



A Tales of the 13th Age adventure for **13th Age** characters of 3rd level, in two two-hour sessions
(With adventure hooks for six possible campaigns for your home group)

About this adventure

Disturbing tales of dead warriors walking the Undermarch reach the eyes of the adventurers. The wards that keep undead out are intact, and yet the dead walk. The adventurers are hired to clear out the undead, and yet might find themselves surprised by what they find.

This adventure is ideal for characters if you are planning on running Wrath of the Orc Lord or The Dwarf Lord's Domain, dealing as it does with the fungaloids infesting orc corpses and a weakening of the Dwarf Lord's defences. It also links neatly with the 2nd level adventure Shadowport Shuffle, which has a whole session devoted to a fungus-worshipping cult.

Fungaloids?

OK, here's the story with fungaloids. One day you are passing a shaded grove in the Queen's Wood or a dank cave in the Owl Barrens or an abandoned mining tunnel near Forge and you notice some mushrooms. No big deal, right? A month later on your way back you are attacked by some small animated fungus creatures. You kill them and burn the fungus. A year passes and you are headed that way again, only this time there is a whole town of fungal creatures, there are fungal farmers and fungus shepherds and fungal soldiers and even fungal beasts pulling carts. You give the area a wide berth and when you finally get back home you head straight to the people in charge to warn them... only to find well-dressed fungal diplomats about to sign a treaty that hands over a good chunk of *your* territory to them. Don't worry, it is a 'peace treaty', they assure you that they aren't invading... with these new official borders peace between 'fleshmen' and fungaloids is assured.

By the next week fungus is growing all over town...

When I was given the chance to write them for the [13th Age Bestiary](#) I jumped at it. They are alien, they are weird, and they are also just familiar enough that maybe you'd want to play one (the upcoming bestiary has rules for that). Fungaloids also don't fit neatly into any icon's 'bucket', they are trouble-makers that way. I *like* fungaloids.

The Icons

The Dwarf King has been hard pressed by the attacks of the rogue orc warlord General Gul, and his forces are stretched thin enough that he brings in adventurers to deal with the 'undead' roaming the undermarch. However, they are not undead but fungaloids...



The Archmage would love to investigate this strange race that doesn't rely on magic; bringing samples back to the Archmage would almost certainly curry favor with him. Self-spawning fungaloid troops would benefit both the Emperor and the Crusader... if they fungaloids can be trusted (or enslaved).



The Diabolist might be behind the fungaloids, sending them to plague the dwarves. The High Druid wouldn't mind the dwarven miners suffering a setback. The Orc Lord always benefits from weakened neighbours.



The Dwarf King's subjects rely upon their underground trade routes and mines; strange creatures running around in the dark are always bad news. A third of the Elf Queen's live underground, making them potential victims of fungaloid aggression. The Prince of Shadows has already had issues with fungal cults in Shadow Port.



The other icons will want to know what is going on so they can best take advantage of any change in the balance of power.



Previously in Tales of the 13th Age...

How to integrate characters from previous adventures? Here are some ideas.

Characters from [Crown of the Lich King](#)...

- The Lich King thinks that you owe him, and has sent you to find out what is causing these 'undead' to rise.

Characters from [Wyrd of the Wild Wood](#)...

- You encountered versions of your future self in the Wild Wood. As one of them was dying it mentioned the Undermarch and fungus.

Characters from [Quest in the Cathedral](#)...

- Your search for the Oracle has brought you to the north, but the trail went cold somewhere near the Undermarch.

Characters from [Shadowport Shuffle](#)...

- The Prince of Shadows left you with a load of orcs deep in the Bitterwood. You fled from them, right into the arms of a group of orcs loyal to the Orc Lord. Now you have ended up at Krovan's Gate.
- The Prince of Shadows has another 'small' favor that he wants you to do for him...

Starting with magic items...

Characters may start the game with one magic item per adventure that they have completed. If they gained more than that then they have since lost them in battle or sold the excess magic items. If they gained less than one magic item per adventure completed then they have found some magic items in their 'off-screen' adventures.

The chronology of Tales of the 13th Age...

This adventure is a 3rd level adventure and takes place **after** [Crown of the Lich King](#), [Wyrd of the Wild Wood](#), [Quest in the Cathedral](#), and [Shadowport Shuffle](#) (which are 2nd level adventures and take place simultaneously, and are linked to above).

If you intend to run (or have already run) the 3rd level adventures [Omenquest](#) or [The Folding of Screamhaunt Castle](#) then it doesn't matter what order you run those in with regards to this adventure. You could be teleported from the end of [Omenquest](#) to Krovan's Gate, or go there to escape the nightmares caused by [Screamhaunt Castle](#), or use those adventures as ones to follow the events of [Fungaloid Infection](#).

This adventure takes place **before** [Wrath of the Orc Lord](#), [Domain of the Dwarf King](#), and [The Elf Queen's Enchantment](#) (which are all 4th level adventures and take place simultaneously).

The adventures in [Three Hearts Over Glitterhaegen](#) are 5th level.

Session 1: Krovan's Gate.

1.0 Prelude/Introduction.

The adventurers are at a dwarven market and encounter a strange fungus creature.

Session Start	Session End
The adventurers arrive at Krovan's Gate, a trading outpost near the edge of the Dwarf King's sphere of influence.	The adventurers are wandering in the underdark, looking for a way back to Krovan's gate.

Overall the party need a unifying reason to be together. They could be agents of an icon investigating strange events reported near Krovan's Gate, or working directly for the Dwarf King hunting the 'undead' that have been reported nearby.



Don't forget to roll icon relationship dice at the start of every session and have any 6s give a positive benefit and any 5s give a benefit with a story complication.



1.1 A funny thing happened on the way to the dwarf market...

Krovan's Gate is a small dwarven settlement about a day's travel south of Torin's Glory. While its mines are long since played out it has remained prosperous due to serving as a trading stop between Foothold and Anvil. The dwarves sell beer and ale to the crusader's soldiers, and in return buy the strange treasures that are sometimes brought back from raids against hell holes.

The market at Krovan's Gate is famous among adventurers. If you have an unusual item to sell, or are in need of something special, then Krovan's Gate is the place to go. Finding an actual true magic item for sale is almost unheard of, but temporary magic is purchasable for gold (see the magic item section in the core rules).

Go around the group and ask each player to provide an amusing incident that the party faced on its way to Krovan's Gate (but not what the outcome was). Turn to the next player and ask them what the outcome of the incident was, and turn to the next player and ask how their character was instrumental determining the outcome of the incident. Go around the group until everybody has had a chance to add to the story, and everybody has got to highlight how their character was useful.



Fungaloid Empress, by ASH LAW



1.2 Kroven's Gate.

The market at Kroven's Gate is busy today, and the guards are taking an extended liquid lunch in the sunlit field outside. As the adventurers explore the market they see the following sights (use just one or two of these as the main things they see and leave the rest as background color).

- A group of dwarven merchants from Anvil (led by Burtwalda Anvilsdotir) have bought in a shipment of Silverhead Brewery Halfling Light Ale and are haggling with the price with a tiefling wearing the armor of a sergeant in the crusader's army. The tiefling (Sgt. Lucien Balthier) is loudly making the point that if Burtwalda won't drink the ale how does he know if it is any good. Burtwalda hates halfling ale (she considers it bland) but knows that humans enjoy it. The pair are looking for a third party to test the ale.
- A human drover (Dunstan Woodman) is displaying his wares, three large hell-bugs. He claims them to be as fine as any cart horse, and twice as cheap to feed.
- Jolly-Round Hartley, a halfling bookhound, is at the market looking for a copy of *Geschichten der Fliegenfischen Kulte*, a work on demonology. A drow book seller (Zeddica Ammarant) has a stall in the market and knows where to obtain a copy, but is wary of saying what she knows in case Hartley is working for the Priestess or the Great Gold Wyrms.
- Three dwarves are sat at a beer stall, loudly engaging in a game where they attempt to eat as many spiced gunsels (a dwarven food, similar to a large oktoberfest-style pretzel but filled with southern-style chile) as they can before choking. One of the three dwarves, Sorae Axelast, has just lost and sprayed a cloud of crumbs everywhere. Her friends, Gunter Stonefist and 'Mad' Edbert Flintway, think that this is hilarious.
- Grim Deelspin, a gnome magician, has just been sprayed with half-chewed dwarven food. For the third time. One more time and he's going to start a fight.
- Speaks-softly, a huge and imposing centaur from the Wild Wood, is here to trade potions and oils. Even though the exit to daylight is in sight, he is becoming increasingly skittish. If somebody is willing to buy one of everything he'll drop the price a bit, just so he can turn a profit and leave.
- Charblis, a half-drow half-tiefling (maybe, hard to tell) is enjoying a dwarven brass band. Charblis is unaware that her pocket has just been picked by a halfling thief (Binbo Hardfoot). Binbo is himself unaware that the purse he has just stolen contains the sleeping mini-dragon familiar of Charblis.
- A dwarven baker, Flintwick McHavock, is chatting to the owner of the beer stall. The owner, Felicity Shaleshore, is only half paying attention (she is watching Grim Deelspin) and so is being cheated out of a small amount of money as the baker keeps some of the gunsels that she has paid for.

Give the players time to talk to some NPCs and get embroiled in one of the above situations.

The busy market stills momentarily as four odd-looking creatures walk in. They are some sort of mushroom-men, and with them they have a tentacled *thing* pulling a cart. They set up a stall, and begin arranging their wares (lots of fungus). As they are doing so a commotion suddenly breaks out (maybe one of the hell-bugs breaks loose, maybe the dwarven merchants and tiefling sargent get into a fist-fight over the ale, maybe Grim attacks Sorae, maybe Flintwick and Felicity start fighting. Speaks-softly bolts for the exit, knocking over the fungaloids' cart. Somebody else throws an axe. Before a heartbeat has passed the market has erupted into chaos.

The fungaloids feel threatened, and attack the nearest humanoids, which just so happens to be the adventurers.

Market Day Fight Chart

Number of PCs	Fungaloid Drudge	Sporrior
3	4	2
4	4	4
5	4	6
6	4	8
7	4	10

Fungaloid Drudge

Some look like walking mushrooms with arms and faces, others are clearly skeletons that have become infested with spores, and still others are shambling mounds pulling crude carts with their misshapen limbs. It's the jolly ones with waistcoats and pipes that worry people the most.

3rd level troop [plant]
Initiative: +5

Pitchfork +8 vs. AC—10 damage

Natural 16+: The drudge can make a *fungus attack* this turn as a quick action.

Fungal attack

C: Hallucinogenia +6 vs. MD (one nearby enemy)—The target is confused (easy save ends, 6+)

AC 19

PD 17 HP 32

MD 13

Sporrior

Fungi are not known for being fast, but this one is. A strange pale ape-dog thing, with a head that hinges open to unleash a high-speed spore attack. Clouds of choking fungus accompany chitinous darts launched by compressed air.

2nd level wrecker [plant]

Initiative: +10

Chitinous bite +7 vs. AC—5 damage

Natural even hit or miss: The sporrior can make a *spore cloud* attack this turn as a quick action.

R: Parasitic darts +6 vs. AC (1d3 nearby or far away enemies in a group)—5 poison damage

Natural even hit or miss: The sporrior can make a *spore cloud* attack this turn as a quick action.

C: Spore cloud +6 vs. PD (1d3 nearby enemies)—4 poison damage

Sprinter: A sporrior gains an extra move action when the escalation die is odd.

Wall-crawler: A sporrior can climb on ceilings and walls as easily as it moves on the ground.

AC 18

PD 16 HP 36

MD 12



Fungaloid art by Rich Longmore, from the 13th Age Bestiary. Cover image adapted from this one by ASH LAW.



The busy dwarven market erupts into sudden mayhem

1.3 The fungus from everywhere

The guards eventually arrive (after the adventurers have finished their fight with the fungaloids), having cut short their liquid lunch in the sun to attend to the brouhaha at the market. They subdue those still fighting, and ask what the cause of the ruckus was. As the adventurers are the most dangerous looking people present the guards assume that the adventurers started the trouble. A magistrate (Elder Sturm Stornbeard) is summoned. It is up to the adventurers to convince the magistrate that they were not to blame.

Convincing the magistrate is a DC 20 difficulty task, requiring three successes. Give different players a chance to contribute, don't let one single player make all three rolls. If a roll is failed then the next player has a choice - increase the difficulty of all successive rolls on this task by a cumulative 5, or pay 5d10 GP in fines to the magistrate or recompense to stall owners, or somehow make the situation worse (GMs call on how it gets worse for the adventurers). The interrogation ends when three successes are accrued or when a player states that they admit to the whole thing being their fault.

If the fungaloids are still in one piece they are of little help - though they speak enough verbal language to handle basic transactions their main method of communication is to release thick clouds of spores. This looks very much like their fungal *hallucinogenia* attack.

If the adventurers convince the dwarven magistrate that they are not primarily to blame for the brawl in the market they are asked to take the corpses of the fungaloids back to wherever they came from.

If the adventurers leave the magistrate convinced that the adventurers are to blame then they are given the task of taking the fungaloid corpses back, and must pay reparations (10% of their wealth and belongings) to Kroven's Gate should they choose to return.

If the adventurers fail to leave with the corpses as asked then a couple of hours later Kroven's Gate is attacked by a wave of sporriors. A group of sporriors break off from the pack to attack the adventurers, with 1d3 sporriors per adventurer. The attacks continue on an hourly basis until the adventurers leave. Unknown to the adventurers their fight with the drudges has marked them with spores that indicate to fungaloids that they are enemies, though a DC 25 check lets the adventurers work this out if their players do not figure it out independently. Washing will not get rid of the spores, but their chemical message will fade after a week or so.



Supposing the players head off elsewhere rather than sorting out the fungus? For a start Krovan's Gate will be inundated with fungus until it needs to be evacuated, then the wider area will be over-run with fungaloids. Secondly the dwarves will offer ever-larger rewards to the adventurers until they accept the

quest. For every game day that the adventurers delay going on the quest add an extra fungaloid creeper to every fight.

1.4 The trail of mushrooms

Following the fungaloids back to their point of origin isn't all that hard. The adventurers just need to follow the trail of mushrooms and plate-fungus as it gets thicker and thicker. They find their way into the abandoned mining tunnels, and soon start breathing in fetid lung-wetting spores. The old mines are full of fungus! As the adventurers watch several fungi detach from the mass and begin to float about like blood-red flying jellyfish. **Without warning fungaloids leap out from among the mushrooms and attack.**

Fungal Caverns Fight Chart

Number of PCs	Fungaloid Creeper	Aerial Spore
3	1	20
4	3	20
5	5	20
6	7	20
7	9	20

Fungaloid Creeper

Squat little mushroom "folk" that feast on dead things. They have the unfortunate habit of jabbing and scraping living beings until the non-fungaloid cooperates by falling over dead.

1st level troop [plant]
Initiative: +3

Probing tendrils +6 vs. AC (1d3 attacks)—2 damage

Natural 18+: The target is stuck until the end of its next turn.

Natural 1-5: Both the fungaloid and its target take 1d4 damage.

Food is here: When a fungaloid creeper scores a critical hit with an attack, all nearby fungaloids move to engage the fungaloid's target, even if that target has dropped to 0 hp. The move is a free action, and engaged creepers can roll disengage attempts instead of taking opportunity attacks.

Slow, rolling wave: Whenever the escalation die is even, each creeper must succeed on a normal save at the start of its turn or lose its move action that turn.

Nastier Specials
Fungal attack

C: Poison tentacles +6 vs. PD (1d3 nearby enemies)—4 poison damage, and the target is vulnerable to fungal attacks (save ends)

AC 16

PD 15 HP 30

MD 10

Aerial Spore

It floats serene, red and deadly. The long tendrils push it spasmodically as it crawl-drifts closer, flickers of bioluminescence pulsing through its small, languid body.

2nd level mook [plant]
Initiative: +1

C: Stinging tendrils +6 vs. PD (one nearby enemy)—4 poison damage, and the target is weakened until the end of its next turn

Puffball exploder: The first time each round an aerial spore in the battle drops to 0 hp, it explodes and 1d3 nearby non-fungus non-construct creatures are covered in spores and begin to choke. Until the end of the battle, when a choking creature rolls a natural 1-5 on an attack roll, it takes damage equal to the natural roll. If a creature is affected twice by this attack, the damage it takes on a natural 1-5 doubles; if affected three times, it triples, etc.

Spores: A creature choking from *puffball exploder* can use a standard action to wash the spores off itself and/or cough them up, preventing further choking effects until it's affected by *puffball exploder* again.

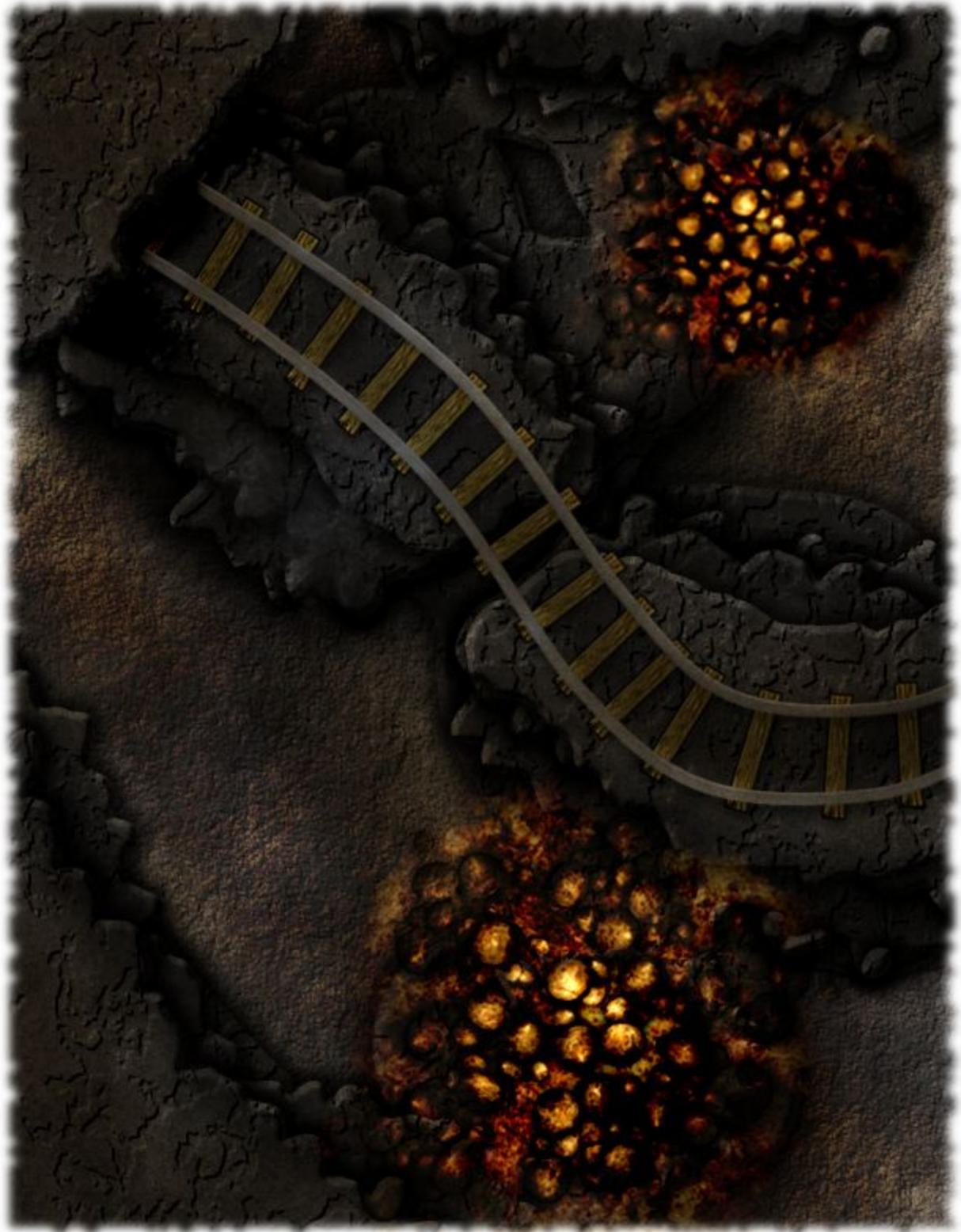
Weightless: The aerial spore floats upon air currents, but it prefers to stay within 5 to 7 feet of the ground so it can use its tendrils to keep it in place or propel it. A free-floating spore too far away from the ground to use its tendrils can easily be blown about from strong winds or similar magical effects.

AC 15

PD 9 HP 7 (mook; puffball exploder)

MD 13

Mook: Kill one aerial spore mook for every 7 damage you deal to the mob.



The fungus is slowly invading the territory of the dwarves, inch by creeping inch.



1.5 Digging deeper

During their short rest after encountering the aerial spores, the party spots something shining in the fungal mush. Star-shaped silver coins glitter in the darkness. Even from a distance the elf-queen's visage is clear on the freshly-minted currency. It is obvious to the adventurers that either the fungaloids are in the pay of the elves (and what exactly would a fungus need with money?), or they have very recently traded with elves (and Krovan's Gate is a *long* way from elven lands). There are 3d10 silver pieces easily recoverable, together with a letter (more on that later). If the adventurers dig in the dead fungus they can find 2d20 GP worth of silver coins, but everybody in the party is 'attacked' by spores disturbed by the treasure-seeking (the attack is against PD, with the bonus to hit being equal to the worth of the coins found, and the damage being 1 poison damage per 2 coins found). *Let the players know beforehand that digging for treasure will stir up dangerous amounts of fungal spores.*

As the adventurers finish patching their wounds they hear a skittering. Giant spiders! Whatever these spiders are, something travelling with them is carrying a light that casts shadows ahead of it. As the shadows grow and the sound gets louder the light is extinguished. The spiders are cutting off the route back to Krovan's Gate.



The letter? A quick read shows that these dark elves have made a treaty with somebody called “the empress”, and have ‘given’ Krovan’s Gate to the fungaloids. The elves for their part are to kill any adventurers who try to stop the empress doing what she will with the dwarven settlement.

There are clearly drow in the tunnels, and they seem to be searching for the adventurers. Avoiding the drow is a skill challenge. Start in the middle of the grid below. A success allows the players to move to a vertically or horizontally adjoining cell, a failure allows the GM to move the players horizontally or vertically towards the cell that says “FIGHT!” (but hopefully not to a challenge-box they have already succeeded at). If the adventurers just want to fight the drow, then using the skill challenge will get the adventurers into an advantageous position to do so. Give as many players as possible a chance to advance the story and face a challenge, don’t let any single player hog the dice. Let players know the options that they can move to, and describe their options narratively (“*Up ahead you can see a narrow gap in a wall you could squeeze through, and in the opposite direction is an ore crusher. In the opposite direction it is all low-ceilings and loose rocks. The giant spiders are getting closer. What do you do?*”).

ESCAPE

Mining sluiceway

Mad dash

Lost in the dark

SURPRISE!



You escape the drow!	DC 30 to ride the water slide to who-knows-where	DC 25 to run full pelt in the darkness	DC 30 to not fall over and give your position away	You fight the drow, but you strike from ambush.
Sudden drop DC 30 to avoid falling into a pit or take a different route	Minecart DC 25 to ride the old ore cart	Dead end DC 20 to fit through a fissure	Rock chimney DC 25 to climb down to safety	Lost in the dark DC 30 to climb a rock pillar and get your bearings
Rocks fall DC 25 to avoid having your chosen route cut off	Ore crusher DC 20 to hide in the broken machinery as the giant spiders pass by.	Shadows of spiders DC 15 to figure out where the drow are right now.	Loose rocks DC 20 to avoid kicking one and making a noise that attracts attention.	Freezing water DC 25 to wade silently through the subterranean lake
"They have our scent" DC 30 to create a false trail	Darkness DC 25 to hide in the darkness	Stubbed toe, banged head DC 20 to keep quiet	Maze of tunnels DC 25 to avoid getting turned around	Spider webs DC 30 to untangle from them or avoid them in the darkness
I LOVE IT WHEN A PLAN COMES TOGETHER You fight the drow, but start with the escalation die already at 1.	Old dwarven runes DC 30 to decipher the faint scratchings that show directions.	"Dru'pth DNah?" DC 25 to imitate a drow and send them in the wrong direction.	Choking fungus DC 30 to stay quiet and not caught	FIGHT! The drow have cornered you in a pit of fungus.

Fungal Caverns Fight Chart

Number of PCs	Young Spider Mount	Drow Cavalry Cadet
3	1	1
4	2	1
5	1	2
6	2	2
7	1	3

Young Spider Mount

It's larger than a horse and has fangs the size of steak knives. It moves with a series of sudden scuttles.

Drow Cavalry Cadet

Scuttling into view with lances and sabers, the drow cavalry moves like a dark and silent wave. The drow are young and poorly equipped for drow cavalry, they are just cadets.

*Double-strength 3rd level wrecker [humanoid]
Initiative: +8*

Glass-tipped lance +8 vs. AC—14 damage, and the target pops free from the cavalry and is weakened (save ends)

Limited use: 1/battle, during a surprise round or the first round of battle.

Spider saber +8 vs. AC—14 damage

Expert spider-rider: While mounted, the drow cavalry deals +6 damage with its attacks, hit or miss, against

4th level troop [beast]

Initiative: +15 (or same as rider if it has one)

Bite +9 vs. AC—10 damage, and 4 ongoing poison damage

C: Web +9 vs. PD (up to 2 nearby enemies in a group)—The target is stuck (save ends)

Wall-crawler: A spider mount can climb on ceilings and walls as easily as it moves on the ground, and so can its rider.

Uncontrolled: A riderless spider mount will eventually run away. At the start of the spider's turn roll a d4; if you roll less than the escalation die, the mount flees.

AC 20

PD 18 HP 40

MD 12

unmounted enemies.

Mounted combatant: Reduce the drow cavalry's attack damage by 6 when it's not riding a spider.

Spider mount: Whenever the drow cavalry rolls a natural 1–10 on an attack roll, its spider mount acts independently, choosing one of the following options:

Bite—The spider makes a *bite* attack.

Jump & Scuttle—The spider and its rider pop free from all enemies and can move somewhere nearby.

Web—The spider makes a *web* attack.

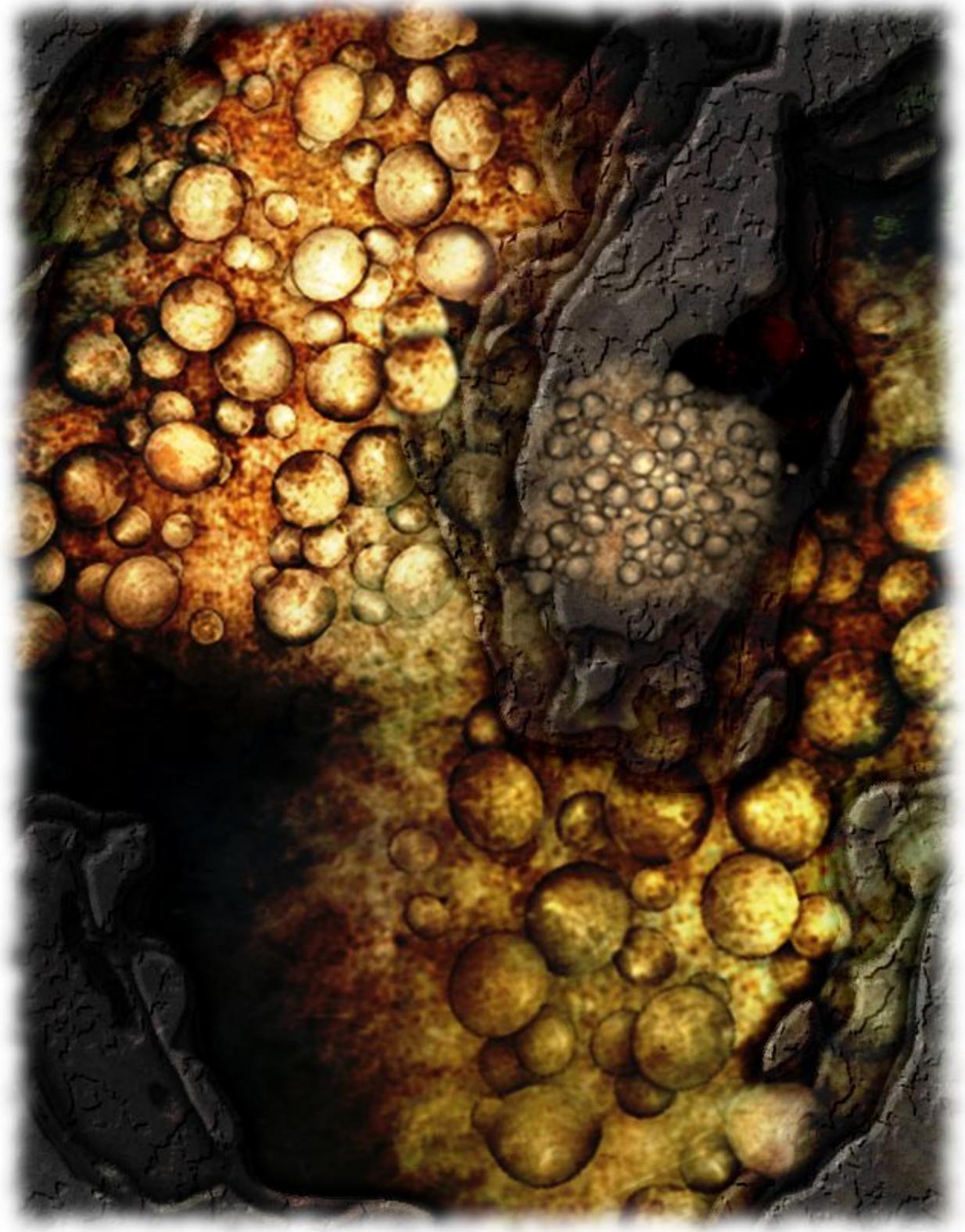
AC 19

PD 17 HP 64

MD 13



Drow Cavalry, by Rich Longmore



The fungus is growing everywhere!

The air is lung-infestingly thick with spores. The drow are wearing scarves over their mouths, are you?

1.6 Trapped in the dark

The adventurers find themselves deep within the earth. Their maneuvering in the darkness has led them far from the mines of the dwarves and deep into fungaloid territory. There are legends that say that something drove the dwarves up from the depths - could it be the doing of the fungaloids, or are the mushroom creatures just fellow denizens of dark places like the dwarves?

Heading back to the sunlit world or to Krovan's Gate is going to take some doing.

If you are running this as a single session then this is a good point for the characters to receive a full rest and heal-up. If you are running this adventure as two sessions then this is our recommended stopping point for session one (and the adventurers receive a full rest and heal-up).



Fungaloid Twyzog Adventurers, by Rich Longmore

Session 2: Fungicide.

2.0 Prelude/Introduction.

Cut off from the sunlit world the adventurers must fight their way back to the dwarven tunnels near Krovan's Gate

Session Start

The adventurers are lost in the darkness, far from the surface.

Session End

The adventurers return to the surface with tales to tell of the strange fungaloids.

If you have new players or new player characters joining the group they need a reason to be down here.

- A rogue Twygzog wants to leave the fungal kingdom, or is working for a rival fungal empress (see the 13th Age Bestiary for rules for fungaloid characters).
- A dwarven trader from Krovan's Gate who was kidnapped by the fungaloids but has escaped.
- An adventurer, the only survivor from another party.

Overall the party need a unifying reason to be together; being trapped in the darkness with a load of fungus monsters should be reason enough to work together!



Don't forget to roll icon relationship dice at the start of every session and have any 6s give a positive benefit and any 5s give a benefit with a story complication.





2.1 To sleep in darkness

When last we left the adventurers they were about to take an extended rest, but were lost in the darkness far from anywhere that was safe.

Go around the group and ask each player to provide a challenge that the party faced and overcame in finding a safe place to rest (they don't say how they overcame it, just what it was). Turn to the next player and ask them how their character was instrumental in overcoming the challenge. Go around the group until everybody has had a chance to provide a challenge, and everybody has got to highlight how their character was useful.

2.2 The Fungal Kingdom

The adventurers are roused by a slowly spreading luminescence. Fungi are sprouting around them, around the whole area, and are lighting up. It is eerily beautiful. A pair of stately fungaloids walk into the cavern, gesturing at the walls and seeming to direct the growth of the fungus. While they are silent, the air is thick with spores and it is clear the two beings are talking to each other (and maybe to other unseen fungus creatures nearby). These two creatures are a far cry from the stunted waddling fungus in the marketplace, they are as tall and as beautiful as elves. maybe 'beautiful' is the wrong word here, for they are eerie and alien.

As the adventurers watch a pulsating brain-like fungus begins to grow near them. If they attack it they will initiate a fight. If they allow it to grow it will doubtless alert the other fungaloids. As fungal towers arise in the cavern and the light grows brighter the adventurers must make a decision. Describe the super-fast growth of fungus in the cavern and the strange inch-long bug-like fungaloids that they can see crawling about here and there as they consider their options.

- If they attack now it is an ambush that they are springing on the fungus.
- If they just wait it out eventually the spores on their bodies and equipment that mark them as enemies and that will trigger the fungaloids to attack.
- If they run or hide it requires a skill check. Set the DC at anywhere between 15 to 35, depending on how long they wait. It requires 3 successful rolls to escape detection. Every failure either raises the DC of the next roll by 5 OR costs 1d3 adventurers a recovery and they get to narrate why (player's choice).
- If they choose to parlay with the elf-like fungaloids they will be surprised to find that the fungaloids can speak a common language with them, and do so eloquently (though their accent is lilting and strange, like they are speaking the language for the first time). The fungaloids names are Mykos and Veria. They are curious as to what the adventurers are doing here, deep within their kingdom (which is actually part of the dwarf king's domain). They politely point out that the adventurers have recently been spoor-marked by a fungaloid as 'enemy'. It is a DC 30 difficulty to convince these two to treat them well. If the adventurers roll lower than 20 the fungaloids will attack while sending for help. If the players roll at least 20 then the fungaloids will furnish them with a map to the surface (grown from a nearby fungus)... and will then attack. If the players roll 30 or higher the fungaloids provide the adventurers with a map and leave to get on with their unknowable mushroom-based tasks. Mykos and Veria know that a group of drow are plotting against the dwarves and have 'given' them some territory. Their concept of ownership is alien at best, boiling down to 'ours' and 'ours but we aren't using it right now'; as far as they are concerned the dwarven territory has always belonged to them, and they are just using it more now than they did before.

Fungaloid Monarch Fight Chart

Number of PCs	Braincap	Fungaloid Monarch
3	1	1
4	2	1
5	1	2
6	2	2
7	1	3

Braincap

This lumbering creature resembles nothing so much as a huge multi-legged fungal brain with a toadstool hat.

Double-strength 3rd level wrecker [plant]
Initiative: +5

Programmed brain: During its turn when one or more nearby enemies are staggered, the braincap uses *focused brain blast*. When no enemies are staggered, the braincap uses *hallucinogenia* if its hit points are even, and *psionic filaments* if its hit points are odd.

R: Focused brain blast +8 vs. PD (1 nearby or far away staggered enemy)—21 force damage

Miss: 5 psychic damage.

C: Hallucinogenia +8 vs. MD (1d3 nearby enemies)—The target is confused (easy save ends, 6+) and vulnerable to psychic damage until the end of the battle

Miss: The target sees odd colors at the corners of its vision until it has taken a full heal-up (–2 penalty to skill checks to see things).

C: Psionic filaments +8 vs. MD (1d3 nearby enemies)—15 psychic damage

Lost opportunity: This creature can't make opportunity attacks.

AC 19

PD 13 HP 90

MD 17

Fungaloid Monarch

It looks like an elf, or a fungus' dream of an elf. It's almost beautiful, but there is something odd about the way that it moves that makes it a creature of nightmare.

Double-strength 4th level leader [plant]
Initiative: +8

Mycotic scepter +9 vs. AC—24 damage

Natural 12+: One nearby fungaloid can make a *fungal attack* as a free action.

Natural 16+: Up to three nearby fungaloids can each make a *fungal attack* as a free action.

Natural 20: Up to five nearby fungaloids can each make a *fungal attack* as a free action.

Group mind: The monarch's attacks deal +1 damage for each other allied creature with the plant type in the battle (max +10).

Drudge-spawning: If there are not enough nearby fungaloids to use up all the *fungal attacks* granted by the *mycotic scepter*, skip the extra fungal attack but add a full-strength fungaloid drudge to the battle next to the fungaloid monarch.

AC 20

PD 14 HP 98

MD 18

POSSIBLE FUNGAL ATTACKS

C: Poison tentacles 5 + level vs. PD (1d3 nearby enemies)—3 + level poison damage, and the target is vulnerable to *fungal attacks* (save ends)

C: Brown noise 5 + level vs. PD (1d3 nearby enemies)—3 + level ongoing thunder damage

C: Hallucinogenia 3 + level vs. MD (one nearby enemy)—The target is confused (easy save ends, 6+)

C: Infectious spores 5 + level vs. PD (1d3 nearby enemies)—3 + level ongoing poison damage

C: Piercing shriek 5 + level vs. PD (1d3 nearby enemies)—4 + level psychic damage

GMs: Fungaloids can be somewhat dangerous. If the adventurers can come up with clever ways to avoid inhaling spores or suffering other ill effect then give them a 1+ to +4 bonus to saves depending on how cunning they are with their preparations.



The fungal tower can be a dangerous place to have a fight.



2.3 Dangers of the fungal kingdom

Wandering around in the realm of the fungaloids is hazardous to living creatures (forgeborn and twygzog characters get a free pass here, as do any characters whose one unique thing logically makes them immune to the types of hazards listed below). Here are some hazards to throw at the adventurers during their journey. Give each adventurer a chance to face at least one hazard.

Tainted water	Puffball spikers	Hidden pit
The drinking water in your waterskins looks clean, but a mould has crept in and tainted it. Drinking from it causes you to vomit and suffer painful cramps an hour later.	The floating fungus unleashes a hail of barbed darts as it drifts closer toward you. <i>This is not a 'fight', they bite but are driven off quickly.</i>	The sudden drop would have been obvious, if not for the dripping mucal film that coats this area and had covered up the pit.
DC 15 to avoid for each adventurer	DC 25 to avoid	DC 20 to avoid
+5 vs PD—1d10 poison damage	+25 vs AC—4d6 poison damage	+10 vs AC—3d6 damage
Spore cloud	Big spore cloud	Fire-burst
The mushrooms underfoot send up choking spores when you step on them.	More spore-mushrooms, but this time when one is stepped on they all release their spores at once.	The spores in the air here are flammable, if you enter this area with a torch or lantern the air explodes without warning.
DC 15 to avoid	DC 15 to avoid for each adventurer.	DC 20 to avoid for each adventurer.
+5 vs PD—2d6 poison or acid damage	+5 vs AC—3d6 damage	+10 vs AC—3d6 damage
Acid	Fungal infection	The horrors of war
The slime on the ceiling drips an acid downwards, threatening those that have to walk under it. At least no fungus is growing on the floor.	The fungus has started to grow on (and in) you. Itching rashes and limb pain are only the beginning.	A whole village and their livestock have been dragged into a pit and slaughtered. Mycotic tendrils run from a host of tunnels, feeding nutrients to the fungal kingdom.
DC 20 to avoid for each adventurer	DC 25 to avoid for each adventurer	Unavoidable, each adventurer
+10 vs PD—1d12 acid damage	+15 vs PD—2d8+2 fire damage	+20 vs MD—lose a recovery

2.4 Of mushrooms and bridges.

The way back to Krovan's Gate is blocked. Giant fungus has grown up over the tunnels, choking off the way back to the surface. In fact most directions that the adventurers try are blocked off. The only way left to try is deeper into the underdark. That means crossing a bridge guarded by fungaloids, volcanic fumes rising up in a thick mist (-2 to ranged attacks made from one side of the chasm to the other). The fungaloids here are definitely unfriendly, and refuse to let any cross. The good news is that the fumes are destroying the aging this-person-is-an-enemy spores on the adventurers.

Fungaloid Monarch Fight Chart

Number of PCs	Aerial Spore	Fungaloid Monarch
3	24	0
4	10	1
5	16	1
6	24	1
7	10	2

Aerial Spore

It floats serene, red and deadly. The long tendrils push it spasmodically as it crawl-drifts closer, flickers of bioluminescence pulsing through its small, languid body.

2nd level mook [plant]

Initiative: +1

C: Stinging tendrils +6 vs. PD (one nearby enemy)—4 poison damage, and the target is weakened until the end of its next turn

Puffball exploder: The first time each round an aerial spore in the battle drops to 0 hp, it explodes and 1d3 nearby non-fungus non-construct creatures are covered in spores and begin to choke. Until the end of the battle, when a choking creature rolls a natural 1–5 on an attack roll, it takes damage equal to the natural roll. If a creature is affected twice by this attack, the damage it takes on a natural 1–5 doubles; if affected three times, it triples, etc.

Spores: A creature choking from *puffball exploder* can use a standard action to wash the spores off itself and/or cough them up, preventing further choking effects until it's affected by *puffball exploder* again.

Weightless: The aerial spore floats upon air currents, but it prefers to stay within 5 to 7 feet of the ground so it can use its tendrils to keep it in place or propel it. A free-floating spore too far away from the ground to use its tendrils can easily be blown about from strong winds or similar magical effects.

AC 15

PD 9 HP 7 (mook; puffball exploder)

MD 13

Mook: Kill one aerial spore mook for every 7 damage you deal to the mob.

Fungaloid Monarch

It looks like an elf, or a fungus' dream of an elf. It's almost beautiful, but there is something odd about the way that it moves that makes it a creature of nightmare.

Double-strength 4th level leader [plant]

Initiative: +8

Mycotic scepter +9 vs. AC—24 damage

Natural 12+: One nearby fungaloid can make a *fungus attack* as a free action.

Natural 16+: Up to three nearby fungaloids can each make a *fungus attack* as a free action.

Natural 20: Up to five nearby fungaloids can each make a *fungus attack* as a free action.

Group mind: The monarch's attacks deal +1 damage for each other allied creature with the plant type in the battle (max +10).

Drudge-spawning: If there are not enough nearby fungaloids to use up all the *fungus attacks* granted by the *mycotic scepter*, skip the extra *fungus attack* but add a full-strength fungaloid drudge to the battle next to the fungaloid monarch.

AC 20

PD 14 HP 98

MD 18

POSSIBLE FUNGAL ATTACKS

C: Poison tentacles 5 + level vs. PD (1d3 nearby enemies)—3 + level poison damage, and the target is vulnerable to *fungus attacks* (save ends)

C: Brown noise 5 + level vs. PD (1d3 nearby enemies)—3 + level ongoing thunder damage

C: Hallucinogenia 3 + level vs. MD (one nearby enemy)—The target is confused (easy save ends, 6+)

C: Infectious spores 5 + level vs. PD (1d3 nearby enemies)—3 + level ongoing poison damage

C: Piercing shriek 5 + level vs. PD (1d3 nearby enemies)—4 + level psychic damage



The bridge over the under-world lava is guarded... by fungus.

2.5 Meeting royalty.

The adventurers are beginning to see evidence of dwarven mine-works under the fungus. Though they are much deeper than they were before they are definitely somewhere under Krovan's Gate. It is just a matter of finding the right ventilation shaft or set of steps that will lead them upwards.

As they are investigating a fungus-infested cavern for signs of passage back to the light the ground begins to shake and rumble. Something massive is being born. It lumbers upright on six huge stalk-like legs, a pallid mushroom behemoth. As the characters witness this horror, burning fungus begins to grow on their skin and their pockets bulge with damp mushrooms. Tiny mushrooms with biting mouths and screaming faces grow in the adventurers' hair. If they don't get out of here quick they'll be fertilizer.

Unfortunately the huge things that has arisen is a fungaloid empress, the nexus of the hive-mind of the fungal kingdom. 'She' has memories them attacking her 'subjects' and is not amused.



Empress Fight Chart

Number of PCs	Elder Spore	Fungaloid Empress
3	5	1
4	10	1
5	15	1
6	20	1
7	25	1

Elder Spore

4th level mook [plant]

Initiative: Directly after the empress in the initiative order

Slime spikes +9 vs. AC—6 poison damage

AC 18

PD 12 HP 7 (mook)

MD 16

Mook: Kill one elder spore mook for every 7 damage you deal to the mob.

Fungaloid Empress

A huge fungus moves into the tunnel as hundreds of smaller shapes bulge and warp languidly inside its flesh. Thick choking clouds of spores pump from wheezing orifices on what may be its face or flank— it's hard to tell. Everywhere fungi spontaneously flourish into toxic life.

Huge 4th level wrecker [plant]

Initiative: +15

Crushing limbs +9 vs. AC (1d3 enemies engaged with the empress)—18 damage

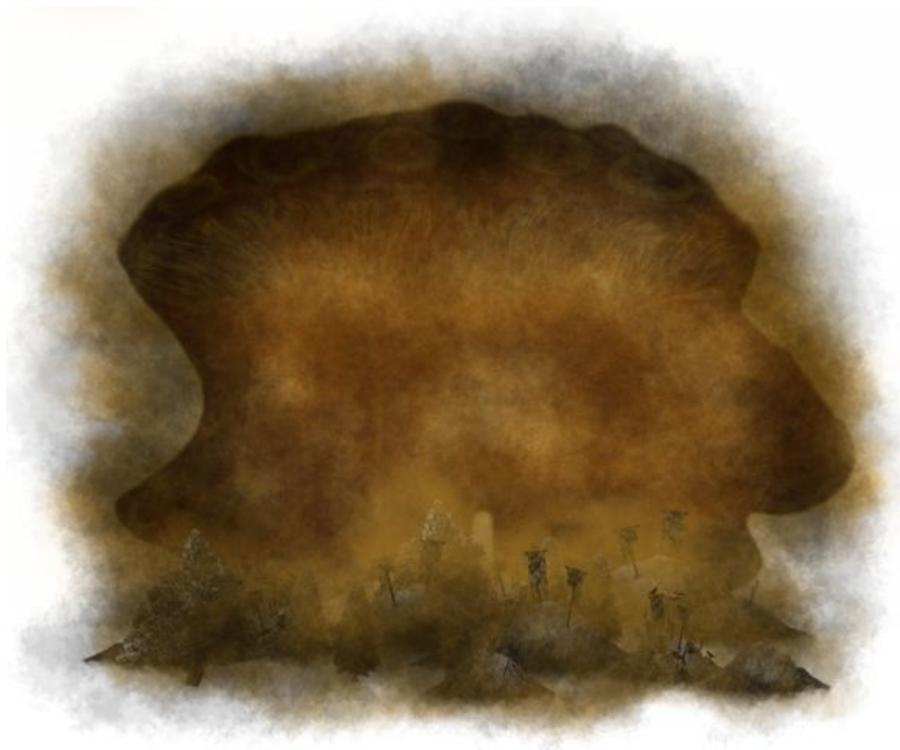
Combat womb: At the end of each of the empress' turns, if there are fewer than two elder spores per enemy, add a number of elder spores to the battle so that there are two spores per enemy. A spore can "sprout" already engaged with a nearby or far away enemy or on its own, it's up to you.

Sporulating spiracles: Fungus grows on everything in the area! Whenever a non-fungus creature attempts to move, it must make a DC 18 Dexterity or Strength check to do so or it loses its move action. If the creature uses a standard action to clear away fungus, it can move normally that turn.

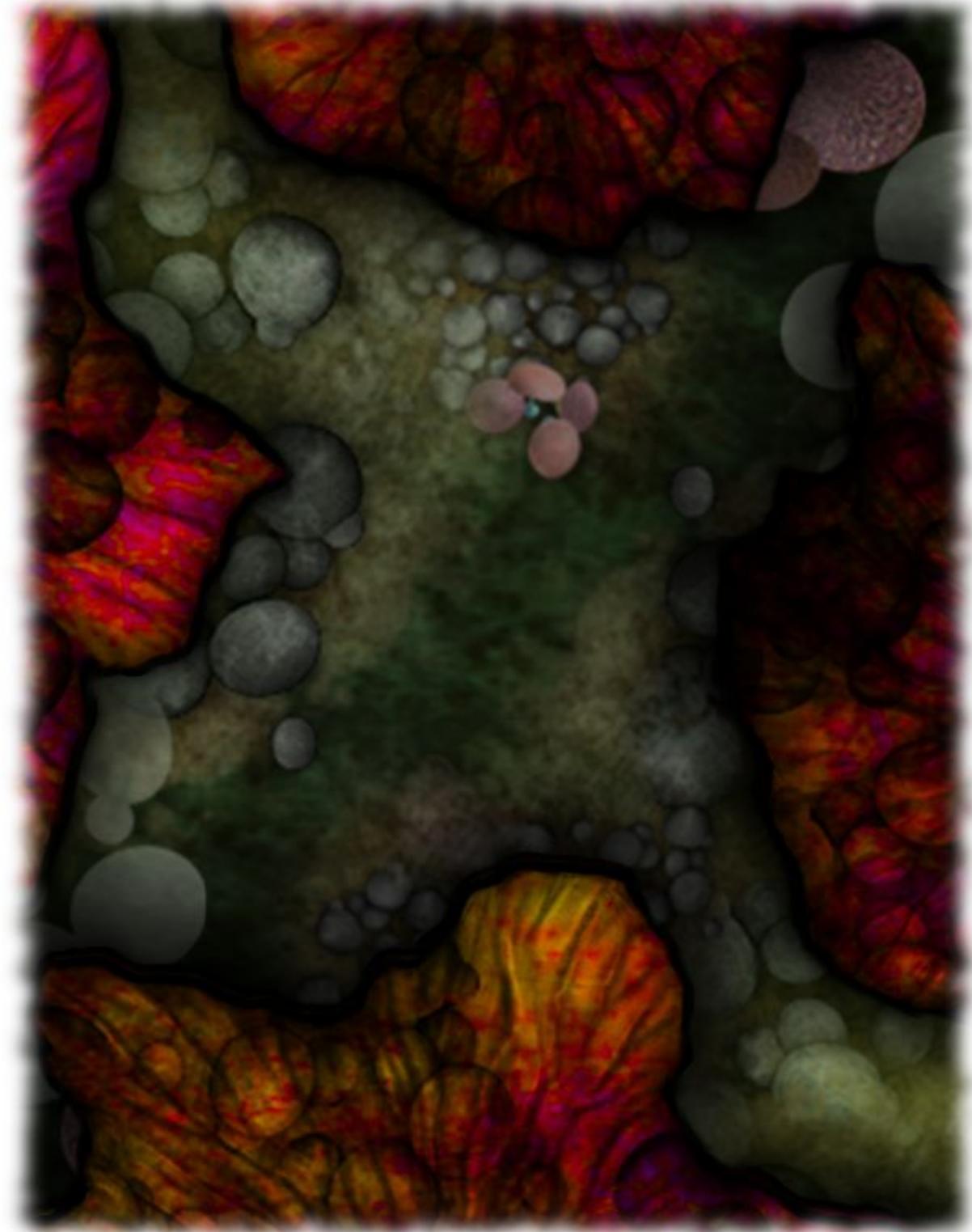
AC 20

PD 18 HP 170

MD 18



Remind the players that the party can flee



The lair of the Fungaloid Empress



2.6 Back to Krovan's Gate.

Escaping up a ventilation shaft the adventurers come out into daylight near Krovan's Gate. Near the settlement they can see hundreds of dwarves gathered with whatever possessions that they can carry. The fungaloids have taken Krovan's Gate for themselves.

The dwarves of Krovan's Gate welcome the adventurers. They bathe the heroes in strong solvents, attempting to get the worst of the fungal infections that the adventurers are no doubt now host to under control. Most of the adventurer's equipment will have to be burnt, even the leather wrapping of their weapons' grips needs to be replaced.

The dwarven magistrate now sees that the adventurers were not to blame, and offers to replace their equipment for them. He also has one magic item that he can give to the party if they agree to help the refugees relocate to a nearby town.

2.7 What happens next?

This concludes the adventure!

This is the end of the adventure, but there are several routes that you can take further adventures.

A new home.

Aylsbridge is at a river crossing, and serves just as well as a trading post as Krovan's Gate. Though the dwarves thirst for vengeance they are a long-lived and practical people; the dwarves of Krovan's Gate are merchants, not soldiers. Settling in Aylsbridge for a generation or so to regroup before returning to reclaim their lost mine is a sound plan. Besides, there is nothing that dwarves like better than singing drinking songs about old grudges.

Unfortunately when the adventurers and the dwarves get to Aylsbridge they find that tensions between the refugees and the humans are already high due to Krovan's Gate being perceived as 'stealing' trade from Aylesbridge. Both the human mayor of Aylesbridge (Caulder McMere) and the dwarves ask the adventurers to stay on for a while to keep the peace. Adding to the volatile situation is the fact that many of the dwarves are unknowingly carrying fungaloid spores with them.

The Dwarf King strikes back.

The adventurers are not beholden to the dwarves of Krovan's Gate, especially not after the dwarves jumped to blame them for that market brawl. Still, warning the Dwarf King about the potential danger to his domain is the right thing to do.

After taking the dwarves to the nearby town of Aylsbridge, the adventurers head north to inform the Dwarf King. The Dwarf King sends soldiers to all corners of his domain to end the fungaloid menace. This stretches his forces thin, and orcs are rumoured to be on the march once more... so he is interested in hiring the adventurers to keep orcs out of his tunnels. This leads neatly into the adventure **Domain of the Dwarf King**.



Return of the dwarves.

Though not a vital trading post, having the market gone weakens the Dwarf King. This needs to be dealt with now. After they have accompanied the dwarves to the nearby human town of Aylsbridge, they can return. The dwarves will give them barrels of pitch to burn out the fungaloid menace and let them return to their homes, and in exchange will handsomely reward the adventurers.

The drow menace.

Who were the drow in the tunnels? The letter that the adventurers have is vague at best, indicating payment and an exchange of lands. However, most of the parchment is destroyed by fungus and that which isn't alludes to knowledge that the adventurers do not have. The adventurers will have to track the drow down to unravel the greater mystery. What that mystery is we leave up to you. Alternately a journey to warn the elven court could lead into **The Elf Queen's Enchantment**.

Attack of the adventurers.

This was but the first strike against the sunlit world. Soon other dwarven outposts fall. Then infestations are spotted in the Bitterwood and as far south as the Demon Coast. At first the adventurers are the only ones who can connect the dots and see the bigger picture. If they can convince the imperial authorities to act now all is not lost, but they need to bring back hard proof and that means attacking other fungal kingdoms.

Revenge of the fungus.

The fungus once ruled this world, before the first age in the time when living gods walked the land and the seas were red with blood. They intend to rule this world again. By turning one icon against another they intend to cause a war to end all wars. Fungus grows on dead things, and they plan for the humanoid races to die in great numbers to feed their glorious resurgence.

Thank the players for being great. If you enjoyed GMing for the group (and we hope you did) then let them know.

Ask for feedback on the adventure, and on 13th Age in general. We want to hear what you think.

... and finally THANK YOU.



The [13th Age Bestiary](#) has rules for playing adventurers from the twyzog fungaloid race, and much more information on fungaloids as well as many other new and classic monsters.

Appendix 1: Temporary Magic: Potions, Oils, and Runes.

Players can purchase or find temporary magic items during the adventure...

Item	Cost	Effect
Healing potion	50 gp	Recovery +1d8 hp (max 30 hp of healing)
Resistance potion	100 gp	Resist 16+ against one damage type
Oil	100 gp	+1 (see oil chart in the core book)
Rune	150 gp	+1 (see the rune chart below or in the core book)

Random Rune Effect on Armor

01–20 The bonus also applies to PD

21–40 The bonus also applies to MD

41–60 The bonus also applies to both PD and MD

61–80 As 41–60, and you can reroll one failed save while the rune is active

81–100 You can take your first rally this battle with a quick action (if you can already rally with a quick action, the action is free)

Random Rune Effect on Weapon

01–20 +4 bonus to opportunity attacks

21–40 Weapon gains an energy damage type such as fire, cold, etc., and deals +1d4 damage (champion: +2d6; epic: +5d6)

41–60 +4 attack bonus on first round of combat

61–80 Weapon deals +1d10 damage while escalation die is 3+ (champion: +4d6; epic: +3d20)

81–100 Reroll one missed attack roll with weapon

Random Rune Effect on Spellcasting Implement

01–20 +1 additional attack bonus if spell has only one target

21–40 Implement gains an energy damage type such as fire, negative energy, etc., and deals +1d4 damage (champion: +2d6; epic: +5d6)

41–60 +1 additional attack bonus with daily spells

61–80 +1 additional attack bonus if spell has more than one target

81–100 Reroll one missed attack roll with implement

Appendix 2: Cheat sheet.

Conditions

13th Age uses the following conditions. You can only be affected by the same condition once at any time; for example, if two effects would confuse you, the worst one affects you and you ignore the confuse portion of the lesser effect. Similarly, penalties from these conditions don't stack. If you're both weakened and stunned you only take a -4 penalty to your defenses (plus other different effects).

Confused: You can't make opportunity attacks or use your limited powers. Your next attack action will be a basic or at-will attack against at least one of your nearby allies, usually determined randomly. If you don't have any nearby allies, you either do nothing much or, at the GM's option, act in a strange confused manner that suits the story.

Dazed: You take a -4 penalty to attacks.

Fear: Fear dazes you and prevents you from using the escalation die.

Hampered: You can only make basic attacks, no frills. You can still move normally. (Fighters and bards, that also means no flexible attacks. Monsters, that means no triggering special abilities for specific attack rolls.)

Helpless: If you're unconscious or asleep, you're helpless and a lot easier to hit. While helpless, you take a -4 penalty to all defenses and you can be the target of a coup de grace.

Stuck: You can't move, disengage, pop free, change your position, or let anyone else move you without teleporting. You're not otherwise penalized, necessarily.

Stunned: You take a -4 penalty to defenses and can't take any actions.

Vulnerable: Attacks against you have their crit range expanded by 2 (normally 18+).

Weakened: You take a -4 penalty to attacks and to defenses.

Skill Check DCs, Trap/Obstacle Attack Bonuses & Impromptu Damage for Adventurer Tier Characters

Degree of Challenge	Skill Check DC	Trap or Obstacle Attack Roll vs. AC/PD/MD	Impromptu Damage (Single Target)	Impromptu Damage (Multiple Targets)
Normal task	15	+5	2d6 or 3d6	1d10 or 1d12
Hard task	20	+10	3d6	1d12
Ridiculously hard task	25	+15	4d6	1d12 or 2d8

Appendix 3: Magic Items.

Remember to mention that items are alive and have personalities, so that characters using magic items can have personality quirks if they wish. If you have more items than your level, your items take over and you become a vehicle for their personalities!

Chain Armor of Iron Will	Supple Boots of the Slippery Eel	Elven Cloak
<p>The steel links of this heavy chain armor have an opalescent quality that reflects light around the wielder in a splay of muted colors, which some claim represent the gods' dominions. Whatever the case, the armor does bolster the mental defenses of its wearer.</p>	<p>These soft boots are made from the skin of the giant black eels that live among the Wake Islands in the Midland Sea. The eel skin soles are surprisingly resilient and surprisingly slick.</p>	<p>Each elven cloak, often called a "forestfold cloak," is said to be sewn by the handmaidens of the Elf Queen and holds the memory of her forest court within its threads.</p>
<p>+1 AC and MD.</p>	<p>+1 to disengage checks. Add your Dexterity modifier to your disengage checks.</p>	<p>+1 to PD. Add +10 to checks to remain hidden in natural surroundings.</p>
<p>Quirk: Prone to abstract speculation.</p>	<p>Quirk: Loves puns.</p>	<p>Quirk: Prefers the finest things in life; of course, they are elven.</p>
Helm of the Undaunted Hero	Shield of Protection	Symbol of Gathered Power
<p>Those who have the will to follow the Crusader can do anything, many of their helms become imbued with their endless courage. Many of them also don't have owners anymore.</p>	<p>This stout kite shield bearing the likeness of the Great Gold Wyrms once belonged a paladin who fought beside the Gold in a past age.</p>	<p>This odd symbol has a different precious gemstone forming each of its three prongs.</p>
<p>+1 to MD. Recharge 6+ (after save roll): At the start of your turn, you can roll a save against one ongoing save ends effect as a free action. Make the recharge roll immediately after you use the power instead of during your next short rest.</p>	<p>Enemies engaged with you take a -1 attack penalty against your allies.</p>	<p>Recharge with full heal-up: During a short rest, you can regain an expended daily adventurer level spell.</p>
<p>Quirk: Favors traditional battle hymns.</p>	<p>Quirk: Tends to others with too much familiarity.</p>	<p>Quirk: One-track mind.</p>

Weapon of Vengeance

This brutal-looking weapon oozes emotional violence and anger, and it's obvious that its sole design is to harm others. The simple but effective styling is a common element among the barbarian weaponsmiths who create such weapons to fight for or against the Orc Lord.

[Melee Weapon]

+1 bonus to attacks and damage.

While you are staggered, you deal +1d6 damage with attacks that hit using this weapon.

Quirk: Quick to take offense.

Haughty Weapon

Two types of these weapons are known to have been created: those designed for the imperial soldiers against the creatures of the Wild, and those designed for the servants of the Wild against the agents of the Empire. In either case, these weapons are highly effective at taking down enemy leaders.

[Ranged Weapon]

+1 bonus to attack and damage.

When you hit an enemy with this weapon, if it's the most dangerous foe in the battle (or tied for most dangerous, GM's assessment), you deal +1d3 per tier damage to it.

Quirk: Challenges others to improvised contests.

Potions and Oils

Not as permanent as a true magic item, but also less likely to possess you or get you killed by others who seek your precious treasure.

(standard action to use):

- Healing potions (2): Heal using a recovery + 1d8 hp
- Potion of Fire Resistance: Gain fire resistance for rest of battle. Attacker must roll natural 16+ or fire attack deals only half damage.
- Magic Oil +1: Until end of battle, an item oil is applied to gains a +1 bonus. For armor: +1 AC. For weapon or implement: +1 to attack and damage.



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