



# TITANS GRAVE

THE ASHES OF VALKANA



AN ADVENTURE  
SERIES FOR

FANTASY  
AGE



# TITAN'S GRAVE

Sample file



# TITANS GRAVE

## THE ASHES OF VALKANA

**WRITING AND DESIGN:** KEITH BAKER (CHAPTERS 1,4), LEONARD BALSERA (CHAPTERS 1,3),  
LOGAN BONNER (CHAPTER 9), MATT FORBECK (CHAPTER 1), WILL HINDMARCH (CHAPTERS 5,7),  
JACKSON LANZING (CHAPTER 7), NICOLE LINDROOS (CHAPTER 10), CHRIS PRAMAS (CHAPTERS 1,2,7,10),  
ROBERT J. SCHWALB (CHAPTER 10), MIKE SELINKER (CHAPTER 7), CLARK VALENTINE (CHAPTER 6),  
WIL WHEATON (FOREWORD, CHAPTER 1), RYAN WHEATON (CHAPTERS 1,2),  
AND RAY WINNINGER (CHAPTER 8)

**DEVELOPMENT:** CHRIS PRAMAS    **EDITING:** JON LEITHEUSSER    **ADDITIONAL DEVELOPMENT:** JACK NORRIS

**ART DIRECTION:** ADAM LAWSON    **GRAPHIC DESIGN:** HAL MANGOLD

**COVER ART:** JAN WESSBECHER    **CARTOGRAPHY:** ANDY LAW

**INTERIOR ART:** RAYDEN CHEN, RAQUEL CORNEJO, PHIL DRAGASH, TONY FOTI, NICK GAN,  
ALEJANDRO MORENO GONZÁLEZ, HENDRY IWANAGA, KJ KALLIO, ROCK-HE KIM, ROMAN KUPRIYANOV,  
EVAN LEE, TITUS LUNTER, MICHAEL PEDRO, HUGH PINDUR, STÉPHANE RICHARDS, NED ROGERS,  
LORENZ HIDEYOSHI RUWWE, LAURA SAVA, SCRIBBLE PAD STUDIOS (JAMES PAICK, JOY LEE,  
SHAWN KIM), ANDREY VASILCHENKO, JAN WESSBECHER, PARK JONG WON

**PUBLISHER:** CHRIS PRAMAS

**GREEN RONIN STAFF:** JOE CARRIKER, STEVE KENSON, JON LEITHEUSSER,  
NICOLE LINDROOS, HAL MANGOLD, JACK NORRIS, CHRIS PRAMAS, DONNA PRIOR,  
EVAN SASS, MARC SCHMALZ, OWEN K.C. STEPHENS, BARRY WILSON



## AN ADVENTURE SERIES FOR THE FANTASY AGE RPG

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**GREEN RONIN PUBLISHING**

3815 S. Othello St., Suite 100 #304  
Seattle, WA 98118

**Email:** [custserv@greenronin.com](mailto:custserv@greenronin.com)

**Web Sites:** [www.greenronin.com](http://www.greenronin.com)

[www.titansgraverpg.com](http://www.titansgraverpg.com)



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# FOREWORD



Hi there! I'm Wil Wheaton, and I'll be your guide for the next ten days and nine romantic nights, as you get to know your way around the world of Valkana.

Titansgrave was created in early 2015, but was born in the early 1980s when I fell in love with a cartoon called *Thundarr the Barbarian*. Set on post-apocalyptic Earth two thousand years after a comet unleashed cosmic destruction, Thundarr and his companions roamed a world of "savagery, super science and sorcery." I was captivated by the combination of science fiction—Thundarr's weapon of choice was a Sun Sword, which was suspiciously similar to a lightsaber—and fantasy—Thundarr's companions were Ookla the Mok, a beastman who threw the rusted hulks of cars around, and Princess Ariel, a sorceress. Together, the three of them vanquished lizardmen, fought crazy, rogue AIs, and even encountered a crashed spaceship filled with vampires. They did all this against the backdrop of familiar locations on Earth. New York City became the island of Manhat, Cape Canaveral housed the consciousness of an evil wizard, living as a brain in a jar, and they even made it to my hometown of Los Angeles more than once...though things looked a little different on the TV than they did in 1981.

*Thundarr* captured my imagination. It combined the fantasy worlds and creatures I loved from playing *Dungeons & Dragons*, with the science fiction worlds I loved from *Star Trek*, *Buck Rogers*, *Flash Gordon*, and Atari games like *Yar's Revenge*. It only ran for 21 episodes, but it affected me so profoundly that it was the first thing that came to mind when I was given the opportunity to design and explore my own world with *Geek & Sundry*.

"What if we did a science fantasy world," I recall saying in an early pitch meeting. "We can take inspiration from the *Heavy Metal* movie, *The Land of the Lost*, *Akira*, and *Thundarr the Barbarian*."

Everyone else in the meeting, who had been sort of politely listening to me up to that point, perked up when I mentioned *Thundarr*. Apparently, I wasn't the only kid in 1981 who thought it would be cool to deflect laser blasts with a sword. I got the green light, and I approached Chris and Nicole at Green Ronin about using the *Fantasy AGE* system to run the show. I loved the elegant simplicity of the system when we played *Dragon Age* on *Tabletop*, especially how it supported imaginative storytelling, simple-but-satisfying combat, and knew when to get out of the way to let our creativity flourish.

There wasn't enough time to set up everything the way we wanted to, but we did it anyway. We worked long nights and weekends and brought in some of the best writers and designers in the universe to work with us. They gave us so much incredible material, we couldn't use it all in the show. And some of the stuff we did use had to be edited out for one reason or another, so GMs who are running that adventure campaign will be able to take their players to places that I couldn't take my players.

All of that material, all of those places we loved, but didn't get to visit is here in this book. You'll find all the characters and locations and puzzles and adversaries we faced in *The Ashes of Valkana* we featured on the show, but you'll also meet some new NPCs, explore the cities of Karros and Vorakis, and get to see even more of Nestora. You'll learn how to create your own characters, inspired by our group or created entirely on your own. You may even uncover things that guide you toward our future adventures in Valkana.

What I especially hope you will find here is inspiration; things to get excited about and make your own adventures in the world we created and fell in love with. Take your players into the best coffee shop in Nestora: Dragons & Donuts, explore the cyborg assembly line at the heart of a floating fortress, and cuddle up with Runcible. I want you to visit the same places we did in *The Ashes of Valkana* knowing that even if you talk to the same creatures we did, your adventures will be unique from ours because the story you tell will be your own.

Welcome to Titansgrave! We hope you get five gold and a party.

Wil Wheaton  
May 13 2015

