

# 13TH AGE ADVENTURES

You can choose any starting time between 8 a.m. and 6 p.m. Thursday, Friday, and Saturday, or between 8 a.m. and noon on Sunday. Please let me know your preferred time slot in the following format:

“Swords Against Hell– Saturday 10 a.m. – 2 p.m.”

## **Assault on the Dungeon of the Pognomancer! [4 hours]**

There's no time to lose! An evil dwarven wizard is in league with the dark forces of the underworld, and his plan for domination of the dwarf-lands is almost complete! While the armies of the Dwarf King hold the wizard's monstrous legions in check, a small band of heroes delves deep into the underworld to find the wizard's lair and slay him. Face hairy situations and beard-curling peril in the DUNGEON OF THE POGNOMANCER! Level 3 characters provided, or bring your own.

## **At Land's Edge [4 hours]**

The skies are clear, the wind is fair, and the magically tamed waters of the Midland Sea are as placid as ever – but something's very wrong. The water below your ship is bubbling and churning. Are those lights in the depths? Level 2 characters provided, or bring your own.

## **Blood and Lightning [2 hours]**

The PCs journey to a magical location under attack from one villainous icon from without, and betrayed from within by an agent of the Three. Eventually they must cope with an insane mutating traitor and a crippled dragon. Level 1 characters provided, or bring your own.

## **Burning Love [2 hours]**

It's hard for evil dragons to be romantic. Can you help Infernatos the Devourer win the heart of Corusca the Unforgiving? Level 3 characters provided, or bring your own.

## **Caverns & Cave-Creepers [2 hours]**

You've heard that a local wizard will pay well for giant spider eggs. But so will his rival. And someone else will pay to see the eggs destroyed. Level 2 characters provided, or bring your own.

## **The Folding of Screamaunt Castle [4 hours]**

Gothic weirdness, decadent nobles, unhallowed experiments, blood-chilling hauntings and more! Level 3 characters provided, or bring your own.

## **The Gauntlet [4 hours]**

The living dungeon known as the Stone Thief welcomes unwelcome adventurers with a cavalcade of death traps. Ancient enchantments ensure that the Stone Thief has to play fair with you...to a degree. Level 4 characters provided, or bring your own.

## **Heart of Stone [2 hours]**

A jealous medusa noble has turned a naga's fiancé to stone. Find the rare components needed to restore him! Level 3 characters provided, or bring your own.

### **Made for Each Other [2 hours]**

A lonely forgeborn has built a companion and needs your help bringing it to life. But some will stop at nothing to prevent it. Level 3 characters provided, or bring your own.

### **Make Your Own Luck [4 hours]**

Harrowdale is under siege by an army of orcs and trolls, and you must protect its treasure from falling into their hands. But are even darker forces at work here? Level 2 characters provided, or bring your own.

### **Sharpe Initiatives: Earthgouger [4 hours]**

A dwarven explorer named Greta Silvervein has found an ancient artefact of her people, which could promise fame and riches. You must travel into the underworld to help her retrieve her find. Level 4 characters provided, or bring your own.

### **Swords Against Hell [4 hours]**

The evil wizard Anachtis plans to rip open a Hellhole and transform himself into an immortal demon-king. In this sandbox adventure you'll recruit whatever allies you can, and try to stop him before he completes the ritual! Level 4 characters provided, or bring your own.

### **Swords Against Owlbears [4 hours]**

Where do Owlbears 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. Level 6 characters provided, or bring your own.

### **Swords Against the Dead [4 hours]**

There's a reason you're stabbing a zombie in the face. There's a reason why this inn is surrounded by the walking dead. There's a reason you're in this mess. We'll work them out later. Right now, it's time to take up swords against the dead and save the living. Fight! Fight and stay alive! Fight, and you might just find out why! Level 4 characters provided, or bring your own.

### **Temple of the Sun Cabal [4 hours]**

In search of a missing vampire, you're led to a volcanic island in the Midland Sea occupied by fanatical sun cultists. The cultists plan to sacrifice the vampire in a ritual to summon and control a long-lost flying temple to the sun gods, and use its power to "purify" the Dragon Empire by exterminating all other religions. Can you prevent the dawn of a terrifying new age, ruled by a ruthless theocracy of fire? Level 5 characters provided, or bring your own.