

Edna's 13th Age 2e Gamma Playtest Custom "Campaign"

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Special Thanks To

Exocist for being a player, and for heavily refining several of these encounters.

Procedure

Parties A, B, and C

- Three parties run through each "adventure" at 2nd, 4th, 6th, 8th, and 10th level. Each adventure consists of two three-battle arcs, and each character receives an incremental advance before the final battle of each arc.
- Each party is built with synergy as a primary concern. However, a secondary priority is spreading around [the higher-powered characters](#) (paladin with Evil way, ranger with Twin Arrows, wizard with Evocation), so that each party has a fair chance. In theory, party A is supposed to be the strongest by a small margin; this counterbalances the sheer amount of "how to beat these enemies" hindsight that the player inevitably accumulates.
- Party A is a sorcerer, a Bow Fighter, and an Evil Way paladin (formation is sorcerer in back and paladin in front). Party B is an Evocation wizard, a cleric, and a Rush Attack rogue (formation is wizard in back and either cleric or rogue in front, depending on the player's judgment at the time). Party C is a bard, a Twin Arrows ranger, and a barbarian (formation is ranger in back and barbarian in front).
- Party A plays through each adventure first. Then, party B plays through, and finally, party C. **Party A's initiative rolls' natural results, including those of the enemies, are copied over.** For this purpose, the sorcerer corresponds to the wizard and the bard, the fighter corresponds to the cleric and the ranger, and the paladin corresponds to the rogue and the barbarian.
- **At each new level, each party can be fully, completely rebuilt from scratch, as though the "campaign" was actually a series of disconnected one-offs.**

Party Elite

- A 7th-level party consisting of a paladin with Evil Way, a wizard with Evocation, and a cleric runs through two three-battle arcs, and each character receives an incremental advance before the final battle of each arc.

Party Vanilla

- A 9th-level party consisting of a sorcerer without Arcane Heritage, a cleric, and a ranger with Twin Arrows runs through two three-battle arcs, and each character receives an incremental advance before the final battle of each arc.
- The player goes through the same two arcs three times in a row, for a total of eighteen battles, simply to assure that the data is repeatable.

Combat Expectations

- Heavy emphasis on character optimization, optimized tactics, and transparency: the player knows all enemy statistics and encounter stipulations, the GM knows all PC statistics, both can take actions accordingly (e.g. to focus fire on an ideal target), and both are earnestly trying to defeat the opposing side during combat.
- Here, doing the "cool thing" is of virtually no importance whatsoever. Much higher on the priority list is trying to undertake tactically efficient courses of action. The only truly forbidden tactic is for a monster or NPC to target a dying PC when other, non-dying PCs could be targeted instead; this is easy enough to concretely identify and adjudicate, and it ensures that combat is not just a race for the enemy side to execute a single PC.
- Combats will be hard: very hard.
- So as to place maximum pressure on the party's recoveries, the Director will **never** end combats early. Enemies will always fight to the death.
- If combat results in one or more PCs dying, then the encounter resets itself. The party has up to three attempts at any given battle.

Narrative Premise and Noncombat Playtesting

- Arcane magic is ubiquitous across the Dragon Empire, and heavily industrialized: think Eberron, Kaladesh, Fontaine in *Genshin*, or the [more modern](#) aspects of Natlan in *Genshin*. Somehow, bows are still as effective as firearms, and people are eminently aware of this.
- The 6th Age was the Age of the Blazing Meteor (1e *Book of Ages*, pp. 48-53). The main research module crashed into the Owl Barrens, just southwest of the Wild Wood, and "the toppled ruins of the (Hobgoblin) Warlord's fortress" are in the Wild Wood. Ever since the new High Druid moved into the Wild Wood during the 13th Age, she has made a push to salvage the "star magic" from beyond the sky, which she considers much less harmful to the ley lines of earth, sea, and sky than the Archmage's arcane magic. She has no issue whatsoever with technology; arcane magic, as she sees it, is the problem.
- The first and previous Diabolist was a corrupted Archmage. The second and current Diabolist was the foremost successor of the present-day High Druid, who turned to the Abyss and demonology as powerful tools in the war against the arcane. The High Druid publicly denounces this druidic Diabolist; whether or not the former clandestinely supports the latter remains to be seen.
- The Orc Lord's death curse randomly, irresistibly affected three of the twelve remaining icons: the Emperor, the Archmage, and the Great Gold Wyrn. All three of these icons will disintegrate into oblivion in exactly a year and a day after the death curse was uttered.

Parties A, B, and C

- Party A's sorcerer, party B's Evocation wizard, and party C's bard are the same **child (or vat-born clone or some other arcane creation) of the Archmage** in different timelines. They desire to become the new Archmage. They also research the link between life energy and arcane energy, aiming to ascend into a form of pure mana. Natural enemies include the High Druid, who detests the way arcane magic twists the ley lines of earth, sea, and sky; and the current Diabolist, who also happens to be druidic, at least in this specific version of the Dragon Empire.
- Party A's Bow Fighter, party B's cleric, and party C's ranger are the same **very first child of the Great Gold Wyrms in all the ages** in different timelines. They spend most days seeking and addressing hellholes and other Abyssal activity, until they can finally breach the Abyss itself. They endeavor to finish the work that the Gold began: going deep into the Abyss and permanently purifying it. This, they believe, will complete their transfiguration into a new Great Gold Wyrms (*13th Age Monthly*: "Children of the Icons," p. 4). They are on conflicted ground with the Crusader, who shares goals but not methods.
- Party A's paladin, party B's Rush Attack rogue, and party C's barbarian are the same **imperial prince** in different timelines. He wishes to become the new Emperor, and serves as a military officer to prove his leadership and martial skill. The last several Emperors were hailed for their valor as frontline warriors; the image of an Emperor bravely getting his hands dirty is very powerful in modern imperial culture. The PC is also an **ogre prince, adopted as part of an ages-ago pact with the gods of light**; he will simultaneously become Ogre King should he take the imperial throne. Ogres and ogre mages are drawn to him and away from the enemy, much to the disapproval of the current Grand Master of Flowers, a reclusive overworld icon.

Party Elite

- The **half-undead child of the High Druid and the Lich King** (High Druid positive 1, Lich King positive 2), a wizard, researches the Pill of Amaranth Crepuscule. Its mass production will allow all of the Dragon Empire to attain agelessness as half-undead, and even the undead should be able to take it.
- The **child of the Diabolist and the Prince of Shadows** (Diabolist positive 2, Prince of Shadows positive 1), a cleric of the Abyss, will do everything possible to ascend as the new Demon King (1e *Book of Ages*, p. 107) and stamp out the stain of the dark gods.
- The **child of the Priestess and the late Orc Lord** (Orc Lord conflicted 2, Priestess positive 1), a Horde Lord (*13th Age 2e gamma*, p. 247) and a paladin of the gods of light, strives to become the new Orc Lord.

Party Vanilla

- The **child of the Elf Queen and the Red** (Elf Queen conflicted 1, the Three positive 2), a sorcerer, would see the Dragon Empire live up to its name and be returned to chromatic dragon rule, much as it was several ages ago.
- The **child of the High Druid and the Wild Wood itself** (High Druid positive 3), a cleric, seeks to awaken all of the world's ley lines as an animistic god.
- The **child of the Prince of Shadows and his own feminine-aspected shadow** (Prince of Shadows positive 3), a ranger, just wants to wander the Dragon Empire and have a little fun.

Icon Connections and Skill Checks

- In-universe, the three PCs are away from one another most of the time. Their "on-screen" adventures, so to speak, represent the infrequent moments when their paths cross, and they can work together to attain a mutual goal.
- At the start of each arc (except for party elite's [very special arc #3](#)), each PC must spend their icon connections to advance their individual goals. A twistless connection generates 2 "project stability points" for that specific character. A twisted connection produces only 1 "project stability point."
- "Project stability points" do not actually do anything mechanical. They are simply tallied up to see how well a character is doing in their downtime.

Note from GM: I wanted to include skill challenges in my playtest game to test out the noncombat mechanics, but I realized that there are no such rules for skill challenges in *13th Age 2e*, so I dropped the idea.

- After icon connections are resolved, each PC is presented with a single vignette. The GM rolls on the most relevant tables from *13th Age Monthly*: "Alarums & Incursions: Downtime for Six Icons" and "Further Alarums: Downtime for Seven Icons." The rolled table result is reinterpreted into a challenge for the PC. For example, suppose the GM rolls result #2 on the adventurer-tier Emperor table, result #4 on the adventurer-tier Archmage table, and result #5 on the adventurer-tier Great Gold Wyrms table.

- **Emperor, Adventurer-Tier, #2:** As an Imperial courier, you carried a secret message concealed inside an elaborate signet ring to an undercover Imperial agent (C). Where was that agent hiding?
• **Reinterpreted:** You are briefly deputized as an Imperial courier, and tasked with sending a secret message concealed inside an elaborate signet ring to an undercover imperial agent. Where is that agent hiding, and how do you deliver the message?
- **Archmage, Adventurer-Tier, #4:** Obligated to perform certain minor arcane rituals to discharge a natural buildup of wild elemental magic in a patch of farmland, you inadvertently summon a minor druidic spirit that possesses you. You've got unwanted druidic wisdom (B) until your psyche digests the spirit—what sort of nature spirit is it?
• **Reinterpreted:** You are obliged to perform certain minor arcane rituals to discharge a natural buildup of wild elemental magic in a patch of farmland. You inadvertently summon a minor druidic spirit that possesses you. What sort of nature spirit is it, and how do you deal with it?
- **Great Gold Wyrms, Adventurer-Tier, #5:** Vile creatures, drawn by your aura of sanctity, attacked you in the night and carried you off to their underground lair. You fought your way free, grabbing a mysterious evil relic (R) as a prize as you escaped.
• **Reinterpreted:** Vile creatures, drawn by your aura of sanctity, attack you in the night and carry you off to their underground lair, where a mysterious evil relic levitates above an altar. How do you fight your way free and grab the relic?

- If a specific party has already encountered a certain table result (e.g. "Great Gold Wyrms, adventurer-tier, #3"), then it is rerolled until the table result is one that the party has never previously experienced.

- Resolving a vignette requires that specific PC to make **three** skill checks. The player describes the character's overall methodology, and then the ability modifier and background pairings of each skill check; a given ability modifier can be used only **once** across the three checks, and a given background can likewise be used only **once**. The GM sets a DC based on how apposite the ability modifier, background, and in-universe methodology of the check are: normal (15 adventurer, 20 champion, 25 epic), hard (20 adventurer, 25 champion, 30 epic), or ridiculously hard (25 adventurer, 30 champion, 35 epic).

- In general, the GM is extremely lenient with background breadth and stability. “militant imperial prince” applying to a broad swath of skill checks is perfectly acceptable. An in-universe method would have to be a real stretch to warrant a hard DC, and highly absurd to be given a ridiculously hard DC.
- On a failure, the character loses 1 “project stability point,” and this can take the character into the negatives. A natural 1 is still just a regular failure. On a success, the character neither loses nor gains a “progress point.” On a natural 20, the character acquires 1 extra “project stability point.”
- **2nd Level:** The GM rolls on the adventurer-tier tables at the start of both arcs. DCs are adventurer-tier.
- **4th Level:** The GM rolls on the champion-tier tables at the start of both arcs. The first four DCs are adventurer-tier; the last two are champion-tier.
- **6th Level:** The GM rolls on the champion-tier tables at the start of both arcs. The first two DCs are adventurer-tier; the last four are champion-tier.
- **8th Level:** The GM rolls on the epic-tier tables at the start of both arcs. The first three DCs are champion-tier; the last three are epic-tier.
- **10th Level:** The GM rolls on the epic-tier tables at the start of both arcs. DCs are epic-tier.
- **7th Level, Elite:** The GM rolls on the epic-tier tables at the start of all three arcs. The first arc’s DCs are all champion-tier; the second arc’s DCs are one champion-tier and then two epic-tier; the third arc’s DCs are two champion-tier and then one epic-tier.
- **9th Level, Vanilla:** This is a little different. Instead of the GM rolling on the epic-tier tables for downtime, the GM simply goes down the list of downtime events in numerical order, such that the PCs encounter each downtime event once, over the course of three loops of two arcs each. In each loop, the first two DCs are champion-tier; the last four are epic-tier.

Policies

- The only character creation source allowed is the *13th Age* 2e gamma playtest document.
- **Page 22:** All PCs use the 17, 15, 14, 13, 12, 10 array.
- **Page 26:** Any PC or kin-power-capable NPC can have any kin power, effectively removing the concept of kin as a mechanic. However, this does not alter the original limitations of the Powerful Kin feat in any way; for example, if a character has *breath weapon*, then taking Powerful Kin gives them only *draconic escalator*, with absolutely no option for anything else.
- **Pages 44, 519-520, 90:** All dice in a damage roll are averaged and added up, including decimals, and then finally averaged. Damage is **never** rolled unless an effect specifically stipulates that it must be rolled. This average can then be doubled by, for example, critical hits. Whenever such average damage would be halved, it always rounds up. An unusual exception comes from the Strength domain champion-tier feat, which specifically states that if average damage is taken, each d12 counts as a 7; this overrides the usual calculation of average damage.
- **Page 47:** Characters **cannot** select cross-class talents.
- **Page 285:** All combat information is transparent, defenses included. This cuts both ways: enemies are fully aware of PCs’ statistics as well, and can take actions accordingly (e.g. aiming for the healer first).
- **Page 285:** PCs and enemies alike can start combat with weapons, implements, and shields in hand. PCs can choose to have whatever weapon they prefer as their on-hand weapon. PCs and enemies are **unaware** of what they will be facing until the battle actually begins. No pre-battle buffs whatsoever are allowed on either side unless otherwise noted.
- **Page 285:** Monsters of a given type share the same natural initiative roll, unless the entire encounter consists of two monsters of the same type, in which case, they roll separately.
- **Page 285:** Initiative ties go to monsters.
- **Pages 286, 77-78:** The delay rule is in play. This can, actually, push back the resolution of ongoing damage. However, it is impossible for any combatant to delay to go in the middle of a contiguous block of same-type monsters or same-type NPCs, and a contiguous block of same-type monsters or same-type NPCs **must** delay all together. Additionally, yes, there is inherent asymmetry in that while the GM can deny the PCs an escalation die increase for delaying to the next round, this limitation does not seem to apply to enemies, allowing monsters to [delay into the next round with no downside](#). Finally, combatants cannot delay before their first turn, and cannot delay while unconscious or under the effects of the bard’s *shocking pause*.
- **Page 290:** Huge-tagged enemies cannot be intercepted by PCs. For an enemy to be “extremely fast,” such that it cannot be intercepted, it requires something like the true vampire’s *vampiric mobility*.
- **Pages 372-373, 394:** Nastier specials are not supposed to be balanced. Therefore, they will not be tested. However, the line about “Remind the players that we didn’t even try to balance dragons” is to be interpreted as dragons merely being strong for their level, and still being worthy of playtesting.
- **Page 458:** The rules for “Changing Monster Strength” are clear only for monsters that do nothing but deal damage. They are rather unclear vis-à-vis nondamaging effects. For example, a 10th-level true vampire being demoted to a 6th-level weakling or mook would be egregious. Therefore, in this specific playtest, the GM will strive to use monsters as-is, with neither “Changing Monster Strength” nor “Leveling Monsters Up and Down.”

Panoply

The gamma document, p. 471, says:

Giving players some input (page XX) on a magic item or two they’d love to add to their hero’s panoply isn’t intended to set up the entire party with a killer combo based on a few specific items. In other words, after one hero has managed to attune with armor of *heedlessness*, the other heroes shouldn’t. Our magic item design is artistic rather than perfectly balanced, and games where heroes choose all their items tend toward exploitative combos that force the GM to respond with similar nonsense. That’s not what the game is about.

Exceptions? Items like *elven cloaks* and *boots of elvenkind*, items that are part of the magical ecology beyond the PCs.

To the best of my understanding, “isn’t intended to set up the entire party with a killer combo based on a few specific items. In other words, after one hero has managed to attune with armor of *heedlessness*, the other heroes shouldn’t” is referring to party-wide synergies and duplicated magic items. Thus, it should be fine for each player to choose up to two magic items to start with, so long as there are **no** duplicates across the party (aside from *elven cloaks* and *boots of elvenkind*), and so long as the GM chooses every other item.

If this is not in line with the designer’s intent, then I think that the passage in p. 471 should be rewritten and clarified.

- **All Levels:** Free mundane equipment, no gold whatsoever at the start of the level. Any magic items selected by the player(s) or the GM **cannot** be duplicates, aside from *elven cloaks* and *boots of elvenkind*. Permanent magic items cannot be shuffled around the party; they are effectively “soulbound.”
- **2nd Level:** No magic items at all. 3 adventurer-tier healing potions total, across the party. After the first heal-up, 375 gp total, across the party, to spend exclusively on healing potions and runes.
- **4th Level:** 2 adventurer-tier items for **each** PC, chosen by the player. 6 adventurer-tier healing potions total, across the party. After the first heal-up, 630 gp total, across the party, to spend exclusively on healing potions and runes.

- **6th Level:** 1 champion-tier and 1 adventurer-tier item for **each** PC, chosen by the player. After the player makes their picks, 2 adventurer-tier items for **each** PC, chosen by the GM. 6 champion-tier healing potions total, across the party. After the first heal-up, 975 gp total, across the party, to spend exclusively on healing potions and runes.
- **8th Level:** 2 items up to champion-tier for **each** PC, chosen by the player. After the player makes their picks, 1 champion-tier and 4 adventurer-tier items for **each** PC, chosen by the GM. 6 epic-tier healing potions total, across the party. After the first heal-up, 1,500 gp total, across the party, to spend exclusively on healing potions and runes.
- **10th Level:** 2 items up to epic-tier for **each** PC, chosen by the player. After the player makes their picks, 3 champion-tier and 4 adventure-tier items for **each** PC, chosen by the GM. 6 zenith-tier healing potions total, across the party. After the first heal-up, 2,550 gp total, across the party, to spend exclusively on healing potions and runes.
- **7th Level, "Elite":** Simply to see how things play out with a slightly different distribution method for magic items, 1 champion-tier and 2 adventurer-tier items for **each** PC, chosen by the GM. After the GM makes their picks, 1 champion-tier and 1 adventurer-tier item for **each** PC, chosen by the player. 6 epic-tier healing potions total, across the party. No extra money after the first heal-up.
 - **Wizard, Champion-Tier, 1:** *Inner power*
 - **Wizard, Adventurer-Tier, 2:** *Gloves of mind rot, harsh luck*
 - **Cleric, Champion-Tier, 1:** *Gathered power*
 - **Cleric, Adventurer-Tier, 2:** *Heedlessness, gloves of power*
 - **Paladin, Champion-Tier, 1:** *Manual of puissant skill at arms*
 - **Paladin, Adventurer, 2:** *Boots of ferocious charge, fickle fate*
- **9th Level, "Vanilla":** Again, so as to change things up, each PC receives a plain and powerless +3 weapon or implement, plain and powerless +2 armor, a plain and powerless +2 cloak, a plain and powerless +2 head slot item, a plain and powerless +1 belt, a plain and powerless +1 feet slot item, a plain and powerless adventurer-tier hands slot item, and a plain and powerless adventurer-tier necklace. 6 zenith-tier healing potions total, across the party. No extra money after the first heal-up.

Rulings on Unclear Rules

- **Page 35:** The *concordance* champion feat can select only kin powers that are activated, not purely passive kin powers.
- **Pages 53, 56:** Rage lets a barbarian replace any basic attack on their turn with a rage attack. This can even be done retroactively with the Violence A feat.
- **Pages 60-61:** Social Skills can reroll a check multiple times. The +3 function does, in fact, require an additional use of Social Skills.
- **Page 86:** If a character other than a cleric acquires cleric spells, that character chooses either Armor or Vestments. The character does **not** gain the baseline benefits of Armor or Vestments, but does use cleric spells as though they possessed the relevant selection.
- **Pages 86, 77, 116, 93:** Sometimes, a non-cleric might pick up the *heal* spell. A bard can cast the *emulate faith* spell, and a paladin can use the God-Touched talent with *sacred violence*. When this happens, the *heal* spell uses its touch-based form.
- **Page 89:** The Protection domain's champion-tier feat does not work with spells such as *spirits of the righteous* and *sphere of radiance*, because those actually bother to define a "Target:" line, which does not include allies.
- **Page 104:** The Bow Fighter talent referencing Cleave's adventurer-tier feat is assumed to be an error. Pretend that it mentions Cleave's champion-tier feat instead.
- **Page 104:** There is no choice in using Combat Rhythm, except when rallying. Thus, a fighter cannot wiggle out of half damage on *defense* maneuvers. A confused fighter who rolls a 4 to 6 on the d6, or who rolls a 1 to 3 and elects to make a basic attack, maintains their current rhythm.
- **Page 105:** Unfortunately, if an enemy already engaged with a Skilled Intercept fighter (or any monster or NPC with *skilled intercept*) simply chooses to take the opportunity attack and move away, Skilled Intercept is inapplicable. It is awkward, and it should probably be patched up, but this is the cleanest and least clunkiest reading of the relevant rules as they currently stand.
- **Pages 106, 107:** Comeback Strike triggers on *battle drill* only if every attack misses, even if there was only one target.
- **Page 107:** *Battle drill*'s wording on "maximum number of bonus attacks this way" is unclear. For example, "bonus attacks this way" could potentially refer to bonus attacks generated by natural even hits specifically, so a character with Wisdom modifier +4 could be interpreted as attacking up to six times, total, from the maneuver. In this particular game, "maximum number of bonus attacks this way" is interpreted as counting all bonus attacks, including the first, so a character with Wisdom modifier +4 can attack up to five times, total, from the maneuver.
- **Page 124:** Although stealth could be argued to be a function of "route-finding" and "tracking," stealth is not covered by Tracker.
- **Page 125:** *Lethal hunter*'s champion-tier feat, combined with the adventurer-tier feat, causes a subsequent attack to deal half damage on a miss as well, with the *lethal hunter* damage halved again.
- **Pages 130, 139:** *Arrow storm* appears to be compatible with Twin Arrows, and nothing seems to stop the extra attacks from being directed onto a single target.
- **Page 133:** *Interceptor* can, in fact, intercept a flying enemy. And yes, due to its awkward wording, the power is triggered once the enemy is already in the process of attacking, interrupting said enemy in the process.
- **Page 146:** When *tumbling strike* says, "You can also move to engage an enemy," such movement is free (requiring no move action), and can include a disengage attempt.
- **Pages 146-147:** For the purpose of the *slick feint* champion feat, the feint is the attack against MD.
- **Pages 147:** The damage calculation of *cut after cut* is **not** (half of WEAPON) plus ability modifier, but rather, half of (WEAPON plus ability modifier).
- **Pages 154, 304:** Gather power doubles vulnerability damage. Gather power with a critical hit instead triples vulnerability damage.
- **Page 159:** Spell Fist's champion-tier feat can add another target to a *chain* spell's **very first** attack; the attack on this extra target cannot, itself, chain.
- **Pages 159, 160, 187:** Spell Fist's overspill, *burning hands*' epic-tier feat, and explosive *shocking grasp* treat a mob of mooks as only a single enemy. Otherwise, they would completely shatter math against mooks, such as instantly one-shotting a mob of 15 mooks with the *burning hands* epic-tier feat while simultaneously damaging two non-mook enemies atop that. A single hit from explosive *shocking grasp* pops the character free from the entire mob, though.
- **Page 201:** If the d20 roll for Reach Tricks fails, the character can still take their action normally, simply without the Reach Tricks benefit.
- **Pages 285, 294, 300:** Combat "ends when one side or the other has been destroyed or driven off." If someone is still dying, then the conclusion of combat makes it no longer matter. Otherwise, it would disincentivize fleeing while a PC is dying.
- **Pages 285, 292-294, 399, 442:** If a dragon specifically needs to be given a special ability called "*retreat*" in order to replicate the PC rules for retreating, and the *HH*, p. 292, raises the possibility of enemies retreating and the PCs chasing them down, then the GM has to default to the loose suggestion given in the *HH*, p. 292. As a quick action, a monster or an NPC can declare a retreat for the enemy side. A single PC can attempt to stop this with a Strength-based skill check of a normal DC for the environment, or a hard DC if the enemies are narratively faster. On a success, the PC places themselves next to the monster or enemy who had declared the retreat; on a failure, the enemies retreat, and combat is over.

- **Pages 288, 470-471, 486:** "Drawing weapons" is stated to be a quick action; this rule is vague, and does not cover sheathing, ungripping, gripping, bows, or implements. In this game, drawing one or two weapons is a quick action (so as to better support rogues and two-weapon rangers). Sheathing one or two weapons is a free action. Ungripping one hand from a two-handed weapon is a free action. Regripping a two-handed weapon into both hands is a quick action. Shields, symbols (which "love to be brandished in battle"), and wands are considered one-handed weapons for all wielding and gripping purposes. Bows and staffs are considered two-handed weapons for all wielding and gripping purposes. The standard action necessary to use a potion, and the quick action necessary to use a rune, include the entire process of sheathing, drawing, and redrawing all necessary items, leaving the character gripping exactly what they were wielding immediately beforehand. (Yes, this is a very bulky piece of "homebrew," but the rules really are that ambiguous.)
- **Page 290:** If an opportunity attack brings a combatant to 0 hit points, that combatant's turn is over.
- **Page 290:** "Moving past" is determined by the shortest, straight-line path possible.
- **Page 290:** "Once per round," "one interrupt action per round," and similar wordings refresh at the start of a combatant's turn.
- **Page 291:** Damage and effects from multitarget attacks resolve simultaneously.
- **Pages 291, 526:** "In a group" is very ambiguous. In this game, "in a group" simply means that once the first target is chosen, the second target must be whichever valid target is closest to the first, the third target must be whichever valid target is second-closest to the first, the fourth target must be whichever valid target is third-closest to the first, and so on. The user of the power or spell breaks any ties. In other words, "in a group" does **not** allow the GM to veto a target on the grounds that they are insufficiently clustered up with other targets; "in a group" simply prevents skipping over valid targets.
- **Page 296:** Multitarget damage resolves simultaneously.
- **Pages 296, 424:** If a monster or NPC attack says, "Natural 11+" or "Natural 2-5" or something similar, it applies hit or miss. Otherwise, monsters like the lizardfolk warrior would not make sense. The line about "the default is that attack effects occur on a hit unless otherwise specified" is interpreted to refer to baseline hit effects, not anything else specific to a certain natural die roll.
- **Page 298:** The rule for overspending recoveries to heal applies only when a character is supposed to spend a recovery to heal. If a character is at zero recoveries, and a mechanic would force them to lose a recovery, then they do not actually lose anything. Very awkward, yes, but this appears to be how the mechanics are actually written.
- **Pages 299, 146:** A character who drops unconscious or dies is no longer considered to be engaging anyone. The rogue's *tumbling strike* is an exception; if *tumbling strike* knocks out or kills the target, then the disengagement check automatically succeeds.
- **Page 299, 187:** A character can engage an entire mob of mooks. This means that if the mooks want to move away, they will have to make individual disengage checks; or simply take the opportunity attack, which the attacker gets only one of, total. Aside from this sole exception, mooks are treated as individual, independent, discrete combatants for all positioning, engagement, and interception purposes.
- **Pages 299, 145:** Conditions are applied to individual mooks at a time. Ongoing damage and conditions are tracked on individual mooks, and the GM can always choose which mooks to remove, so ongoing damage and conditions on mooks are not particularly effective. However, as the rogue's *deadly thrust* and its champion-tier feat imply, a mook mob can be considered staggered; this happens if the mob is at half health or below.
- **Pages 300-301, 306:** Last gasp saves, unlike ongoing damage, do not stop once combat is over. Rounds and turns keep going until the last gasp saves have been cleared.
- **Page 303:** Yes, the friendly fire rule can make a creature take damage even if the creature would not have been eligible as a target to begin with, such as *turn undead* fumbling onto a PC. This is very odd, but it appears to be how the rule is written.
- **Page 303:** If a confused monster or NPC with only melee attacks rolls the 1 to 3 result, but fails the disengage, then they simply do nothing with their standard action.
- **Page 303:** If a frenzied creature is intercepted, they convert a standard action to a move action and attempt to disengage. The frenzied condition does not change ally or enemy status, and intercepts apply only to enemies, so it would appear that it is impossible to intercept a frenzied ally.
- **Pages 304, 533-534:** Vulnerability applies on a natural 1, it applies even if the attack deals no damage, and it is doubled on a critical hit. However, vulnerability does **not** affect ongoing damage.
- **Page 304:** If it is possible to use a potion while hindered, then it should also be possible to use a rune while hindered.
- **Page 305:** There do not seem to be any rules for willingly releasing a grab, something that is very much a valid tactical decision at times. In this game, releasing a grab is a free action on the grabber's turn. The grabber can choose to stay engaged with the formerly grabbed target(s), or to pop free from them. (Popping free represents the grabber performing a shove.)
- **Page 367:** If a character opts for recovery as an incremental advance, all of their recovery dice change to the new level.
- **Page 367:** If a character elects to gain a new power or spell as an incremental advance, it replaces one of their unexpended powers or spells. If the character already possesses the power or spell, then it **must** be presently unexpended to be selected as an incremental advance, and the higher-level version of the power or spell **must** replace the lower-level version. The replaced power or spell **cannot** be a temporary one, such as from *Touch of Chaos*.
- **Page 367:** A power or spell taken as an incremental advance has higher level-based attack bonus only if it specifically uses level-based attack bonus as part of its scaling, and it has higher WEAPON only if it specifically uses WEAPON as part of its damage scaling.
- **Page 370:** Because weapon-wielding monsters and NPCs do not actually have their unarmed attacks stated out (thus requiring the GM to fuzzily estimate an appropriate attack modifier and damage), they do **not** have to care about drawing and sheathing weapons. For example, an archer outlaw can always use *backup blade* for an opportunity attack. (Yes, this is awkward, but it is the only way to avoid forcing the GM to eyeball unarmed attacks.)
- **Pages 385, 389, and Anything Else That Involves Forced Attacks:** Some effects, such as confusion and a despoiler's *sow discord*, force attacks. The GM chooses the weapon, but the player can choose the precise attack.
- **Page 388-390:** Since this specific playtest campaign uses a [one-dimensional guideline for tracking positioning](#), *beguiling gaze* forces the target to directly approach the beguiler demon or marilith. For each enemy that the target passes, regardless of whether that enemy is engaged or disengaged, that enemy is entitled to an opportunity attack against the target; as is specified, the target can make a disengage check to avoid the opportunity attack.
- **Page 393:** *Mind scream* has a range of nearby.
- **Page 395:** Killer instinct **cannot** add to other creatures' attack rolls. The crit range increaser **cannot** be stacked multiple times on a single attack. The opportunity attack denial function of a *flip-you trick* must be declared before the attack is rolled. The PD- and MD-rerolling functions do not work against critical hits.
- **Page 398:** Young black dragons have PD 18, not 28.
- **Pages 401-402:** For the sake of a quick and dirty ruling on a mechanic with ambiguous timing, *counter-spell* is ruled to match the wizard's *counter-magic* (which, admittedly, is highly inconvenient in actual play, but it cannot be helped).
- **Page 420:** A hydra's head-sprouting can bring it back from 0 hit points to [40/100], always. Thus, if a hydra were to take a hypothetical [200/540] damage, the hydra would pop back at [40/100] hit points with one extra head. From there, if the hydra takes another [40/100] damage, the hydra would, for the last time, pop back at [40/100] hit points with one extra head. Hydras are underpowered enough for their MEQs, and need all the help they can get.
- **Page 431:** The range of the demon bow is nearby or far away. In general, if a range is missing for a bow, it should be nearby or far away.
- **Page 433:** The range of witchfyre is nearby or far away.
- **Page 435:** A "limited attack" checks if the attack uses **any** non at-will resource whatsoever.

- **Page 451:** *Deathly touch* does not allow limited-use feats to be sacrificed. Only spells, powers, and talents count.
- **Page 458:** Initiative is, in a way, a “d20 stat,” so each level added to or subtracted from a monster or NPC also adds to or subtracts from initiative.
- **Page 471:** When a rune gives a random energy type, the player chooses, and it fully overrides all other damage types used through the weapon or implement?
- **Pages 477, 482, 488:** Several magic items have unclear usages: are they activated pre-roll, or can they be activated post-roll? Two examples are the *boots of ferocious charge* and the *weapon of soul striking*. Whenever there is such an ambiguity, it is to be assumed that the item can be used post-roll.

The GM’s Personal Guideline for Movement and Positioning

Very Important Note: This personal guideline is being completely ignored for the 9th-level “vanilla” party. The GM finds it very difficult to make on-the-fly rulings on movement and positioning, but will do their best to do so regardless.

The RAW guidelines for movement and positioning are very, very loose: practically just “eyeball it.”

The GM (Edna, in this case), finds it very difficult to make on-the-fly rulings on movement and positioning. Thus, to aid the GM in visualizing and making rulings on movement and positioning, the GM implements a guideline of a 1×4 grid of battlefield zones. The grid is 1×4 because the GM discussed a variety of other configurations with the player (Exocist, in this case), such as 1×3, 1×4, 1×6, 3×4, and 5×4, and they ultimately settled on 1×4 as the permutation that struck the most favorable balance between simplicity and tactical depth.

The purpose of this guideline is to **cleave as closely as possible** to the baseline rules on movement and positioning, such as “far away” being anywhere on the battlefield yet engageable in two moves, while still providing enough structure to suit the GM’s needs.

Combats are run via a Discord text channel, a Discord dicebot, and a Google Document. Any given battle takes place in a one-dimensional line across four zones: #1, #2, #3, and #4. **Two zones are nearby if they are adjacent; otherwise, they are far away.**

Zone #1	Zone #2	Zone #3	Zone #4

All combats, unless otherwise noted, use the default opening (page 351). The party starts in zone #2, and enemies start in zone #3. Sometimes, this is different. For example, if a wizard, a ranger, and a paladin are battling a blocker and two casters, then the starting positioning might look like this:

Zone #1	Zone #2	Zone #3	Zone #4
	wizard, ranger, paladin	blocker	caster A, caster B

The order in which combatants are listed is a direct indication of their proximity to one another. Combatants in the same zone are considered close enough to touch one another, while combatants in separate zones are never considered next to one another. Whenever a mechanic would check for “nearest,” and there is a tie, the user of the mechanic can choose.

Additionally, parentheses are used to indicate engagements. For example, if the blocker is first in initiative, and the blocker attempts to engage the wizard, only to be intercepted by the ranger, then the positioning turns into this:

Zone #1	Zone #2	Zone #3	Zone #4
	wizard, (ranger, blocker), paladin		caster A, caster B

There is no limit to the number of creatures in a single engagement. In a way, engagements are abstractions of shifting melees, not literal adjacency.

A successful disengage causes the combatant to appear on the nearest edge of the prior engagement. If there is a tie, they appear on either side: their choice. They can then move as normal.

As per the rules for “dicey moves” and “pushing it” in the 2e gamma, pp. 291-292, a PC can use a single move action to move far away by succeeding on a Strength- or Dexterity-based (player’s choice) skill check with a normal DC for clear terrain (or if the PC has flight), a hard DC for awkward terrain, or a ridiculously hard DC for truly troublesome terrain, as appropriate for the environment’s tier. An NPC or monster instead makes an easy, medium, or hard saving throw. Failure cancels the entire attempted movement.

For example, if the paladin acts next in initiative, and succeeds on a dicey move, then the paladin could engage one of the casters:

Zone #1	Zone #2	Zone #3	Zone #4
	wizard, (ranger, blocker)		(paladin, caster A), caster B

If a creature is capable of moving while dragging a grabbed opponent, at the end of the movement, the grabber places the grabbed enemy either immediately to the grabber’s left or immediately to the grabber’s right: their choice.

Flight

No actual rule in the 2e gamma playtest covers flight. Therefore, the flight rules from *13 True Way*, p. 11, are used.

We're keeping basic *flight* rules simple. For now, play it exactly like other movement, but if there's space above them, you can fly over enemies you're not engaged with without allowing them to take opportunity attacks against you. You can be intercepted as you move, but only by other unengaged flyers that are already airborne.

We're also keeping engagement and disengagement rules the same when flyers make melee attacks against enemies on the ground. When a flyer makes a melee attack against a flying enemy, however, instead of engaging that creature, the flyer can choose to swoop past as part of the attack, but it takes a -2 attack penalty.

If your flight ends before you land or are grabbing onto something, you'll fall and probably take damage (see page 186 of the core rulebook).

There appears to be no rule that prevents a non-flyer from engaging a flyer. In this specific campaign, this is to be rationalized as leaping upwards and lingering in the air by pressuring the enemy with jabs and swings.

Additionally, unengaged creatures can move freely and without provoking opportunity attacks. The stipulation of "if there's space above them, you can fly over enemies you're not engaged with without allowing them to take opportunity attacks against you" is to be interpreted as merely a clarification.

If a monster or NPC is stated to be a poor flyer, then it cannot make dicey moves while using flight.

Wall-Crawling

In this game, if combat takes place in a sufficiently enclosed area, then wall-crawling is treated as flight.

2nd-Level "Adventure"

Arc #1, Combat Encounter #1

- **Enemy Composition:** 1st-level mook troop, dire rat, 1 MEQ for a ten-pack; 1st-level archer, archer outlaw, 0.5 MEQs each × 6 = 3 MEQs total.
- **Total MEQs:** 4, or 1 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** PCs in zone #2, enemies in zone #3 in listed order.
- **Enemy Notes:** One archer, the one that starts furthest from the party, has a kin power, *lethal*.
- **Environment Tier:** Adventurer.

Arc #1, Combat Encounter #2

- **Enemy Composition:** 2nd-level double-strength blocker, giant web spider, 1.5 MEQs; 3rd-level wrecker, giant scorpion, 1 MEQ; 4th-level caster, derro sage, 1.5 MEQs.
- **Total MEQs:** 4, or 1 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** PCs in zone #2, enemies in zone #3 in listed order.
- **Enemy Notes:** This combat takes place in a sufficiently enclosed area, so wall-crawling is treated as flight.
- **Environment Tier:** Adventurer.

Arc #1, Combat Encounter #3

- **Enemy Composition:** 3rd-level double-strength blocker, otyugh, 2 MEQs; 4th-level caster, despoiler, 1.5 MEQs each × 2 = 3 MEQs total.
- **Total MEQs:** 5, or 2 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** PCs in zone #2, enemies in zone #3 in listed order.
- **Enemy Notes:** The otyugh is assumed to be in its nest. The demons have no randoms.
- **Environment Tier:** Adventurer.

Arc #2, Combat Encounter #1

- **Enemy Composition:** 2nd-level blocker, skeletal hound, 0.7 MEQs each × 2 = 1.4 MEQs total; 3rd-level caster, goblin sorcerer, 1 MEQ each × 3 = 3 MEQs total.
- **Total MEQs:** 4.4, or 1.4 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** PCs in zone #2, hounds in zone #3, sorcerers in zone #4.
- **Environment Tier:** Adventurer.

Arc #2, Combat Encounter #2

- **Enemy Composition:** 2nd-level troop, young white dragon, 0.7 MEQs each × 2 = 1.4 MEQs total; 4th-level double-strength troop, old white dragon, 3 MEQs.
- **Total MEQs:** 4.4, or 1.4 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** PCs in zone #2, enemies in zone #3 in listed order.
- **Enemy Notes:** The youngs each have a single *flip-you trick*.
- **Environment Tier:** Adventurer.

Arc #2, Combat Encounter #3

- **Enemy Composition:** 3rd-level elite troop, orc berserker, 1.5 MEQs each × 3 = 4.5 MEQs total; 3rd-level leader, orc blood shrieker, 1 MEQ.
- **Total MEQs:** 5.5, or 2.5 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** PCs in zone #2, enemies in zone #3 in listed order.
- **Enemy Notes:** The youngs each have a single *flip-you trick*.
- **Environment Tier:** Adventurer.

4th-Level "Adventure"

Arc #1, Combat Encounter #1

- **Enemy Composition:** 5th-level troop, gargoyle, 1 MEQ each $\times 4 = 4$ MEQs total.
- **Total MEQs:** 4, or 1 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** PCs in zone #2, enemies in zone #3.
- **Environment Tier:** Adventurer.

Arc #1, Combat Encounter #2

- **Enemy Composition:** 5th-level archer, demon-touched human ranger, 1 MEQ; 5th-level triple-strength troop, ancient white dragon, 3 MEQs.
- **Total MEQs:** 4, or 1 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** PCs in zone #2, enemies in zone #3 in listed order.
- **Enemy Notes:** The demon-touched has a kin power, *lethal*. The bow is assumed to have a range of nearby or far away. The dragon has three *flip-you tricks*.
- **Environment Tier:** Adventurer.

Arc #1, Combat Encounter #3

- **Enemy Composition:** 3rd-level spoiler, dretch, 0.5 MEQs each $\times 5 = 2.5$ MEQs total; 3rd-level wrecker, young black dragon, 0.5 MEQs each $\times 5 = 2.5$ MEQs total;
- **Total MEQs:** 5, or 2 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** PCs in zone #2, enemies in zone #3 in listed order.
- **Enemy Notes:** The dragons each have a single *flip-you trick*. The demons have no randoms.
- **Environment Tier:** Adventurer.

Arc #2, Combat Encounter #1

- **Enemy Composition:** 5th-level archer, fire gorgon, 1 MEQ; 4th-level spoiler, young green dragon, 0.7 MEQs each $\times 5 = 3.5$ MEQs total.
- **Total MEQs:** 4.5, or 1.5 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** Gorgon in zone #1, PCs in zone #2, dragons in zone #3.
- **Enemy Notes:** The dragons each have a single *flip-you trick*.
- **Environment Tier:** Adventurer.

Arc #2, Combat Encounter #2

- **Enemy Composition:** 5th-level wrecker, young blue dragon, 1 MEQ each $\times 2 = 2$ MEQs total; 3rd-level spoiler, death cult neophyte, 0.5 MEQs each $\times 5 = 2.5$ MEQs total.
- **Total MEQs:** 4.5, or 1.5 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** PCs in zone #2, dragons in zone #3, cultists in zone #4.
- **Enemy Notes:** The dragons each have a single *flip-you trick*. One cultist, the one that starts furthest from the party, has a kin power, *lethal*.
- **Environment Tier:** Champion.

Arc #2, Combat Encounter #3

- **Enemy Composition:** 4th-level double-strength blocker, minotaur warrior, 1.5 MEQs; 5th-level caster, hobgoblin warmage, 1 MEQ each $\times 4 = 4$ MEQs total.
- **Total MEQs:** 5.5, or 2.5 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** PCs in zone #2, minotaur in zone #3, warmages in zone #4.
- **Environment Tier:** Champion.

6th-Level "Adventure"

Arc #1, Combat Encounter #1

- **Enemy Composition:** Champion-tier shades of the damned, effectively 0.5 MEQs; 8th-level blocker, hammer demon, 1 MEQ each $\times 2 = 2$ MEQs total; 6th-level double-strength wrecker, old black dragon, 1 MEQ each $\times 2 = 2$ MEQs total.
- **Total MEQs:** 4.5 MEQs, or 1.5 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** PCs in zone #2, enemies in zone #3 in listed order.
- **Enemy Notes:** The demons have no randoms. The dragons each have two *flip-you tricks*.
- **Environment Tier:** Adventurer.

Arc #1, Combat Encounter #2

- **Enemy Composition:** 6th-level blocker, zealous killer, 0.5 MEQs each $\times 8 = 4$ MEQs; 6th-level spoiler, vroock, 0.5 MEQs.
- **Total MEQs:** 4.5 MEQs, or 1.5 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** PCs in zone #2, enemies in zone #3 in listed order.
- **Enemy Notes:** One killer, the one that starts furthest from the party, has a kin power, *lethal*. The demon has no randoms.
- **Environment Tier:** Adventurer.

Arc #1, Combat Encounter #3

- **Enemy Composition:** 6th-level double-strength spoiler, clay golem, 1 MEQ each $\times 5 = 5$ MEQs total; 6th-level troop, sickle claw (beetle demon), 0.5 MEQs.
- **Total MEQs:** 5.5 MEQs, or 2.5 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** PCs in zone #2, enemies in zone #3 in listed order.
- **Enemy Notes:** The demon has no randoms.
- **Environment Tier:** Champion.

Arc #2, Combat Encounter #1

- **Enemy Composition:** 6th-level wrecker, young red dragon, 0.5 MEQs each $\times 4 = 2$ MEQs total; 7th-level double-strength spoiler, old green dragon, 1.5 MEQs $\times 2 = 3$ MEQs total.
- **Total MEQs:** 5, or 2 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** PCs in zone #2, enemies in zone #3 in listed order.
- **Enemy Notes:** The youngs each have a single *flip-you trick*. The olds each have two *flip-you tricks*.
- **Environment Tier:** Champion.

Arc #2, Combat Encounter #2

- **Enemy Composition:** 6th-level blocker, gray ooze, 0.5 MEQs; 7th-level double-strength spoiler, ogre mage, 1.5 MEQs each $\times 3 = 4.5$ MEQs total.
- **Total MEQs:** 5, or 2 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** PCs in zone #2, enemies in zone #3 in listed order.
- **Environment Tier:** Champion.

Arc #2, Combat Encounter #3

- **Enemy Composition:** 6th-level double-strength troop, manticore, 1 MEQ $\times 3 = 3$ MEQs total; old blue dragon, 8th-level double-strength wrecker, 2 MEQs; 8th-level mook spoiler, trog underling, 1 MEQ for a five-pack.
- **Total MEQs:** 6, or 3 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** PCs in zone #2, enemies in zone #3 in listed order.
- **Enemy Notes:** The blue has two *flip-you tricks*. The trogs have *ambush chameleons* and *chameleon* active.
- **Environment Tier:** Champion.

8th-Level "Adventure"

Arc #1, Combat Encounter #1

- **Enemy Composition:** 8th-level mook troop, hooked demon, 0.5 MEQs for a five-pack; 11th-level double-strength caster, medusa noble, 2 MEQs each $\times 2 = 4$ MEQs total.
- **Total MEQs:** 4.5 MEQs, or 1.5 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** PCs in zone #2, enemies in zone #3 in listed order.
- **Enemy Notes:** The demons have no randoms.
- **Environment Tier:** Champion.

Arc #1, Combat Encounter #2

- **Enemy Composition:** Epic-tier hell-bat swarm, effectively 0.5 MEQs; 10th-level mook spoiler, spawn of the master, 1 MEQ for an eight-pack; 9th-level double-strength caster, rakshasa, 1 MEQ $\times 3 = 3$ MEQs total.
- **Total MEQs:** 4.5 MEQs, or 1.5 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** PCs in zone #2, enemies in zone #3 in listed order.
- **Environment Tier:** Champion.

Arc #1, Combat Encounter #3

- **Enemy Composition:** 10th-level spoiler, inner-circle disciple, 0.7 MEQs each $\times 3 = 2.1$ MEQs total; 9th-level caster, despoiler mage, 0.5 MEQs each $\times 7 = 3.5$ MEQs total.
- **Total MEQs:** 5.6 MEQs, or 2.6 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** PCs in zone #2, enemies in zone #3 in listed order.
- **Enemy Notes:** One inner-circle disciple, the one that starts furthest from the party, as a kin power, *lethal*. The demons have no randoms.
- **Environment Tier:** Champion.

Arc #2, Combat Encounter #1

- **Enemy Composition:** 9th-level double-strength wrecker, chimera, 1 MEQ; 10th-level triple-strength archer, storm giant, 2 MEQs each $\times 2 = 4$ MEQs total.
- **Total MEQs:** 5, or 2 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** PCs in zone #2, chimera in zone #3, giant in zone #4.
- **Environment Tier:** Epic.

Arc #2, Combat Encounter #2

- **Enemy Composition:** 10th-level spoiler, true vampire, 0.7 MEQs each $\times 5 = 3.5$ MEQs total; 10th-level double-strength wrecker, old red dragon, 1.5 MEQs.
- **Total MEQs:** 5, or 2 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** PCs in zone #2, enemies in zone #3 in listed order.
- **Environment Tier:** Epic.

Arc #2, Combat Encounter #3

- **Enemy Composition:** 9th-level triple-strength wrecker, ancient black dragon, 1.5 MEQs each $\times 2 = 3$ MEQs total; 11th-level triple-strength spoiler, ancient green dragon, 3 MEQs.
- **Total MEQs:** 6, or 3 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** PCs in zone #2, enemies in zone #3 in listed order.
- **Enemy Notes:** The blacks each start combat with 2 stoke. The dragons each have three *flip-you tricks*.
- **Environment Tier:** Epic.

10th-Level "Adventure"

Arc #1, Combat Encounter #1

- **Enemy Composition:** 11th-level double-strength wrecker, seven-headed hydra × 2 = 2 MEQs; 11th-level double-strength caster, medusa noble × 3 = 3 MEQs.
- **Total MEQs:** 5 MEQs, or 2 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** PCs in zone #2, enemies in zone #3 in listed order.
- **Environment Tier:** Epic.

Arc #1, Combat Encounter #2

- **Enemy Composition:** 13th-level double-strength wrecker, balor, 2 MEQs; 14th-level archer, archer outlaw +13 levels (multiplier ×20, HP 560); 14th-level caster, derro sage +10 levels (multiplier ×10, HP 600), 1.5 MEQs;
- **Total MEQs:** 5 MEQs, or 2 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** PCs in zone #2, enemies in zone #3 in listed order.
- **Enemy Notes:** The demon has no randoms. The demon-touched has a kin power, *lethal*.
- **Environment Tier:** Epic.

Arc #1, Combat Encounter #3

- **Enemy Composition:** 14th-level blocker, skeletal hound +12 levels (multiplier ×16, damage 128, HP 640), 1.5 MEQs each × 3 = 4.5 MEQs; 12th-level double-strength wrecker, marilith, 1.5 MEQs.
- **Total MEQs:** 6 MEQs, or 3 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** PCs in zone #2, enemies in zone #3 in listed order.
- **Enemy Notes:** The demon has no randoms.
- **Environment Tier:** Epic.

Arc #2, Combat Encounter #1

- **Enemy Composition:** 12th-level caster, despoiler mage +3 levels (multiplier ×2, HP 348) as per the example in p. 349, 0.7 MEQs each × 5 = 3.5 MEQs; 12th-level triple-strength wrecker, ancient blue dragon, 2 MEQs.
- **Total MEQs:** 5.5 MEQs, or 2.5 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** PCs in zone #2, enemies in zone #3 in listed order.
- **Enemy Notes:** The demons have no randoms. The despoiler mages have 20 as the multiplier for their *Abyssal whisper spell*.
- **Environment Tier:** Epic.

Arc #2, Combat Encounter #2

- **Enemy Composition:** 13th-level elite troop, orc berserker +10 levels (multiplier ×10, damage 150, HP 1,000, temporary 20d6), 1.5 MEQs each × 3 = 4.5 MEQs; 13th-level leader, orc shrieker +10 levels (multiplier ×10, HP 700).
- **Total MEQs:** 5.5 MEQs, or 2.5 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** PCs in zone #2, enemies in zone #3 in listed order.
- **Environment Tier:** Epic.

Arc #2, Combat Encounter #3

- **Enemy Composition:** 12th-level spoiler, trog chanter +9 levels (multiplier ×8, HP 400), 0.7 MEQs each × 5 = 3.5 MEQs; 13th-level triple-strength wrecker, ancient red dragon, 3 MEQs.
- **Total MEQs:** 6.5 MEQs, or 3.5 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** PCs in zone #2, enemies in zone #3 in listed order.
- **Enemy Notes:** The trogs have *ambush chameleons* and *chameleon* active.
- **Environment Tier:** Epic.

7th-Level Elite "Adventure"

Arc #1, Combat Encounter #1

- **Enemy Composition:** 8th-level wrecker, hell hound +4 levels (multiplier ×2.5, HP 190) as per the example in p. 459, 0.7 MEQs each × 3 = 2.1 MEQs total; 9th-level double-strength leader, fire giant warlord, 2 MEQs each × 2 = 4 MEQs total.
- **Total MEQs:** 6.1 MEQs, or 3.1 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** PCs in zone #2, enemies in zone #3 in listed order.
- **Enemy Notes:** Breath damage is not halved.
- **Environment Tier:** Champion.

Arc #1, Combat Encounter #2

- **Enemy Composition:** 7th-level double-strength spoiler, old green dragon, 1 MEQ each × 3 = 3 MEQs total; 9th-level triple-strength wrecker, ancient black dragon.
- **Total MEQs:** 6 MEQs, or 3 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** PCs in zone #2, enemies in zone #3 in listed order.
- **Enemy Notes:** The black starts combat with 2 stoke, and has three three *flip-you tricks*.
- **Environment Tier:** Champion.

Arc #1, Combat Encounter #3

- **Enemy Composition:** 7th-level troop/archer, twin-blade ranger, 0.5 MEQs; 7th-level double-strength spoiler, ogre mage, 1 MEQ each × 6 = 6 MEQs total.
- **Total MEQs:** 6.5 MEQs, or 3.5 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** PCs in zone #2, enemies in zone #3 in listed order.

- **Enemy Notes:** The twin-blade has a kin power, *lethal*.
- **Environment Tier:** Champion.

Arc #2, Combat Encounter #1

- **Enemy Composition:** 7th-level troop/archer, twin-blade ranger, 0.5 MEQs; 10th-level spoiler, true vampire, 1.5 MEQs each × 4 = 6 MEQs total.
- **Total MEQs:** 6.5 MEQs, or 3.5 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** PCs in zone #2, enemies in zone #3 in listed order.
- **Enemy Notes:** The twin-blade has a kin power, *lethal*.
- **Environment Tier:** Champion.

Arc #2, Combat Encounter #2

- **Enemy Composition:** 7th-level troop/archer, twin-blade ranger, 0.5 MEQs; 9th-level double-strength caster, rakshasa, 2 MEQs each × 3 = 6 MEQs total.
- **Total MEQs:** 6.5 MEQs, or 3.5 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** PCs in zone #2, enemies in zone #3 in listed order.
- **Enemy Notes:** The twin-blade has a kin power, *lethal*.
- **Environment Tier:** Epic.

Arc #2, Combat Encounter #3

- **Enemy Composition:** 8th-level double-strength wrecker, old blue dragon, 1.5 MEQs; 8th-level mook spoiler, trog underling, 1.5 MEQs for a ten-pack; 9th-level caster, despoiler mage, 1 MEQ each × 4 = 4 MEQs total.
- **Total MEQs:** 7 MEQs, or 4 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** PCs in zone #2, enemies in zone #3 in listed order.
- **Enemy Notes:** The blue has two *flip-you* tricks. The trogs have *ambush chameleons* and *chameleon* active. The demons haven o randoms.
- **Environment Tier:** Epic.

Arc #3, Combat Encounter #1

- **Enemy Composition:** 13th-level triple-strength wrecker, ancient red dragon, 12 MEQs.
- **Total MEQs:** 12 MEQs, or 9 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** PCs in zone #2, enemy in zone #3.
- **Enemy Notes:** The red has Desperate Inspiration (*13th Age 2e gamma*, p. 353)
- **Environment Tier:** Epic.

9th-Level Vanilla "Adventure"

Arc #1, Combat Encounter #1

- **Enemy Composition:** 10th-level mook spoiler, spawn of the master, 0.5 MEQs for a five-pack; 11th-level double-strength caster, medusa noble, 1.5 MEQs × 2 = 3 MEQs total.
- **Total MEQs:** 3.5 MEQs, or 0.5 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** Enemies nearby, spawn in front of medusas.
- **Environment Tier:** Champion.

Arc #1, Combat Encounter #2

- **Enemy Composition:** 10th-level mook troop, bugbear minion, 0.5 MEQs for a five-pack; 11th-level double-strength caster, rakshasa +2 levels (multiplier ×1.6, HP 576), 1.5 MEQs each × 2 = 3 MEQs total.
- **Total MEQs:** 3.5 MEQs, or 0.5 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** Enemies nearby, bugbears in front of rakshasas.
- **Environment Tier:** Champion.

Arc #1, Combat Encounter #3

- **Enemy Composition:** 10th-level double-strength wrecker, old red dragon, 1 MEQ; 10th-level triple-strength archer, storm giant, 1.5 MEQs each × 2 = 3 MEQs total.
- **Total MEQs:** 4 MEQs, or 1 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** Red nearby and in front of giants, giants far away.
- **Enemy Notes:** The red is a nemesis with the *retreat* ability.
- **Environment Tier:** Epic.

Arc #2, Combat Encounter #1

- **Enemy Composition:** 10th-level double-strength wrecker, iron golem, 1 MEQ each × 2 = 2 MEQs total; 11th-level triple-strength spoiler, ancient green dragon, 2 MEQs.
- **Total MEQs:** 4 MEQs, or 1 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** Enemies nearby, golems in front of green.
- **Enemy Notes:** The green is a nemesis with the *retreat* ability, and has three *flip-you tricks*.
- **Environment Tier:** Epic.

Arc #2, Combat Encounter #2

- **Enemy Composition:** 10th-level spoiler, true vampire, 0.5 MEQs each × 4 = 4 MEQs total; 12th-level double-strength wrecker, marilith, 2 MEQs.
- **Total MEQs:** 4 MEQs, or 1 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** Enemies nearby, vampires in front of marilith.
- **Enemy Notes:** The demon has no randoms.
- **Environment Tier:** Epic.

Arc #2, Combat Encounter #3

- **Enemy Composition:** 12th-level caster, despoiler mage +3 levels (multiplier ×2, HP 348) as per the example in p. 349, 1 MEQ each × 4 = 4 MEQs total; 10th-level spoiler, inner-circle disciple, 0.5 MEQs.
- **Total MEQs:** 4.5 MEQs, or 1.5 over the prescribed number of MEQs for three PCs.
- **Starting Positioning:** Enemies nearby, despoilers in front of inner-circle disciple.
- **Enemy Notes:** The demons have no randoms. The inner-circle disciple has a kin power, *lethal*.
- **Environment Tier:** Epic.