

13th Age Alliance, Season 1 Episode 1



SWORDS & STATIONERY PRESENTS...  
SHADOW PORT SHUFFLE

# 13<sup>th</sup> Age Season 1 Episode 1: Shadow Port Shuffle (Part 1)

Player	Character	Backgrounds	One Unique Thing	Icon Relationships	Highlights & Achievements
<b>Bryan X.</b>	Siv, Level 2 Half-Elf Ranger	Royalty in Hiding Friend to All Animals Herbalist Forest Warden	Son to the Emperor and High Druid	Was raised by the <b>High Druid</b> before running away from home. (Negative 1) Trained under the guidance of the <b>Emperor</b> , and fought many battles for him. (Positive 2)	Bypassed security after stealing the Celestial Seal, by calling in a favour from a "friend" who works as a guard in Shadow Port. Sought help from an old friend to get info on Navale's estate. Pet tiger Shira was really angry that night, and single-handedly maimed a handful of bandits. Entered Navale's mansion under the guise of the evening's entertainment.
<b>S.</b>	Leaf Butt, Level 2 Gnome Druid	Caretaker of Ancient Cemetery of the Forgotten Icons Stonemason & Ziggurat Builder Exotic Mushroom Farmer & Distributor Hairstylist Amateur Kayaker & Navigator	I maintain the secret burial sites of the previous High Druids	Works closely with the <b>High Druid</b> to maintain the secrecy of past High Druids' burial sites. (Positive 3)	Bribed Lars Redfist with high-quality magic mushrooms. Received Druidic Ring of Regeneration from Lars Redfist, an artifact that once belonged to one of the High Druids.
<b>Geoffrie W.</b>	Uldrin, Level 2 Wood Elf Paladin	Grave Digger Weather Forecaster	Don't remember past; has a strange marking on arm.	An ardent admirer of the <b>Elf Queen</b> (Positive 2) Distrustful of the <b>Priestess's</b> motives (Negative 1)	The Prince of Shadows knows him on a personal level... somehow. Wheeled and dealt with Lars Redfist, and won his trust. While the rest of the party went into the aqueducts, Uldrin stayed behind to deal with the famous but annoying chef, Jordan Wamsay.
<b>Jansen</b>	J, Level 2 Human Wizard	Mountain Beastmaster Magic College Graduate	Can talk to animals once per day.	<b>Elf Queen</b> (Positive 2) <b>Priestess</b> (Negative 1)	Cast "Disguise Self" and pretended to be a member of the Navale family to acquire information. Entered Navale's mansion under the guise of the evening's entertainment.

# 13<sup>th</sup> Age Season 1 Episode 1: Shadow Port Shuffle (Part 2)

Player	Character	Backgrounds	One Unique Thing	Icon Relationships	Highlights & Achievements
<b>Bryan X.</b>	Siv, Level 2 Half-Elf Ranger	Royalty in Hiding Friend to All Animals Herbalist Forest Warden	Son to the Emperor and High Druid	Was raised by the <b>High Druid</b> before running away from home. (Negative 1) Trained under the guidance of the <b>Emperor</b> , and fought many battles for him. (Positive 2)	Blew up a massive spore pod and caused a collapse of the floorboards in the cultists' lair. Wanted to fight everything and everyone.
<b>TY</b>	Navi, Level 2 Elf Cleric	Battlefield surgeon Librarian Raised by owlbears Apothecary	Very bad with directions.	Used to be a student of the <b>Priestess</b> (Positive 1) Really admires the <b>Elf Queen</b> (Positive 1) Negatively aligned with the <b>Orc Lord</b> (Negative 1).	Unlike the others, Navi did not owe the Prince a debt. What was she doing there? Recognised by a beggar from the slums. Gave the beggar a silver piece to get rid of her. The beggar dropped a Voodoo Doll, which Navi picked up. At the cultists' lair, ran into a surprised cultist who was taking a poo. Tried to silence him, but ended up slipping on his poo (and getting poo on to everyone).
<b>Andre K.</b>	Twelve, Level 2 Halfling Fighter	Able to talk to the dead, due to being raised by the Lich King Curse Breaker Survivor of the Plague	Raised by the Lich King after surviving the Plague	Survived the Plague, then was taken in and raised by the <b>Lich King</b> . (Positive 2) Found a set of ruined dragon scale armor belonging to <b>The Three</b> , and felt a deep connection with it. (Positive 1)	Got information from Lars Redfist on the Cult of the Sand Crab, and almost pointed out the fact that the shrunken head was that of Lars's brother—in front of Lars.
<b>Geoffrie W.</b>	Uldrin, Level 2 Wood Elf Paladin	Grave Digger Weather Forecaster	Don't remember past; has a strange marking on arm.	An ardent admirer of the <b>Elf Queen</b> (Positive 2) Distrustful of the <b>Priestess's</b> motives (Negative 1)	Tore through the air as the floorboards of the cultists' lair crumbled beneath his feet, using the momentum to hurl Siv with him across the room. With deft nimbleness, Uldrin summoned the might of his deity and slew a Fungal Demon in two successive strokes. Threw Navi out of the way as a broken wooden rafter fell from the roof towards her.

# 13<sup>th</sup> Age Season 1 Episode 1: Shadow Port Shuffle (Part 3)

Player	Character	Backgrounds	One Unique Thing	Icon Relationships	Highlights & Achievements
<b>Bryan X.</b>	Siv, Level 2 Half-Elf Ranger	Royalty in Hiding Friend to All Animals Herbalist Forest Warden	Son to the Emperor and High Druid	Was raised by the <b>High Druid</b> before running away from home. (Negative 1) Trained under the guidance of the <b>Emperor</b> , and fought many battles for him. (Positive 2)	Shira tore through the crowd in the parade to intercept the Darkskye Diamond. Accidentally dropped the Darkskye Diamond in his eagerness to attack pursuing guards on rooftops. Oops! Created a major distraction for pursuing guards, by throwing vials of acidic spore goo on to surrounding buildings, causing them to smoulder and collapse.
<b>Geoffrie W.</b>	Uldrin, Level 2 Wood Elf Paladin	Grave Digger Weather Forecaster	Don't remember past; has a strange marking on arm.	An ardent admirer of the <b>Elf Queen</b> (Positive 2) Distrustful of the <b>Priestess's</b> motives (Negative 1)	Cut a swath through the pursuing guards on the rooftops. The symbol on his hand represents his (past?) membership in the Red Hand gang. Samuel Dirrel [See Part 1. -Ed] <i>really</i> knows Uldrin on a personal level.
<b>Louis P.</b>	Cleave, Level 2 Gnome Barbarian	Lumberjack Outlaw on the run Tainted by demons' blood	Extreme sense of an inferiority complex; filled with delusions of salvation by a false god.	Got the attention of the <b>Prince of Shadows</b> , due to being a notorious trickster figure. (Positive 2) Was responsible for attacking the monks of the <b>Priestess</b> . (Negative 1)	While on the rooftops, Cleave threw himself into a dwarven guard, and fell to the ground with the dwarf underneath him. Saw the visage of a demon in the smoke from the smouldering ruins of the squatter houses. Was it his hallucination, or was the demon related to him? Delivered the Darkskye Diamond back to the innkeeper from the Pious Gardener.
<b>Charan</b>	Heff, Level 2 Halfling Rogue	Travelling Tinkerer Worked ten years as an innkeeper (The Half-Bones Inn, at Shadow Port)	My tears are delicious	Travelling tinkerer who's been through the High Druid's forest before (and was responsible for blowing up one of her ruins). (Negative 1) Took on a lot of contracts from the <b>Prince of Shadows</b> . Some of these contracts included larceny and assassinations. (Positive 2)	Darted through the crowd and snatched the Darkskye Diamond in mid-air as it fell from its parade float. Might have been responsible for selling Agatha (Alcor's former lover) the recipe for creating explosive powder. Received a contract from Samuel Dirrel, the tiefling from Part 1, to take out Uldrin.

# 13<sup>th</sup> Age Season 1 Episode 1: Shadow Port Shuffle (Part 3)

(cont'd)

Player	Character	Backgrounds	One Unique Thing	Icon Relationships	Highlights & Achievements
<b>Victor C.</b>	Orion, Level 2 Gnome Bard	Deposed crime lord Outlaw on the run	Getting tired of telling stories about legendary swords. Used to trade in forbidden artifacts. Now on the run, after the operation got shut down.	Had personal dealings with the <b>Prince of Shadows</b> himself. (Positive 2) Stole directly from the <b>Dwarf King's</b> hoards, and had a hand in squandering the personal wealth of the dwarves. (Negative 1)	At the parade, almost got noticed by a group of dwarves with a personal vendetta against him. Distracted the pursuing guards at the parade, giving Heff time to flee. Fooled Agatha (Alcor's former lover) into thinking that she had gotten her hands on the Darkskye Diamond, when really it was just a musical box with a glass casing — all in one smooth flashback sequence.
<b>Lorenzo</b>	Alcor, Level 2 High Elf Bard	Travelling circus performer Pickpocket on the streets Devoted to an unknown god	Former ring leader of a circus troupe that was dedicated to an old god.	Gathered a few tricks about pick-pocketing and other roguish acts off the streets; came from a lowborn family. Could the <b>Prince of Shadows</b> have noticed him? (Positive) The <b>Diabolist</b> doesn't know if the old god worshipped by Alcor still exists, and thinks it's heresy, but still finds Alcor's use of audiences at circus acts to gather "worship points" for the old god interesting.	Ran into former lover, Agatha, who used to be with the circus troupe, while trying to flee from the pursuing guards on the rooftops. Fooled Agatha into thinking that she had gotten her hands on the Darkskye Diamond. Did an epic sleight of hand earlier, passing the <i>real</i> Diamond to Cleave, while receiving the fake one from Orion that would be passed to Agatha — all in one smooth flashback sequence.

# 13<sup>th</sup> Age Season 1 Episode 1: Shadow Port Shuffle (Part 4)

Player	Character	Backgrounds	One Unique Thing	Icon Relationships	Highlights & Achievements
<b>Geoffrie W.</b>	Uldrin, Level 2 Wood Elf Paladin	Grave Digger Weather Forecaster	Don't remember past; has a strange marking on arm.	An ardent admirer of the <b>Elf Queen</b> (Positive 2) Distrustful of the <b>Priestess's</b> motives (Negative 1)	Used a couple of mercenaries as a meat shield. Cut down most of the traps in Bella the Mad Mage's deserted home. Found the code to deactivate the Kraken's defences.
<b>Victor C.</b>	Orion, Level 2 Gnome Bard	Deposed crime lord Outlaw on the run	Getting tired of telling stories about legendary swords. Used to trade in forbidden artifacts. Now on the run, after the operation got shut down.	Had personal dealings with the <b>Prince of Shadows</b> himself. (Positive 2) Stole directly from the <b>Dwarf King's</b> hoards, and had a hand in squandering the personal wealth of the dwarves. (Negative 1)	Killed Samuel Dirrel, who was a double agent for the Red Hand gang. Learned that the design flaw of the Kraken was its toilet. Accidentally tore a hole through the side of the ship with his battle song.
<b>Louis P.</b>	Cleave, Level 2 Gnome Barbarian	Lumberjack Outlaw on the run Tainted by demons' blood	Extreme sense of an inferiority complex; filled with delusions of salvation by a false god.	Got the attention of the <b>Prince of Shadows</b> , due to being a notorious trickster figure. (Positive 2) Was responsible for attacking the monks of the <b>Priestess</b> . (Negative 1)	Managed to convince the Kraken's guards that he's there to perform a routine inspection on the ship. Kicked a surprised guard down the steps of the Kraken, and jumped in after him, closing the hatch immediately. Single-handedly defeated most of the guards on the Kraken.
<b>Charan</b>	Heff, Level 2 Halfling Rogue	Travelling Tinkerer Worked ten years as an innkeeper (The Half-Bones Inn, at Shadow Port)	My tears are delicious	Travelling tinkerer who's been through the <b>High Druid's</b> forest before (and was responsible for blowing up one of her ruins). (Negative 1) Took on a lot of contracts from the <b>Prince of Shadows</b> . Some of these contracts included larceny and assassinations. (Positive 2)	Used a couple of mercenaries as meat shields. Found the code to deactivate the Kraken's defences. "Hacked" into one of Bella's golems to control it. The golem made very short work of the Warden.
<b>Lih Wei</b>	Nick Nag, Level 2 Dwarf Ranger	Friend to all animals Escaped convict	Was a 'companion' of the Elf Queen and the Priestess	One of the <b>Priestess's</b> favourite companions (Positive 2) Bailed on the <b>Elf Queen</b> (Negative 1)	Joined the party shortly after escaping from a maximum security prison. Learned that the design flaw of the Kraken was its toilet. Found an electric whip that looked familiar. Has the engravings of the Priestess's runes on its handle.

# 13<sup>th</sup> Age Season 1 Episode 1: Shadow Port Shuffle (Part 5)

Player	Character	Backgrounds	One Unique Thing	Icon Relationships	Highlights & Achievements
<b>Geoffrie W.</b>	Uldrin, Level 2 Wood Elf Paladin	Grave Digger Weather Forecaster	Don't remember past; has a strange marking on arm.	An ardent admirer of the <b>Elf Queen</b> (Positive 2)  Distrustful of the <b>Priestess's</b> motives (Negative 1)	Recognised an old friend (Olgard), and almost got cover blown thanks to Olgard's loud mouth.  Coordinated perfectly with Heff in a manoeuvre that beautifully disarmed the famed duellist, Lord Irwin Elenvir.  Accidentally grabbed Heff in the unmentionables while trying to assist him into the Pride of Opals.
<b>Charan</b>	Heff, Level 2 Halfling Rogue	Travelling Tinkerer Worked ten years as an innkeeper (The Half-Bones Inn, at Shadow Port)	My tears are delicious	Travelling tinkerer who's been through the <b>High Druid's</b> forest before (and was responsible for blowing up one of her ruins). (Negative 1)  Took on a lot of contracts from the <b>Prince of Shadows</b> . Some of these contracts included larceny and assassinations. (Positive 2)	Prevented his and Uldrin's covers from being blown, by convincing the guards that they were real dockhands.  Coordinated perfectly with Uldrin in a manoeuvre that beautifully disarmed the famed duellist, Lord Irwin Elenvir.  Accidentally got grabbed by Uldrin in the unmentionables, while trying to climb down the side of the Pride of Opals to get into it.