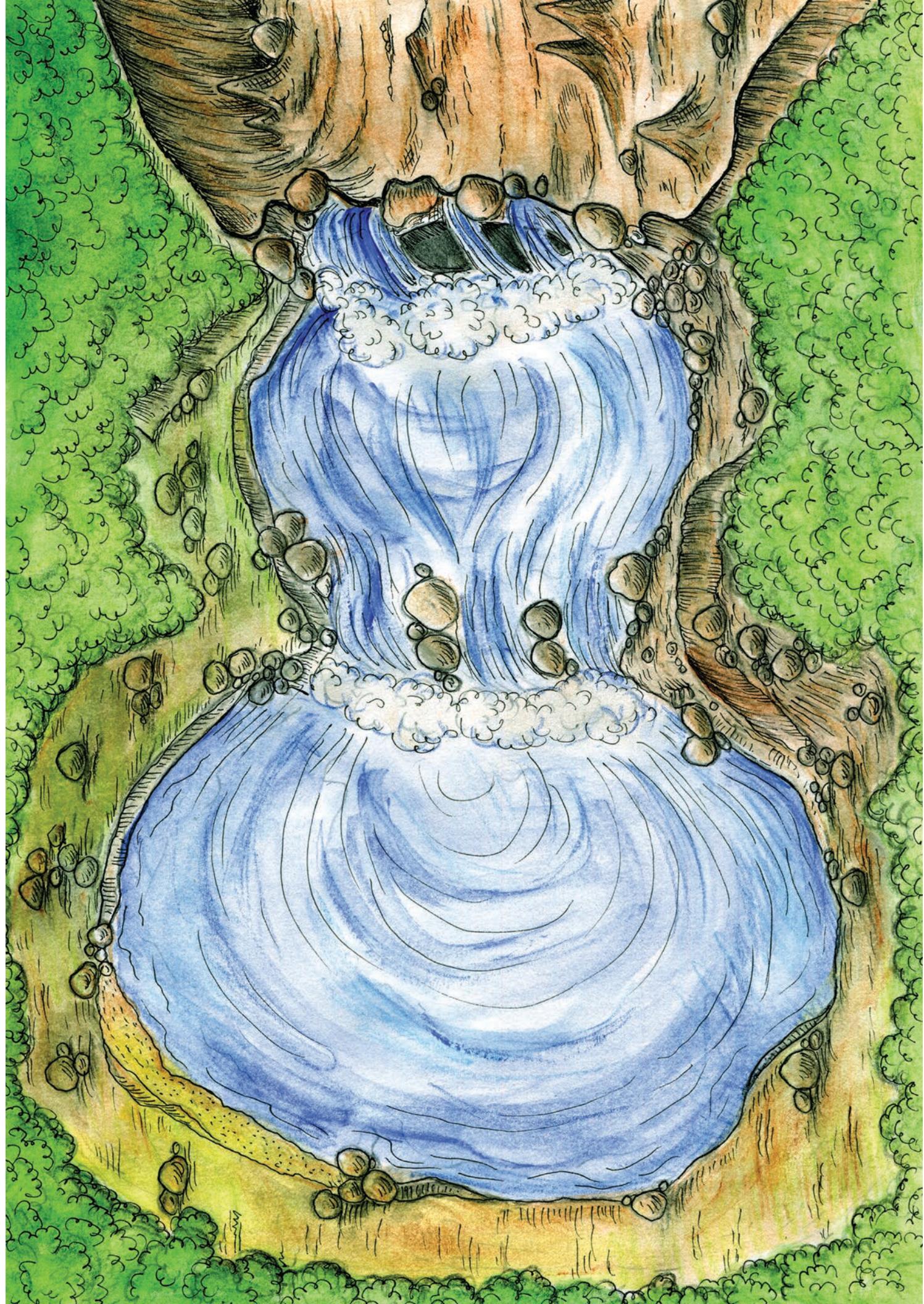




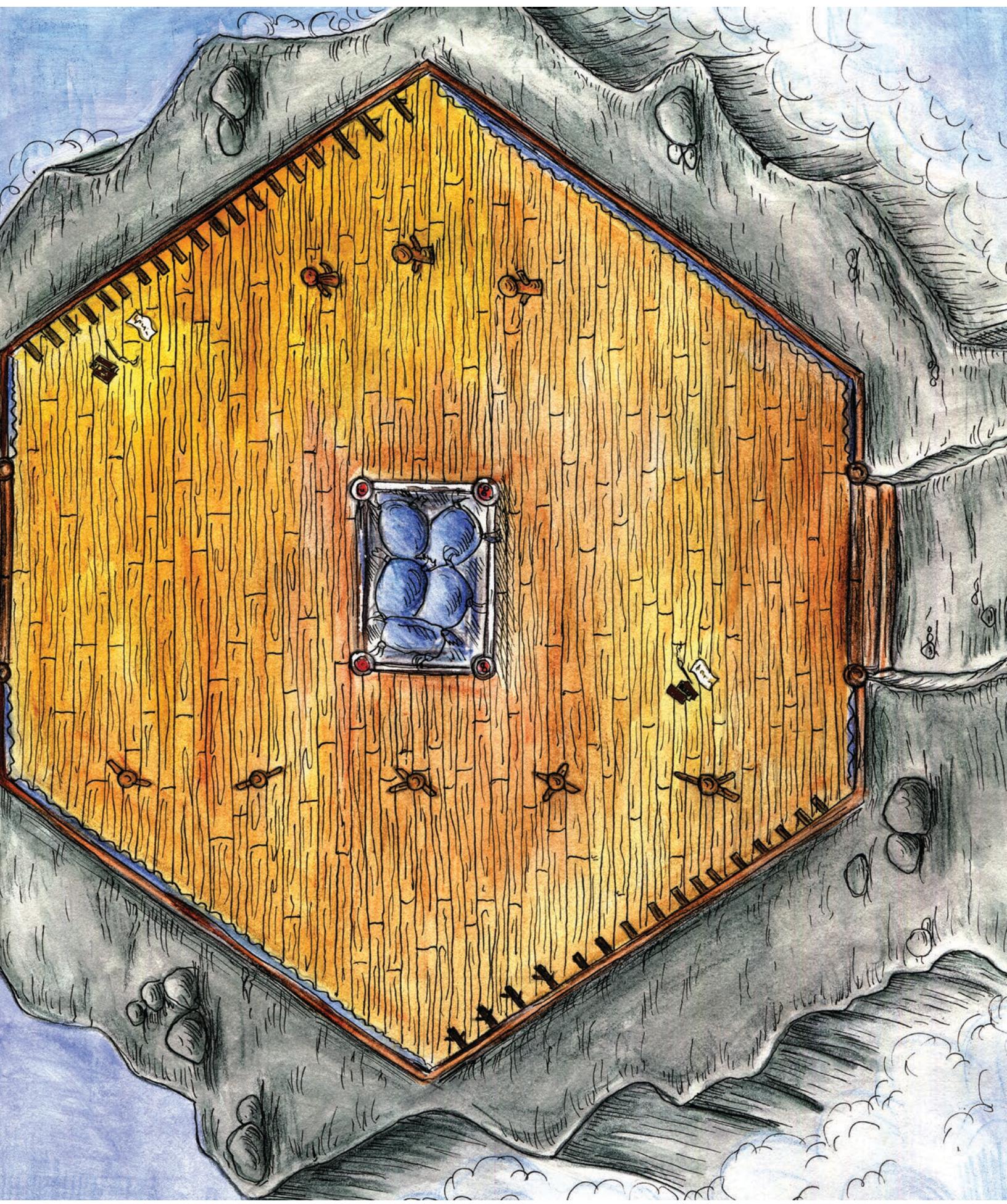


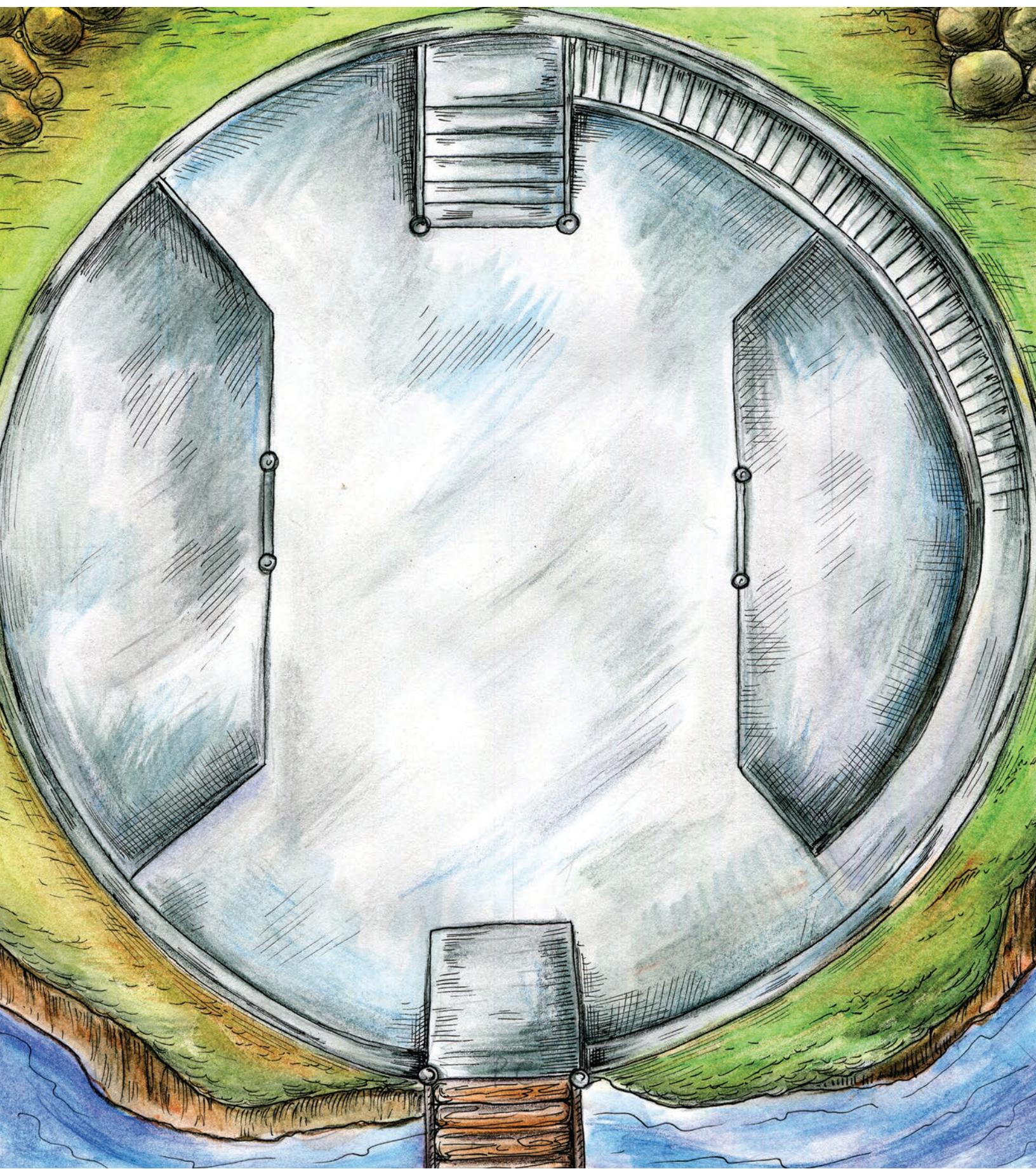


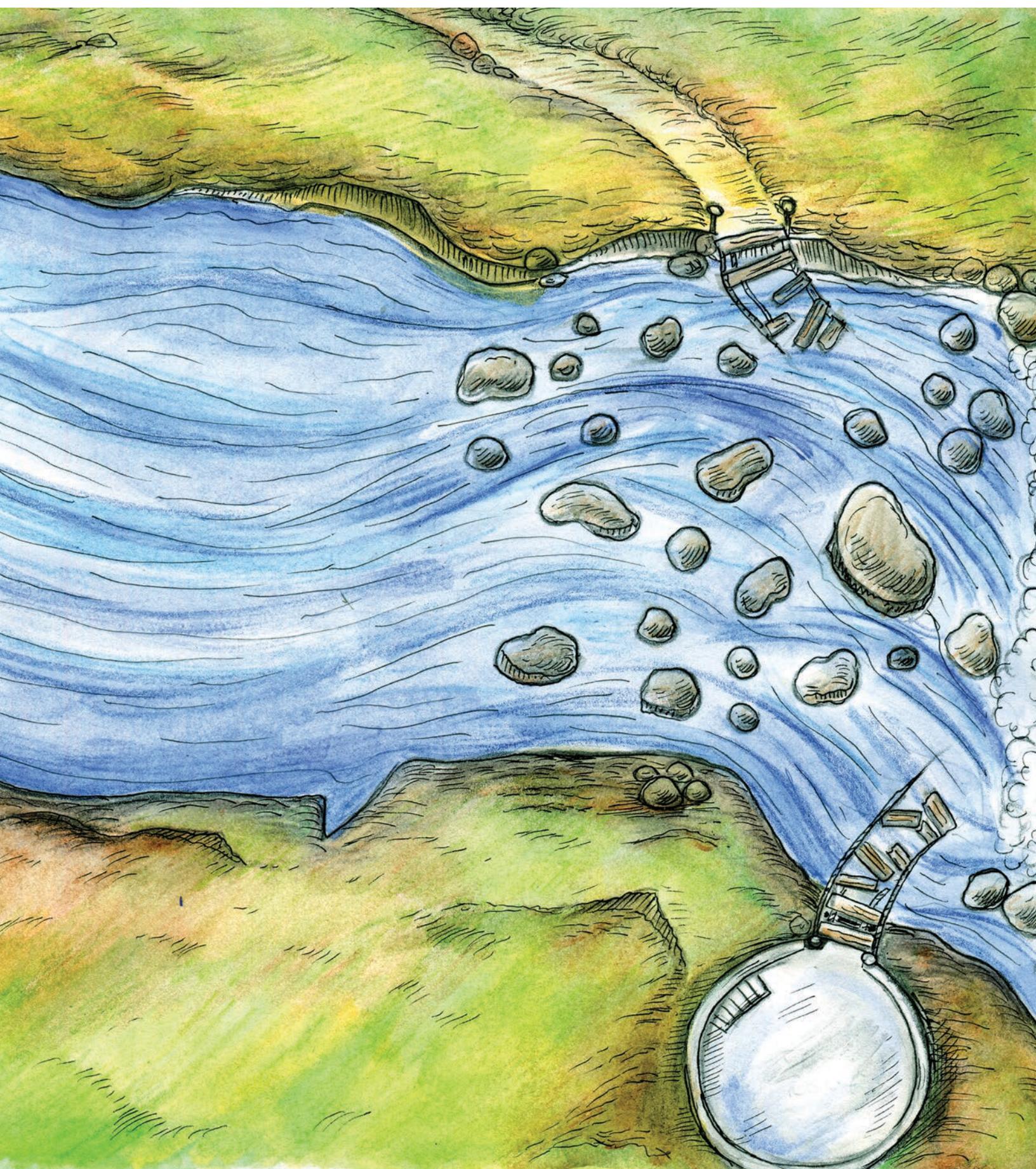


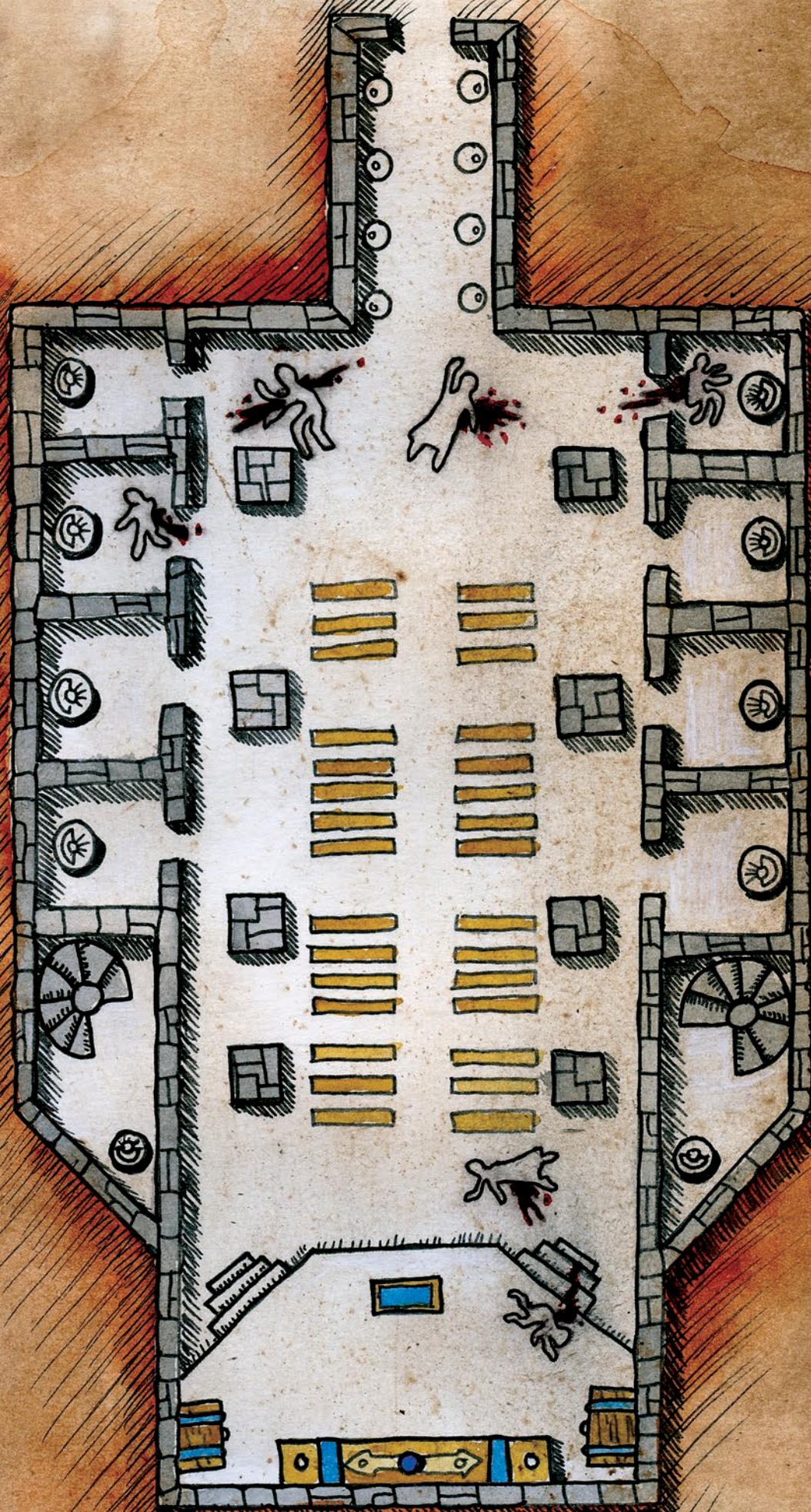


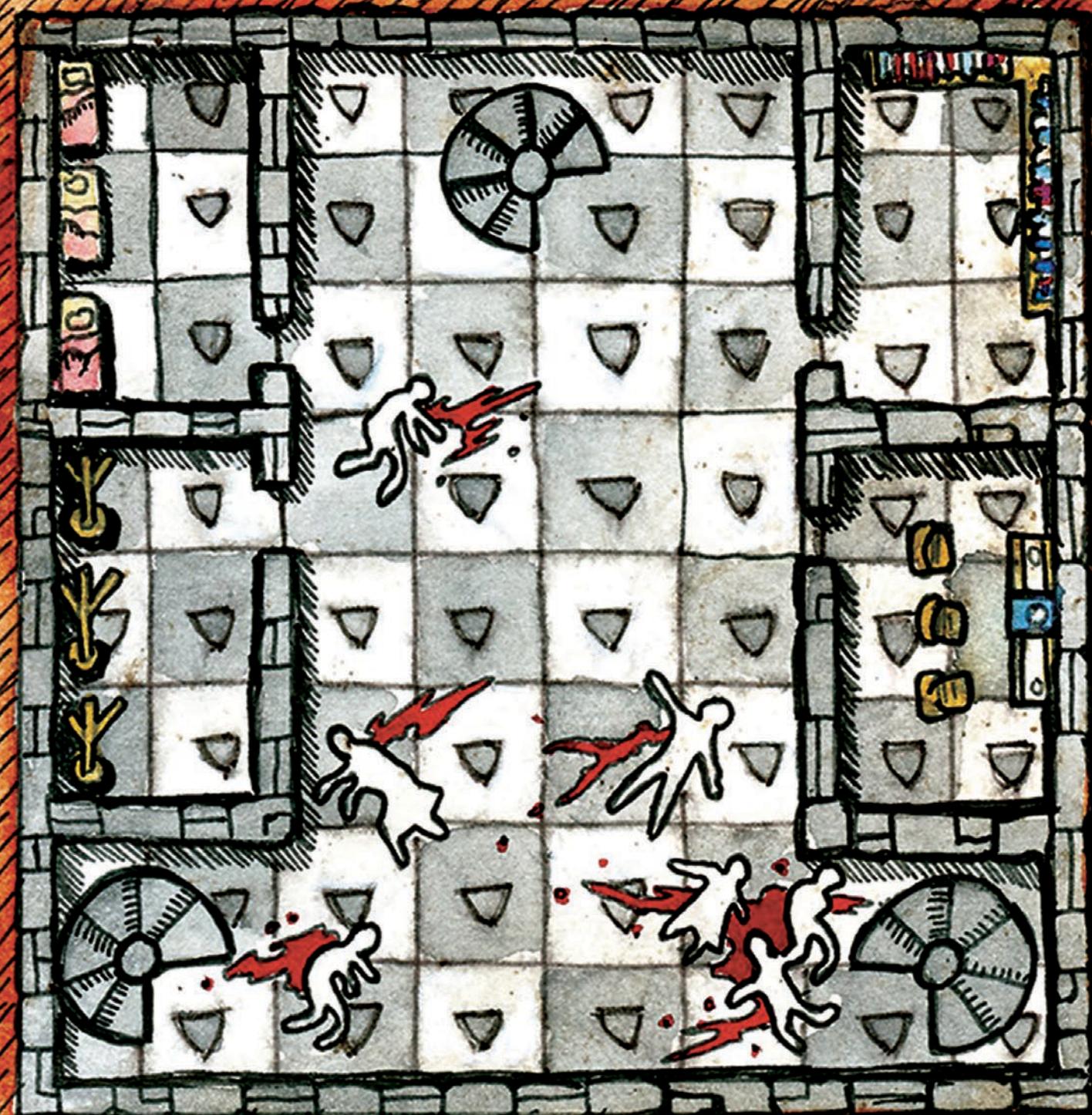


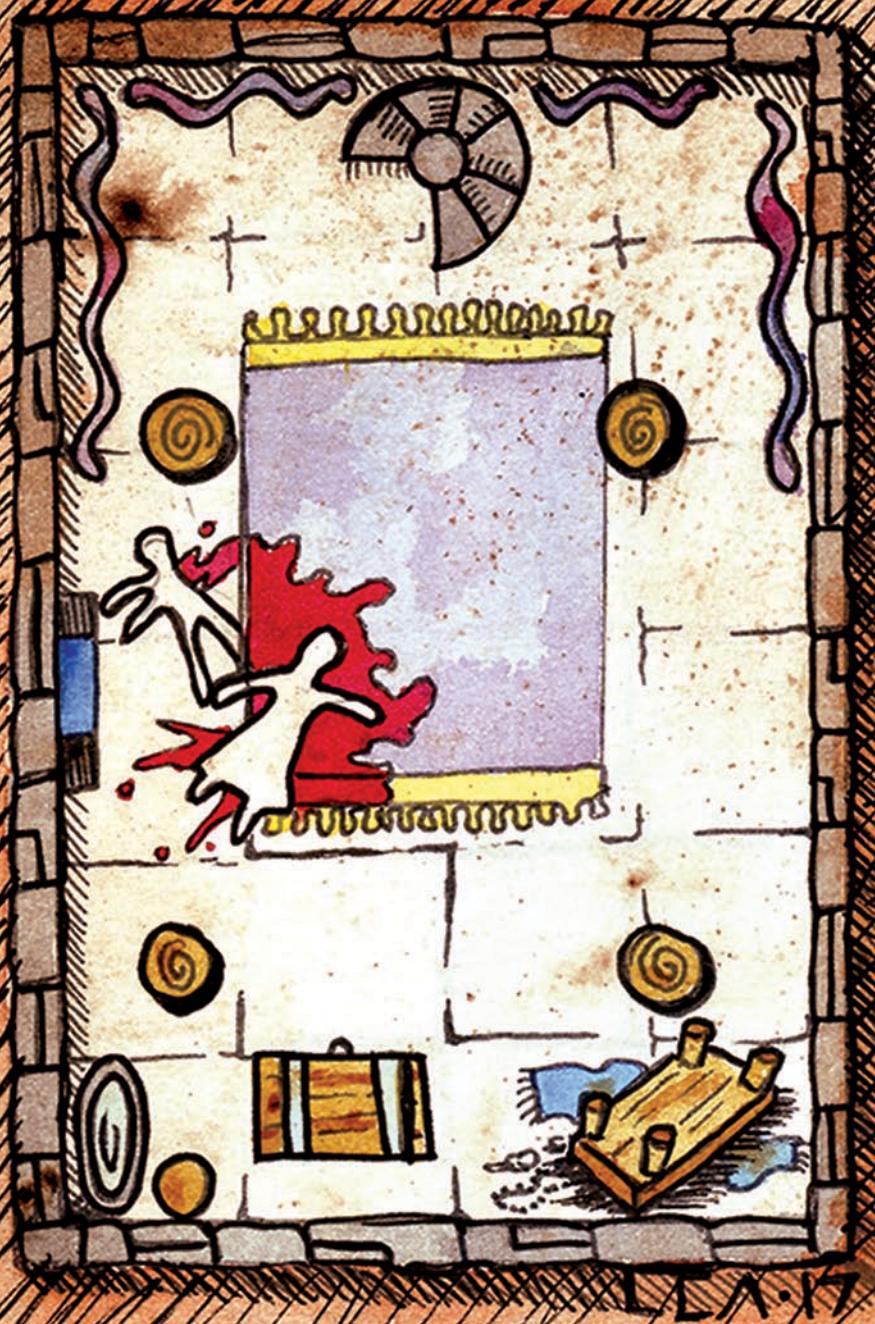






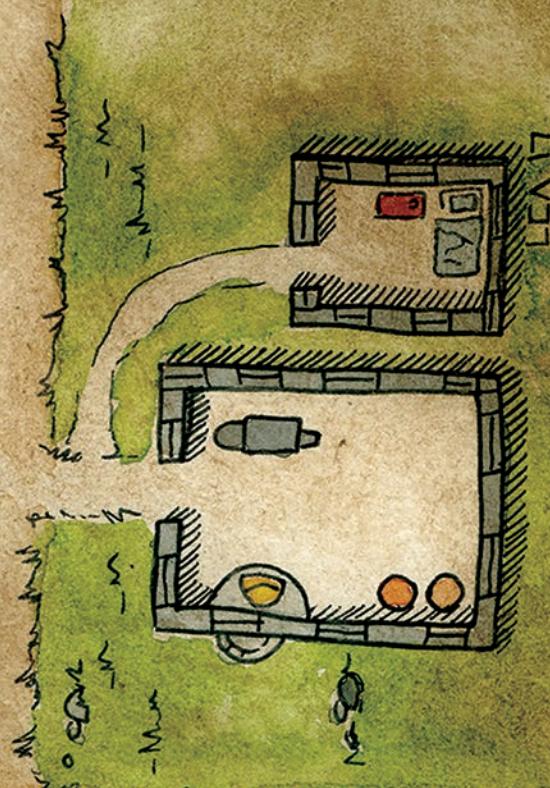
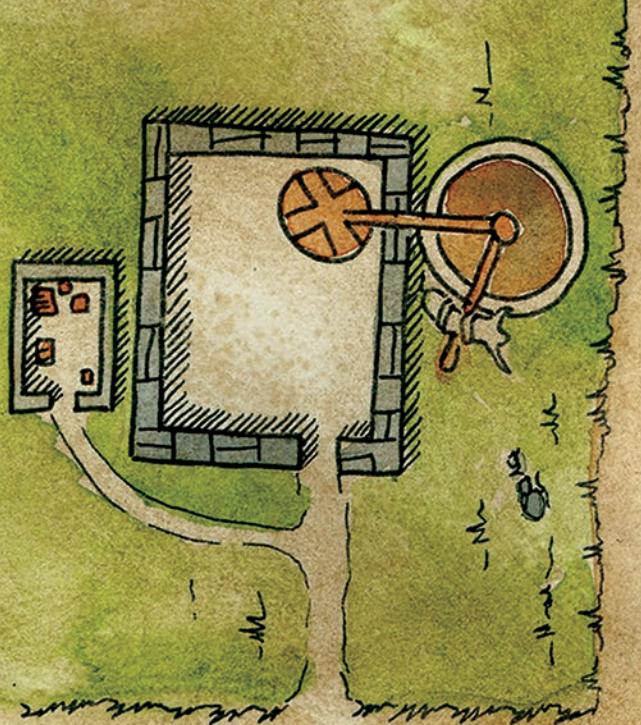


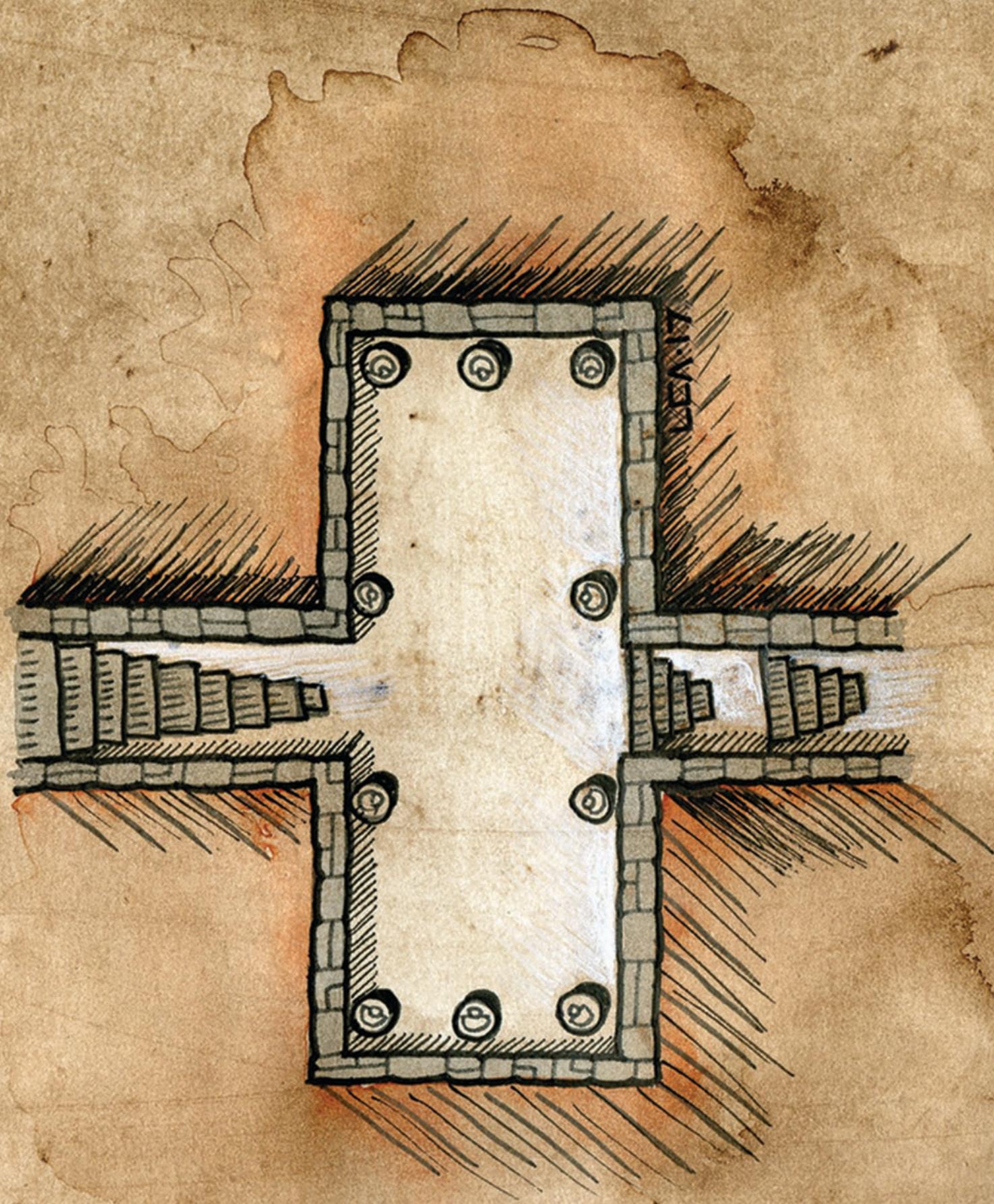


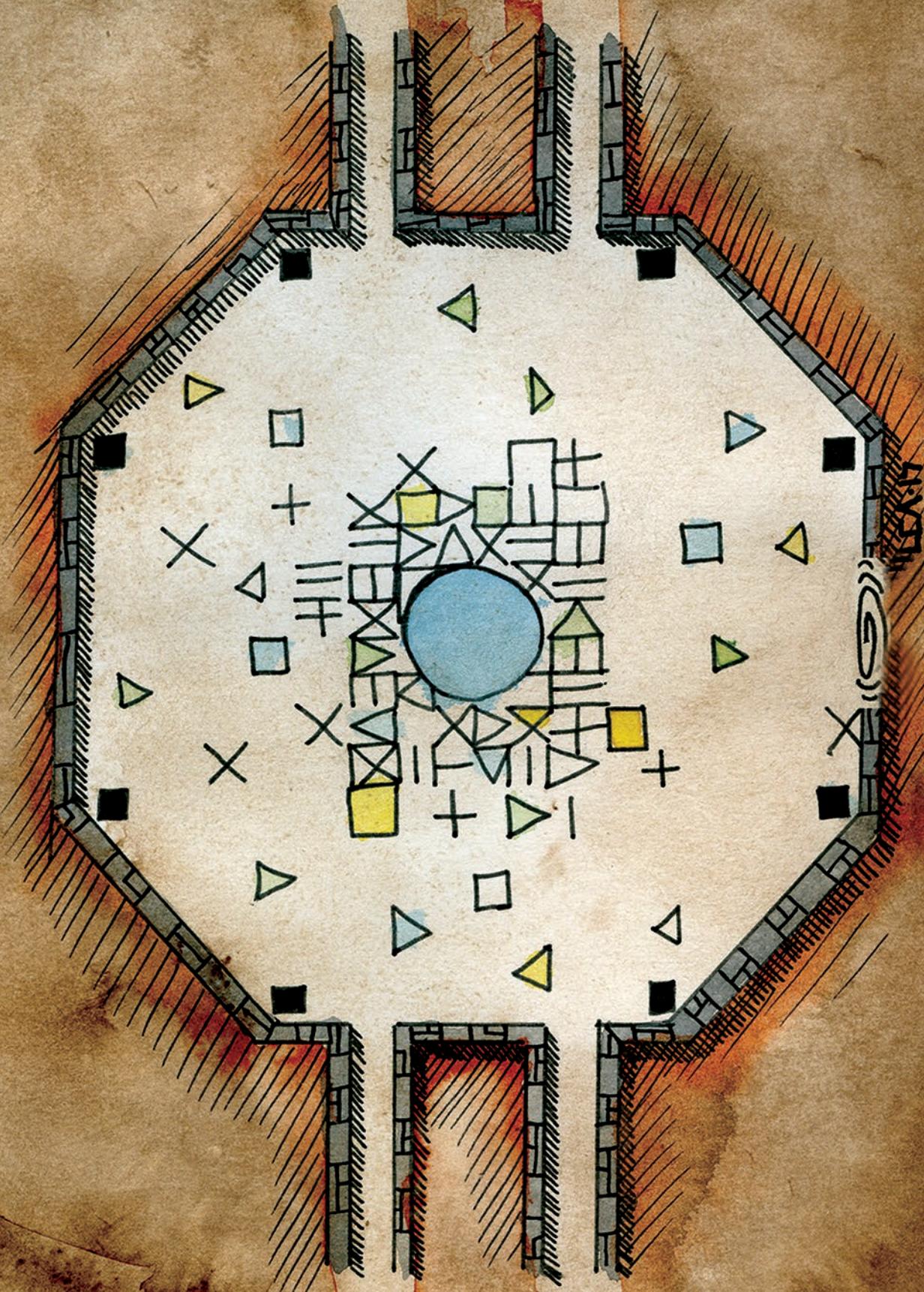


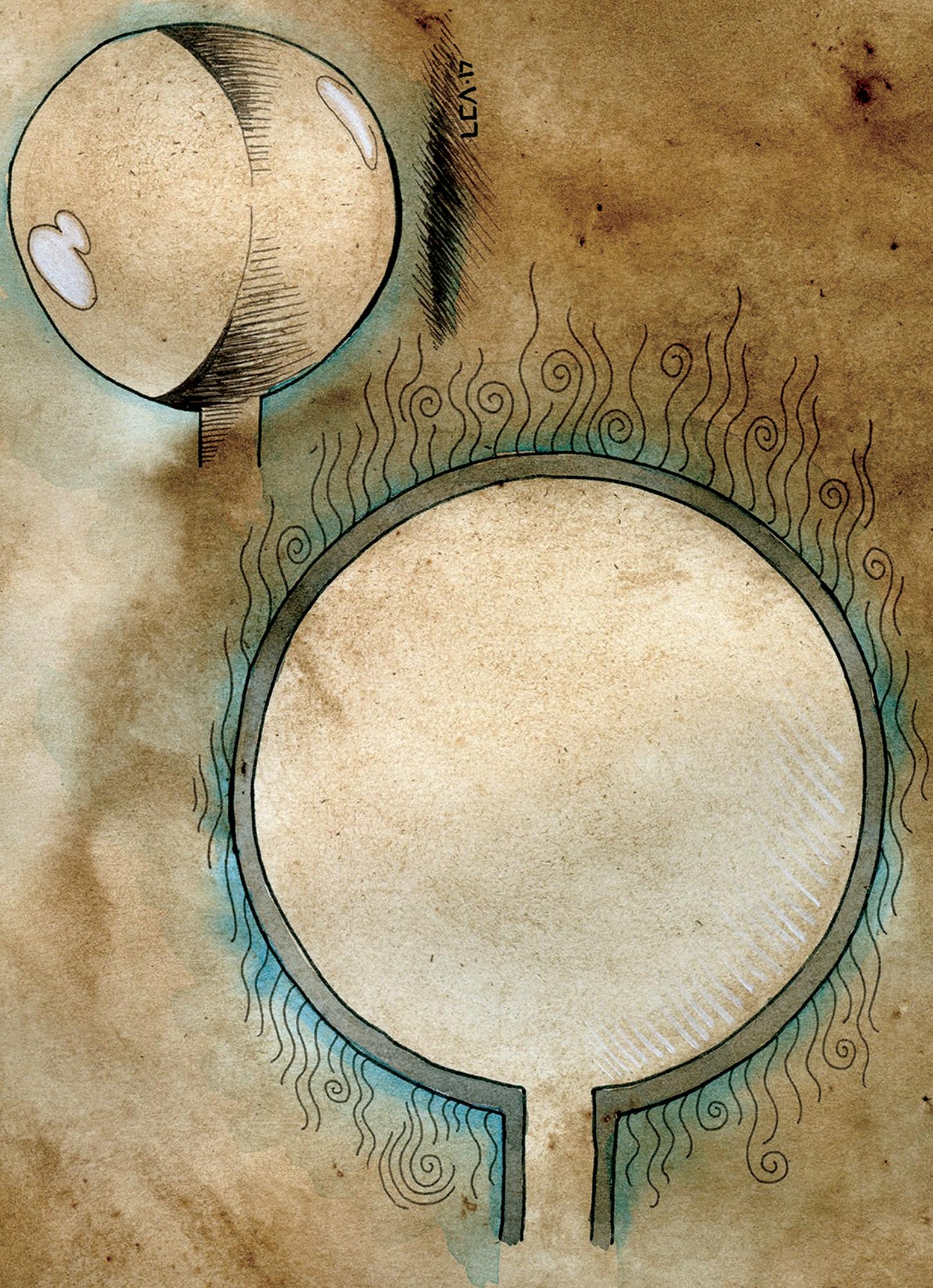














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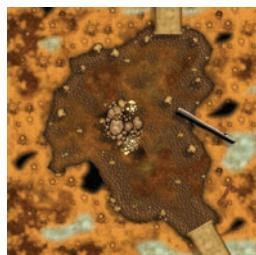
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Vital Intelligence
Battle 2: Day 2, The Cloud Bridge



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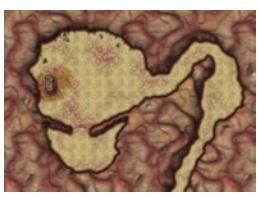
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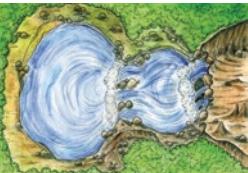
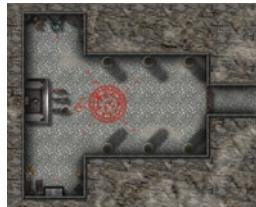
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Playing With Fire
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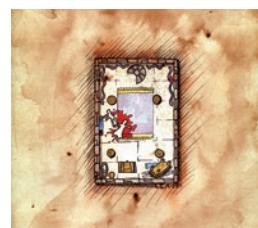
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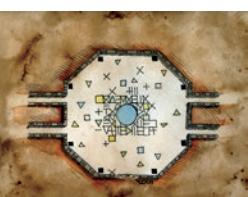
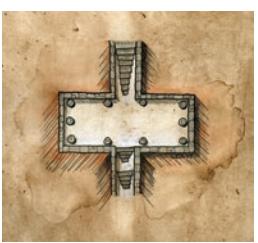
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"Frieda hate circuses. Demon monkey not make circus better."

— Frieda the Grim, Halfling Barbarian

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