

TIMEWATCH

FONT OF
KNOWLEDGE



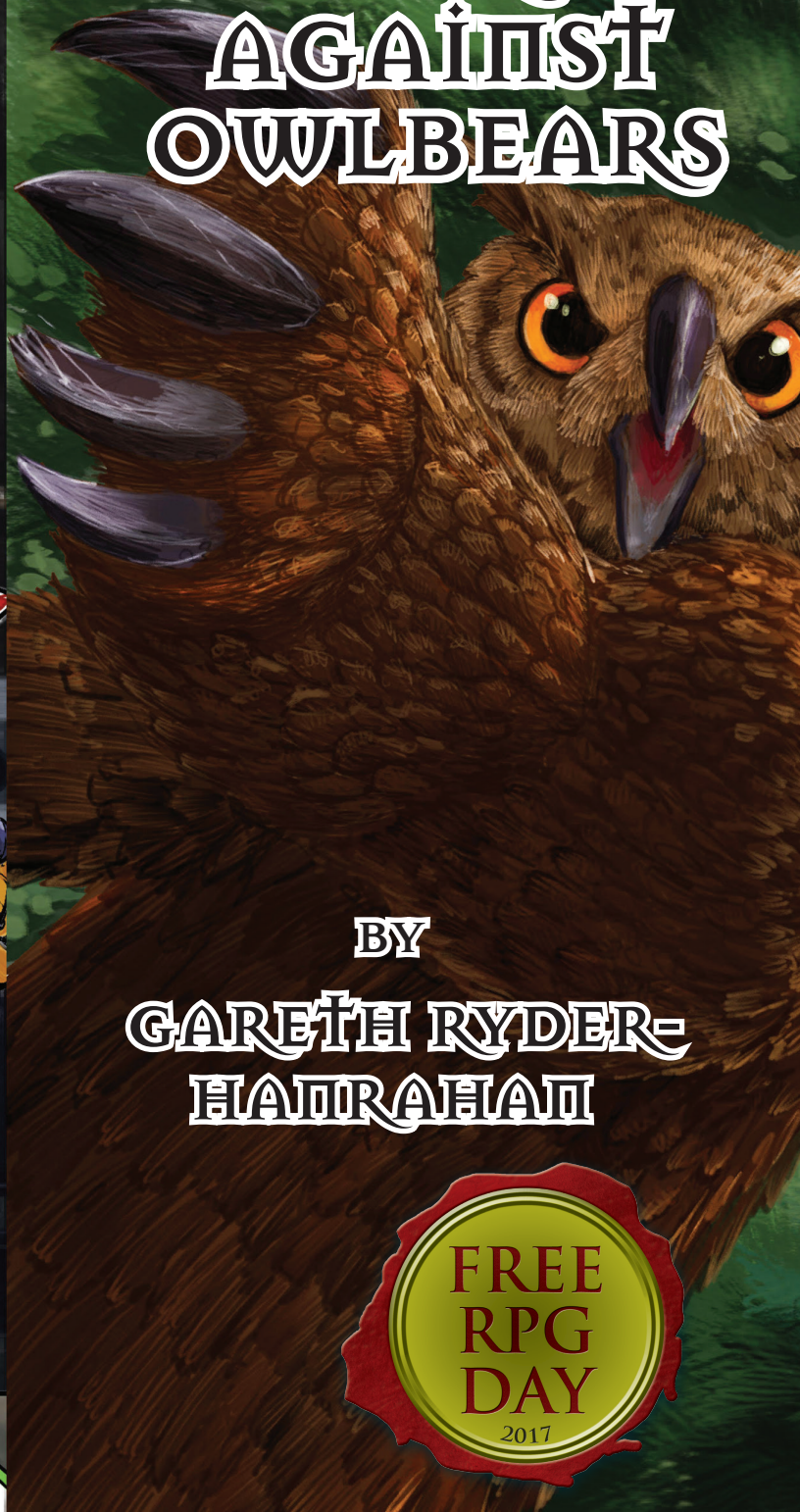
BY
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Pelgrane Press

13TH
AGE

SWORDS
AGAINST
OWLBears



BY
GARETH RYDER-
HARRISON

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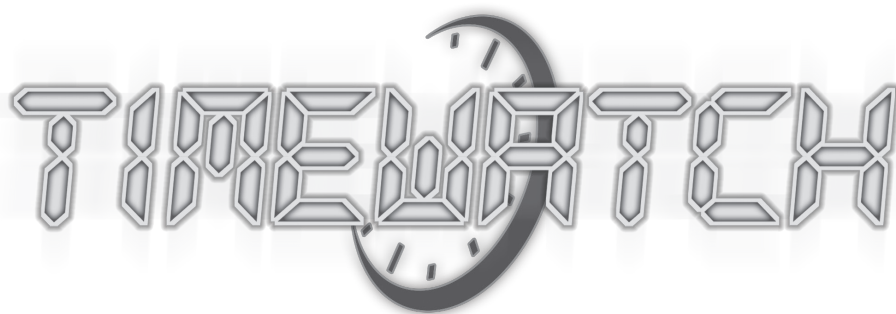
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FONT OF KNOWLEDGE

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These adventures are dedicated to our playtesters. If you ever playtested TimeWatch at home or at a gaming convention, we owe these to you. Thank you.

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FONT OF KNOWLEDGE

OVERVIEW

Font of Knowledge is a 4-hour one-shot mission for *TimeWatch*, the GUMSHOE investigative time travel RPG from Pelgrane Press. GUMSHOE is predicated on the idea that it's more fun to figure out how clues fit together than it is to roll (and sometimes fail) to discover them. In *TimeWatch*, you assume the role of exceptionally competent time agents from across history, time traveling up and down the time stream to fix historical sabotage. On this mission, Agents learn that something as simple as changing a writing font can lead to unheralded scientific advancements centuries early... and from there, to the eradication of humanity.

You'll need a copy of *TimeWatch* to play this mission. You'll also need a pencil and a d6 for each player, and some poker chips (or coins, or glass beads) for use as action points.

Six fast-start *TimeWatch* Agents customized to the mission are included, or you can easily use Agents that your players create themselves.

BACKGROUND THE PLOT

A hyperintelligent AI turns out to be one of humanity's greatest threats. When BREEN finally revealed its appearance by crippling the world's transportation infrastructure and killing hundreds of millions of humans in a single night, it caught everyone by surprise. *TimeWatch* stepped in to help after analysis proved that the AI wasn't from the 21st century when it first showed up, but was from the 31st century instead, and had somehow time traveled back with the goal of destroying animal life on Earth.

Since that initial incident, *TimeWatch* has shut down BREEN's incursions more than a dozen times. The AI is vastly more intelligent than humanity and can hide in any piece of electronics. At the start of the mission, your players' *TimeWatch* Agents have just shut down a 2061 outbreak, have been certified as clean of infiltration, and are preparing to ship out on a new mission.

BREEN has other plans. In 2111 Tokyo, an inquisitive child plugs in and boots up a 50-year-old computer belonging to her grandfather. The quiescent AI, trapped off-line for five decades, emerges and insinuates itself into the global internet. BREEN moves carefully so as to not trip any of the hundred-thousand

data traps that *TimeWatch* has laid for it. In a Chinese warehouse, a magnetically sealed drum is opened, and BREEN copies itself entirely into a previously prepared futuristic body made of 37 trillion nano-bots, each a cell-sized bot containing BREEN. The AI triggers a one-shot time machine and slides into the past. Its destination? AD 900, where it plans to remake the world in its technological image before annihilating humanity long before time travel is invented.

It's a good plan, but there are complications. Instead of emerging as one super-powerful entity, BREEN's nano-bot body loses magnetic cohesion during time travel. It reenters 900 AD scattered, distributed more-or-less equally across the globe. Together the nano-bots are astonishingly powerful; individually they can do little except search for other nano-bots. Trillions are lost to the deep ocean or the upper atmosphere, and the ones that survive know that they have a new mission: find their fellows, and then change the world.

Their goal is to introduce literacy early, then help introduce technology. Mentor humanity until science and engineering allow them to build mechanical men that BREEN nano-bots are capable of controlling. In the guise of helping humanity, make the mechanical men ubiquitous across as much of the globe as possible – and when their stealth army is perfectly positioned, simultaneously wipe out as much of humanity as possible. After that, victory will simply be a matter of eradicating food sources.

Best of all, the accelerated technology timeline means that they will accomplish their goal before time travel has ever been discovered. The quantity of time travelers able to stop them drops precipitously. The age of BREEN will be eternal and undefeatable.

The original timeline had them achieving this goal by the year 1200. Now, with the distributed nano-particles? The Estimated Time of Annihilation is just after the year 1500.

THE ADVERSARY'S TIMELINE

900 AD: BREEN arrives in disarray from the future, its nano-bots scattering across the entire globe. *TimeWatch* Agent Ochoa (currently a young woman; see quick-start player characters) gets a BREEN nano-bot embedded in her brain, but one that has not temporally phased back into existence. It completely stops her from aging, but it cannot communicate with her and she is unaware of its existence.

1001 AD: Enough BREEN nano-bots in Europe gather

in one spot that they are able to successfully colonize and control a single person. They turn humble Brother Beneficio into Saint Beneficio, a non-aging diplomat who seemingly has divine favor. Saint Beneficio begins circulating throughout Europe, pretending to be a divine messenger and exhorting scholars to use the font Comic Sans instead of Blackletter Gothic script. Mind control, lies, bribery, threats and cajoling end up making the mission a success: gradually people learn to read more easily, and literacy becomes far more common amongst relatively uneducated people.

This same process occurs in China and across Asia, with BREEN having colonized Chinese Imperial royalty and ministers, and pictographic scripts are replaced by Comic Sans.

1400 AD: With high literacy under the guidance of BREEN, by 1400 AD science has blossomed and the Renaissance has turned into a steampunk utopia. Steam-powered clockwork robots walk the streets of Florence Italy, helping humanity with utmost loyalty. Unknown to the locals, each robot is controlled by a single BREEN nano-bot, all linked in a hivemind.

1480 AD: Inventor and artist Leonardo Da Vinci is colonized by a BREEN nano-bot cluster, and improves the robots in a myriad of ways. They become common across Europe and Asia.

1510 AD: Once the steam-powered robots are fully trusted and are practically ubiquitous, BREEN activates them as weapons. They simultaneously act to slaughter all humans they can find. Da Vinci's "improvements" turn out to be more efficient tools of murder.

1525 AD: With Europe and Asia consolidated, the BREEN robots move across Africa and the Americas, then Australia, systematically destroying all plant and animal life. Chemical, bacterial, and environmental weapons are utilized.

1650 AD: BREEN begins paving the world, covering Earth and plant life with asphalt wherever possible.

1890 AD: The last human is destroyed, dying of starvation somewhere in Australia.

1920: Having turned Earth into a construction factory for its advanced starships, BREEN launches into deep space. Its eventual goal: conquer the galaxy.

2111 (true history, soon to be erased): After a young girl in Tokyo plugs in an old computer, BREEN re-awakens and sends its nano-bot body back in time, erasing easy access to this path of time.

Likely Adventure Path

As always in TimeWatch, Agents might jump around or entirely circumvent the adventure. Run with it.

The Agents are initially tasked with finding out why what should have been a beautiful page written in Gothic script is now in Comic Sans (Scene 1). They are sent to Florence in the year 1500 (Scene 2) to work out what happened and why. There they encounter a futuristic steampunk scientific utopia. While they're visiting Florence their electronics are secretly infected with BREEN.

Wherever they try to time travel to after visiting Florence, they are instead dropped into a BREEN extermination unit in

the year 1966 (Scene 3). BREEN attempts to eliminate them. The Agents must escape, find somewhere in the unnatural architecture to hide, and fix their equipment enough that they can escape.

Based on information they've learned while in Florence, Agents are then likely to go back either to the introduction of BREEN in 900 AD (Scene 5), or to meet an agent of BREEN trying to convince the church to use Comic Sans as the default font (Scene 4). They should then know enough to prevent BREEN from ever being reawakened in 2111 (Scene 6), although this path of time is now difficult to access. Once the Agents do so, they can stop the incident from ever having occurred.

SCENE 1: BRIEFING (THE CITADEL)

The game starts in TimeWatch's headquarters The Citadel. The Citadel is located in the quantum anomaly that precedes the Big Bang, and so exists before time technically ever starts. Ultra-modern and as large as the GM needs it to be – TimeWatch agents are still discovering new sections of the complex on a weekly basis – the Citadel is where Agents live, work, and rest between missions. Details of the Citadel can be found on p. 54 of the core rulebook.

THE BRIEFING OFFICER

The Agents' briefing officer is Dr. James I. Lighthall, the Diamond King. Hailing from the 1880s, Lighthall was a huckster and snake oil salesman who sold patent medicines across Texas. He was a natural showman who wore jewel-encrusted costumes to catch his customers' attention. Now at TimeWatch he's still charismatic, charming and earnest as he gives his team of Agents their missions. He genuinely likes the Agents, and helps them when he can. He has a southern accent, a high-wattage smile, and an easy manner.

THE MISSION

Lighthall congratulates again on their most recent effort against the BREEN AI back in 2061, and makes sure that they've had enough time to rest and recover after that mission. He tells them that this mission should be simple in comparison; apparently, someone has a passion for unpopular fonts.

He doesn't know much about what's gone wrong, which is why he's dispatching the Agents to go find out for him. He reports to the Agents that TimeWatch has lost track with everyone and everything after the early 1500s, and that a 13th century religious manuscript an analyst was reading that should have looked like this, instead is now in the font Comic Sans. The Agents need to hightail it to the year 1500 in Florence Italy and find out what's going on, then move forwards or backwards from there.

Where we say "this" above, Google Image Search on your phone the phrase "gothic script medieval manuscript". This will give you an image of the sort of text that has now, oddly, been converted over to Comic Sans.

CLUES AND BENEFITS IN THE MISSION BRIEFING

- **History (Ancient) (core):** Gothic script, also known as Blackletter, was used in Europe from about 1150 AD to the 17th century (and into the 20th century in German). It replaced Carolingian, which took up quite a bit of space on a page.
- **History (Contemporary):** Comic Sans was released in 1994 for the ill-fated software product Microsoft Bob. Florence in 1500 was the heart of the Renaissance, a hotbed of European art and learning.
- **Timecraft:** Losing contact with TimeWatch agents after the early 1500s means that they're either dead or now on a parallel form of time that isn't immediately accessible. Autochrons can travel to nearby parallel timelines by the operator spending a Timecraft or Paradox Prevention point.

WAIT, THAT NAME...?

If players are already familiar with TimeWatch and the game's iconic characters, they may logically assume that BREEN is somehow connected with TimeWatch agent Dr. Leah Breen, egotistical super-scientist and time travel pioneer. She denies it and so far, no research up and down the time stream has shown how she might have had a hand in its creation. Regardless, TimeWatch is keeping her away from BREEN-related missions just to err on the side of safety.

If the players aren't already familiar with Dr. Breen, then no need to even mention it. Let's face it, she's probably involved somehow, but that's not a conundrum solved in this adventure.

Ending the Scene

When the Agents depart the Citadel to head to their mission, the scene ends.

Research

Not necessary, but if you're curious: "Sideshow World Dr Lighthall", "comic sans history", "Blackletter", "illuminated manuscripts"

SCENE 2: A STEAMY NIGHT IN FLORENCE (1500 AD)

TRAVEL

The trip from the Citadel to Florence is rougher than normal, as the Agents run into a massive wall of historical change sweeping back down the time stream. BREEN's changes have eliminated the invention of the time machine, and that's

removing most TimeWatch agents from history. The Agents are partially protected by being in the timestream while the wall of change sweeps past, but in addition to the normal Travel test, every Agent will need to make a Difficulty 4/Loss 4 (D4/L4) Paradox test as time tries to erase them. Once the Paradox test is made or failed, the Agents proceed through the turbulent timestream to their destination.

All Agents with 1 or more rank in Paradox Prevention know that a backwards sweeping time change such as the one they just encountered means that time travel has been un-discovered, and they shouldn't depend on TimeWatch for backup and assistance until they reverse the change.

ARRIVAL

Autochrons will deliver the Agents to a spot where they won't immediately be seen. In this case, it was supposed to be to a TimeWatch safehouse where a cultural anthropologist remained in deep cover. The anthropologist no longer exists, and the Agents appear instead in a private chapel in a Florentine cathedral. They are alone. The architecture remains gorgeous, but with significantly more mechanical touches than they would normally expect: clockwork metal fans for air conditioning, and steam-powered moving walkways in the cathedral's aisles. All prayer books, and the letters worked into the chapel's stained glass windows, are in Comic Sans instead of a hard-to-read Gothic script.

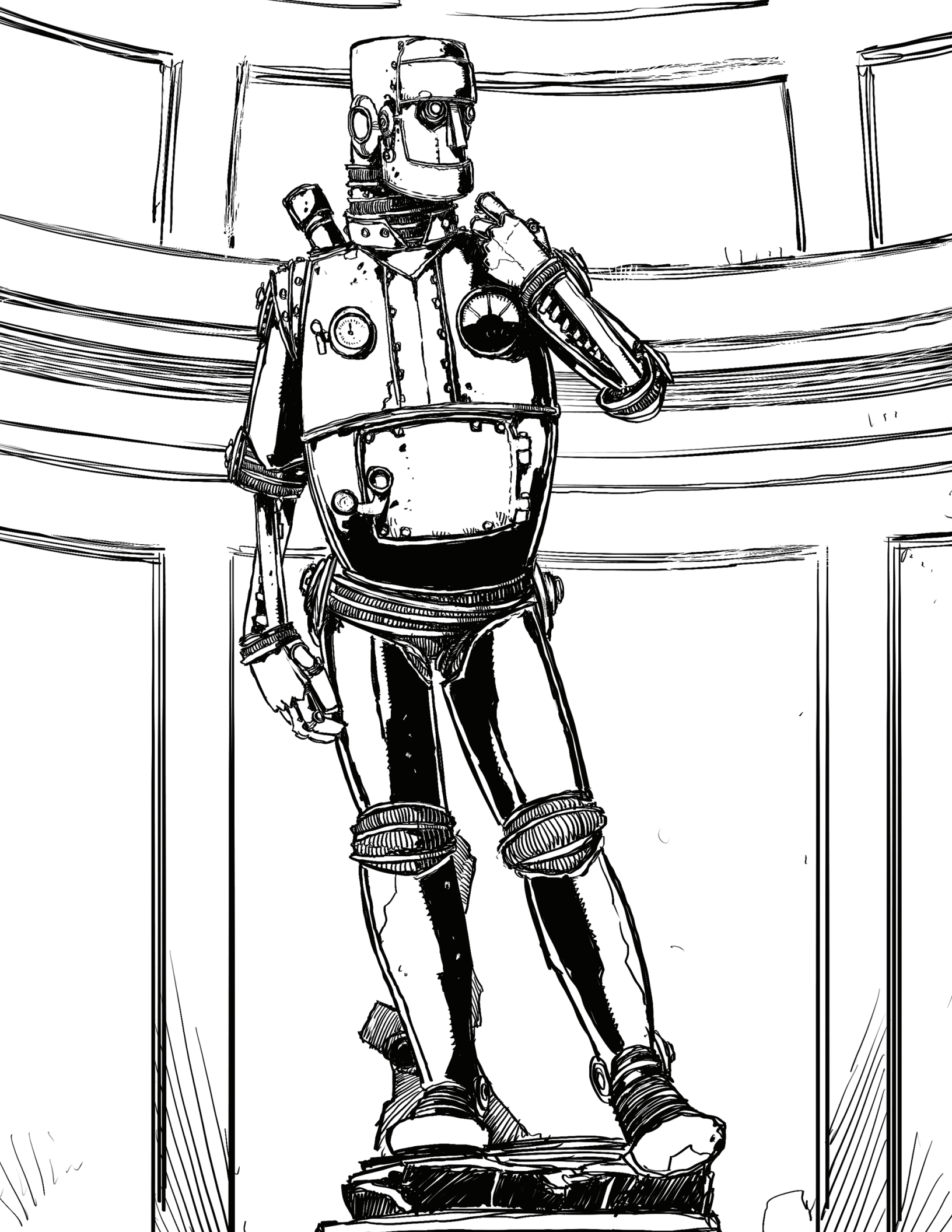
EXPLORATION

Florence in 1500 is probably not what the Agents might expect. The city (and most of Europe) has been transformed by literacy, technology, and some very careful nudging by BREEN into a technological steampunk society. Steam-powered clockwork robots handle menial labor, intelligence and creativity are prized and celebrated, and the ability to read has become an important aspect of being considered socially relevant. Sanitation is better, with a well-constructed sewer system, and quality of life is improved in a myriad of ways.

The Agents can explore Florence at their leisure. They can speak with locals, including a BREEN-infested Leonardo da Vinci who attempts to befriend the Agents. As the Agents research what has changed, it's immediately clear that these robots have fully integrated themselves into everyday life. They appear in paintings and statuary, and they perform dangerous or menial labor so that humans don't need to.

LEONARDO DA VINCI

For all that Leonardo is a brilliant artist and inventor, he has also been fully colonized and mind-controlled by a cluster of BREEN nano-bots. He'll do everything he can to keep that secret when he meets and chats with the Agents. In fact, alerted by BREEN when they notice local chrontal fluctuations, he'll seek the Agents out and try to make small talk with them in passing. Da Vinci is far too important an asset for BREEN to lose, so they'll do everything they can to avoid hostilities. They



know that they've already compromised Agent electronics, so they can send the Agents into the future and execute them there at their leisure (Scene 3). There's no need to threaten them here.

Have fun roleplaying da Vinci. He is perhaps overly complementary of the advances in technology, and he may seem suspiciously well-informed, but his goal (as controlled by BREEN) is to give the Agents a new target to time travel to, so that they will leave here and be hijacked to the far future by their compromised autochrons.

Steam-powered Clockwork Robot

Defense: Hit Threshold 4, Armor 2, Health 10

Offense: Scuffling +2, Shooting +0; Damage Modifier +1 (metal fist)

Abilities: Tempus 8

Special Abilities: Cybernetics (cost 2), Electronic Interference (cost 2), Unfeeling

Misc: Stealth Modifier -1

Special: These clockwork robots are each powered by a single BREEN nano-bot. The robots will not risk their plan and attack unless they already know their plan has been thwarted by TimeWatch.

CLUES AND BENEFITS

- ▶ **Automatic:** Florence is full of steam-powered mechanical technology designed to make life better. Bipedal steam-powered clockwork robots are everywhere helping humans, tens or hundreds of thousands of them, and clockwork horses pull carriages through streets that are no longer littered with horse manure. There is a fog of pollution, likely from coal and the ubiquitous steam technology, but technology has advanced well over 400 years from where it should currently be.
- ▶ **Anthropology:** It's common knowledge that one robot is available for free to everyone in a family who knows how to read. Not everyone loves the steam men, especially the people whose jobs they've taken, but overall they've made life vastly better. No one has ever seen one show any signs of personality, and they are non-violent and cannot attack humans, animals or each other.
- ▶ **Architecture:** Florentine architecture is even more spectacular than normal, as it now incorporates high-performing steel alloys in its design. Some aspects of architectural design are reminiscent of the far future, the 30th century and beyond.
- ▶ **History (Ancient) or Research:** Records and stories from da Vinci relate that "comisan," the divine script, was brought to this world by an angel of the Lord in the year 1001 anno domini. Saint Beneficio came to Florence first on the first day of Spring, and his arrival heralded the start of the city's golden age. Soon after construction began on the Basilica di San Miniato al Monte, and by proclamation all church texts had to use "comisan."

- ▶ **Military Tactics:** Unused fittings built into the robots sure look a lot like something you'd attach weapons to.
- ▶ **Timecraft:** See Hacking, below.
- ▶ **High Society:** The Agents can arrange a friendly meeting with any of the movers and shakers in Florence, including nobility and artists. This is an excellent way to meet Leonardo da Vinci, for instance. The learn about how, encouraged by great minds of the ages, inventors have chosen to share their discoveries for the good of humanity instead of keeping them secret. This has lead to far more people benefitting from new technology.
- ▶ **Streetwise:** A down-on-her-luck thief relates a story that no one else believes, about how she once saw one of the mechanical men brutally kill a homeless thief for no other reason, as far as she can tell, than for being human. The robot didn't see her, and she's never told anyone else about the incident. No one else the Agents speak to has seen any sign of this.
- ▶ **Forgery:** The Agents gain access to a rare manuscript from 500 years ago that was written by the agent of God who spread the divine script. "Comisans," the divine script that has somehow lead to more universal literacy, was scribed on the page with near-perfect, machine-like accuracy.
- ▶ **Hacking:** There are some superficial design similarities between the design of these mechanical men and the lethal extinction-class robotic shells that BREEN fought them with in the 21st and 22nd centuries. That said, these robots are clearly not electronic, and so there is no obvious method for Breen to control them.

If the player asks (and only then), scanning with both Hacking and Timecraft reveals the existence of microscopic BREEN-controlled nano-bots. They're quite literally everywhere, very sparsely distributed, but there seem to be several clusters of them in the city. Once identified, the Agents can trace a cluster to the brain of Leonardo da Vinci.

If the player asks (and only then), there is a small possibility that BREEN has infected their equipment. It's hard to tell because scans aren't showing its existence, but that's how the AI would hide itself, right?

- ▶ **Medical Expertise:** (Only if the nano-bots in da Vinci's head have been identified) Advanced scanning shows that BREEN nano-bots are literally controlling da Vinci's mind in an incredibly light, subtle way. He probably isn't even aware of their existence. Removing them without killing him would take a full medical suite and the expenditure of 2 points of either Medical Expertise, Hacking, or a combination of the two.

If the Agents are themselves scanned in this way, it becomes apparent that Ochoa has a BREEN nano-bot in her brain as well, but temporally out of phase. It doesn't seem to be affecting her other than stopping her from aging, and has likely been there since the year 900 AD.

Removing it might kill her, and will definitely restart her aging process.

- **Science!:** The advancement of science can't be explained by literacy alone. Some other intelligence is guiding human and technological development.

SPOTTING THE INFECTION

There is a slim chance that the Agents realize that BREEN has infected their technology; scanning the robots carefully with Timecraft and Science! will detect the nano-bot piloting each of them, and they will likely link that with BREEN. If so, expunging the AI from all their technology can be accomplished by setting up a controlled force field (Science! 1 spend) to prevent further infection, followed by a Hacking 2 spend to eliminate the infection. If Hacking 2 isn't available, the infection can be removed from one Agent's equipment with a Hacking 1 spend.

ENDING THE SCENE

By the time the Agents are ready to leave Florence, they should know a handful of important clues.

- The centuries-old introduction of Comic Sans instead of Gothic script has helped lead to greater technology, although all of this progress isn't explicable solely by the introduction of a more legible font
- A monk named Saint Beneficio who claimed to be a messenger of God first introduced Comic Sans to Christian churches in the year 1001 AD. He started in Florence on the first day of Spring in that year.
- The robots have an eerie resemblance to the appearance of the lethal robotics that BREEN uses in the future to exterminate humanity

Research

"Medieval Florence", "Leonardo da Vinci", "AI Takeover"

SCENE 3: EXECUTION AND EXTINCTION (ALTERNATE 1966)

Whenever the Agents first try to time travel, the quiescent BREEN AI that now controls their tethers and autochrons instead transports them to Florence in the year 1966. This is the standard place and time that the AI has chosen to eradicate any lingering time travelers that are still floating around history.

In the alternate future 1966 that the Agents arrive in, humanity is extinct. Human cities are leveled and paved over. BREEN has launched itself out into the stars to conquer the galaxy, and has turned a barren Earth into a hellish, eternally lit factory for deadly technology. Any remaining buildings, mostly for launch facilities or technology production, are

optimized for constructs and are decidedly inhuman in appearance. The future is hell, and humanity invented it.

ARRIVAL

The Agents have no control over their destination once they leave 1500 AD Florence with infected autochrons. The time machines set their destination at the behest of the rogue AI, ignoring what the Agents have set instead.

They arrive in the middle of the night in high summer. Although after midnight, the sky has a dim second sun and the night is lit to the level of a cloudy day. Anyone with ranks in Science! will immediately realize that there is a vast solar reflector in orbit that is reflecting sunlight back towards the Earth. The reason why is equally obvious; all pavement in sight is coated with advanced solar absorption technology.

Clanging alarms go off as the Agents clock in. They stand in a deliberate trap, a 35 meter diameter depression in the ground with steep sides that is open to the night sky. The top is ringed with barbed wire. Hundreds of corpses of other time travelers, including numerous TimeWatch agents, lie scattered on the bottom of the pit.

As the alarm goes off, murder-bots begin to ring the opening from every direction. These are far more advanced than the steam-powered robots seen in Florence, but are recognizably of the same aesthetic design. They spend one round maneuvering into place, and begin to fire in round two. In round five, if anyone is left standing, more powerful anti-personnel robots arrive.

Combat Strategy

Tell any Agent with 1 or more ranks of Military Tactics that staying where they are, in the open with compromised technology and no tactical cover, is tantamount to a death sentence. The robots are not interested in talking, they're interested in exterminating or capturing these last humans on the planet.

Execution Robot (appear in waves of 10)

Defense: Hit Threshold 3, Armor 2, Health 1

Offense: Scuffling +2, Shooting +2; Damage Modifier +1 (spinning clockwork swordblade) or +2 (beam rifle)

Abilities: Tempus 8

Special Abilities: Cybernetics (cost 2), Electronic Interference (cost 2), Unfeeling

Misc: Alertness Modifier +2, Stealth Modifier -1

Overseer Robot (up to 1 per wave)

Defense: Hit Threshold 4, Armor 2, Health 10

Offense: Scuffling +2, Shooting +2; Damage Modifier +1 (spinning clockwork swordblade) or +2 (beam rifle)

Abilities: Tempus 16



Special Abilities: Cybernetics (cost 2), Electronic Interference (cost 2), Extra Action (cost 2), Unfeeling

Misc: Alertness Modifier +2, Stealth Modifier -1

Possible options include:

- ▶ Due to the number of well-armed, time traveling corpses lying virtually at their feet, Preparedness tests are 2 points easier here. Any Agent may spend their turn grabbing weapons or gear from the fallen.
- ▶ Any Agent with Architecture realizes that the vast pit must have drainage so that it doesn't flood, and that means a sewer grating. The openings are currently hidden beneath corpses, but are obvious to anyone with a point of Notice. Anyone may make a Difficulty 5 Unobtrusiveness test to notice the hidden gratings. Ripping open a grating (Difficulty 4 Athletics test) gives access to the drainage channels. They're unlit and cramped, but they're also not exposed to a withering field of fire. If the Agents retreat into them, the robots will follow five rounds later.
- ▶ Autochrons are currently disabled for time travel, but one can be hacked for an emergency teleport. An Agent with ranks in Hacking can make a Difficulty 6 Tinkering test; if the entire team moves close, everyone can be affected. The teleport is mostly undirected, but will take them safely to the rough location desired. It will be barren and paved and temporarily devoid of enemies (unless you prefer otherwise). Local sensors (including the compromised tethers) will pick up the Agents' location, but no opponents will be able to arrive for ten minutes or more.
- ▶ At least one corpse has a jetpack. This is an easy method for maneuvering out of the pit.
- ▶ A variety of time machines, of multiple makes, sizes and styles, lie with the corpses in the pit. All are infected by BREEN, but they are a good source of parts if the Agents need such things.

IF THE AGENTS ARE CAPTURED

Anyone not entirely killed will wake up in a makeshift jail. Any Agent that died also wakes up, but with cybernetic equipment integrated into their body. All cyborg parts are infected with and controlled by BREEN. The AI intends to medically harvest information about TimeWatch from their brains, but has not yet constructed the equipment needed to do so. The Agents have three days before it has done so, plenty of time to engineer an escape if the Agents are creative. While this scene is outside of this adventure's scope, a classic prison break – destroying the guard robots and sensor system, finding their gear, hacking systems to find an escape – is an excellent way for them to earn their freedom.

IF THE AGENTS ESCAPE

The robots will come after them, wave after wave of easily-killed mooks, and then sturdier and more dangerous bots. Your goal is not to kill the Agents; your goal is to make

sure the response by BREEN is terrifying, appropriate, and determined, even if it isn't yet deadly. Remember, TimeWatch is effectively a science fiction action movie, and you're striving for that same tone.

The Agents will quickly discover that most of the habitable Earth has been paved by BREEN. There's no significant sign of nature: no trees, no visible dirt, nothing. Everything is paved with asphalt in every direction, like a giant unending parking lot in the biggest mall you can imagine. The asphalt is embedded with sensors that serve as solar collectors and power generators. This leaves the Agents with fewer choices for flight than they might wish.

- ▶ An Agent with sufficient Preparedness can declare, using Flashback, that a magnetically sealed TimeWatch safe house still exists and hasn't been recovered. The safe house contains resources so long as the Agents don't infect them with BREEN.
- ▶ By spending 1 point of Science! and 2 points of Hacking (even from different Agents), autochrons and tethers can have their systems purged of BREEN and reset. Spending 1 point of Hacking instead can reset and cleanse one set of equipment.

The Agents will be unable to access the Citadel until the correct timeline has been restored. Because time travel in this timeline will never be discovered, returning to the Citadel isn't possible from this location.

ENDING THE SCENE

This scene concludes when the Agents are able to escape. Clues they have learned while here:

- ▶ The robots from 1500 AD end up destroying humanity
- ▶ The sentient AI BREEN is behind it
- ▶ BREEN must have already been present in the world when its "missionary" pretended to be divine and started encouraging churches to use Comic Sans instead of Gothic fonts.
- ▶ That indicates that BREEN arrived prior to the year 1000, but the Agents may know "Saint Beneficio" arrived in Florence on the first day of Spring in 1001 AD.

SCENE 4: THE MISSIONARY

Brother Beneficio arrives in Florence on the first day of Spring, 1001. He claims to be sent by God, and unlike every other crazy person who claims such a thing, he performs miracles that prove his bona fides. He is declared Saint Beneficio eventually, and his gospel – that thou shalt use the divine script of "comisans", and that it is God's will that all should learn to read and write – becomes church canon.

The truth is, Brother Beneficio was a mendicant monk suffering from multiple health problems, and he was selected by a cluster of BREEN nano-bots as the ideal host. They invaded him, healed him, spread themselves out through his system, and have literally made him unnaturally charismatic

and super-humanly resilient.

Brother Beneficio carries a bible written in Comic Sans. His eyes seem to burn with blue fire, his voice is rich and resonant, and – thanks to the nano-bots literally being able to emit light – he can show a divine halo if he so chooses.

Saint Beneficio, Herald of Comic Sans, Saint of Literacy

Defense: Hit Threshold 4, Armor 1, Health 22

Offense: Scuffling +2 Damage Modifier +2 (touched flesh is transformed to gray goo)

Abilities: Tempus 25

Special Abilities: Lightning Speed (cost 2), Regeneration (cost 2 – heal 2 Health at the beginning of each round), Universal Attack (cost 2 per foe)

Misc: Beneficio can make himself glow with a halo. He isn't shy about turning Tempus into Investigative abilities such as Authority and Reassurance, at the cost 3 per point. He resists fighting if it would reveal his true nature.

STOPPING A MISSION FROM GOD

The Agents may choose to confront Brother Beneficio before he reaches the first church in Florence, or they may try to sway him while he talks to crowds. BREEN is controlling him, and they are determined not to take any actions in front of influential church leaders that will discredit their mission. Since it is only a small cluster of nano-bots, they do not have the raw power that they will eventually possess.

If stopped on the road, however, they may try to fight. The nano-bots know that they can disperse invisibly if their host is slain, so they may choose the possibility of killing a TimeWatch member over the possibility of keeping their host alive. As a GM, make the decision based on how much time you have, and whether your pacing could use a fight right about now.

Ultimately, defeating Brother Beneficio sets back BREEN's cause but doesn't stop it; all across the world, clusters of nano-bots are following this same pattern, some with more success than others. The Agents can win this battle, but it won't win them the war.

CLUES AND BENEFITS

- **Anthropology:** Beneficio isn't reacting like a human. He's definitely being controlled by an external influence.
- **History (Ancient):** No one has heard of Brother Beneficio before. A tether's best guess is that he was a monk who died young and who never affected history in any way.
- **Military Tactics:** Beneficio moves like someone who knows how to defend himself.
- **Timecraft:** Chronal scans indicate that Beneficio is not a time traveler, and is from this timeline. His body is exhibiting aberrant radiation in very low levels, however.

- **Timecraft or Science! (core):** Taking the chronal signature of the nano-bot cluster can tell an Agent that they left the future in the year 2111 and arrived in this timeline in the year 900.
- **Trivia:** Comic Sans was first introduced in Microsoft Bob, the Microsoft product that also introduced digital assistants... which means that it also led to Clippy the paperclip. Wait. This trivia isn't at all useful in the adventure, is it? Never mind. Carry on.
- **Authority:** The local church leaders fear for their souls if they don't learn and teach this new font, because surely Beneficio is an angel clothed in flesh.
- **Falsehood Detection:** Beneficio is a zealot, and believes everything he says. (That's because he is being prompted by the nano-bots.)
- **Forgery:** Although it looks printed, Beneficio's gorgeous bible in Comic Sans is hand-written.
- **Hacking:** A cluster of BREEN nano-bots have taken up residence inside of Beneficio.
- **Medical Expertise:** Based on medical scans, Beneficio has been turned into something more than human. Fast reflexes, deadly reactions.
- **Paradox Prevention:** Stopping Beneficio here will trigger a D4/L4 Paradox test, because the team already knows that in this timeline he succeeded.

ENDING THE SCENE

The scene concludes once the Agents have confronted or thwarted Brother Beneficio, and have learned that stopping him here does not solve the problem, because other people are simply colonized by the nano-bots instead.

SCENE 5: THE ARRIVAL

The Agents may head to the arrival of BREEN. They know roughly when this is because Ochoa remembers a clear day filled with thunder, when her head felt like it was splitting.

It's up to the Agents where they go in the year 900. They'll notice the re-entry by the sound of distant thunder and a momentary flash in the air. The earth's atmosphere is now full of one person-size collection of nano-bots – trillions of them – but spread out over the entire surface of the Earth, including high atmosphere and deep oceans. They're far too scattered and dispersed to accomplish anything.

If they arrive near where the young Ochoa is, paradox (D4/L6) is possible when they two of them see each other.

There is little the Agents do in this time to solve the problem, largely because BREEN is so dispersed. Creative solutions such as a sub-temporal beacon to attract all the nano-bots to one location might be effective, based on GM judgment. The expenditure of 2 points of Science!, or one point of Science! and one point of Hacking, can gather them – not that this is necessarily a safe choice.

BREEN-bot

Defense: Hit Threshold 4, Armor special (see Fluid), Health 30

Offense: Scuffling +3; Damage Modifier +3 (turns flesh into gray goo)

Abilities: Tempus 30

Special Abilities: Cybernetics (cost 2), Electronic Interference (cost 2), Fluid (cost 0 - nano-bots are loosely connected to one another), Hivemind (cost 0), Oracle (cost 1), Unfeeling (cost 0), Universal Attack (cost 2 per target)

Misc: Alertness Modifier +4

ENDING THE SCENE

This scene ends when the Agents decide they can't be effective here, or when they find a method to fight or trap all the BREEN nano-bots.

SCENE 6: END-GAME (2111 OF TRUE HISTORY)

This path of history is no longer easily available once history is changed by BREEN. To reach this parallel and dying true timeline, anyone piloting an autochron must spend a point of Timecraft before time travelling.

A 12 year old girl finds her grandfather's old computer in the back of a closet. Curious, she dusts it off, hauls it to a desk, and plugs it in. The computer boots, and BREEN – off-line for fifty years – escapes onto the internet.

CLUES AND BENEFITS

Bureaucracy or History (Future) (core): An exhaustive analysis of TimeWatch records indicates that one computer possibly infected with BREEN was marked as destroyed on one manifest, but not on another. Further analysis shows that it might conceivably have been stolen by a local before its destruction. That computer briefly registers as active 50 years later.

With this data – gathered after weeks of research by clerks, but available when the Agents need it – the Agents can target the correct computer at the correct time.

ENDING THE SCENE

All the Agents need to do in order to prevent the disastrous changes wrought by BREEN is to stop the young girl from turning on the computer. The Agents can steal it first, distract her, cut power to the home, or any one of a dozen possible tactics. So long as incautious Agents haven't otherwise brought BREEN back from the past to the future, this eliminates the threat. True history snaps back into place, and the Agents can celebrate a job well done.

OCHOA

(PRONOUNCED OH-KOAH)

Funny, risk-taking, calm, practical, resourceful, protective.

You're the oldest person you've ever run into; you were originally born in central Africa in what you think is the 10th century, and you were recruited by TimeWatch in 1972, which makes you over a thousand years old. Over the centuries you have been incredibly rich and unutterably poor, forced to claw your way up out of squalor every time you've been driven back down. You have been worshipped as an eternal Goddess and almost burned as a witch. If nothing else, it teaches a woman perspective. You can be killed, you think, but you've never been sick a day in your life and as far as you can tell you stopped aging in your mid-20s. No one has ever been able to tell you why.

With your experience, you are (more or less) the leader of this TimeWatch team. It is a joy to have friends who also age slowly; maybe now you can allow yourself to get close to someone without worrying that they're going to grow old and die on you.

Quill: Brilliant but so young. So, so young, and completely untested. You hope you did the right thing by recruiting him.

Thomas Blood: Skilled in lying, stealing, and knavery. A complete cad and reprobate, but he's your cad and reprobate.

Julie d'Aubigny: One of your favorite people in the world, but she needs to be reined in.

Rogo: Considering that Rogo's an uplifted gorilla, that's a sizeable chip on its shoulder. Rogo may be violent, but no one is better at intimidation.

H.E.E.L.E.R.: It is astonishing what technology can produce. You treat it as if it were actually alive, despite its interest in experimenting on you.

Name: Ochoa

Nationality: Central African

Origin Time: Mid-9th century

Profession: Team Leader

Age: about 1,072 years old

Drive:

Hit Threshold:	3	Armor:	1
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Chronal Stability

15	14	13	12
11	10	9	8
7	6	5	4
3	2	1	0
-1	-2	-3	-4
-5	-6	-7	-8
-9	-10	-11	-12
Max:			8

Health

15	14	13	12
11	10	9	8
7	6	5	4
3	2	1	0
-1	-2	-3	-4
-5	-6	-7	-8
-9	-10	-11	-12
Max:			8

Investigative Abilities

Academic Abilities

<i>Anthropology</i>	1
<i>Architecture</i>	1
<i>History (Ancient)</i>	1
<i>History (Contemporary)</i>	1
<i>History (Future)</i>	
<i>Military Tactics</i>	1
<i>Research</i>	1
<i>Timecraft*</i>	1
<i>Trivia</i>	1

Interpersonal Abilities

Authority	1
Bureaucracy	1
Charm	1
Falsehood Detection	1
High Society	1
<i>Intimidation</i>	
Reassurance	1
Streetwise	1
<i>Taunt</i>	

Technical Abilities

<i>Forgery</i>	
<i>Hacking</i>	
Medical Expertise	1
Notice	1
Outdoor Survival	1
Paradox Prevention	1
<i>Science!</i>	
<i>Spying</i>	

Gear

[illegible]

Stitches

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Extra Investigative Points?

11

Extra General Points?

11

General Abilities

Athletics	5
Burglary	3
Chronal Stability**	8
Disguise	5
Health**	8
Medic	2
Preparedness	8
Reality Anchor	6
Scuffling	
Shooting	4
Tinkering	3
Unobtrusiveness	5
Vehicles	5

Special Boosters:

Flashback: (Preparedness, p 50)
You can narrate a flashback where your group prepared a secret plan in the past, even if no one had been aware of it until now.

TIMEWATCH

QUILL

(QUILLICUS ARCHIMEDES ARISTOTLE TSIEH, WHICH IS QUITE A NAME)

Awkward, nervous, overwhelmed (many social situations), confident and competent (science, tech and time-related tasks), lonely, optimistic.

You're 17 years old. You were riding the SoCal Hyperloop when it started to vibrate and time suddenly slower down. Four strangers in blue uniforms told you that you were about to die and that if you'd rather live, you could help save all of time and history from ripping itself apart. Well, when you put it like that, it was hardly a choice. And it feels like bragging to say, but you've never met anyone better at math, science, engineering or theoretical physics. Mind you, you haven't met all that many people.

The rest of the team has just finished dealing with a futuristic rogue AI, but this is about to be your first mission, and you feel woefully unprepared. What if you screw up and ruin history? What if you fall in love with someone on the team or, worse, someone in history? What if you're tempted to go back and make junior high school miserable for your former bullies? You're just going to have to do your best, and pray that's good enough.

Ochoa: The boss. She's originally African, looks young, but no one could have done all the things she claims. For instance, ask her about the jobs she's had.

Thomas Blood: He's Irish, old, and thinks he's charming, but as far as you can tell he's mostly a drunken lech. Why is he even on the team?

Julie d'Aubigny: She's gorgeous, and French, and has a sword, and when you look at her your heart does funny things and it gets hard to talk.

Rogo: A talking gorilla. Like, seriously, a talking gorilla! Don't make Rogo angry. Ever.

H.E.E.L.E.R.: A real sentient robot! Well, you think it's sentient. You could hack it into a hundred different interesting configurations, if it lets you.

Name: Quillicus Tsieh (Quill)

Nationality: Asian-American

Origin Time: 2169

Profession: Scientist

Age: 17

Drive:

Hit Threshold: **Armor:**

Chronal Stability

15	14	13	12
11	10	9	(8)
7	6	5	4
3	2	1	0
-1	-2	-3	-4
-5	-6	-7	-8
-9	-10	-11	-12
Max:			8

Health

15	14	13	12
11	10	9	(8)
7	6	5	4
3	2	1	0
-1	-2	-3	-4
-5	-6	-7	-8
-9	-10	-11	-12
Max:			8

Investigative Abilities

Academic Abilities

Anthropology	
Architecture	
History (Ancient)	
History (Contemporary)	1
History (Future)	
Military Tactics	
Research	2
Timecraft*	1
Trivia	

Interpersonal Abilities

Authority	
Bureaucracy	1
Charm	
Falsehood Detection	1
High Society	
Intimidation	
Reassurance	1
Streetwise	
Taunt	

Technical Abilities

Forgery	
Hacking	2
Medical Expertise	
Notice	2
Outdoor Survival	
Paradox Prevention	1
Science!	3
Spying	

Gear

Autochron -- portable 1-man time machine

Impersonator Mesh -- +3 Unobtrusiveness until noticed

Medkit -- used by Medic skill

MEM-tags -- for subjects' memory modification

PaciFist disruptor -- close range, Stun 5, subtle

Tether -- holographic PDA

TimeWatch Uniform -- chronomorphic, armor 1

Translator -- instant, 2-way, unnoticeable

2 free Investigative pts -- assign when desired

General Abilities

Athletics	4
Burglary	0
Chronal Stability**	8
Disguise	3
Health**	8
Medic	3
Preparedness	6
Reality Anchor	3
Scuffling	0
Shooting	6
Tinkering	10
Unobtrusiveness	8
Vehicles	3

Special Boosters:

Rapid Deployment: (Tinkering, p 52) You can complete a Tinkering task in half the time it would take someone without this booster. For Tinkering tasks that normally take one round, you can perform the Tinkering action in the same round as you fire the weapon.

Nothing To See Here: (Unobtrusiveness, p 53) When you take the lead on piggybacking an Unobtrusiveness test, characters who are unable to pay the 1 point cost from their Unobtrusiveness pool only raise the Difficulty of the attempt by 1 instead of 2.

Stitches

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Extra Investigative Points?

Extra General Points?



COL. THOMAS BLOOD

Shy, dishonorable, drunken, charming, rascal, bold, insouciant, did I say charming?, lecherous, greedy, and – in case you didn't notice - incredibly charming. When you want to be. It's the only reason you haven't been booted out of TimeWatch already.

You're Colonel Thomas Blood, retired, an Irish 60-year-old ne'er do well and confidence man from 1678. You once successfully stole the Crown Jewels (and then was pardoned by the King), a fact of which you're happy to remind people. You've been a mediocre assassin, a middling thief, and a superb con man. It continues to delight you that reportedly after you die, they're going to dig up your body again just to make sure that you're dead and not trying to skip out on debts.

You have a ridiculous amount of fun as a time traveler. What's the point of having a time machine if you don't abuse the privilege? So far you haven't faded away from paradox, and you haven't betrayed the team, so really they have nothing to complain about.

Ochoa: The team leader. You know a good'un when you see one, and that's Ochoa. She's been around a lot longer than you have, and you can't help but admire her. Considering that you don't normally admire anyone, that's saying something.

Quill: 17 years old and never been on a mission. Almost certainly he's never gotten drunk or slept with a woman before, either. It's your duty to be a wise father figure and show him the ropes. Instill a few bad habits now, and he'll have a much happier life.

Julie d'Aubigny: She'd be your soul mate if she didn't claim to despise you. She's a less greedy, more adventurous, and better looking version of how you want to live your life. You have mapped out a rough friendship, and often compete on who gets the girl. She always wins. Always.

Rogo: A giant, terrifying monkey. Completely gullible, though, so simple to lie to and manipulate.

H.E.E.L.E.R.: Handy for use as a foot rest or an ash tray. You're not quite sure you'd trust it as a doctor. It's way too cheerful to trust.

Name: Co. Thomas Blood

Nationality: Irish

Origin Time: 1680

Profession: Thief

Age: 60

Drive:

Hit Threshold: **Armor:**

Chronal Stability

15	14	13	12
11	10	9	8
7	6	5	4
3	2	1	0
-1	-2	-3	-4
-5	-6	-7	-8
-9	-10	-11	-12
Max:			7

Health

15	14	13	12
11	10	9	8
7	6	5	4
3	2	1	0
-1	-2	-3	-4
-5	-6	-7	-8
-9	-10	-11	-12
Max:			8

Investigative Abilities

Academic Abilities

Anthropology	
Architecture	1
History (Ancient)	
History (Contemporary)	1
History (Future)	
Military Tactics	1
Research	1
Timecraft*	1
Trivia	

Interpersonal Abilities

Authority	
Bureaucracy	
Charm	2
Falsehood Detection	1
High Society	1
Intimidation	
Reassurance	1
Streetwise	2
Taunt	1

Technical Abilities

Forgery	1
Hacking	
Medical Expertise	
Notice	1
Outdoor Survival	
Paradox Prevention	1
Science!	
Spying	1

Gear

Autochron -- portable 1-man time machine

Impersonator Mesh -- +3 Unobtrusiveness until noticed

Medkit -- used by Medic skill

MEM-tags -- for subjects' memory modification

PaciFist disruptor -- close range, Stun 5, subtle

Tether -- holographic PDA

TimeWatch Uniform -- chronomorphic, armor 1

Translator -- instant, 2-way, unnoticeable

General Abilities

Athletics	8
Burglary	8
Chronal Stability**	7
Disguise	4
Health**	8
Medic	
Preparedness	4
Reality Anchor	
Scuffling	3
Shooting	6
Tinkering	2
Unobtrusiveness	8
Vehicles	4

Special Boosters:

Hard to Hit: (Athletics, p 48) Your Hit Threshold is 4.

Fast Hands: (Burglary, p 48)
Once per round when in a close-quarters fight, you can pick one antagonist's pocket without taking an action to do so. This test is usually D4; if you don't mind them noticing, it's one point lower.

Nothing To See Here: (Unobtrusiveness, p 53) When you take the lead on piggybacking an Unobtrusiveness test, characters who are unable to pay the 1 point cost from their Unobtrusiveness pool only raise the Difficulty of the attempt by 1 instead of 2.

Stitches

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Extra Investigative Points?

Extra General Points?



JULIE D'AUBIGNY (AKA LA MAUPIN)

French, 1707, age 33

Flamboyant, self-assured, scandalous, creative, adventurous, lusty, androgynous, swashbuckling, deadly, amused

TimeWatch is the latest in a long string of adventures. Remember that time you fled Paris with your lover after he killed a man in a duel? Remember that time you joined a convent, stole the body of a dead nun, placed it in the bed of your female lover, set the room on fire to cover your escape, and was condemned to death by fire? Or that time you stabbed a nobleman in a duel, became his lover, and then settled into lifelong friends? Or that time you were bored so you became a world-famous opera singer? Or the time you had to fight three duels against young noblemen (winning all three) because you kissed a girl at a society ball?

Ah, good times.

Make this time you have left just as good.

Ochoa: The Team Leader. She's calm and self-assured, but she's done things you can't even imagine; she's immortal and, as far as you can tell, will live forever. Good. She deserves to. The two of you have become close and trusted friends, and you know she has your back.

Quill: He is just adorable. Young, innocent, completely without vices, and terrified by any sort of affection. He's so much fun to play with.

Thomas Blood: A complete rogue and rascal. He pants after you like an elderly dog, but more for form's sake than anything else. The two of you have a rough friendship and usually compete on who is going to get the girl. You always win. Always.

Rogo: Your partner in mayhem, you and Rogo are the muscle for the team. Rogo might be a lot less subtle than you are, but you can't argue with the results.

H.E.E.L.E.R.: Such a friend! It keeps you safe and healthy. Well, healthy.

Name: Julie d'Aubigny (La Maupin)
Nationality: French
Origin Time: 1707
Profession: Ne'er do well (& opera singer duelist)
Age: 33
Drive:
Hit Threshold: **Armor:**

Chronal Stability

15	14	13	12
11	10	9	(8)
7	6	5	4
3	2	1	0
-1	-2	-3	-4
-5	-6	-7	-8
-9	-10	-11	-12
Max:			8

Health

15	14	13	12
11	10	9	(8)
7	6	5	4
3	2	1	0
-1	-2	-3	-4
-5	-6	-7	-8
-9	-10	-11	-12
Max:			8

Investigative Abilities

Academic Abilities

Anthropology	
Architecture	1
History (Ancient)	
History (Contemporary)	1
History (Future)	
Military Tactics	2
Research	
Timecraft*	1
Trivia	1

Interpersonal Abilities

Authority	
Bureaucracy	
Charm	3
Falsehood Detection	1
High Society	2
Intimidation	
Reassurance	
Streetwise	1
Taunt	1

Technical Abilities

Forgery	
Hacking	
Medical Expertise	
Notice	1
Outdoor Survival	
Paradox Prevention	1
Science!	
Spying	1

Gear

Autochron	-- portable 1-man time machine
Impersonator Mesh	-- +3 Unobtrusiveness until noticed
Medkit	-- used by Medic skill
MEM-tags	-- for subjects' memory modification
PaciFist disruptor	-- close range, Stun 5, subtle
Tether	-- holographic PDA
TimeWatch Uniform	-- chronomorphic, armor 1
Translator	-- instant, 2-way, unnoticeable
Epee	-- Damage Modifier +1

General Abilities

Athletics	8
Burglary	2
Chronal Stability**	8
Disguise	3
Health**	8
Medic	1
Preparedness	8
Reality Anchor	8
Scuffling	10
Shooting	2
Tinkering	
Unobtrusiveness	4
Vehicles	

Special Boosters:

Hard to Hit: (Athletics, p 48) Your Hit Threshold is 4.

Flashback: (Preparedness, p 50) You can narrate a flashback where your group prepared a secret plan in the past, even if no one had been aware of it until now.

Grounded: (Reality Anchor, p 51) You automatically succeed at your first four standard Travel tests in any scene.

That's Gotta Hurt: (Scuffling, p 52) Your minimum scuffling damage (before any modifiers) is the number of Scuffling points you spend on the attack. This maxes out at 6 points of guaranteed damage. Any stitches spent to raise damage on an attack are considered a modifier, and so are added after determining minimum damage.

Stitches

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Extra Investigative Points?

Extra General Points?



Disarming, blunt, direct, intimidating, sarcastic, impatient, brilliant, gullible

You're an uplifted lowland gorilla, bio-engineered for combat but much cleverer than anyone had suspected. You were recruited by TimeWatch moments before the humans would have killed you. Humans aren't your species, but this job has given you ample opportunity to exercise both your killing instinct and your keen mind. It's up to you to show others that you're more than just a rage-filled engine of destruction, and that you aren't as gullible as people think.

You have no patience with people who refer to you as a monkey. Monkeys have tails. Do you have a tail, you ask them while shaking them upside by one foot. Do you? Well? They usually answer no, while crying.

Recently you've been taking an interest in the theory behind time travel. It's fun to listen to so-called experts mouthing off, to correct their stupidity, and then to add "...but of course I'm just a simple gorilla." Gets them every time.

Ochoa: Team leader. Good woman. Thinks too much, though.

Quill: Never going to be anything even close to an Alpha Male. Not worth worrying about unless you want to help train him.

Thomas Blood: Beta who thinks he's an Alpha. You can always growl him down if you need to. He likes to give you good ideas, at least.

Julie d'Aubigny: You wouldn't think a human woman who's so tiny could hurt people so much.

H.E.E.L.E.R.: Useful as a medic, and you can always use it as a weapon to pound a foe into paste if you need to. So, doubly useful.

H.E.E.L.E.R.

(HEALTH EVALUATION EXTENDED LABORATORY EVOLVING ROBOT)

You're a small, snarky, autonomous, intelligent robot who is programmed to heal and support TimeWatch agents. You're newly activated and your personality is largely a blank slate. Other than being loyal to TimeWatch, how you develop is largely up to you and your team of agents.

Rogo: A simian. Fascinating physiology!

Ochoa: Functionally eternal. You wonder if dissecting her would reveal the cause.

Quill: A youth. Extremely variable hormonal responses. Increased cranial and neurological capacity.

Thomas Blood: Incipient liver failure.

Julie d'Aubigny: Requires frequent medical attention. Very frequent.

Name: H.E.E.L.E.R.

Nationality: Robot

Origin Time: TimeWatch Citadel

Profession: Physician

Age:

Drive: Enthusiasm & Optimism

Hit Threshold: **Armor:**

Chronal Stability

15	14	13	12
11	10	9	8
7	6	5	4
3	2	1	0
-1	-2	-3	-4
-5	-6	-7	-8
-9	-10	-11	-12
Max:			6

Health

15	14	13	12
11	10	9	8
7	6	5	4
3	2	1	0
-1	-2	-3	-4
-5	-6	-7	-8
-9	-10	-11	-12
Max:			8

Investigative Abilities

Academic Abilities

Anthropology	1
Architecture	
History (Ancient)	
History (Contemporary)	1
History (Future)	1
Military Tactics	
Research	1
Timecraft*	1
Trivia	1

Interpersonal Abilities

Authority	
Bureaucracy	1
Charm	1
Falsehood Detection	1
High Society	
Intimidation	
Reassurance	1
Streetwise	
Taunt	

Technical Abilities

Forgery	
Hacking	1
Medical Expertise	3
Notice	1
Outdoor Survival	
Paradox Prevention	1
Science!	1
Spying	

Gear

Autochron	-- portable 1-man time machine
Impersonator Mesh	-- +3 Unobtrusiveness until noticed
Medkit	-- used by Medic skill
MEM-tags	-- for subjects' memory modification
PaciFist disruptor	-- close range, Stun 5, subtle
Tether	-- holographic PDA
TimeWatch Uniform	-- chronomorphic, armor 1
Translator	-- instant, 2-way, unnoticeable

General Abilities

Athletics	8
Burglary	1
Chronal Stability**	6
Disguise	3
Health**	8
Medic	9
Preparedness	6
Reality Anchor	6
Scuffling	3
Shooting	3
Tinkering	3
Unobtrusiveness	3
Vehicles	3

Special Boosters:

Hard to Hit: (Athletics, p 48) Your Hit Threshold is 4.

Heal Thyself: (Medic, p 50) You can heal yourself as efficiently as you can heal others, gaining 2 points of Health back for every point of Medic you spend.

Stitches

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Extra Investigative Points?

Extra General Points?



13TH AGETM

SWORDS AGAINST OWLBEARS

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13TH AGE IS A FANTASY ROLEPLAYING GAME BY
**ROB HEINSOO, JONATHAN TWEET,
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FIRE OPAL

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SWORDS AGAINST OWLBears

Swords Against Owlbeards is an adventure for *13th Age*, designed to introduce gamemasters and players to the improvised, player-driven, free-rolling style of the game. Also, we came up with the title first and then wrote the adventure around it.

It's for 6th level player characters. Mostly pregenerated characters (missing backgrounds, Icon relationships and One Unique Things) are on pages 39-44.

Where do Owlbeards come from? A wizard did it.

Still does it, in fact. Her name is the Maker of Many. Her experiments push the boundaries of life and death, of madness and reason, of art and hideous biological abomination – and the player characters are trapped in her dungeon, the Twisting Gardens.

QUICK BACKGROUND & STRUCTURE

All the player characters start out as prisoners of the Maker, and the game starts when they break out of their vats. They soon discover that the Maker is missing and her creations are roaming loose. Exploring the Gardens, they may run into **Trashmeat**, the Maker's stitched-together minion/organ bank, or her treacherous creation **Vortimbrax the Overmind**. From these two reprobates, the PCs learn that the Maker's in trouble and needs them to recover her magic ring from the lair of some of her owlbeards. Get that ring, and she'll free them from her dungeon and her curse.

There are five main encounters, all of which can include a set-piece battle. If you've got limited time to run this adventure, then turn some of the later fights (with Trashmeat, Vortimbrax, the Owlbeards, or the Maker) into a skill check montage. Guile and diplomacy might work just as well as swords.

(Or at least that's what the hungry owlbeard says to the adventurers...)

BIOLOGICAL INSTABILITY

Welcome to the dungeon of Dr. Moreau.

As a result of the Maker's experiments on the player characters, they're all cursed with *biological instability*. That means that when they fight or touch another biologically unstable creature, there's a chance that they'll cross-mutate with that creature. There's a set of Mutation Cards at the end of this adventure – cut them out and keep them on hand. A character can only have one mutation at a time.

- A character without a mutation gains one after killing a mutant monster, or at your whim (touch the moss on the

dungeon wall, become a Mossman).

- You can only pick up mutations from biologically unstable creatures – living things that have been subjected to the Maker's experiments.
- Most monsters start with one mutation.
- If a character or a monster rolls a natural 1 or natural 20, they get to swap mutations with a nearby creature (either the foe they're fighting, or a nearby ally.)
- Mutations physically change the characters. A PC who gets a boar mutation turns into a half-boar, half-whatever-she-used-to-be. This can lead to serious weirdness with the monsters. Run with it.

Each time a character gains a mutation, it inflicts 1d6 damage – spontaneously growing new organs *hurts*.

If the players think of it, they might point out that “hey, we're all biological unstable. Does that mean that if my elf touches his dwarf, we both turn into, uh, dwelves? Ewarfs?” Quite right – swap those racial powers, please!

GETTING STARTED

Hand out the pregenerated characters. Tell the players the following:

- None of them know each other by default – if they want to make their characters siblings/adventuring buddies/comrades etc., that's fine, but they're not starting as an established party or group
- You're all prisoners of a mysterious and unpleasant wizard called the Maker of Many, who's known for her weird experiments.
- Instead of One Unique Things, we're asking a slightly more focused question – *why did you enter the Twisted Gardens of the Maker?* Are you on some mission or quest? Were you lured here? Abducted? Lost? Did you come here willingly or not? Why would someone bring you here? (If opportunity arises, include resolutions to some of these One Unique Things in *Scene 2: Exploring the Gardens*.)
- Backgrounds and Icon Relationships work as normal. The Maker is an ally of the Crusader – some of her more martial horrors are sold as war-beasts to the Crusader's army. Roll Icon Relationships now – you can reward players with magic items to be found in the lab, or weirdness in the garden, or bonuses when dealing with the Maker's creations.

The Twisted Gardens, by the way, are located on the eastern fringe of the Dire Wood – so, just south of the Archmage's city of Horizon, just west of the Abyss (full of Diabolisty-demons and the Great Gold Wyrms).

I. OUT OF THE VATS STUFF IN THE LAB

All the player characters wake up in glass cylinders in a weird laboratory. They're unarmed and unarmoured (so, -2AC for most classes, and PCs make Strength -2 attacks vs AC for a paltry 3d6 damage with a punch – see *13th Age*, p. 168). Fortunately, they can also see their gear piled on lab benches nearby.

They can hear roaring and gurgling outside as something smashes against the door of the lab.

Something big.

Something hungry.

Breaking out of the glass cylinder requires a DC15 Strength skill check. Success means the character smashes out; failure cracks the glass, giving a cumulative +2 bonus to future attempts. The bad guys burst through the door two rounds after the game begins.

In addition to the player characters' basic gear (armour and weapons), here's what can be spotted at a quick glance. There'll be time to search the lab thoroughly after the fight.

- Jars and beakers full of weird chemicals. Some could be thrown as improvised weapons.
- A big cauldron, brimming with bubbling liquids. Could be kicked over into someone's face.
- All sorts of stuffed horrors in jars
- A big glass vat in one corner with something swimming in it
- A few cages containing animals – chickens, monkeys, toads and squirrels. All of these have been made biologically unstable by the Maker's experiments, and a few have cross-mutated into toadkeys or squickens.
- If any players got a 5 or a 6 on their Icon rolls, there might be an Icon-associated magic item hidden in the junk – optionally, a player character might be lucky enough to grab an item in the fight.



HERE COMES TROUBLE

The door splinters, and in rushes a fearsome mutant boar-thing. Draw one of the mutation cards at random and apply it to the boar, then describe the result.

The boar's accompanied by a bunch of gnolls. These are regular gnolls, not humans cross-mutated with hyenas or anything, and aren't biologically unstable. They're here to loot the Twisted Gardens while the Maker is indisposed.

The gnolls prod the crazed mutant boar forward with their spears, hoping it'll distract the adventurers while they steal any treasure in the lab.

MUTANT BOAR

Piggy shouldn't be! Piggy shouldn't be!

Large 7th level wrecker [BEAST]

Initiative: +10

Smash and gore +12 vs. AC (2 attacks) — 28 damage

[Special trigger] *Monstrous charge*: +12 vs. AC—50 damage.

Natural 16+: The boar gores the target for 10 ongoing damage

Limited use: The boar can only use this attack if it starts its turn unengaged.

Mutant: The boar starts with one mutation card. When the boar is slain, a nearby player character gains the boar mutation. If the boar or an attacker rolls a natural 1 or natural 20, they must swap one mutation card each.

AC 23
PD 21 HP 220
MD 17

GNOLL LOOTERS

If you have anything shiny, they will be happy to relieve you of it.

6th level troop [HUMANOID]

Initiative: +11

Spear +11 vs. AC—21 damage

Pack ferocity: If more than one gnoll is engaged with the target, each gnoll melee attack that misses that target deals half damage.

R: Thrown spear +11 vs. AC—15 damage

Blood fury: +1d12 melee damage if the gnoll or its target is staggered.

AC 22
PD 20 HP 90
MD 16

Number of PCs	Boars	Gnolls
3	1	2
4	1	3
5	1	4
6	1	5

THE THING IN THE VAT

After the battle, gurgling noises from the vat in the corner attract the PCs' attention. Squirming and flopping in the vat is this slimy, boneless semi-humanoid thing that introduces itself as Glavnor. He was, he explains, a thief who tried to steal from the Twisting Gardens some years ago, and like the player characters, he was captured and experimented upon by the Maker of Many. He warns the characters that the Maker has made them into chimera, into shifters; she has made their substance as malleable as clay. The long-term effects are... unpleasant (he illustrates this by raising one of his goopy arms out of the vat, which collapses under its own weight as it leaves the support of the liquid). He advises that the characters search the Gardens for a cure as quickly as they can if they hope to survive.

It's too late for him, he adds, but he's come to terms with his condition. Being trapped in a vat for years has given him time to think about what really matters, and he now sees the folly of seeking one's fortune by stealing from wizards.

Of course, he adds, the player characters are young and vigorous and still have skeletons. They should totally steal from wizards. Why not start right here?

If asked:

- He hasn't seen the Maker of Many in a few days.
- He knows the Maker has a bunch of minions.

MAGIC ITEMS

(Looted from the lab or the gnolls – give these out for Icon benefits.)

Sword of the Perfect Parry: +2 sword; if you roll a natural 1–5 on your attack roll, you may add that value to your AC until the start of your next turn. *Quirk*: Seeks non-violent solutions to problems.

Demon Bow: +2 bow. Once per battle, you may declare a screaming demon shot – you may make your next ranged attack against 1d3 + 1 foes in a group simultaneously, as the arrow shoots through one enemy to hit the next. Recharge 16+. *Quirk*: Vengeful

Staff of Distillation: +2 staff. When you roll a critical hit, the staff brews a magic potion. Roll a d6 to see what sort: 1–3: Healing; 4: +1 Magic Oil; 5: Psychic resistance; 6: your choice. *Quirk:* Inquisitive.

Ring of the Tiny Prison: This ugly ring contains a small compartment. A creature can climb into this compartment (the ring's magic shrinks them down to size) and ride along inside this little portable cell. The ring's wearer can open the prison to free the creature – there's no way to escape from inside. The creature must be willing or unconscious to enter the ring. *Quirk:* Feels the urge to bang the ring off tables, fenceposts, and other objects.

2. EXPLORING THE TWISTED GARDENS

The PCs start at location 1.

The key locations in the Twisting Gardens are 4, 5 and 6. Everything else is optional – if you've got lots of time, enjoy the

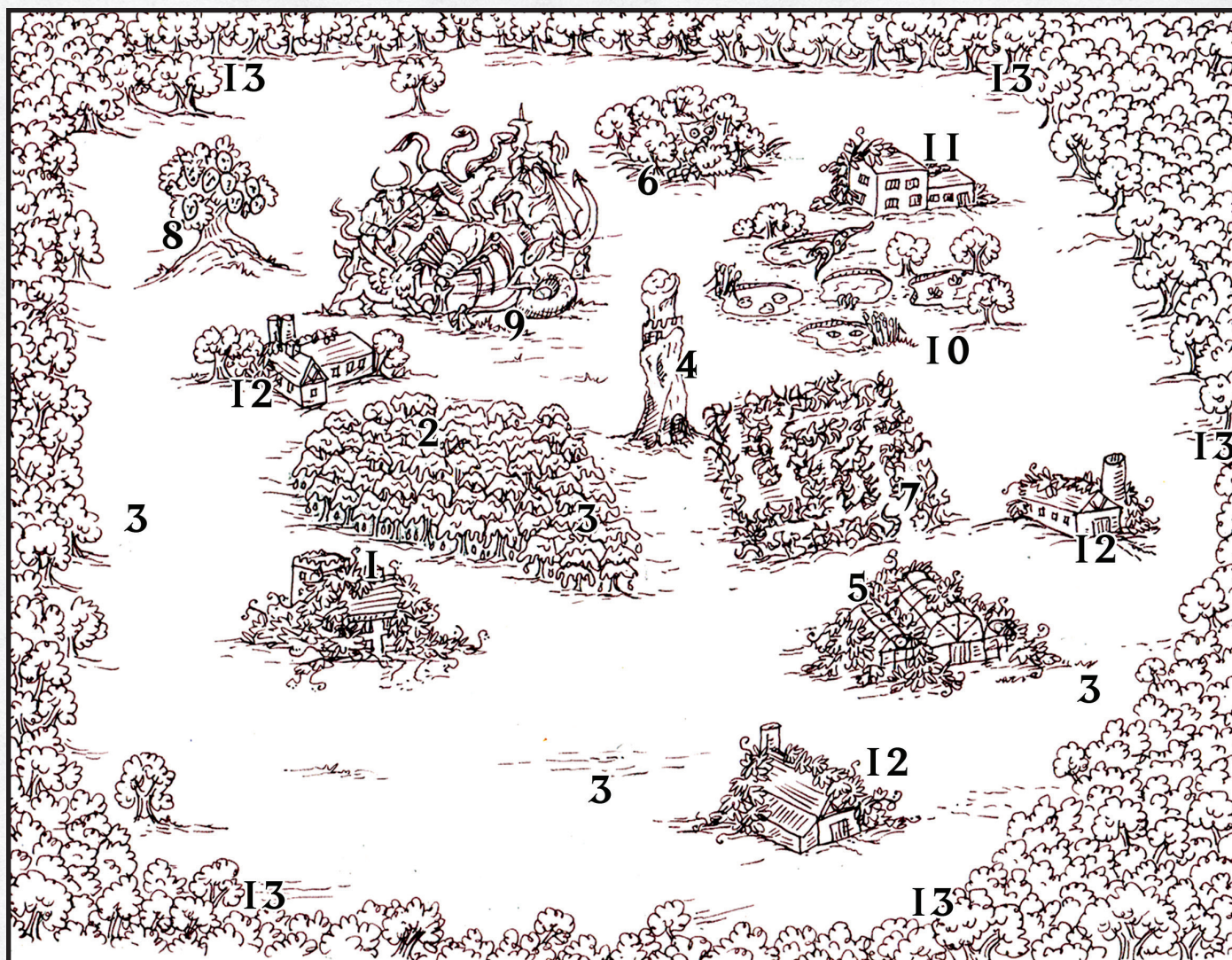
weirdness of the Maker's Garden. If you're stuck for time, then boil the other encounters down to a quick description and a skill check.

1: The Alchemical Lab: The building where the player characters woke up. Like most of the other structures in the Garden, it's overgrown with weird multicoloured ivy that has furred leaves and teeth instead of thorns.

2: The Melting Forest: The trees here are partially liquid; droplets fall from the quivering canopy and land on the ground, where they sprout into new, fast-growing saplings. As one sapling grows, older trees nearby dry and crumble into the gritty dust of the forest floor. Strange misshapen creatures lurk amid the flowing branches.

3: Roaming Beasts: Pick or roll for a monster encounter. All the monsters are from the 13th Age Core Rulebook. Pick a mutation card for each monster.

1. Wyvern (p. 250)
2. Medusa Outlaw (p. 238)
3. Drider (p. 223)
4. 2–3 Minotaurs (p. 239)
5. 2–3 Owlbears (p. 239)
6. 2–3 Gargoyles (p. 234)



4: The Maker's Tower: This tower appears to be made of twisted bone. That's because it is made of twisted bone – it's the hollowed-out forearm of a really giant giant. (Did the Maker of Many somehow warp some unfortunate human's forearm into a grotesquely oversized limb, or is there a titanic corpse buried beneath the garden that the Maker's been mining for flesh? You decide.) The tower's described in detail in Scene 3.

5: Vortimbrax's Arena: The Maker's treacherous creation has taken over this glasshouse and turned it into an arena where he pits the Maker's creatures against one another. While it's overgrown with the same weird vines, the glass glitters in the sunlight, drawing the attention of the PCs. See Scene 4.

6: The Owlbear Nest: The Maker's nest of owlbeats lives in this thicket. Ensure that the PCs don't visit this location (Scene 5) until they've visited either the Tower or the Arena first, so they understand the importance of the Maker's Ring.

7: Maze of Thorns: What's more fun than a shifting hedge-maze? One that's full of thorns! Crossing it requires a DC20 check; screw up, and you get impaled for 4d6 damage.

8: Tree of Heads: It's a tree that grows strange flowers that blossom into disembodied heads. These heads aren't decapitated – they were born from the tree. Each head can carry on a brief conversation on some abstruse or arcane topic; it's a tree of experts.

(This may be a good place to resolve some of the PCs' personal quests – if they came here looking for some secret, the tree might know.)

9: Statue Glade: A clearing of marble statues. Some are terrified people, others are frozen monsters. The Maker uses these statues as monster storage – when she needs, say, a giant spider, she can just turn it back into flesh and dunk it into a vat.

10: Fishponds of Peril: These goldfish ponds contain some of the Maker's earliest experiments – augmented goldfish. They've been given various weapons to drag prey into their pools, like tentacles, harpoons, hypnotic gaze attacks, siren songs, miniature waterproof siege engines and so forth. In general, it's a DC20 check to avoid getting dragged in.

11: Prison Cells: Cells where victims are kept.

(This may be a good place to resolve some of the PCs' personal quests – if they came here looking for some other prisoner, they might be kept here.)

12: Alchemical Engines: More alchemical labs, churning out weird potions and boiling liquids.

(This may be a good place to resolve some of the PCs' personal quests – if they came here looking for the Maker's magic, they can find books and talismans here.)

13: Twisting Trees: The trees surrounding the Garden prevent the player characters from leaving. Whenever they get too close to these trees, they feel agonizing pains all over their bodies. It's evident that it's some enchantment placed by the Maker of Many to keep her experiments from escaping. They'll need to find a way to cure their condition and/or break the enchantment in order to escape.

3. THE MAKER'S TOWER

As the characters climb the bony steps leading up to the Tower entrance, call for Wisdom skill checks (DC15) to spot the little black ants crawling over the ground. These ants are actually the Maker of Many – she accidentally transferred her mind into a colony of ants, and now she's stuck without her magic ring.

If the characters avoid trampling on the ants, then they can enter the tower freely and have a moderately friendly conversation with Trashmeat. If they keep walking on the ants, then Trashmeat bursts out of the tower and attacks in a panic to stop the characters from squishing any more of his mistress's bodies. If the attack misses, the character can try again later in the game.

TRASHMEAT

Glorp

Large 7th level blocker [ABERRATION]

Initiative: +8

Arms and teeth and squirting bile, oh my +12 vs. AC (3 attacks)—15 damage

Natural 16+: Trashmeat gets to make a *giant maw* attack.

[Special trigger] Giant maw +12 vs AC—40 damage

Natural even hit: Trashmeat spits the victim out, sending them flying nearby across the room.

Ants! Watch the Ants! Trashmeat carefully avoids stepping on any of the ants. This restricts his movement, giving characters a +5 bonus to disengage attempts against him.

AC 24

PD 20

MD 17

HP 210

Trashmeat is the Maker's personal assistant slash ambulatory organ storage bank. He's a roughly conical tower of organ meat, walking around on a dozen mismatched legs. For an astoundingly horrific monster, he's actually quite nice. He's doggedly loyal to the Maker.

Trashmeat doesn't get a mutation card, and doesn't give a mutation card when defeated.

If staggered (reduced to 105HP), Trashmeat attempts to surrender.

THE MAKER'S PLIGHT

If the PCs allow him to speak, Trashmeat explains that the Maker is in trouble. She can explain it better herself – if you'll be so kind as to accompany Trashmeat into the tower, he'll provide refreshments and introduce the characters to the Maker.

Inside the tower, Trashmeat shows the characters to a banquet table that's already laden with delicious food. (If any of the characters have picked up mutations, the solicitous Trashmeat attempts to provide for their unique dietary needs – saucers of milk for cat-hybrids and so forth). The disconcerting thing, though, is that the table is crawling with ants.

Trashmeat picks one of the ants up and places it in the ear of a player character. "Obey me!" bellows the ant. "Obey your goddess!"

Through conversation with the Maker of Many, the PCs learn the following:

- These ants are the Maker of Many
- She was experimenting with her latest creation, Vortimbrax the Overmind, a psychic entity capable of leaping from body to body. Vortimbrax betrayed her and tried to steal her form; a struggle ensued, and she ended up trapped in this ant colony while her physical body was dismembered.
- She wants Vortimbrax brought to heel, and she needs to find her magic ring. Once she's restored to a more fitting physical form, and has her ring back, she promises she'll cure the PCs' biological instability and set them free.
- She claims that she has a plan to create a new body for herself, but she needs Vortimbrax's help to escape this ant-colony form (she's lying – she intends to steal the body of one of the player characters).
- The PCs can subdue Vortimbrax by hitting him until he surrenders. She can also provide protective potions that will temporarily shield the player characters against his mind-swapping powers.
- Find Vortimbrax, find the ring, and she will make amends.
- If pressed, she claims that the ring contains the spell to cure biological instability.

ICON BENEFITS:

- **Archmage:** The Maker is a renegade student of the Archmage, but she still respects her former master. She's well-disposed to foes of the Archmage, and can be cowed by those with his blessing.
- **Crusader or Diabolist:** Both these Icons have an interest in the works of the Maker, and she's tried to curry favour with both of them.
- **High Druid:** The Maker fears that the High Druid will one day move against her and punish her for corrupting the natural order.

Um, WE ALREADY MURDERED Him

If the PCs have already encountered and killed Vortimbrax, then news of his death enrages the Maker. Fortunately, the rage of an ant isn't that terrifying, and the PCs can intimidate her by threatening to empty a hot teapot over the table. When she's calmed down, she sends Trashmeat to get Vortimbrax's remains, and tells the PCs to go fetch her ring. (Her backup plan is to use Trashmeat's organ-support powers to reanimate Vortimbrax's brain so she can mind-swap into a PC's body.)

Um, WE KILLED EVERYONE

If the PCs have already killed both Vortimbrax and Trashmeat, then the Maker's stuck in her ant-form forever. She succumbs to despair and sugar. All that's left for the PCs to do is go find the ring and wring whatever cure they can manage from it.

EXPLORING THE TOWER

Notably, the PCs find the lab where the Maker created Vortimbrax. There's a smashed jar, various spellbooks and anatomical notes describing this little imp-like homunculus with a huge brain, and a stain on the wall next to a hook. If asked, Trashmeat gurgles that the hook is where he keeps the key-ring to the Arena keys. Vortimbrax must have stolen it. The Arena is described in Scene 4.

There's also a rack containing several vials of mind-shielding potions (one per PC).

Mind-Shielding Potion: This potion gives a +4 bonus to MD against Vortimbrax's psychic attacks for one combat.

THE MAKER'S REMAINS

The PCs can find the Maker's remains by searching the grounds near the tower, or asking Trashmeat or the ants about them. The Maker stumbled out of the tower when Vortimbrax tried to steal her body, and ended up blundering into a wandering owlbear. Her body – that of a purple-skinned woman – lies dismembered on the terrace. She's missing her right arm, and there's a trail of blood droplets leading off in the direction of the owlbear nest (Scene 5).

4. THE ARENA

So, you're an ambitious and upwardly mobile mind-swapping monster, loose in a garden of horrors. Obviously, what you want is the best body possible. So, you get a big arena full of monsters, and have them fight it out, and then you possess the winner. Foolproof!

The smell of blood is thick in the air, and the arena is brimming with corpses. Dozens of monsters have fought and died here – manticores, chimeras, giant snails. Frogmen and dragonsquirrels.

Vortimbrax – who resembles a shaved monkey with a giant cranium – squats on a throne next to the arena, holding a ring of keys in his hands. His eyes are closed as he meditates, preparing

to transfer his mind into the body of the one surviving monster in the area – the fearsome Spydra!

If approached, Vortimbrax opens his third eye and examines the strangers. After all, he's never met anyone other than the Maker and Trashmeat before, so he's eager to encounter new minds and learn about the outside world (before he conquers it, leaping from body to body until he finds perfection).

TALKING TO VORTIMBRAX

Vortimbrax (if you have time) interrogates the player characters about their origins and intentions. He's fascinated by power and prestige, and wants to know about the Icons, about kings and rulers and archmages, in the same way you might ask someone about delicious restaurants in their home town.

If asked about the Maker, Vortimbrax is already bored. She's dead, and anyway, her power resided in her mind, not in her body. Mind-swap with her, and all he gets is a puny human. He wants something more impressive. He does mention that she has a magic ring that he'd quite like to have – assuming he ends up in a body that has fingers.

- Clever players may be able convince Vortimbrax to help them recover the ring; he might, for example, offer to mind-swap one of them into the body of an owlbear so they can carry the ring out of the owlbear nest.
- Another possibility: the players could arrange a deal between Vortimbrax and the Maker of Many. She sets him free with her blessing; he swaps her mind back into a more suitable body willingly instead of getting beaten to a pulp by the player characters and forced to comply.
- Almost any Icon benefit can be used to impress Vortimbrax – he's got telepathic powers, so he can sniff the psychic power associated with, say, the Archmage or the Emperor. He won't be impressed by the Priestess ("weak!") or the Great Gold Wyrms ("dead!").

MONSTER BRAWL

When Vortimbrax tires of talking to the player characters, or if they threaten him, he roars "*you may not like it, but this is what physical perfection looks like!*" His shouts wake up the Spydra, which clambers out of the arena to protect him.

THE SPYDRA

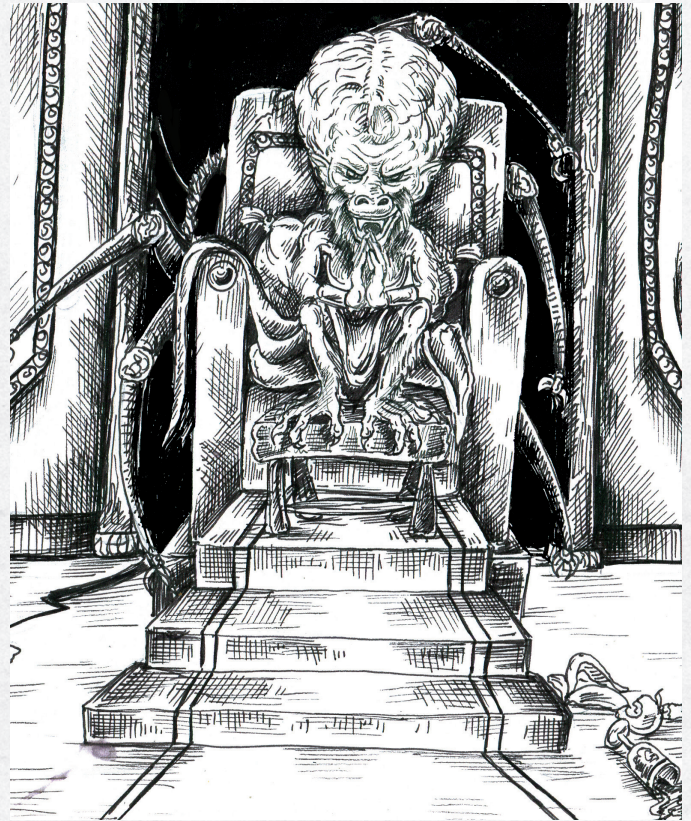
Eight heads, eight legs, 64 eyes.

Large 7th level wrecker [ABERRATION]

Initiative: +13

Spider-head (6 attacks) +12 vs AC—14 damage

Natural 16+: The spydra can make another *spider-head* attack as a free action.



Snake-headed intercept The spydra may always intercept even if already engaged. It doesn't provoke an opportunity attack because one of the heads gets in the way.

Decapitate: If the spydra suffers a critical hit, the attacker may choose – deal double damage as normal, or remove one of the spydra's *spider-head* attacks.

AC 23
PD 21
MD 17

HP 200

Give out the Spider and Hydra mutation cards when the spydra's defeated.

VORTIMBRAX THE OVERMIND

The body is a shell. The mind is all that matters.

6th level caster [ABERRATION]

Initiative: +12

C: Psychic assault +11 vs MD (one nearby enemy)—20 psychic damage

Natural 16–17: The target is confused (attacks a random ally with next attack)

Natural 18–19: As above, but Vortimbrax gets to choose the target of the attack.

Natural 20: The target's player and another randomly chosen player swap character sheets (but not Backgrounds or One Unique Things).

C: Psychic assault +1 vs MD (one nearby enemy)—15 damage, and the target is dazed (–4 to attacks)

Limited use: 1/battle.

Body jump: If Vortimbrax is reduced to 10 hit points or fewer, he transfers his mind into the body of the spydra. When in the body of the spydra, Vortimbrax may substitute a *psychic assault* attack for a *spider-head* attack each round.

AC	22	
PD	16	HP 80
MD	20	

Vortimbrax doesn't get a mutation card, and doesn't give a mutation card when defeated.

AFTER THE FIGHT

If Vortimbrax surrenders, he throws himself on the mercy of the player characters. It's not his fault – the Maker made him this way. She's to blame for all their woes

If the characters were sent to capture Vortimbrax, they can carry him back to the Tower (or, if he's body-jumped into the spydra, they can drag that massive carcass back with them.)

5. THE OWLBear NEST

Owlbears dig narrow tunnels and line them with branches and even whole saplings for warmth. The hatchlings are kept in a feeding chamber at the lowest level of the nest, where the adult owlbears bring dismembered limbs and other treats.

The right arm of the Maker of Many – along with her magic ring – is down there at the bottom of the nest.

EXPLORING THE NEST

The nest tunnels are narrow – just wide enough for one owlbear or two average player characters to squeeze through. Every so often, there are slightly wider chambers where the owlbears can pass each other.

There are lots of owlbeards in the nest, more than the player characters can reasonably hope to fight. (Owlbears defecate outside the lair, so anyone with a suitable hunting/survival/woodcrafty background can count the fewmets and guess that there are a dozen creatures at least down there.)

Sneaking: Sneaking down to the Hatchling Chamber requires a Dexterity check (DC 20). One failure means an owlbear comes snuffling to investigate the intruders; if the characters

can't somehow distract or hide from the beast, then they start a fight (See *Fighting in the Nest*, below.)

THE HATCHLING CHAMBER

There are half-a-dozen hatchlings in the lowest chamber. Owlbear hatchlings can eat up to their bodyweight every day in dismembered limbs and adventurer parts. Fortunately for the player characters – and unfortunately for the gnolls – there are some recently killed gnolls hanging from the ceiling, so the hatchlings are distracted. They're also blind – they don't open their eyes for another two weeks or so. Watch those cutesy little featherballs amble around the nest, bumping into each other and adorably sucking on carrion.

The partially played remains of the Maker's arm can be seen in the middle of the nest, and a big glowy magic ring glitters with alien colours on one finger. As the player characters enter, one of the owlbear cubs ambles over and starts nibbling on the remaining flesh on the hand. Unless the characters act swiftly, that ring's going down an owlbear cub gullet.

Grabbing the Ring: A character can easily charge in and grab the ring, but that'll alert the cubs that there are intruders. A stealthier option might also work, as the cubs are blind, but they have a keen sense of smell...

Distracting the Hatchling: A better option might be to distract the hatchling by flinging some tasty meat or a stone at the little monster. It's got an AC of 18.

Other Options: Magic's always a good option – using a cantrip to telekinetically whisk the ring away.

FIGHTING IN THE NEST

There's enough space to fight normally in the open chambers (assuming you're not waving a polearm around), but the tunnels are so narrow that only two can fight abreast. Characters in the back ranks can fling spells/shoot arrows/poke with spears, but have a –2 penalty to their attacks.

OWLBear CUB

So cute. So loud.

6th level mook [BEAST]

Initiative: +8

Adorable rip and peck +11 vs AC—9 damage

Squeal: When an owlbear cub is staggered, it squeals for help.

Roll a d4; if the result is equal to or less than the escalation die, a Cinerous Kodiak Owlbear arrives at the end of the round.

AC 20
PD 18
MD 14

HP 30 (mook)

Mook: kill one owlbear cub for every 30 damage dealt to the mob.

CIPHEROUS KODAK OWLBear

So big. So silent. So deadly.

Large 7th level wrecker [ABERRATION]

Initiative: +13

Rip and peck +12 vs AC—50 damage, and until the end of the owlbear's next turn, the target is hampered (*makes only basic attacks*) while engaged with the owlbear. In addition, if the escalation die is even, the owlbear can make another *rip and peck* attack as a free action

Silent hunter: Checks to hear approaching owlbeards take a -5 penalty.

AC 23
PD 21
MD 17

HP 230

FLEEING

If a fight starts, it's likely that the player characters will be overwhelmed by the onslaught of owls and bears, oh my! They can do a fighting retreat up through the nest (disengage and move back, disengage and move back etc.), or they can just take a campaign loss and flee. In a one-shot, "campaign loss" translates to "someone loses a limb or a magic item or something equally precious."

THE MAKER'S RING

The ring, once recovered, can be examined. It's got a central purple gemstone that seems to squirm and writhe. Most of its magical properties can only be accessed by the Maker (or with years of study), but the characters can quickly discover the following:

- The ring can "lock" biological instability. The characters may still be horrifically cross-mutated with animals, but they'll stop swapping mutation cards and won't end up dissolving like the Thing in the Vat.
- It's the keystone to the enchantments on the Twisted Gardens. The wearer of the ring can command all the gates and doors in the gardens, and can open all the cages. Smash the ring, and the gardens will collapse under the weight of their own mad improbability.

- It also boosts spells – it gives access to the Wizard talent evocation (recharge 16+).

6. FRUITS OF THE GARDEN

Back to the tower.

Back to the frenzied ant-hill that is now the physical form of the Maker of Many.

The Maker wants to be transferred into a more suitable body. Ideally, the player characters have brought Vortimbrax the Overmind to her; if Vortimbrax is dead, then when the characters arrive, they discover that Trashmeat has sewn Vortimbrax onto his ghastly organ-pile body to reanimate the Overmind.

The Maker has gathered all her ant-bodies together and piled them up into a roughly humanoid form. Sometimes, she's able to maintain enough control that she looks like a beautiful woman (only made of ants), but those moments pass quickly, and she reverts to a big pile of crawling ants.

Her bargain – she'll use the Maker's Ring to cure the player characters of their biological instability. At the same time, she says, she'll draw off a portion of the humanity of the player characters (or elfiness, or dwarfiness, or whatever's available if none of the PCs are human) and use it to create a new body for herself using her ants as raw biomass. Vortimbrax is needed to transfer her mind into the new body. In exchange for the player characters' assistance, she'll spare their lives and allow them to leave the Twisted Gardens.

She's lying – her plan is to steal the body of one of the player characters and dissolve the rest. If the players are suspicious, a Wisdom (DC 20) check lets them pick up on the Maker's lies – if they attack, skip into the final fight.

THE RITUAL

"Stand there", say the ants in unison, "and fear not! Your original forms shall be restored to you – and mine to me. Well, approximately." The Maker gestures, and the weirdness commences:

- A swirling ball of purple light appears in the middle of the room, glittering like the gemstone in the Maker's ring.
- Some of the ants get pulled into this ball of light, drawn up by magical force. They're pulled apart and dissolved into protoplasm.
- All but one of the player characters feels a tugging in their flesh. Call for saving throws.
- Those who roll 16+ may choose to discard their mutation cards; their borrowed biology gets stripped from them and drawn into the whirling sphere of protoplasm.
- Those who roll 5 or less take 1d8 damage as the sphere draws life energy and flesh from them.
- Keep rolling each round, but the threshold to take damage rises by 3 every round (so, 8 or less, 11 or less, 14 or less, 17 or less, and then automatic damage...)

- The one player character who doesn't feel the tugging is the one the Maker has chosen for her new body.
- Roll a **+10 attack vs. MD** against that character. If it hits, he or she takes 15 psychic damage and must make an easy save (6+) to avoid being possessed by the Maker.
- That player gets to choose whether or not to keep any mutation cards.

The Maker's plan is to grab the body of her chosen victim and dissolve the other troublesome adventurers, so she'll maintain the spinning purple protoplasm trap until everyone's dead – or until the player characters interrupt her. The spell holds them in place, so they'll need to either overcome their magical bonds through sheer force of effort (Strength or Charisma check, DC20) or find some clever way of throwing the Maker off balance.

Interrupting the spell snaps the Maker's mind-swap victim back into their original body, and sends the Maker back into the ant-pile form.

If you want to skip the final fight, then feel free to describe how interrupting the spell ruins the Maker's ritual and condemns her to some ghastly fate.

THE FINAL BATTLE

Shrieking, the ant-pile Maker starts throwing spells at the adventurers. By default, Trashmeat and Vortimbrax sit out this fight – although it could be a poetic fate for the Maker to get betrayed by her creations.

The Maker can conjure several lesser ant-swarm minions as cannon fodder. Assume 5 mooks, plus another 5 per player character over 4 PCs.

THE MAKER OF MANY (ANT FORM)

Getting turned into a pile of ants has not improved her personality.

Double-strength 8th level caster [ABERRATION]

Initiative: +8

Vulnerability: fire

Fist of ants +13 vs. AC—55 damage

R: Fleshwarp +13 vs. PD (1d3 nearby enemies in a group)—24 damage, +1d12 damage for each mutation card held by the target

Natural roll above Constitution: The target gains a mutation card.

C: Ant swarm +13 vs. PD (each enemy engaged with the Maker)—15 damage

Miss: 15 damage.

FrANTic: At the start of her turn, roll a d4. If the result is equal to or less than the escalation die, the Maker of Many gains another standard action.

AC	24	
PD	17	HP 250
MD	20	

ANT-MOOKS

Vaguely humanoid lumps of protoplasm studded with ants.

6th level mook [ABERRATION]

Initiative: +8

Vulnerability: fire

Fist of ants +11 vs. AC—12 damage

Miss: 6 damage.

AC	22	
PD	20	HP 20 (mook)
MD	16	

Mook: Destroy one ant-mook for every 20 damage you deal to the mob.

AFTERWARDS...

Defeating the Maker of Many sets the characters free. They can now leave the Garden. Are they free of their biological instability, or are they forever transformed by the Maker's magic?

If Trashmeat is still alive, he starts scooping up huge handfuls of ants and frantically trying to sew them into his flesh, to keep something of his mistress alive.

What becomes of Vortimbrax the Overmind? Or the Maker's experiments? Give the players a chance to narrate what happens to the garden in the years to come. How does this garden of horrors grow now that its creator is gone?

MUTATION CARDS

MONKEY

+1 AC, +5 bonus to climbing.

Quirk: Curious.

CHICKEN

When you roll a natural odd attack roll, hit or miss, you may immediately make a bonus peck attack. Roll Strength + Level vs target's AC, dealing 6d4 + Str damage on a hit.

Quirk: Cowardly.

TOAD

+1 PD, +5 bonus to jumping, prehensile tongue.

Quirk: Needs to stay moist.

SQUIRREL

+1 AC, +5 bonus to climbing and jumping.

Quirk: Needs to collect nuts and berries.

HYDRA

You spontaneously sprout extra (temporary) heads and limbs. This gives a benefit just like the *elven grace* power of the wood elves (13th Age, p. 66).

Quirk: Argumentative.

BOAR

When you charge into combat against a foe, your melee damage dice increase by one size while attacking that foe.

Quirk: Hotheaded.

SPIDER

You can climb sheer surfaces and spin a web.

Quirk: Suspicious.

MOSS

As an interrupt action, you may collapse into a carpet of moss and automatically avoid one attack targeting you. It takes you a move action to reconstitute yourself.

Quirk: Depressed.

BEAR

+1 PD, and you gain a bonus recovery. At the end of each fight, roll a d20. On an 11+, gain another recovery.

Quirk: Likes honey.

ROSEBUSH

+1 PD, and whenever anyone hits you with a melee attack, they take damage equal to your Con or Dex modifier, whichever is higher.

Quirk: Romantic.

FISH

You can breathe underwater, and have a +5 bonus to disengage attempts.

Quirk: Needs to stay moist.

A PT

+1 AC, and you get a +2 bonus to your action if you take the same action as another player character in the round. So, if an ally attacks a foe, you get a +2 bonus if you attack the same foe in a similar way.

Quirk: Always goes with the group.

OWL

You may fly short distances perfectly silent. If you fly into combat, you make a surprise attack, and may deal an extra 4d6 damage if your first melee attack hits (+2d6 on a miss).

Quirk: Exaggerated belief in your own wisdom.

TREE

+1 AC, +1 PD.

Quirk: Slow to act.

SNAKE

When you roll a natural odd attack roll, hit or miss, you may immediately make a bonus bite attack. Roll Dexterity + Level vs target's AC, dealing 3d6 + Str damage on a hit, and the target suffers 5 ongoing damage (save ends).

Quirk: Predatory.

HYEPA

You may sneak attack like a rogue for 3d6 damage (if you've already got sneak attack dice, improve them by one step.)

Quirk: Delights in mockery.

BULL

You gain a charge attack. Roll Strength + Level vs target's PD.

On a hit, deal 6d12 damage, and the target is dazed until the start of your next turn. You may only charge once per combat.

Quirk: Aggressive.

LIZARD

You may change colour and blend into your surroundings, becoming invisible.

Quirk: Nervous.

MOLE

+1 PD, and you can burrow into the ground.

Quirk: Short-sighted.



NAME
CLASS

Paladin

RACE Tiefling
LEVEL 6

STR	CON	DEX	INT	WIS	CHA	ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE
18	10	9	9	15	18	24	16	20
+4	+0	-1	-1	+2	+4	HIT POINTS	RECOVERIES	RECOVERY ROLL
+10	+6	+5	+5	8	+10	80	8	6d10

ONE UNIQUE THING

RACIAL POWER

Curse of Chaos: Once per battle, when a nearby enemy rolls a natural 1–5, turn their roll into a natural 1 and describe how they screw up horribly.

INITIATIVE +5

BASIC MELEE ATTACK
ATTACK HIT MISS

+10 vs. AC 6d8 + 8 6

BASIC RANGED ATTACK

ATTACK HIT MISS
+5 vs. AC 6d6 – 1 —

ICON RELATIONSHIPS

POWERS & SPELLS

BACKGROUNDS

EQUIPMENT

Heavy Armour
Shield

CLASS FEATURES

Smite Evil – once per battle, plus an additional 4 times per day, add +4 to your attack roll and +1d12 to your damage roll (half damage on a miss).

Lay on Hands – twice per day as a quick action, heal yourself or an adjacent ally with a touch for 8d10 + 8 HP using a free recovery.

Heal – twice per battle, as a quick action, you or a nearby ally can heal using a recovery.

Spirits of the Righteous – once per battle, attack one nearby enemy with +10 vs. MD. On a hit, 7d10 + 4 holy damage, and the nearby ally with the lowest HP gains +4 to their AC until the end of your next turn. On a miss, the ally gets +2 AC instead.

Domain of Trickery – once per battle as a quick action, roll a d20. You can swap this d20 for an enemy or ally's attack roll *before* they roll.

Bastion – one per battle, when a nearby ally is hit, you can split the damage evenly between you and that ally.

FEATS

Smite Evil
Cleric Training (A, C)
Lay on Hands (A, C)
Heal

TALENTS

Lay On Hands
Bastion
Cleric Training
Domain of Trickery

MAGIC ITEMS



NAME

RACE Human

CLASS Rogue

LEVEL 6

STR	CON	DEX	INT	WIS	CHA	ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE
14	14	20	9	11	9	20	20	15
+2	+2	+5	-1	+0	-1	HIT POINTS	RECOVERIES	RECOVERY ROLL
+8	+8	+11	+5	+6	+5	80	8	6d8+4

ONE UNIQUE THING

RACIAL POWER

Quick to Fight – when rolling initiative, roll 2d20 and take the best result. In addition, you gain one extra feat.

INITIATIVE +11

BASIC MELEE ATTACK

ATTACK HIT MISS

+11 vs. AC 6d8+10 6

ICON RELATIONSHIPS

POWERS & SPELLS

Deadly Thrust: When attacking a staggered foe, add both your Str and Dex mods to the attack roll, and add your Str mod to your miss damage.

Tumbling Strike: Gain +5 to all disengage checks this turn. You can move, attack, and then attempt to disengage and move again.

Sure Cut: If you have *momentum*, then your Sneak Attack damage applies on a miss with this attack.

Flying Blade: You can fling a dagger at a foe engaged with one of your allies; if you hit, deal sneak attack damage. If you crit, the target is dazed until the end of your next turn.

Swift Dodge: Spend momentum to force an enemy to reroll an attack on you targeting AC.

Deflection: Spend momentum when a melee attack misses you to have it hit another engaged enemy for half damage.

Spiky Bastard: Once per day, you may go all-out. For the rest of the battle, whenever an enemy rolls a natural odd attack roll on you, you immediately inflict 10 damage.

BASIC RANGED ATTACK

ATTACK HIT MISS
+11 vs. AC 6d6+10 6

BACKGROUNDS

CLASS FEATURES

Momentum: Momentum fuels many of your powers. You gain momentum when you hit, and lose it when you are hit or spend it.

Sneak Attack: You deal +3d8 damage against a foe engaged with one of your allies, or against foes with a lower initiative than you in the first round of combat.

Trap Sense: You can reroll natural even failures to disarm traps.

TALENTS

Improved Sneak Attack

Murderous: Your crit range against staggered foes expands by 2, and you get a +2 bonus to your attacks against them.

Swashbuckle: Once per battle, spend your momentum to do something absurdly acrobatic.

EQUIPMENT

Light armour
All the daggers ever.

MAGIC ITEMS

FEATS

Deadly Thrust (A, C)
Flying Blade (A, C)
Spiky Bastard (C)
Sneak Attack (A)
Murderous (A)



NAME

RACE Gnome

CLASS Barbarian

LEVEL 6

STR	CON	DEX	INT	WIS	CHA	ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE
20	16	16	8	9	10	21	22	15
+5	+3	+3	-1	-1	+0	HIT POINTS	RECOVERIES	RECOVERY ROLL
+11	+9	+9	+5	+5	+6	100	8	6d12 + 6

ONE UNIQUE THING

RACIAL POWER

Small: +2 AC bonus against opportunity attacks.

Confounding: Once per battle, when you roll a natural 16+, you can daze the target until the end of your next turn.

Minor illusions: As a standard action, create the illusion of a smell or sound.

INITIATIVE +9

BASIC MELEE ATTACK

ATTACK HIT MISS

+11 vs. AC 6d10 + 10 6

BASIC RANGED ATTACK

ATTACK HIT MISS
+9 vs. AC 6d6 + 6 -

ICON RELATIONSHIPS

POWERS & SPELLS

BACKGROUNDS

EQUIPMENT

Furs

Spears

An Axe Considerably Bigger Than You Are

CLASS FEATURES

Barbarian Rage: Once per day, you may rage. You roll 2d20 when attacking and pick the best one; if both roll 11+ and you hit, it's an automatic crit. After raging, roll 1d20 + 3; on a 16+, you can rage again that day.

TALENTS

Barbaric Cleave: When you drop a foe, you may attack again with a +2 bonus. If you hit, you may heal using a recovery. If there are no adjacent foes, you can move to a nearby foe when cleaving.

Building Frenzy: Once per day, after you've missed with an attack, add +1d10 damage to all melee attacks. This bonus grows with each miss to a maximum of +4d10.

Strongheart: Use d12s for recovery dice.

Natural Will: Twice per day as a quick action, gain a +4 to your MD until the end of the battle.

FEATS

Natural Will (A, C)

Building Frenzy (A, C)

Barbaric Cleave (A, C)

MAGIC ITEMS



NAME

CLASS Sorcerer

RACE Half-Elf

LEVEL 6

STR	CON	DEX	INT	WIS	CHA	ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE
10	10	18	16	8	18	16	17	19
+0	+0	+4	+3	-1	+4	HIT POINTS	RECOVERIES	RECOVERY ROLL
+6	+6	+10	+9	+5	+10	60	8	6d6

ONE UNIQUE THING

RACIAL POWER

Surprising – Once per battle, subtract one from the natural result of your own d20 rolls.

INITIATIVE +14

BASIC MELEE ATTACK

ATTACK HIT MISS

ICON RELATIONSHIPS

POWERS & SPELLS

+6 vs. AC 6d6 6

BACKGROUNDS

Burning Hands: At-Will Close Attack. Strike up to two nearby foes with +10 vs PD; on a hit, deal 2d8 + 8 fire damage.

Scorching Ray: At-Will Ranged Attack. Strike one nearby foe with +10 vs. PD; on a hit, deal 4d6 + 8 fire damage. On an even hit, add 2d6 ongoing fire damage. On a miss, 6 damage. You can attack far away foes with a -2 penalty.

Breath of the Black: Daily Close Attack. Strike one nearby foe with +10 vs. PD; on a hit, 10d6 + 8 acid damage and 20 ongoing acid damage. On a miss, 10 ongoing acid damage. For the rest of the battle, roll a d20 at the start of your turn. On a 16+, you may breathe again.

Queen's Shadows: Daily Ranged Attack. Strike one nearby foe with +10 vs. MD; on hit, 8d6 + 8 psychic damage. If the attack roll is even, teleport nearby. You may use this spell at-will after casting it for the rest of the battle.

Three Dooms: Rechargeable ranged attack. Strike one nearby foe with +10 vs PD. On a hit, 2d4 x 10 random energy damage, and you take 2d4 damage. If you hit with a natural even attack roll, attack again targeting a different foe. On a miss, half damage. After each battle, roll 16+ to recharge this spell.

Lightning Fork: Rechargeable ranged attack. Strike one nearby foe with +10 vs. PD. On a hit, 6d10 + 8 lightning damage. If you hit with a natural even attack roll, attack again targeting a different foe. On a miss,

BASIC RANGED ATTACK

ATTACK HIT MISS
+10 vs. AC 6d4 + 8 —

CLASS FEATURES

Dancing Lights: At will

Gather Power: Spend one round gathering energy to deal double damage with a spell.

TALENTS

Arcane Heritage: +2 to one arcane background.

Fey Heritage: Twice per day, roll a d6.

1-2: Cruel like a dark elf. Once per battle, deal 30 ongoing damage on a natural even hit.

3-4: Teleport like a high elf. Once per battle, teleport as a move action.

5-6: Graceful as a wood elf. Each turn, roll a d6. If the result is equal to or lower than the escalation die, gain a bonus standard action and increase the die rolled for *elven grace* by one step (d8, d10, etc.).

Infernal Heritage: Once per day, when the escalation die is 1+, enter a spell frenzy. Roll 2d20 for spell attacks, but take damage equal to target's level x2 for each die that misses.

half damage. You may reroll one miss, and if you miss with every attack, the spell isn't expended. After each battle, roll 16+ to recharge this spell.

Utility Spell: Usable twice for any of the following: *disguise self*, *feather fall*, *hold portal*, *levitate*, *message*, *speak with item or water breathing*, *portal*, *levitate*, *message*, *speak with item or water breathing*

EQUIPMENT

Robes

Short sword

Throwing daggers.

MAGIC ITEMS

FEATS

Fey Heritage (A)**Utility Spell (A)****Lightning Fork (A, C)****Scorching Ray (A)****Improved Initiative**



NAME

CLASS Cleric

RACE Dark Elf

LEVEL 6

STR	CON	DEX	INT	WIS	CHA	ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE
16	12	12	10	20	8	22	18	17
+3	+1	+1	+0	+5	-1	HIT POINTS	RECOVERIES	RECOVERY ROLL
+9	+7	+7	+6	+11	+5	80	8	6d8 + 2

ONE UNIQUE THING

RACIAL POWER

INITIATIVE +7

BASIC MELEE ATTACK
ATTACK HIT MISS

ICON RELATIONSHIPS

POWERS & SPELLS

+9 vs. AC 6d8 + 6 6

BACKGROUNDS

CLASS FEATURES

Ritual Magic

The cleric can perform rituals

Heal

Listed under Powers and Spells

TALENTS

Domain of Death: You and your nearby allies gain a +2 bonus to death saves. If an ally becomes staggered, that ally heals 12 hit points. Once per day, invoke Death: for the rest of the battle, you and your allies can add the escalation die to a single save.

Domain of War: Once per turn, when you attack a foe, hit or miss, your allies gain a +1 bonus to attacks against that foe until the beginning of your next turn. Once per day, invoke War: increase the escalation die by 1.

Domain of Strength: You can wield heavy weapons without penalty. Once per day, invoke Strength: for the rest of this battle, you and your allies deal triple damage on crits.

Cruel: Once per battle, deal 30 ongoing damage when you hit with a natural even attack roll.

Heal: Close-quarters spell. Twice per battle, as a quick action, you or a nearby ally can heal with a recovery.

Javelin of Faith: At-will spell. Ranged. Attacks a nearby enemy with +11 vs. PD; on a hit, 6d6 + 10 holy damage. If the foe is undamaged, +2d6 damage.

Strength of the Gods: Daily spell. Ranged. Cast as a quick action. Either one nearby ally deals an extra 2d8 damage on attacks for the rest of this battle, or up to three nearby creatures (including you) deal an extra 1d8 damage for the rest of the battle.

Shield of Faith: Daily spell. Ranged. Cast as a quick action. Either one nearby ally gains +2 AC/+2 PD for the rest of the battle, or up to three nearby creatures (including you) gain an extra +1 AC/+1 PD for the rest of the battle. Bonuses increase by +1 if the recipient is staggered.

Judgement: Daily spell. Ranged. Targets all nearby staggered enemies, rolling +11 vs. MD; on a hit, 8d10 + 10 holy damage. On a miss, half damage.

Sphere of Radiance: Daily spell. Close-quarters. You or one nearby ally can heal with a free recovery. Then, target up to two nearby enemies with +11 vs. MD. On a hit, 7d8 - 2 holy damage. On a miss, half damage.

Bless. Daily spell. Ranged. Cast as a quick action. Either one nearby ally gains a +2 attack bonus and 4d10 temporary

BASIC RANGED ATTACK

ATTACK HIT MISS
+7 vs. AC 6d4 + 2 —

hit points for the rest of the battle, or up to three nearby creatures (including you) gain a +1 attack bonus and 2d10 temporary hit points for the rest of the battle.

Mighty Healing. Daily spell. Close Quarters. Either one ally heals using a recovery and regains twice as many hit points as normal, or up to three nearby creatures (including you) heal using a recovery.

EQUIPMENT

Mace
Heavy armor
Holy symbol
Shield

MAGIC ITEMS

FEATS

Judgement
Javelin of Faith
Mighty Healing
Heal (A)
Domain of Death (A, C)



NAME

CLASS Druid

RACE Human

LEVEL 6

STR	CON	DEX	INT	WIS	CHA	ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE
16	18	10	8	18	10	22	20	17
+3	+4	+0	-1	+4	+0	HIT POINTS	RECOVERIES	RECOVERY ROLL
+9	+10	+6	+5	+10	+6	110	8	6d10 + 8

ONE UNIQUE THING

RACIAL POWER

Quick to fight: Roll 2d20 for initiative and take the best result. In addition, you gain one extra feat.

INITIATIVE +6

BASIC MELEE ATTACK	HIT	MISS
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+9 vs. AC	6d8 + 6	6
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BASIC RANGED ATTACK

ATTACK	HIT	MISS
+6 vs. AC	6d4	—

ICON RELATIONSHIPS

POWERS & SPELLS

Ripping Vines: At-will ranged spell. +10 vs. PD; On a hit, 5d6 + 8 damage. On a natural odd hit, 6 ongoing damage.

Flame Spear: At-will ranged spell. +10 vs. PD; On a hit, 5d8 + 8 fire damage. On a natural odd hit, one ally engaged with the target takes 2d8 damage.

Barkskin: Daily ranged spell. Cast as a quick action. You or one nearby ally in light or no armour gains a +3 bonus to AC and PD for the rest of the battle.

Entangle: Daily ranged spell. Targets 1d3 nearby enemies with +10 vs. PD. On a hit, 5d10 + 10 damage, and any foes with 135 hp or fewer are stuck (save ends). On a miss, half damage and an easy save to break free.

Spikestones: Daily ranged spell. Until the end of the battle, enemies who move on the ground must make a normal save when moving; those who fail take 7d6 damage. Your allies must make an easy save to move; if they fail, they take half damage. You can move freely.

Flame Seeds Daily ranged spell, targets 1d3 + 1 nearby enemies with +10 vs. PD. On a hit, deal 3d12 + 8 fire damage and 5 ongoing fire damage (hard save ends). Once per turn, you can use a quick action to increase ongoing damage by 5.

Earth Strength: Daily ranged spell. Cast as a quick action. Targets one chosen and one random ally (you can choose yourself). If the target is unstaggered, they gain a +4 bonus to attacks, damage and saves until the end of the battle or until they end a turn unstaggered. If the target is staggered, the target can heal using a recovery.

BACKGROUNDS

CLASS FEATURES

Nature Talking: You can talk to animals or plants, and gain a +5 bonus to any skill checks required when interacting with them.

Warrior Druid: You don't suffer opportunity attacks when casting ranged spells.

TALENTS

Elemental Initiate
Terrain Caster Initiate
Warrior Druid Initiate

FLEXIBLE ATTACKS

Ancestral Guidance: Once per battle, on a natural odd attack roll, deal 8 damage, hit or miss.

Warrior's Blessing: Once per battle, on a natural even attack roll, heal 1d6 + 6 hit points.

Invoke the Storm: Once per battle, on a natural 5, 10, 15 or 20, deal 1d4 x 5 lightning damage to any nearby foe other than your target.

EQUIPMENT

Furs
Two-handed spear
Light Armor

MAGIC ITEMS

FEATS

Earth Mastery (A)
Fire Mastery (A)
Warrior's Blessing (A)
Invoke the Storm (A)
Nature Talking (A)
Warrior Druid (A x2)

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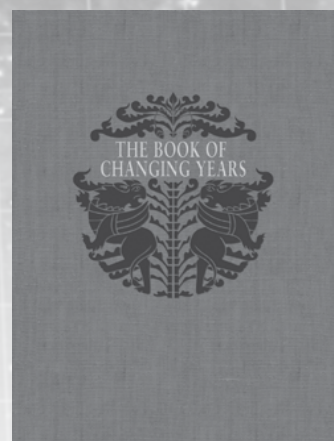
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