

Thieves in the Tower of Fire

Sword and sorcery adventure of
thievery and dark secrets

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The Adventure



The Situation

It is the night before the harvest festival and you have smuggled yourself inside the Tower of Fire, seat of a wizard Yair Oun. Wizard is known for their great influence and wealth. They are said to be away on the eve of the festival as they have been for as long as anyone remembers. For an enterprising thief to strike.

Your route in has been planned and paid for. Anything you can carry out will be yours as long as you are able to find a way out.

Rumours

- Wizard draws their strength from the flame on top of the tower
- Two feuding nobles have disappeared, festival might be ruined by bloodshed
- Wizards pet pulled a drain worker into the garden. They were not seen again
- Guards and servants outside the tower are forbidden entry for the night
- Wizard always spends the night before the harvest festival away

Adventure Rules

Adventurers should be made aware of these rules before the start of the scenario.

Thievery: Each location contains unnamed treasure. Unnamed treasures value varies by location it was picked from. Named treasures can be found in select locations and are very valuable.

Significant Time: Adventurers can choose to spend Significant Time to gain Advantage, Rest or overcome certain challenges. Bearer will make a Trouble check and dawn will be closer. Those inside the tower when the sun rises will have to fight their way out.

Sources of Power: Great Adversaries have Sources of Power that can be removed to weaken them.

Way Out: You will have to find a way out to escape with the treasure.

Treasure Value: Unnamed Treasures value is presented with dice. At the end of scenario roll the dice and multiply it by 10 to gain Coin value. Named treasure has a set value.

Deeds: Every 100 Coin worth of Treasure grants +1 Deed at the end of the scenario.

Running The Adventure

Descriptors

Descriptive text written in *Italics* is to be shared with the Adventurers.

Each area contains elements to interact with marked with **bold** text. Bullet points mark events and interaction options.

Timer

At the start of the scenario set up a timer. Whenever Adventurers spend Significant Time advance the timer by one. Trouble rating is number of ticks on the Timer.

Significant Time can be spent to:

- Rest
- Take Advantage on a Test
- Navigate the Garden Labyrinth without Tests

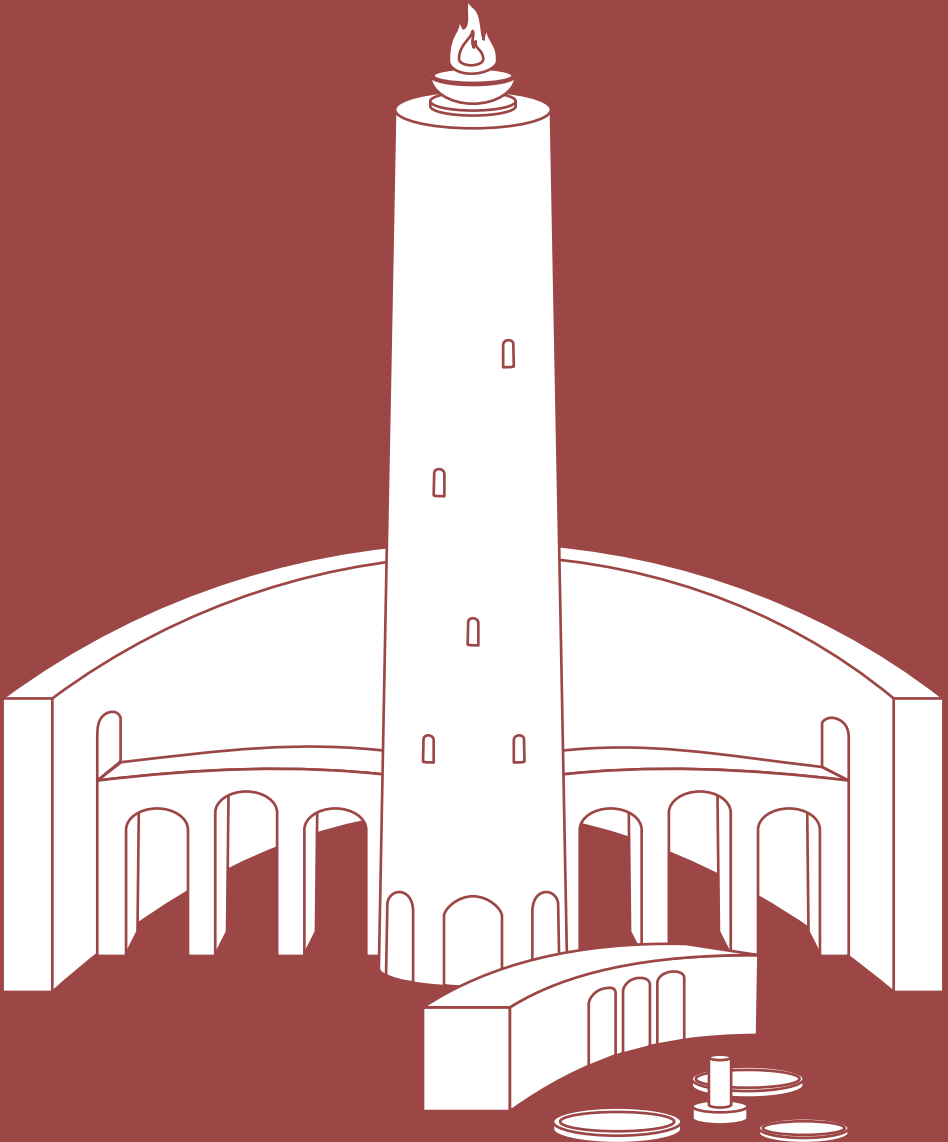
Timer Events

When Timer advances something changes. Timer starts at zero.

1. **Early Night:** Guards at the Hall begin drinking.
2. **Midnight:** Guards at the hall pass out. Guards at the Temple start thieving.
3. **Witching hour:** The Fiend begins its hunt. Start making Trouble Checks to see if the Fiend enters areas.
4. **First Light:** The fiend gains a Source of Power.
5. **Dawn:** Last chance.

+ Elite guard scours the tower. Those who remain have to fight their way out,

Tower of Fire

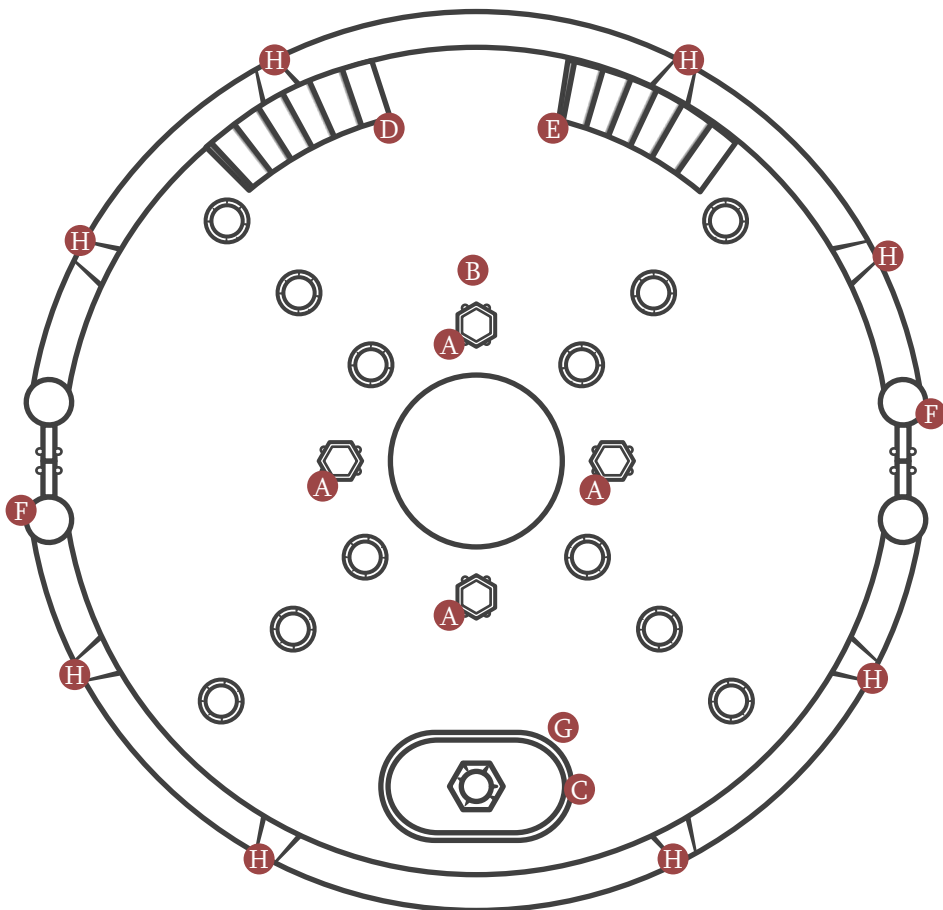


Fest Hall



D - Stairs to Garden: *Fresh breeze of cool night air carries scent of soil and flowers.*

E - Stairs to Collection: *Quiet bird chirps can be heard from somewhere on the upper floor.*



F - Bridge to the Gatehouse: *Heavy wooden doors lead to the Gatehouse of the outer wall. A dangerous way out.*

H - Wide Window: *Window out to the garden. Wide enough to climb through.*

- These doors lead to the Gatehouse

- Marble bathhouse surrounded by a Hedge Maze can be seen from the window

Fest Hall



Grunts and curses of laborers dragging you in have died, their footsteps long since silenced.

You break the wax-cloth seals and quietly climb out of the great clay jars that smuggled you in. In front of you stone arches of a fest hall greet you.

Polished silver goblets, decanters and plates glitter on small tables. Beautiful tapestries of reverence, festivity and plenty are hung between stone pillars muffling sounds, creating pockets of intimacy.

You are inside the Tower of Fire.

Treasure

A - Serving Tables: *Silver glitters on the serving table. Not a treasure of legend, but still very valuable.*

- There are four tables in the fest hall
- Each table holds a 1D6 Treasure in silverware

C - Cold Fountain: *Fountain depicting water nymphs and spotted carps. Clay vases of rare wines are placed inside to cool.*

- There are three vases of wine inside the fountain. Each vase is worth 75 coin

Characters

B - Butler: *Old man in discreet but fine robes is adjusting silverware just so. He is muttering how everything has to be perfect.*

- Mr. Holm is polishing and adjusting silverware
- Sure of his importance he will order thieves to leave at once if he spots them
- Mr. Holm moves clockwise in the fest hall barking at guards to do their job as he goes
- He will attempt to alert the guards if he is threatened

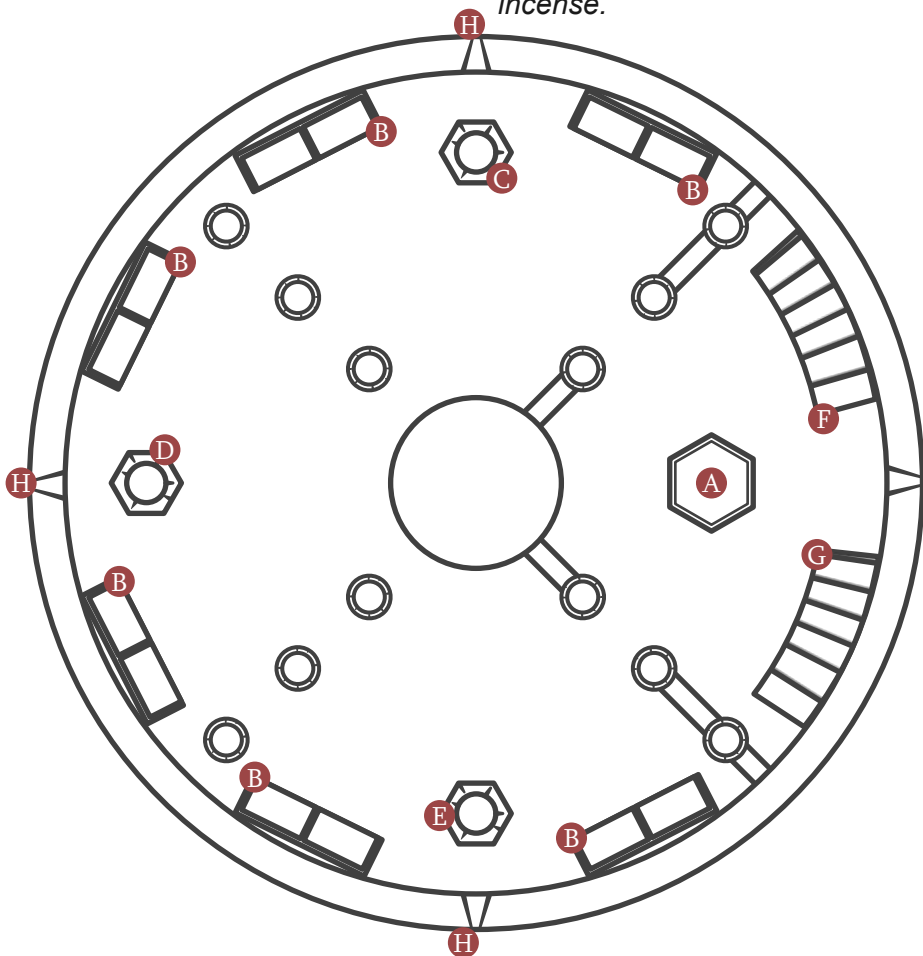
G - Tempted Guards: *Two guards lounge around the fountain, bragging about their past victories and wondering how the wine tastes. They seem bored and uprofessional.*

- Guards will move clockwise when butler barks at them
- Guards will engage the thieves but will retreat to temple if overpowered
- When Timer reaches 1 guards will crack open a vase of wine and start drinking. They will make all Tests at Disadvantage afterwards

Collection

F - Stairs to Fest hall: *Quiet mutterings and an occasional burst of laughter echo from down stairs.*

G - Stairs to Temple: *Barely audible barks of tense conversation can be heard from upstairs followed by scent of old incense.*



H - Windows: *Window wide enough for a satchel of goods, but not a mortal.*

- Goods can be lowered from window to the garden. These goods have to be found to collect

Collection



Stone steps circle higher coming to a pause on the collection floor. Chirping of birds can be heard from deeper inside the floor.

Guardian Statue

A - Three Faced statue: *Large stone statue of a warrior stands on a pedestal. It has three faces one towards stairs and two towards archways to the collection. Its four arms wield swords, three steel and one bronze.*

- Guardian has the following commands.
 - Do not leave this floor
 - Recognize servants by the wizards brooch and aid them
 - Prevent those marked by the birds from leaving this floor
 - Resist all attempts to hinder your duties
- Guardian will not react to characters without blue birds, even if they were previously followed by the birds
- If a character wears brooch of the wizard they can attempt to persuade their way past the guardian

Blue Birds

Blue Birds: *Flocks of translucent blue birds chirp and play on the ceiling, occasionally flying down to investigate adventurers. They cannot be touched.*

- If a character carries Treasure from this floor a bird will begin to follow them. Removing Treasure in any way will cause the bird to leave
- Attempts to stealth are made with Disadvantage while being followed by a bird

Treasure

B - Display Cases: *Jewelry, and precious art pieces are placed into locked display cases.*

- There are six display cases. Each holds a 2D6 Treasure
- Case can be opened or broken with a D15 Test
- Failing at opening the cases three times causes Significant Time to pass

Display Treasures: 2D6

Golden necklace given to city's honored protectors

Stone tablet with unknown arrowhead markings

Collection of ancient golden coins bearing faces of city's past rulers

Game set of finely carved ivory and ebony beasts

Painted scrolls depicting valor and suffering of mythic heroes

Two ancient broken jade daggers. Associated with rituals of the dark god Lorn, the mask of the soul

Collection: Special Treasure

Golden Eagle

C - Golden Eagle: *A small statue of a proud golden eagle stands on a dais. Above the dais a gilded cage, large enough for a mortal hangs from the ceiling.*

- **Trap:** If Eagle is removed from dais the cage will drop. D15 Reflex Test to evade
- Quickly replacing the eagle with object of equal or greater weight disables the trap
- D20 Strength Test to lift or break the cage. Gain 1 + Degree Burden on a failure
- Golden Eagle is worth 150 Coin

Serpent Scroll

E - Scroll Case: *A scroll case painted with occult symbols is set deep inside a pillar resembling a tree. Nest of serpents slithers around and on the case.*

- **Trap:** D15 Awareness Test to pull Scroll Case out. On failure serpents bite poisoning the character. Poison is a Difficulty 15 Vigor Hazard dealing 2D6 damage. Poison lasts for three Tests
- Scrolls inside the case give the character Weave Shadow and Shape Light Magical Gifts. They are valued at 100 Coin each.

Speaking Skull

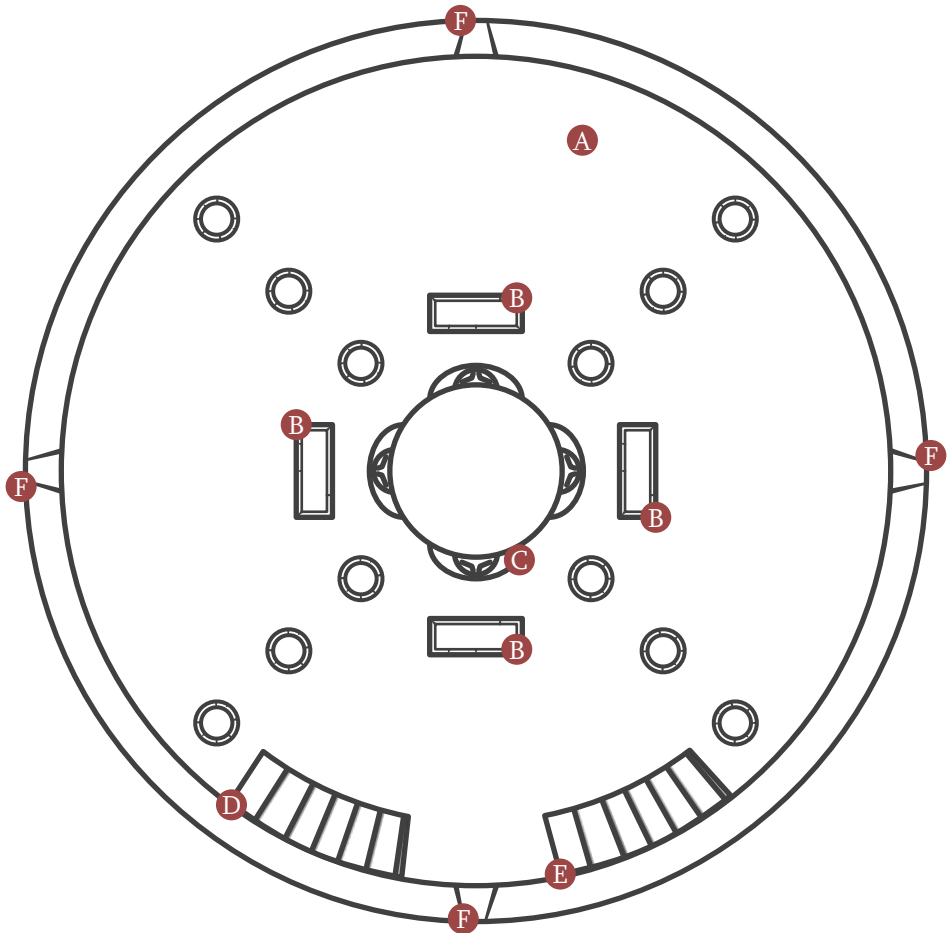
D - Jewelled Skull: *An old skull with gems in its eyes sits in a cage of spikes.*

- **Trap:** When the Skull is pulled the spikes close in on hands of the character trapping them. Spikes revert when skull is put back. There is a wire attached to the bottom of the skull
- D20 Awareness Test to quickly pull the Skull out. On failure suffer 3D6 damage and become trapped
- Jewelled Skull is worth 250 coin
- When the Skull is outside the cage it will speak
- **Skulls Agenda:** Skull wants to take the characters to the Lair. Skull knows how to open the secret door in the Temple
 - **Treasure Trick:** Skull claims to know where true treasure of the wizard is hidden. This is technically true, but also a trap
 - **Freedom Trick:** Skull desires freedom from its prison. This is true, but skull has given up hopes of gaining it through anything but wizards favor
 - Skull Has +6 bonus on Tests to persuade and lie

Temple

E - Stairs to Collection: *Quiet chirping of birds can be heard from the floor below.*

D - Stairs to Pinnacle: *Breeze of night air flows down the stairs. Steady roaring of flame can be heard from above.*



F - Window: *Window wide enough to climb through. Fall would be deadly.*

Temple



Stairs lead to temple. Offering bowls and incense burners glitter on the altars. Faces of high gods watch every corner of the room.

- Vyejar for Justice
- Maías for Life
- Ynir for Bravery
- Eoh for Knowledge

Characters

A - Guards: *Three guards huddle at the far end of the Temple locked in tense conversation with their seargeant.*

- Guards will interrogate the characters on their purpose even if they carry brooch of the wizard

A - Seargeant Avra: *This grim middle aged warrior seems on edge*

- Avra is attempting to persuade other guards to escape the tower. Guards want to steal
- Avra can be convinced to work with the Adventurers with a chance of escape or justice
- Avra has the keys to Dungeon

Knowledge:

- Servants that displease the wizard are set to duty on eve of the festival. They are not heard from again
- Entry and exit is forbidden on these nights

False Treasures

B - Ritual Bowls: *Gold and silver offering bowls studded with pearls and jewels are placed on altars. They are suspiciously light.*

- Ritual bowls turn out to be fake on closer inspection. This is an insult to gods. There are four bowls
- It is possible to sell false treasures to the gullible with a Difficulty 10 Presence Test. On success each counts as 1 + Degree D6 Treasure

Secret Door

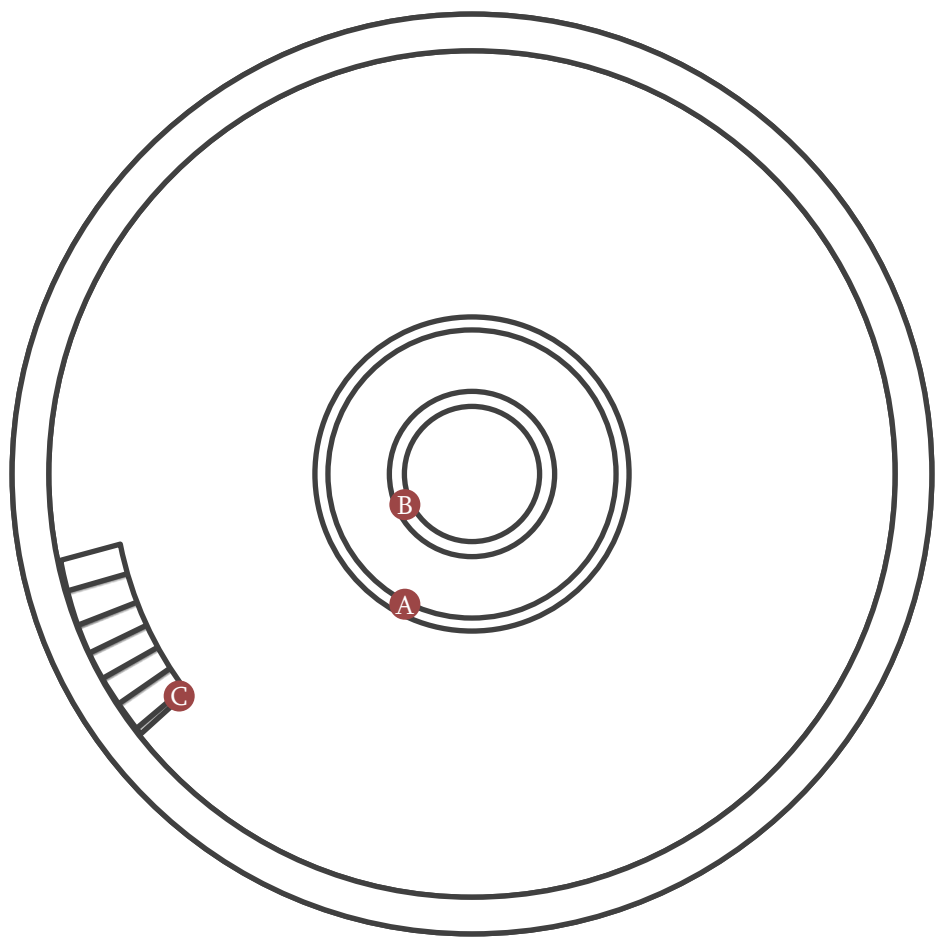
C - Statue of Vyejar: *God of justice holds its sword high towards the heavens.*

- Studying the room with D15 Awareness or Intellect Test reveals the scratches on the floor under the statue
- Pressing down the arm of the statue opens stairs to the Lair
- Pitch black stairwell circles down inside the middle pillar

Pinacle



C - Stairs to Temple: *Scent of old incense wafts up the stairs.*



Pinacle



Flame burns in a massive stone vessel at the towers pinnacle. Hundreds of melted candle stumps surround the vessel.

There is an electric feeling to the heat. It emanates power.

Candles

A - Candles: *Melted candles surround the flame.*

- There is one unburnt candle
- Candle lit from the flame takes part of the flames power and can be used to give magic Power up to five times
- Candle burns until all Power is spent or it is snuffed

The Flame

B - Vessel of Flame: *Flame burns in stone vessel without fuel. Runes are etched into the sides of the vessel. It looks like the vessel is designed to have a lid.*

- Difficulty 15 Intellect Test reveals runes to be for binding the flame to the vessel
- Circle of runes can be broken with a Difficulty 15 Attunement Test. 1D6 mental damage on failure. On success flame will begin to spread

- Lid can be found in the Bathhouse
- Placing lid on the vessel or setting it free will remove one Source of Power from the Fiend

Spreading Flame

Freed Flame: *Flame burns higher flowing out of the vessel and onto the pinnacle.*

- D10 Strength Test to escape the flame. On failure suffer 2D6 physical damage
- Flame will continue to spread engulfing floor after floor. Test to escape the flame on each floor
- Flame will not spread outside the tower
- If the Flame meets the Fiend the Fiend is destroyed

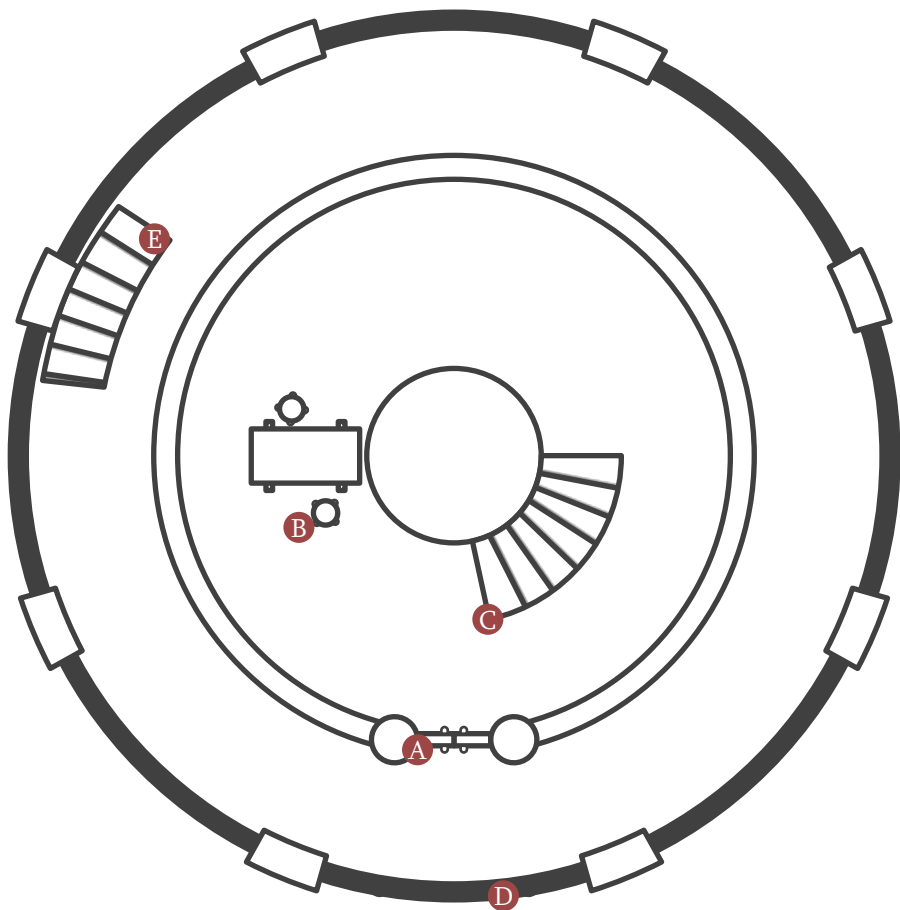
Garden

E - Stairs to Fest Hall:

Occasional barks of laughter can be heard from the floor above.

C - Stairs to Dungeon: Sounds

of arguing voices echo up the stairs.



D - To the Garden Labyrinth:

Gilded gate of gold plated iron opens into a floral hedge maze.

Garden



Tower walls are punctured with great arches. Gold plated iron fence fashioned into shapes of peacocks, carps and other wildlife blocks the passage through.

Door Inside

A - Door back Inside: *Behind the door you can hear dice rolling against hard wood, curses and bleating of a goat.*

Dice Game

C - Guards playing dice.

- Guards Kerril and Okari are playing dice. Characters listening in will learn the loser will have to take the goat to the bathhouse
- At Timer 2 the game comes to an end. Guards will come to blows and incapacitate each other
- Surprised guards will surrender but escape to warn others in the Temple if left unwatched or unbound
- Guards claim dungeon holds criminals and conspirators if questioned
- Their seargeant has the key to the Dungeon cells
- If questioned about the bathhouse they will tell there are two tigers out there and they have only one goat

Goblet the Goat

The Goat: *Goat eyes you with suspicion. It is ready to fight.*

- If treated well Goblet will act as a follower for the party

Garden Labyrinth

D - Hedge Maze: *Hedge Maze spreads in front of you. Scent of flowers is overpowering.*

- Adventurers can spend Significant Time to find their way in the Maze. Otherwise navigating the Maze requires D10 Intellect Test
- If the Test fails Significant Time passes before characters find their way
- Once a way to the location is discovered Test is no longer required to reach it

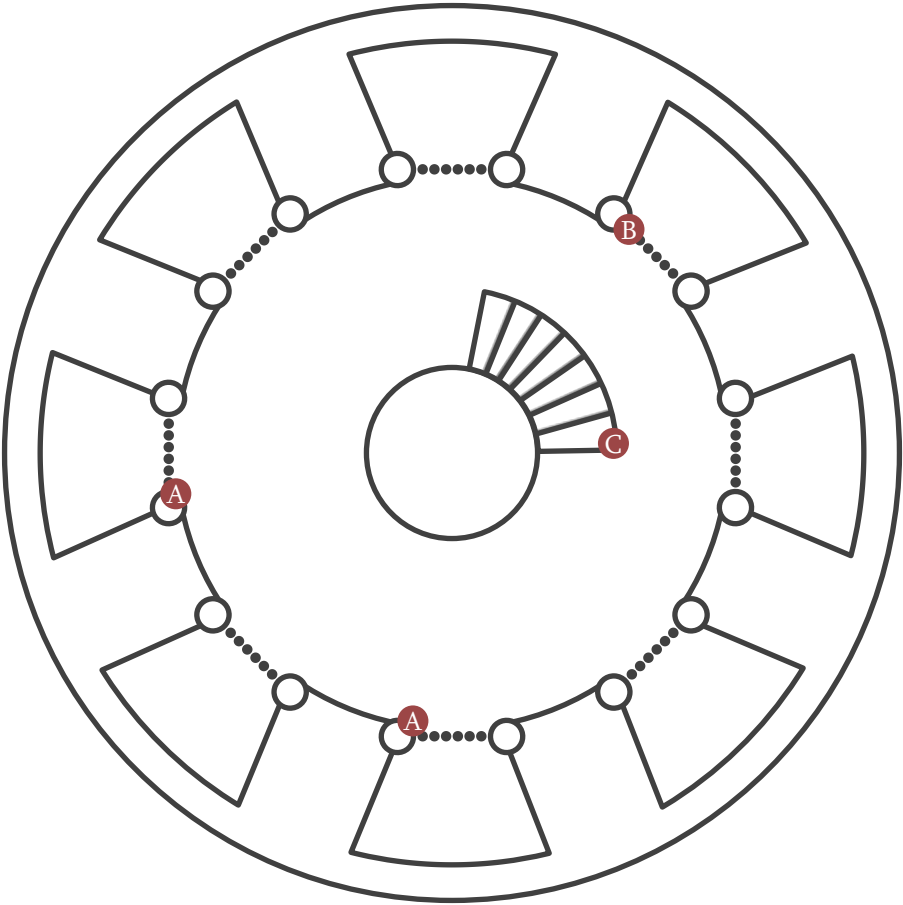
Locations:

- **Bathhouse:** *A marble bathhouse rises from the hedge maze*
- **Tower:** *Gray rough stone of the tower rises above the hedges*
- **Dropped from the window:** *Location of a dropped item or a being that decided to step out of the window*

Dungeon



C - Stairs to Garden: *Scent of flowers is relief from the stench of the dungeon.*



Dungeon

Dungeon is dark, cramped and reeks. Shouts of insults pierce the gloom.

Arguing Prisoners

A - Imprisoned Enemies: *Two young nobles are pressed against bars hurling insults to each other.*

- Kerak Der Lavir and Joan Der Vairs are mortal enemies. Their families have fought for a generation but for these two enmity is personal
- Kerak hates Joan for seducing their lover
- Joan hates Kerak for ruining their theatre
- Both promise reward for leading them to safety. 200 Coin
- Both promise greater reward for leaving the other. 300 coin
- **How did they end up here:** Both claim to losing consciousness while drinking and waking in the cell. They don't know where they are and the third prisoner refuses to talk to them
- **Relationship to Wizard:** Both of the prisoners families have opposed the wizard in matters of state

Apprentice Evier

B - Nervous Mage: *Young man in blue robes sits in the cell carving protective runes on his legs with a needle of a silver brooch.*

- When approached Evier is startled and notes the characters are in the wrong place. Greatest treasures are in the Temple
- **What is he doing?:** D15 social. On success he says he has failed his studies. Surviving the night would prove his worth to the master
- **Join us:** D20 social. Evier will join the party as a follower if convinced they have a future elsewhere

Knowledge:

- This is a night of rebirth. Master will burn and regain their humanity from blood
- A being of shadow is the first form, powerful light weakens it. He knows this magic

Cell Doors

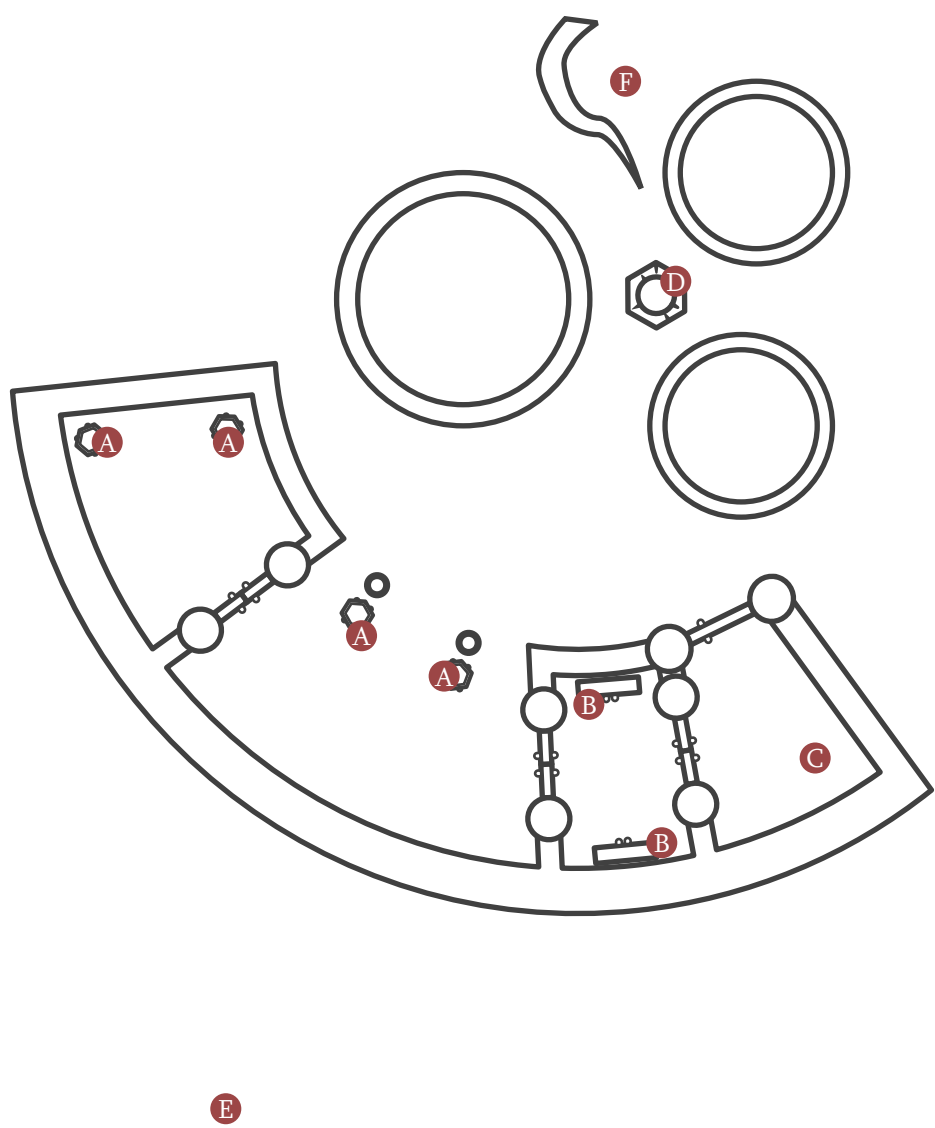
Locked Doors: *Reinforced doors are locked, there is no key.*

- D20 to lockpick or break. On failure gain one Burden
- Failing three times to open locks causes Significant Time to pass

Bathhouse

E - Garden Maze: *Well maintained hedges of a garden maze stand before you.*

F - Stream: *Small stream flows from the baths towards the wall.*



Bathhouse



Marble bathhouse glitters in moonlight.

White Tigers

White Tiger: *A massive white tiger is lounging on the bathhouse roof.*

- There are two White Tigers. One is sneaking in the garden and attempts to ambush a character if they are separated or there is a fight. D15 Awareness Test to spot the sneaking Tiger
- Character overpowered by a Tiger is dragged away and the Tiger leaves the Conflict
- Those familiar with beasts know tigers avoid fire

Treasure

A - Pearl set Goblets: *Engraved silver goblets set with pearls sit ready on serving tables.*

- There are four sets of goblets
- Each set is a 2D6 Treasure

B - Silk Robes: *Flamboyant silk robes sit ready in the closets.*

- There are five robes
- Each robe is 2D6 Treasure

Sauna

C - Sauna: *A sauna has been prepared for a bath.*

- Resting in Sauna removes all Burden

Wash Basin

D - Stone Basin: *This great stone basin is coarse and out of place. It looks a lot like a lid.*

- Dragging the stone lid requires efforts of two people
- Person carrying the lid alone adds 5 Burden

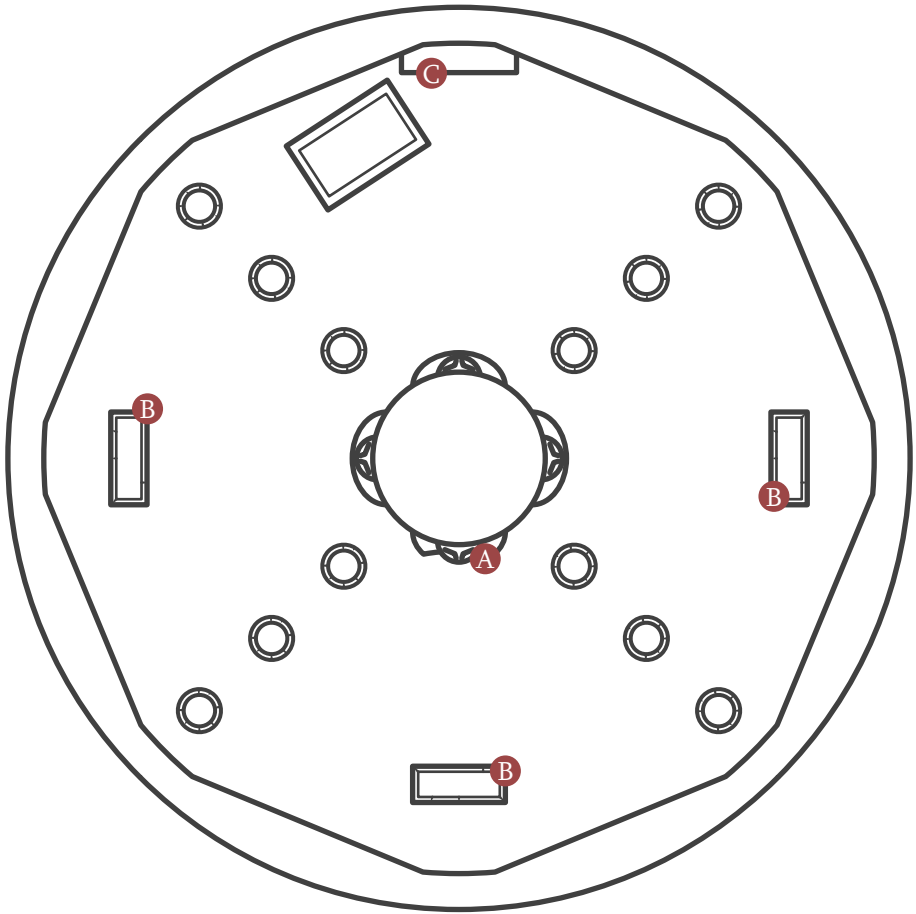
Stream

F - Small stream: *A small stream runs from the baths towards the outer wall.*

- At the root of the wall there is a grate that can be loosened and enough space to crawl through. This is a way out
- Loosening the grate is an Arduous Challenge with Difficulty 15. One Test can be made with Intellect to study for weakness granting one success, rest use Strength
- Setback will alert Tigers that are still willing to hunt or cause a Significant Time to pass



D - Stairs to Temple: *Dark stairway leads up towards the scent of incense.*





Darkness

Dark Temple: Darkness meets you. *In light cruel faces of dark gods peer at you.*

- *Balar the Subjugator*
- *Avathris the Keeper of secrets*
- *Lorn the Mask of the Soul*
- *Kutar the Ever Consuming Flame*

- Room is pitch black. Without light all exploration has to be done by feel
- All Tests are made with Disadvantage
- All beings are Hidden and have to be found as an action to interact with

The Fiend

A: Fiend stalks the Adventurers and will attempt an ambush if they investigate sarcophagus or attempt to leave

- *A ragged and burned humanoid figure hangs onto the central pillar. It jumps down on burned wings.*

Treasure

B - Dark Treasures: *Occult treasures are placed on the stained altars.*

- There are two sets of ritual treasure on each altar. Each is worth 3D6

Sarcophagus

C - Open Sarcophagus: *A stone sarcophagus stands open in the room, its insides seem burned and there is a smell of sewers.*

C - Investigate the lid: *Heavy lid is covered in runes.*

- Difficulty 20 Intellect Test translates the runes, marking the sarcophagus as a vessel of rebirth. Vulnerable soul is shrouded in shadow and should avoid light

C - Investigate the Sarcophagus: *Stones of the wall have cracked from the heat.*

- Wall is weak and leads to sewers. This is a way out
- Breaking the wall is an Arduous Challenge with Difficulty 10 and 3 Steps. One Test can be made with Intellect to study for weaknesses granting one success, rest use Strength

Ritual Treasures: 3D6

Spiked crown made from ivory

Whip of braided gold

Jade dagger set with rubies

Chain of woven platinum and mortal teeth

Ebony mask with a silver tongue

An obsidian incense bowl carved with images of devils

Lair: Fiend rules



The Fiend

- Now that Temple is open The Fiend will begin its hunt
- Fiend will always go for the closest living being, ignoring the Guardian Statue
- Darkness does not impair the fiend in any way.

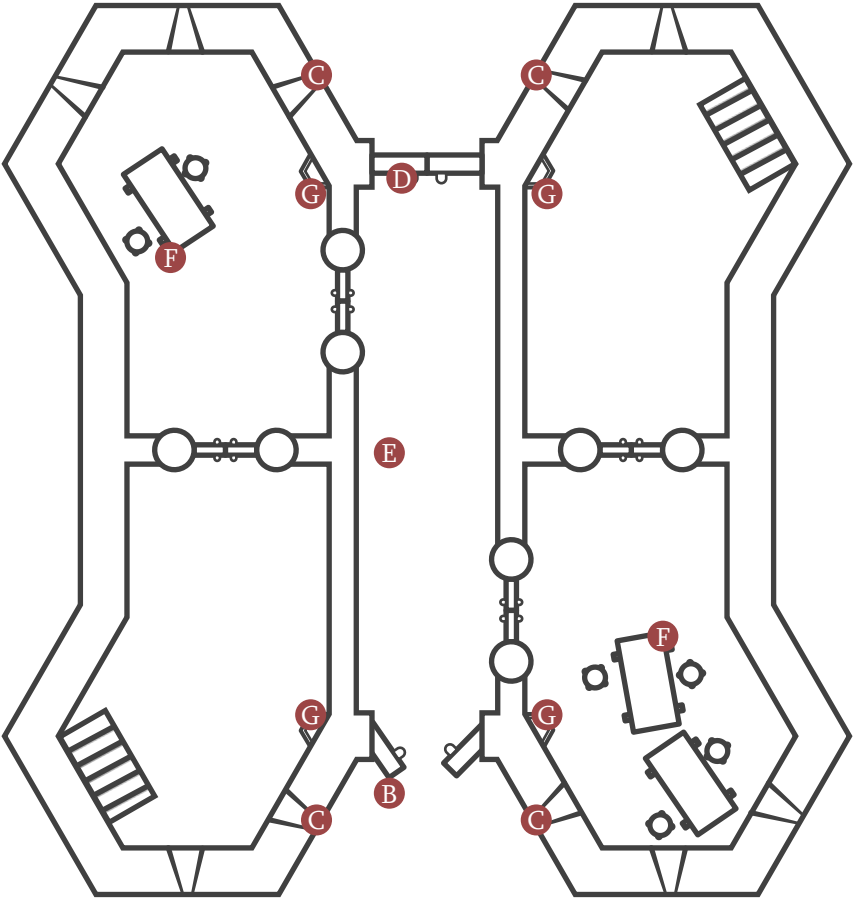
Hunting Fiend

- Fiend will kill all living beings inside the tower
- **Hunt:** While Fiend is free Bearer will make a Trouble Check whenever characters move to new location or Significant Time passes. Fiend arrives to location if there is Trouble
- **Run:** Fiends location can be escaped by succeeding in a D15 Strength Test
- **Fool:** If the fiend is fooled or trapped Trouble Rating is reduced to 0 for one Trouble Check
- **The Fiend and the Flame:** If the freed flame spreads to the floor with the Fiend, the Fiend is consumed by the flame

Gatehouse



A - To the Tower: *At the end of a walkbridge a grey stone of the tower rises to block your passage.*



A

Gatehouse



Gatehouse looms in front of you. It seems impenetrable.

Entrances and Exits

B - Unlocked Gate: *Heavy Doors are unlocked, but difficult to open.*

- Difficulty 15 Strength Test to open. On failure alert the guards

C - Narrow Window: *Narrow window slits seem difficult to climb through.*

- Difficulty 20 Awareness Test to climb through the window. On failure cannot squeeze through and guards will make a Notice Test against Difficulty 10 to notice

D - Gate to City: *Heavy wooden doors bar the route to city. Sprawling streets will guarantee safety.*

- Gate is locked by a mechanism

Guard Posts

E - Lousy Guards: *Two bored guards are muttering to themselves in the passageway.*

- Lousy guards will attempt to alert the Elite Guards by shouting and banging on the two doors in the passageway

F - Elite Guards: *Heavily armored professional soldiers have gathered to spend the night with games of dice.*

- Each group of Elite Guards consists of two Sentinels and one Archer
- Each table has 3D6 X 10 Coin used as stakes in the games

Gate Mechanisms

G - Locking mechanism: *A Heavy crank and a wheel barred into place.*

- Each mechanism can be used to lock or unlock and open the gate door closest to them
- Opening only one door is enough to allow escape through the gate

Adversaries



Adversaries

Butler Holm

Picture of tact and grace. They rule over the serving staff.

Size: Medium.

Wounds: 1.

Skills

Command: +4

Notice: +4

Possessions

2D6 Coin.

Gold brooch bearing symbol of the wizard Yair Oun.

Prowess	Reflex	Resistances
+4	+2	Armor 6
Burden	Vigor	Mental
	+2	
Pace	Will	Hit-points
Close	+4	9

Butler Attacks

1 Unarmed: 1, Intimate

Lousy Guard

Unskilled and unmotivated. Weak to bribery and prone to avoid work.

Size: Medium.

Wounds: 1.

Skills

Attack: +2

Athletics: +2

Notice: +2

Possessions

Mace. 1D8, Impact

1D6 Coin.

Prowess	Reflex	Resistances
+2	+2	Armor 2
Burden	Vigor	Mental
	+1	
Pace	Will	Hit-points
Close	+0	7

Guard Attacks

1 Unarmed: 1, Intimate

2 Mace: 1D8+1, Impact

Adversaries

Elite Guard

Guardian created through sorcery. This Amalgamation resents its master and follows its orders to the letter.

Elite Guard works in a group of three. Two Sentinels and one Archer. After the sun has risen a group will arrive on Trouble. Roll for trouble every Round of Conflict after sunrise. On Trouble another group arrives.

Size: Medium.

Wounds: 1.

Skills

Attack: +4

Athletics: +4

Notice: +2

Command: +2

Gifts

Dangerous: Adversary adds half their Prowess as damage on weapon attacks.

Formation: Adversary adds +1 bonus to attacks and Defense of adjacent allies.

Heavily Armored: Adversary adds their Prowess to Armor Resistance.

Possessions

Weapon: Adversary carries their weapon.

Coin: Adversary carries 3D6 Coin.

Prowess	Reflex	Resistances
+4	+4	Armor 4
Burden	Vigor	Mental
	+4	
Pace	Will	Hit-points
Close	+2	9

Elite Guard Sentinel Attacks

- 1 Unarmed: 3, Intimate
- 2 Blade: 1D8+2, Intimate, Discreet, Precise
- 3 Sword: 1D8+2, Precise, Long Haft

Elite Guard Archer Attacks

- 1 Unarmed: 3, Intimate
- 2 Blade: 1D8+2, Intimate, Discreet, Precise
- 3 Warbow: 1D8+3, Missile, Two-handed

Adversaries

Guardian Statue

Guardian created through sorcery. This Amalgamation resents its master and follows its orders to the letter.

Size: Large.

Wounds: 2.

Skills

Attack: +6

Athletics: +6

Notice: +3

Gifts

Words of Command: Adversary has Advantage on Will Tests. Being has to follow orders of their master. Word placing can be found with Awareness Test vs Difficulty 16. Attempt to remove the word is a Clash using Intellect vs Reflex or Vigor. When words are removed being is free to decide its own actions.

Flesh of Stone: Adversary doesn't need to sleep, eat or breathe. Adversary has Challenge Armor Resistance. Adversary can negate a Wound from physical damage once.

Possessions

Old Bronze Blade: 1D8, Sever, Precise. Worth 100 Coin.

Prowess	Reflex	Resistances
+6	+6	Armor 6
Burden	Vigor	Mental
	+6	
Pace	Will	Hit-points
Close	+6	16

Guardian Attacks

1 Unarmed: 2D4, Intimate

2 Slash: 2D8

3 Whirlwind: Attack all within melee reach 2D8 damage. Sever. 1-2 Trouble Check to regain

Adversaries

White Tiger

Massive ivory cats. They lunge from hiding and disappear again with their prey.

Size: Large.

Wounds: 2.

Skills

Attack: +5

Athletics: +5

Stealth: +5

Notice: +3

Gifts

Bestial Mobility: Jump or Climb Pace without Tests.

Unseen Strike: Add +1 die damage to Surprise Attacks.

Darksight: Darkness does not Disadvantage Adversary.

Aversion Fire: Successful Presence Attack with strong source of the element causes Adversary's Morale to fail. Opposed with Will.

Prowess	Reflex	Resistances
+5	+5	Armor
Burden	Vigor	
	+5	Mental
Pace	Will	Hit-points
Close	+0	15

Tiger Attacks

- 1 Claw & Bite: 2D6, Intimate.

Adversaries or Allies?

Sergeant Avra

This professional warrior is looking for a way out of their current employment.

Size: Medium.

Wounds: 1.

Skills

Attack: +5

Athletics: +5

Command: +5

Notice: +3

Possessions

Sword: 1D8/1D8+1, Sever, precise, versatile

2D6 Coin.

Silver brooch bearing symbol of the wizard Yair Oun.

Dungeon keys.

Goblet the Goat

Fiery tempered and ready to brawl.

Size: Medium.

Wounds: 1.

Skills

Attack: +3

Athletics: +3

Notice: +3

Prowess	Reflex	Resistances
+5	+5	Armor 3
Burden	Vigor	Mental
	+5	
Pace	Will	Hit-points
Close	+3	10

Avra Attacks

1 Unarmed: 3, Intimate

2 Sword: 1D8+3

Prowess	Reflex	Resistances
+3	+3	Armor
Burden	Vigor	Mental
	+3	
Pace	Will	Hit-points
Close	+3	8

Goblet Attacks

1 Kick & bite: 1D4+2, Intimate

2 Ram: 2D6+2, only when Charging

Adversaries or Allies?



Apprentice Evier

Young sorcerer taking desperate actions to survive.

Size: Medium.

Wounds: 1.

Skills

Channeling: +5

Sway: +3

Notice: +3

Gifts

Touched by Magic: Adversary has half Challenge Magical Intents. Adversary is able to give magic up to one Power.

Possessions

Silver brooch bearing symbol of the wizard Yair Oun.

Prowess	Reflex	Resistances
+5	+3	Armor
Burden	Vigor	
	+3	Mental
Pace	Will	Hit-points
Close	+5	10

Evier Attacks

- 1 Unarmed: 1, Intimate

Magic

- [Power 1] Blind:** Attack with blinding light. Affected being cannot use sight based Gifts and have Disadvantage on all but Burden Tests.
-
- 1** **Illuminate:** Create a light that illuminates an area 10 paces across for duration.
- 2** **+ [Power 1]:** Light is extremely intense throwing shadows away.
-
- 3** **[Power 1] Mirage:** Create a being, object or alteration to surroundings. Make target Hidden until they take an Action.
-

The Fiend

The Fiend

Being of shadow and ash. Dying embers burn in its eyesockets. Its touch drains life.

Size: Medium.
Base Wounds: 1.
Wounds: 4.

Skills

Attack: +7
Athletics: +7
Stealth: +7
Notice: +4

Sources of Power

When The Fiend gains a Source of Power its Challenge and Wounds are increased by one.

When The Fiend loses a Source of Power its Challenge and Wounds are reduced by one.

Being of Shadow Adversary is not impaired by darkness in any way. Draw to become incorporeal.	Weakness: Powerful light removes this Source of Power.
Kindled by Flame As long as the flame burns adversary will regain a Wound when Significant Time passes. Even if destroyed.	Weakness: Suffocating the Flame removes this Source of Power.
Life Devourer 2D6 + 7, Melee, Intimate. On success regain hit-points equal to damage. This can regain a Wound. 1-2 Trouble to use again.	Weakness: This Source of Power is not active until the Fiend kills for the first time or Timer reaches 4.

Prowess	Reflex	Resistances
+7	+7	Armor
Burden	Vigor	Mental
	+4	
Pace	Will	Hit-points
Close	+7	17

Fiend Attacks

- 1 Claw & Bite: 1D8+4, Intimate.
- 2 Ember: 1D6+4, Thrown.