

Gods and Icons



By John WS Marvin, Vanessa Rose Phin,
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Gods and Icons

A Fantasy Roleplaying Book by

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EPIC THANKS TO ALL OUR BACKERS!

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Alexander J Skrabut
Andrew Morris
Andy Bolton
Andy Gibson
Austin Hoffman
Ben Webster
Book of Holding
Cameron Jacobs
CaptainNorway
Chip Warden
Christian Brock
Christopher Steven
Christy Shorey
Craig Edwards
Dan Rodgers
Darcy Ross
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George Marvin
Heather O'Hearn
Hollow Mask
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Jenn of the North
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Stewart Hall
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Timothy Seratt
Tom Sweeney
Trent Boyd

Introduction

Gods and Icons brings three fully formed pantheons to your game, and adds a set of icons to help tie your PCs to your world. We explain how to use icon relationships to make your game exciting and fresh. There are new magic items, evocative settings, divine talents, and new races to keep your game growing.

The Icons, page 37

Divine Talents, page 25

How to use this book

The Bright Gods, page 5

Hierophant Glasyra, page 41

The Thirsty Gods, page 10

Lord Ikal, page 45

The Old Gods, page 15

Blue Aoife, page 51

Using Gods and Icons in Other Games, page 3

What's This Book For?

This book is all about making your game more fun—for you and your players. Fun is why we play games. The 13th Age Roleplaying Game interweaves the epic fantasy adventure of d20 games with the storytelling elements of indie games. This supplement is designed to help you get the most out of both.

This book has three full pantheons of new gods and thirteen new icons, the movers and shakers of the world, who take special interest in your PCs. In addition, there are pages and pages of suggestions for icon relationship results. But wait, there's more! We've got new magic items, settings, talents, and races. The table is laid for a feast, dig in!

Using the Gods

Not only do we give you gods with names and holy symbols, but we give you the history of each of their religions. We trace how one pantheon replaced an older one, and then that in turn was replaced as waves of new conquerors took over the land, each bringing a new set of gods with them.

We don't split off our pantheons by races, because we're assuming that a god sees little difference among the mortal races. We *do* note which pantheons are more popular with each of the major races.

We have deep backstories for each pantheon. So when your players enter a temple, you can use the stories of the gods and their iconography to bring that temple to life.

Name Game

Our main empire, Espair, is set around a sea we call the Sea of Tears. Feel free to replace Espair with the name of the major human nation of your world and the Sea of Tears with a major body of water nearby. In fact, if you have a better name for anything in this book, or one that suits your world better, use it.

This supplement works with any fantasy setting. (It's just a lot easier to name a few places than to use generic terms like "a big human dominated empire or kingdom" all the time.)

Clerics and Paladins

"I'm a cleric, great! Hmm... 13th Age doesn't force me to pick a certain god to get a certain domain, so which god do I worship? Who does anybody worship?"

A paladin might ask the same questions. Most people worship entire pantheons, but some specialize. The dominant religion for the Espairian Empire is the Lightbringers of the Bright Gods, so that's a good default, at least among humans. Hierophant Glasyra is the leader of the Bright Church, so there is an icon already tied to it.

Reknarism, the faith of the Thirsty Gods, is an older and somewhat militaristic pantheon. Lord Ikal is an icon associated both with the Thirsty Gods and with demon hunting.

Both the Bright and Thirsty Gods have new clerical domains and paladin talents tied to them.

While many followers of the Old Gods follow druids (see below), there are clerics and paladins of the Old Gods as well. Our aim is to give players choices, not restrictions.

Druids and Rangers

Spire, the faith of the Old Gods, is made for druids (but don't let that stop a player who really wants to be a druid of another pantheon). Standing stones, sacred groves, and the power of nature are cornerstones of the Old Gods. We even have a mushroom god! The icon Blue Aoife is the high druid of the Old Gods.

Rangers have traditionally followed druids in d20 games, but again don't let that straightjacket your players. Still, the Old Gods sit well with masters of the wild.

We have new talents focused on the Old Gods for both druids and rangers.



Using the Icons

The thirteen new icons herein are for you to use or steal from. An ideal time to try them out is when you are just starting a new campaign. We've got a vampire Baron running part of our human empire, a five-headed dragon icon with one head in chains, and religious conflict between two major icons of the Espairian Empire. Each of the icons has storytelling hooks and great backstories.

At the same time, many of you have your own icons. The icons in the core book are woven into many of the character classes, for example, the Chaos Mage. We kept our icons close enough to those in the core book that you can easily use those with this book.

Icon Relationship Rolls

Icon relationship rolls are one of the storytelling mechanisms the 13th Age Roleplaying game added to its d20 heritage. These dice rolls reinforce a player character's connection to your world. For example, when the Queen of the Fey sends vital information via a whispering wind to your player characters, they feel a connection to her and her world of power and magic.

The results of icon relationship rolls can be fun to improvise. You know your players and your adventure. Often, you can come up with the perfect improvisation.

And sometimes you can't. So we have pages and pages of suggestions. Both 5s and 6s give boons. What kind of boon? Magic? What kind of magic? Information? What kind of information? Pick or roll dice, we cover both options all the way down.

5s give complications. We have plenty for you to choose from.

New Magic

Check out the great menu potions and true magic items to help you and your players find just the right fit. There is even a whole new line of magical musical instruments for bards. Who doesn't like more choices?

New Races

Some players love to go off the beaten path. In a nod to this reality, some of our new races sound over-the-top, and they are, but only in the roleplaying sense. Mechanically, they fit in with the rest of the races. We added the half-vampire dhampir to go with Baron Von Vorlatch, our vampiric icon, and we introduced a fresh look at the goblin, pixie, and more.

These are all optional races. You don't need to let them into your campaign if you don't want to. In fact, this entire supplement is a collection of optional additions. Add only what you want, what will work in your game, what's fun.

Dhampir, page 132

Gelatinous Troglodyte, page 133

Goblin, page 133

Half-Owlbear, page 135

Hobgoblin, page 135

Pixie, page 137

Slithik, page 138

Potions, page 131

New True Magic Items, page 123



Using Gods and Icons in Other Games



Much of *Gods and Icons* is usable in other roleplaying games, and since the 13th Age Roleplaying Game is a d20 game, it's not hard to use the ideas here in other versions of d20 fantasy. For non d20 games, some of the content will be easy to use, for example, icon relationships. For more d20 centric mechanics, it'll take more work.

The Pantheons: Easy

Our three new pantheons—the Bright Gods, the Thirsty Gods, and the Old Gods—can be used in a wide variety of games, basically any game not set in Earth's historical past or present. You can add these gods to your existing gods, use these gods in place of other gods, or just steal aspects from them and graft them onto your own gods.

For example, you could find a planet in a space opera game with a history of three waves of colonization and a culture that mixes the worship of the Old, Thirsty, and Bright Gods. Or in your own homebrew fantasy world, the PCs might walk through a magic gate and find themselves in a land dominated by these three pantheons.

Conquest, colonization, and the imposition of a new religion on an older one is the basis of our pantheons. The Old Gods represent the beliefs of the original inhabitants. Those people conquered by followers of the Thirsty Gods, who were in turn conquered by followers of the Bright Gods. If you use nothing else from the pantheons in this book, this idea of layering on conquests and religions can enhance your fantasy world and bring it to life.

Another concept you may want to steal is worship of whole pantheons rather than individual gods. Other game worlds have done this, and to us, it feels more real. Ancient Romans didn't just follow Venus. The whole pantheon came into play in Romans' everyday lives. Pantheism is different from monotheism, and it should feel different.

Divine Talents: Medium

Now we're getting into serious game mechanics. 13th Age is a d20 game that uses clerical domains. If you're running a different d20 game, there will be some tweaking to get the domains to work in your system. 13th Age domains each have an invocation which is cast as a quick action plus some sort of bonus or action that fits with the domain flavor.

The divine talents have feats. If you're running 5E, you might want to bring some of the power of

the feats into the talents themselves.

Our domains are tied to the pantheons, not gods, which shouldn't be a problem for using in any d20 game.

Levels and Tiers

13th Age has ten levels, while many d20 games have twenty. You may want to multiply level-based rules by 2 to get about the right level in a 20-level game. The levels are broken down into tiers: levels 1 – 4 are the adventurer-tier, levels 5 – 7 are the champion tier, and levels 8 – 10 are the epic tier.

13th Age relies on feats to individualize characters of the same class, much more so than 5E does. A character gets a new feat every level. A champion-tier feat can't be taken until the character reaches level 5, and so on. For d20 games that use lots of feats, the feats in *Gods and Icons* may just work with little or no adjustments. For 5E, you might want to fold the feat powers into the powers they modify, or have them appear automatically at a certain level.

For more information on the 13th Age Roleplaying Game, see <http://13thAge.com>.

The druid Wheel Caster talent opens up another type of caster with a balance of protection and offensive spells. For 5E, you might want to parcel out the blessing of the wheel spells by level rather than rely on feats to gain access to them.

The paladin and ranger talents that tie the characters to the pantheons give them access to powers found in other classes. You will want to make those talents work with the versions of these other classes that are in your game system.

Divine Talents Beyond d20: Hard

Game mechanics from d20 work quite differently from those in FATE, the Cypher System, GUMSHOE, or other games. That's kind of the point. What you want to do is bring the flavor across, not the die rolls.

For example, GUMSHOE games don't have classes, talents, or abilities. The talent Reknarite Knight gives fighter class powers. For a GUMSHOE Reknarite Knight, you might look at warrior professions or packages and boost some of those "fighterly" skills.

The Icons: Easy

The entire icon relationship system is an independent set of rules added onto the d20 by the 13th Age Roleplaying Game and can be easily added to any other system.

The icon relation system is a faction system with personalities as the faces of the factions. You could easily remove the leaders and just use factions, or come up with colorful leaders of your

Wheel Caster, page 26

Divine Talents, page 25

factions. We think it's easier to relate to people rather than faceless factions, but you know your players best.

The icon relationship rules assume quite a lot of faction action, with players rolling at least 3d6 every session and getting a relationship result for every 5 or 6. If you want to make the relationship results less common, you could roll every adventure, or every level (this works great with session-based or story-based advancement). Or you could roll every session but change the dice to d8s, d10s, d12s, or d20s. You could even use d100s, but then the hits would be so rare you might not want to bother with the system.

NPC Appearance and Quirks: Easy

These can be used in any fantasy roleplaying game without adjustments. For other genres, such as science fiction, you might have to tweak them a bit.

Magic Items: Medium

Our new magic items are d20 magic items, so using them in any other d20 games isn't hard.

Weapons

The 13th Age Roleplaying Game has bonuses for weapons from +1 to +3, instead of +1 to +5 as you find in many other d20 games. Just map +2 in for a *Gods and Icons* item to +3 in other d20 games, and map +3 to a +5.

There is no such thing as a +1 longsword without any special powers. All 13th Age items have special powers.

Recharge

When an item is listed as *Recharge 16+*, that means its power can be activated once per battle. Usually the power lasts for the entire combat. At the end of a battle, the owner rolls a d20, and if they roll a 16 or better, the item can be used again. Otherwise, the user has to wait until they take a long rest, and then all their recharge and daily powers come back, including those of their items.

Quirks

Every item that isn't a one-use item has a quirk. The item wants the character wielding it to act a certain way. Normally, the character can ignore these suggestions. When the character has more items than they have levels, all the quirks take over and hilarity ensues.

New Races: Medium

Actually it might be easy, depending on the game

5E Example

In your 5E campaign you could have seven big factions or organizations that might take an interest in your PCs. They are famous and part of your world, so you don't think you need to put a colorful personality as the face of each one, but you could.

To do this look over the icons in *Gods and Icons* and find seven that most closely resemble your factions, for example, The Father of Robbers might map to your thieves' guild, Thrice-Wise Mercurius to a mage-led faction, and so on. You might have a faction that doesn't fit any of the icons, but that's not a problem. You just make note of its agenda and likely agents, and go from there.

You can use the icon relationship rules as written and go. Or, you may decide you want active factions, but not that active, so you have your players roll for faction relationships every time they level. This gives you factions that are less active in the PCs lives than those found in a 13th Age game, but still make their presence known.

You use the rest of the icon relationship rules as written. Now your players are tied into your world, and factions have moved from background color to the fore.

Use everything from the Icon Relationship Roll section in this book and enjoy. Mission accomplished.

and what you are looking for. None of these are so powerful that you have to lose a level to take them. Each gives one or more racial powers and has a feat that enhances the power that a character could take when they hit the champion tier.

For a low-feat game like 5E, you could make the champion feat boost just happen when the character reaches 10th level, or just skip it if it feels too powerful.

The races might work as written for 4E, unless you're looking for powers that work on the combat grid. 13th Age uses range bands.

Go Forth and Pilfer

When you are a GM, you can steal your favorite rules and concepts from all your games, and make them work for you and your group. *Gods and Icons* is made for that kind of pilfering.



Some 5E factions play harps!

The 13th Age Roleplaying Game SRD: <http://site.pelgranepress.com/index.php/the-archmage-engine-13th-age-srd/>



The Espairian Gods

Overview

The Bright Gods' Embrace,
page 25

Bright Bubble, page 29

Suo: (SOO oh) Culture of the Old Gods. The remnants of the people who lived in Espairia before the Amiqui invasion.

Amiqui: (ah mik EE) Culture of the Thirsty Gods, recently subjugated by Shastan invaders.

Shastan: Culture of the Bright Gods. Recent colonizers and rulers of Espairian Empire.

Cuicoa River: (KWI kwa) A large river that runs through Espairia and empties into the Sea of Tears. Sometimes called "Auntie" by the Amiqui.

Heresy Wars: Battles that took place over a thousand-year period in the homeland of the Shastan people. The wars were fought mostly between followers of the Path of Sky and the Path of Heaven.

Triads, page 9

The Espairian pantheons reflect the clash of cultures. The coastal areas surrounding the Sea of Tears are easily reached by invaders. Successive waves of people with their faiths and ideologies have swept the region. Subjugation and colonization have led to mass conversions, even as the faiths and cultures of the people who came before infiltrate the pantheons and practices of newcomers.

The Old Gods probably predated even the Suo culture that formalized the pantheon. Traces of that faith are found everywhere, though mostly in fragments. The strongest remnants of the belief system are in the wild places, where the people of the Old Gods have been pushed into the woods and mountains. There has also been a resurgence of the faith in the port cities.

The Thirsty Gods are the pantheon of the Amiqui people who conquered the Suo in a past age. As the long-time rulers of the area, their faithful make up a large portion of the people along the Cuicoa River and port cities, especially the poor. Many of the Thirsty Gods' faith traditions are kept alive in desert strongholds, fortified against invaders.

The Bright Gods are the dominant pantheon of the Espairian Empire. A pluralistic faith even before the overseas expansion of the Shastan people, the Bright Gods have already taken on aspects of the beliefs of the people they've colonized, in Espairia and elsewhere.

Today, the Espairian Empire is marked by a tentative peace in matters of faith. Many of the people there are pluralistic, worshiping gods from multiple pantheons. Citizens may, at the same time, offer a beer blessing to Ixtaa and praise Beao for the harvest. Other people cling to the ways of their ancestors, actively removing foreign traces of worship from their faith.

Creed. All orthodox Lightbringers are taught the Lightbringer Creed, which is a long epic poem. The poem is the subject of countless songs, stories, and debates.

The sacred number three repeats throughout Shastan faith and culture: there are three stages of life, three genders, three elements, three last rites, and three paths to the afterlife. A colloquial reference to the Lightbringer Creed is to say, "I worship the three from three." What does this mean? The Bright Gods are divided into three triads, based on their relationship to the creation of the world. The three orthodox paths that Lightbringers follow use one deity from each triad. Thus, three from three.

The Paths of the Lightbringer Creed

While all Bright Gods are acknowledged members of the same pantheon, most people follow a path of three gods. Each path has its own values, iconography, and death rites. Each is symbolized by three colors and three elements (animal, vegetable, mineral). There are three major paths: Heaven, Sky, and Earth. Other paths have appeared and disappeared over time.

Some people who follow a path without much fervency, and others who take extreme views. People of the same path tend to associate with one another. In the past, the sense that one path was better than another led to the thousand-year Heresy Wars. Now, however, there is a sense that all major paths are necessary parts of a whole. The paths as practiced today are not always exclusive. People worship and attend festivals of Bright

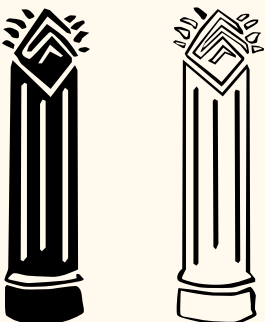
Followers of the Bright Gods

Human

My people brought true civilization to this land. We were the victors in our conquest because our gods are the strongest. Like many adventurers, I follow the Path of Heaven, but respect all paths. Like many monks, my aunt follows the Path of Sky and my uncle the healer walks the Path of Earth.

Wood Elf

The end of an age brings new gods, and I hear the call of the Path of Earth. Our wise queen lets us worship who we will, but my family does not understand.



The Bright Gods

The Bright Gods are the deities of the Shastan people, the most recent colonizers of the Sea of Tears, and the originators of the Lightbringer

Gods outside of their paths.

A triumvirate of hierophants leads the Light-bringers. Hierophant Glasyra is both the leader of the triumvirate and the Sanguine Hierophant of the Path of Heaven.

Path of Heaven: Tukae, Dozakad, Katalua

In its most basic form, this path is a call to experience life vigorously, with a sense that hard work will be rewarded, either during life or in the afterlife. It is a common path for an ambitious nation or ruler, as it emphasizes the struggle toward an ultimate victory. For the same reason, it is also popular with small, disenfranchised groups. Many adventurers follow this path, believing it will lead them to fame and fortune. Some see it as a call to help everyone rise in good fortune together. Others see it as a call to individual liberty.

- Common Symbols: Red sun, oak sheaf, golden elephant holding oats and a spear
- Colors: Orange, red, gold
- Elements: Elephants, oats, garnets, corundum
- Virtues: Boldness, ingenuity, exploration, debate, liberty
- Administration: Led by Hierophant Glasyra, the Sanguine Hierophant; clerics of this path are called solars
- Rites and Festivals: All shrines include altars for burned offerings. At each major transition in life, members of this path make a burned offering to the path deities. Youthfest is a summer festival celebrating the births of all new children born in the past year. It is known for its competitive games.
- Death: The dead person is cremated as loved ones sit around the fire and praise the deeds of the deceased. Afterlife is paradise beyond the sun.

Tukae the Child

Tukae (TOO kay) was the first god, born in a burst of light from the first sun (there have been three suns in the ages of the world). Tukae's first laugh created music; the second laugh gave life to the gods, and the third laugh created the souls of all living beings. As you might expect from a god of laughter, Tukae is associated with joy and hope. Possessing innate wisdom as the author of souls, Tukae is wise, the chief deity of illusion, memory, and reality. The god protects the pathless, children and pagans and any others who cannot consciously choose. Shastan children burn their first-shorn hair as an offering to Tukae.

Iconography: Images of Tukae go back thousands of years. In most portrayals, Tukae is a child, with neither male nor female sex characteristics, and is associated with the color orange. (Orange in general is considered the color of youth.) In some images, Tukae leads or rides a baby elephant named Aix, who carries the world wrapped in its trunk.

Alternate Names

- The Child

Dozakad the Explorer

The god who wanders most is Dozakad (DOE zah kad). It is he who puts wanderlust in a person's heart, who gives strength to those who walk the long road, who guides refugees to safety. Traditionally, he has been a god of war and victory. Some in his culture praise him as the reason why Shastans have dominated the other peoples of Es-pairia. Others have denounced him as a god who justifies subjugating other cultures. Reformed faithful consider him a god of victory only, but that victory is only true when it is a victory for all peoples. To them, he is a god of peace, of appreciating cultural differences rather than combating or erasing them. Only time will tell if his war or peace aspects will win the day.

Iconography: Dozakad is portrayed either as a lean man with a walking staff, or as a broad-shouldered man in armor. His imagery depends on the worshiper's interpretation of his virtues and domains. Generally, the color red is associated with him.

Alternate Names

- The Explorer

Katalua the Destroyer

Katalua (CAT ah loo ah) is the destructive force of the end of life. She unbinds the soul from the



Katalua the Destroyer

Lightbringer Creed: *faith of the Bright Gods*

Hierophant Glasyra, page 41

body. She is the goddess who unravels plans, creates new opportunities, and removes obstacles. Yet in her paradise of an afterlife, there is endless peace and joy. Her duality, then, is in struggle and rest. According to many scholars, the Thirsty God Koatiri greatly influenced Katalua as she is worshiped today, from her imagery as the sun to her association with decay. She was originally a goddess of time, a compliment and lover to Perikalo, and some stories retain that relationship and its domain.

Iconography: Katalua's color is yellow: her images are female likenesses carved in gold, bronze, or oakheart. Her hair spreads out around her like the rays of the sun. Sometimes her hair is made of golden snakes, a retention of Koatiri's iconography. She holds a key and a sword in her hands.

Alternate Names

- The Destroyer

Path of Sky: Krito, Ezetesa, Laval

*Many monks follow the
Path of Sky.*

This path is a journey toward self-control and understanding. A person must fight the three desires of the body, the three of the mind, and three of the soul before it can reach the Tenth Understanding, or Equilibrium, in which all learning becomes clear and all experiences balance. Communities embracing the Path of Sky emphasize fitting into the social order. Small groups or individuals may focus more on working toward a cause greater

Kriton Shield, page 125



Path of Sky: Laval, Krito, Ezetesa

than self, or on resilience in the face of fear and doubt.

- Common Symbols: Scroll, dove, ten stars
- Colors: Black, blue, silver
- Elements: Doves, coniferous trees, diamonds, lapis lazuli
- Virtues: Moderation, harmony, learning, self-control, duty, good deeds, resilience
- Administration: Led by the Azure Hierophant, who also has a seat in the academically-focused Council of the Ten Towers. Clerics of this path are called stoics.
- Rites and Festivals: Becoming a eunuch is considered an acceptable way to defeat one of the desires of the body. Eunuchs are considered part of the third gender, and are called Lavalites. The Night of Open Locks happens every blue moon. At this time every lock is ritually opened and all doors are flung wide to show lack of attachment. During that night, if someone asks you for something they need, you must give it.
- Death: The dead person is embalmed and placed in the family vault. Those who have reached Equilibrium are said to look after their descendants. Whether a person has reached Equilibrium upon death is determined by priests of the path. Those who have not reached Equilibrium will be reincarnated until they do. The idea is that duty comes before paradise.

Krito the Father

Krito (KREE toh) is the god of harmony between the spirit world and the mortal one. He binds together the physical body and the soul in all living things. Themes in his morality stories are moderation, balance, and temperance. With him, extreme beliefs and lifestyles destroy either the soul or the house of the soul. Krito is also the god of mathematics, of marriage, and the interaction between the state and its people. He is the lord of things that move in the air: birds and arrows follow his laws. He is also considered a protection god.

Iconography: Krito is symmetrical, his proportions measured, his body black like the spaces between stars. Sometimes his eyes are stars, or he wears a crown of moth wings. Mathematicians' tools usually have an image of Krito on them. There are also common effigies of Krito, called kritons, carried for protection. These are usually made from black marble or ebony wood, with unpainted features.

Alternate Names

- The Father

Ezetesa the Teacher

Ezetesa (EZ eh tess ah) is the eldest of the Wind Triad deities. She is the goddess of history and responsibility, language and humility, knowing and the unknown. Ezetesa loves the curious mind, but she is first to strike down the pride of the learned.

Iconography: Ezetesa's robes are said to cover the whole world. They are the twilight sky, cov-

ered in constellations. The robes typically end in stylized scrolls. Her dark hair is piled high, reaching up like an outstretched question, braided to show the discipline of the student. Her color is blue.

Alternate Names

- The Teacher

Laval the Perfector

Silver-tongued Laval (La vall) is a deity concerned less with the afterlife than with helping the living refine themselves, with the goal of reaching *Equilibrium*. Equilibrium is a place with no regrets or attachments, where no emotion is too strong, and where all duties are attended to. It is a place of clear thoughts and clear conscience. Laval was originally a psychopomp, a god who guides souls to the afterlife. But, as the myths go, Laval realized that the journey was more important than the destination and sought to make the journey meaningful. Laval is the great guide.

Iconography: Laval is always shown as a smiling, androgynous figure wearing rags and carrying a silver lantern. Laval's pronoun is "they."

Alternate Names

- The Perfector

Path of Earth: Xaria, Beao, Perikalo

The basic tenant of the Path of Earth is simple: open yourself up to love. In return, you will receive the three gifts of community, inspiration, and happiness. Followers have interpreted this command in many different ways, ranging from asceticism to hedonism. Artists and healers are particularly drawn to this path. Communities that have made the Path of Earth their official faith tend to emphasize charity and citizen equality.

- Common Symbols: Ram horns, wine-stained fleece, a white and a purple violet entwined
- Colors: Green, purple, white
- Elements: Sheep (and wool), violets and grapes, all green stones
- Virtues: Self-sacrifice, mercy, healing, creation, love, appreciating beauty
- Administration: Led by the Argent Hierophant. Clerics are called shepherds. The Shorn are vagabond monastics.
- Rites and Festivals: At the age of majority, new followers choose their own names during a ceremony, called Forging. The Shearing is a midsummer festival of sheep-shearing and haircutting, in which it is not unusual to shave all of one's hair off as a sign of devotion. Followers of this path are often known by their short hair.
- Death: The dead are buried with a tree planted inside of their bodies, so that the burials form a grove. Each tree functions as a gravestone for the dead. After a period of mourning, the family of the deceased is

welcome to products of the tree.

Xaria the Mother

In the creation of the universe, the Child Tukae created the parents. One of the parents is the Mother, Xaria (zah REE ah). When she came into being, she smashed the light into billions of pieces, scattering the physical elements of the universe. From these elements, Xaria fashioned the physical forms of life, into whom Tukae breathed souls. She is the goddess of artisans and crafting, and the evening star is her bright forge. She is beloved by dwarves who follow the Bright Gods.

Iconography: Xaria is usually portrayed as having a large pregnant belly with stretch marks, wide hips, and full breasts. She holds a hammer in one hand and a distaff in the other. Sometimes she is shown in the process of birthing the stars by smashing a bright orb with her hammer. At other times, she is portrayed riding a chariot pulled by star-butterflies. Her hair is always purple, and sometimes her entire body is shades of purple, with sprinklings of stars.

Alternate Names

- The Mother

Beao the Sustainer

In Shastan culture, nature by itself is seen as chaotic or frightening. But nature tamed by Beao (BEE ay oh) represents safety and plenty. His influence makes the land fruitful through cultivation or he staves off death as the god of medicine. Beao is a shepherd for a mortal flock, the god a person might trust to calm a river or end a plague.

Iconography: Beao is a gender between male and female, possessing characteristics of each. How Beao looks has changed radically over time. Beao-as-eunuch was once a popular image, as was Beao with exaggerated sexual organs. Today, Beao is usually shown wearing a specific kind of wrapped robe with bells, the *beal* (beel), associated strongly with the third gender in the Bright Gods culture. Beao's color is green.

Alternate Names

- The Sustainer

Perikalo the Lover

The deity of love and beauty is male. As he is a death god by virtue of his triad, Perikalo (purr EE kal oh) (or Kalo) is also the god of aging. Rites and paths associated with Perikalo are generally ecstatic. Mind-altering drugs are used to create a frenzied state in which all worlds are supposedly visible. He compliments Tukae in that his domains embrace what is seen and unseen, both physical and inner beauty, lust and kindness, mortality and immortality. He is considered the gentlest of the death gods. If you die in your sleep, Kalo has sung to you.

Iconography: Perikalo's color is white, associated with the light-which-blinds. In some stories, Perikalo is Krito's brother. In others, he is Krito's lover. It is common to see them depicted as two halves: fair Perikalo and dark Krito, both symmet-

Equilibrium: a state of balance most important to followers of the Path of Sky.

Distaff: a staff for holding flax or wool in spinning.

Triads, page 9

Mind-altering drugs, including alcohol, have been part of human culture since the dawn of civilization. And so has addiction. Leave them out of your game or keep them in as suits you and your players.

rically beautiful, Kalo as the god of chaos and death, and Krito as the god of order and life.

Alternate Names

- Kalo
- The Lover

Triads

Clerical scholars group the Bright Gods into the triads traditionally referenced in the oldest texts, rather than the paths.

Sun Triad: Tukae, Xaria, Krito

The gods of the Sun Triad are responsible for the creation of life and the natural order of the world.

Wind Triad: Ezetesa, Beao, Dozakad

Wind triad gods are the deities of life: not its beginning, but its purpose and deeds. The Wind gods are commonly called upon for aid, as it is believed they care most about the workings of the mortal world.

Fire Triad: Perikalo, Laval, Katalua

Originally, the Fire Triad ruled the inevitability of death, with each god representing different death rites. Later, as Shastan culture interacted with others, elements of new gods blended with the death gods, producing the triad as it is known today, a curious mix of living and dying concerns. All of the gods of the Fire Triad are associated with magic and magic practitioners.

Other paths: Create Your Own

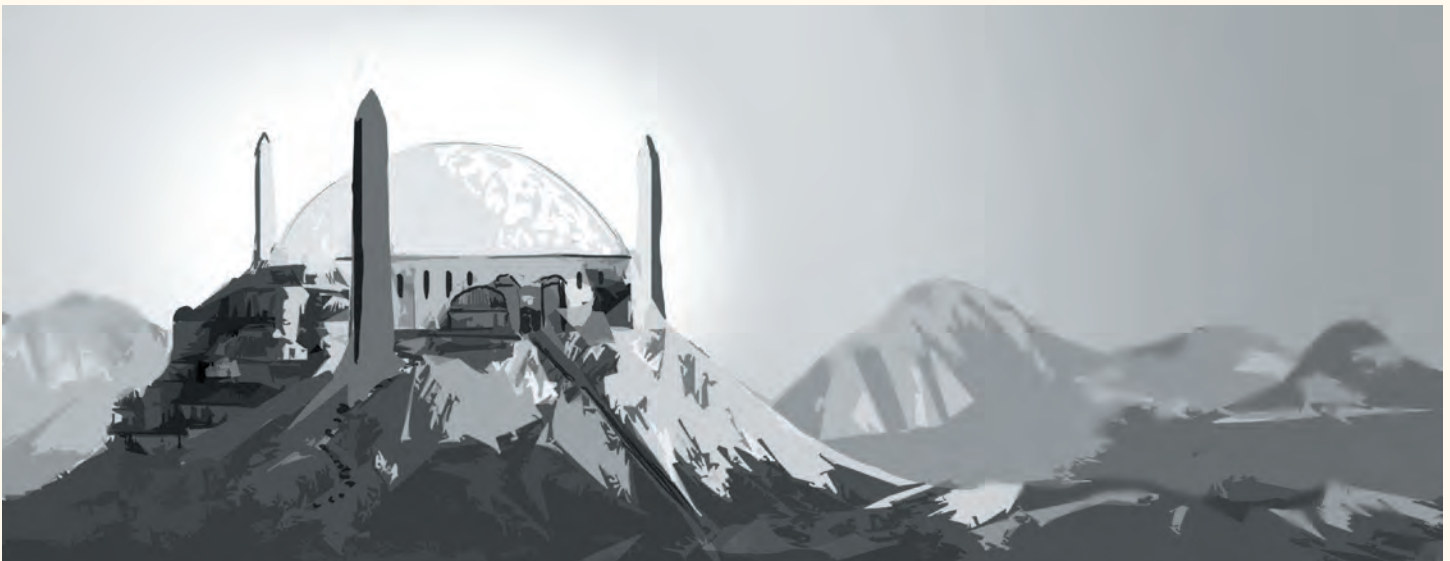
Choose any three gods, and ask yourself: What do these gods have in common? How might this path's version of the gods differ from their widely-known versions? Who might want to follow a path like this? Which rituals and festivals might they celebrate? What behaviors would they consider important? Is there an afterlife, a promise, or sense of purpose? Is there a state-sanctioned cult of their path? Would anyone dislike this path or consider it heretical? What colors or images might symbolize this path? What powers might gods of this path grant their followers?

False Gods?

If people's changing beliefs changed the gods, does that make them false gods?

Not at all. People, even hierophants, have imperfect understandings of the gods. And who can say if worship changes the gods themselves?

We do know divine magic works. How it functions and who the gods really are remain mysteries. Perhaps the players will come up with new answers.



The Thirsty Gods

The Amiqui culture which originated the Thirsty Gods began in a fertile river delta. As its influence grew through trade and warfare, worship of this pantheon—with its emphasis on dualities, an expansive underworld, and centralized rule—gradually replaced that of the preceding time. But the wheel of history eventually turned, and the colonizers were colonized—this time by Shastan invaders. Since that invasion is relatively recent, faith in the Thirsty Gods is still fiercely defended by the Amiqui people, often in defiance of the ruling elite.

Reknar the King of the Gods

Reknar, Lord of the Underworld, rules the pantheon of Thirsty Gods from within the crocodile of the earth. His is the booming echo, the seductive velvet of the night. When this god of music and rhetoric speaks, the world pauses to listen. The emotional foundations of fear and anger, ecstasy and amazement, are his to invoke. He is the General, leading the long march of life to its inevitable conclusion. The souls of the dead are the citizens of his vast necropolis, their stories lauded and recorded in the caverns of death. He is the god of memories, good and bad, and his messenger bats carry the dreams and nightmares of the sleeping mind.

Iconography: Reknar is depicted as twisted in form and pale as death, cloaked in black, with purple eyes beneath a moon-bright crown. His symbol is the bat.

Faith

- The Thirsty Gods tend to be worshipped as a whole. The faith is called Reknarism, its followers Reknarites. Emphasis is on deeds that give a soul “weight” in the afterlife. Reknarite priests wear black vestments with bat-shaped cloak pins. Amethysts are holy to the faith. Devotees worship Reknar as one who always listens, whose voice is something of a cross between a conscience and a temptation. In some stories, his demands are unreasonable and his actions vengeful. But he’s also easily moved to compassion, and it is this aspect the faithful invoke.
- The Brotherhood of the Scythe, an order of warrior-priests, worship Reknar the Irresistible. They are known for their gifted musicians, as well as for their berserker-style rages in battle.
- The Cult of the Dream Master is a fortune-telling cult, focused on interaction

Followers of the Thirsty Gods

Human

Our people lost our way and forgot to follow our gods in the manner of our ancestors. Invaders came. Now the fields that fed us, the homes that sheltered us, and the temples that guided us are gone. To survive as a people, we must hold fast to our gods. Lord Ikal has shown us a way forward, and as a warrior I have taken it. My cousin’s way is to steal from those who have taken so much from us. I pray the Twins keep her safe.

Dwarf

The gods revealed themselves to us long ago, on the shores of an underground river as it made its way to a sunless sea. Our people hold fast, and would never abandon our gods.

with the dead.

Cultural Impact

- Bards, priests, generals, and monarchs invoke Reknar to sway an audience. This is done by pressing all of one’s fingers onto the cheekbones just below the eyes.
- If you are overwhelmed by an emotion,

Reknarism: *the faith of the Thirsty Gods.*

The Way of the Thirsty Gods, page 25

Reknarite Knight, page 29

Reknarite iconography among the dwarves has a lot more beards.



you're in thrall to Reknar. If you strain to hear something but can't quite make out the words, you're "begging Reknar."

- Were-creatures are said to heed his commands.

Alternate Names

- Lord of the Underworld

Camazoth the Queen of the Gods

Narn: *the ritual language of the Reknarites.*

Camazoth was once a mortal woman, a sorceress-queen of great renown. When Reknar saw that her learning and wisdom were greater than his, he fell in love with her, wooed her, and begged her to come to him. She decided this was to her liking, and walked into a sinkhole he created, a passage to the underworld. Reknar made her his queen, and put the scales of judgment in her hand.

Camazoth is called the Undying, because she went to the underworld fully alive. She is also the goddess of learning, of practice and attainment, single-mindedness, tactics and treaties, and oaths. Warriors who have died in her name form her honor guard, and the most learned of wizards form her inner circle. Nine of these wizards are called the Zothnori, and each governs a form of magic.

Iconography: She is deep brown and slender, clad in violet, with piercing black eyes. Her long black hair is braided with silver glyphs of power. Her holy symbol is the silver balancing scale.

Faith

- In mainstream Reknarism, Camazoth is worshipped as the embodiment of justice, the bane of oath-breakers. The scales are her holy symbol. Priests carry ritual obsidian daggers that are known as Camazoth's Eyes. The faithful used to offer blood sacrifices to her, lest the scales be tipped out of their favor, and the practice is still sometimes followed. Usually, however, Reknarites interact with Camazoth by singing hymns—for it is known that Reknar's voice once swayed the goddess of justice, and a song is considered a fitting offering.
- The Cult of the Silent Mind draws the devotees of Camazoth the Wise. They seek knowledge for its own sake, especially lost or forbidden knowledge. They are the primary preservationists of the original writings of Amiqui culture. They practice meditation using her name as a mantra.

Cultural Impact

- Swearing by Camazoth is the strongest oath.
- Teaching songs are called "camae."
- Another name for a wizard tower is a "zothmill," literally a place of intellectual grinding.
- The term "Zothnori" is often used as a name for a secret society of magic practioners.
- An epic poem about the love of Reknar and Camazoth, the Narillion, is one of the holy

tales of Reknarism, but it is widely known and quoted outside of the faith, as well.

- The ritual language of the Reknarites, Narn, is used in spellcraft to this day. According to legend, Camazoth wrote the first words by dipping a dragon claw into her own blood and writing on the skin of a sea serpent. Reknar then breathed his music onto the glyphs.

Alternate Names

- The Undying

Koatiri the Burning Lady

Koatiri (KOH ah tyr ee) is goddess of the sun, mistress of the Eight Winds. She is Reknar's daughter by his first wife, Tabtep, goddess of freedom and wilderness (and, some speculate, a personification of the Old Gods). Together, Reknar and Tabtep had Koatiri, a beautiful golden child of whom everyone was fond. But Tabtep was not content in the underworld, and though she was faithful, Reknar could not control his jealousy. He beheaded her, and it was this evil deed that lost him his right to walk upon land. Koatiri fled him and rose to the heavens. Depending on the story, it is either the power of her condemnation or the shame of it that keeps the Lord of the Underworld beneath the earth. She created the moon as a house for Tabtep's body, for all to see the truth of Reknar's crime.

Koatiri is the Truth Which Destroys. She is neither just nor merciful. She does not like false praise. She is the goddess of toil and inevitable decay. Her winds stop for no one; her eagles devour the corpses of the dead. Her eyes see to the center of a man's soul, regardless of his deeds. Soldiers offer her a grim salute before battle, and midwives invoke her at a birth.

Iconography: Koatiri is never portrayed in humanoid form. Her symbol is the sun, with snakes coming out like rays.

Faith

- An all-female cult, the Windwalkers, worship the Sister. They dedicate themselves to warfare, honing their bodies with training and privation. Their short braids are a trademark. They feel the Sister knows their struggles and will see the purity of their intentions. They are considered to be heretics by the order of Sunreavers, who worship Koatiri the Destroyer.
- There are rumors of a lich collective worshipping a combination of Koatiri and Camazoth as the Hollow Queens of decay and undeath.

Cultural Impact

- For mainstream Reknarites, the color yellow is bad luck, as is the number eight. It is the night that is kind and the day that is cruel.
- A full moon is a Mother Moon.
- When the day is hot, you might say that the

“snakes are biting today.”

- Some say Koatiri has been co-opted into the pantheon of the Bright Gods as Katalua.

Alternate Names

- The Burning Lady
- The Truth Which Destroys

Shok and Yuniris the Intercessor Twins

Reknar and Camazoth do not leave the underworld. They intercede with mortals through the actions of their identical twin sons, Shok and Yuniris (yoo NIGH ris). The twins are half-mortal messengers and psychopomps, tasked with ferrying souls to the underworld. There are many stories of their heroism and cleverness, especially in outwitting their half-sister, Koatiri. They are tricksters and intercessors, champions of mortal souls, who ride the world over on their griffon mounts.

Yuniris is the god of silence. When he moves, no one can hear him, and he leaves no prints. Hummingbirds are his creatures. He carries a bow and can fire arrows with many different properties: glee, sympathy, confusion, distress. He is always there at any performance, firing arrows into the hearts of an audience. He has a large shell on his chest, in which he traps the winds of the sun goddess. He uses these winds for many purposes: a sandstorm to erase the steps of a fleeing refugee, a calm wind that bears a boat safely to shore, a gentle breeze cooling a brow on a hot day. Any beneficial wind comes from Yuniris. In stories, Yuniris often comes up with the cleverest plans, but he is very shy. When he is seen, things go amiss.

Shok is a god you can't help but see. Lightning is said to be his defiant speech to the sky. His domains are boldness and luck, and his adventures begin when he makes up his mind to do something no one else has ever done. Risk is his enterprise, and surprise is his delight. He's a patron of lovers and brash speakers. He is also the god of time, whose sands measure the days of a person's life. It is said that when he comes for you, if you've lived life to its fullest, he'll tip the scales of Camazoth in your favor.

Iconography: A common image of the twins is the Intercession: Shok speaking to Reknar and Camazoth, while Yuniris stealthily tips the scales in favor of a dead soul. The twins are the color of river silt. Yuniris has a shaved head or locked hair, a sea shell on his chest, and an archer's bow. Shok has wild hair,

an hourglass at his belt, and he holds a spear. The shell and hourglass are their simple icons.

Faith

- In mainstream Reknarism, the Twins, called the Intercessors, frame the altar in the temple. Rites of childhood, adulthood, and death are directed at them.
- The Sand Speakers are an order of bards, heralds, messengers, and spies. They worship the Hero Twins.
- The Oracle at Khos is an oracle of the Twins. Fewer people use it now than in centuries past, but it maintains a trade in curiosities. Warrens of treasure-rooms are said to exist beneath the oracle buildings, which have partially crumbled due to the shrinking of the Khossian cult and their ability to maintain the structures.

Cultural Impact

- One does not invoke Shok by name. He is always called Fortune, for example: “I was shy as Fortune's brother.”
- It is wise to spill a libation to Fortune before undertaking a new venture.
- “Fortune comes before the Destroyer,” reflects the verbal battle between Shok and Koatiri, and means that no one is fortunate forever.
- A gentle wind, or a steady wind without malice, is called a Yuniro Wind, or a “good-shell wind.”
- The Yuniriat is an annual play competition in worship of Yuniris. Loud appreciation of a



The Twins Interference: While Reknar and Camazoth sit in judgment over a dead soul, Shok speaks and Yuniris stealthily tips the scales of justice in favor of the dead soul.

play—clapping and shouting—is the “cloak of Yuniris.”

- The devout leave food or drink out for the Twins in hopes they intercede for absent friends.

Alternate Names

- Intercessor Twins
- Fortune (for Shok)

Chazda the Earth Crocodile

Chazda is brother to Tabtep and the god of the earth. He guards the gates of the underworld. He is generally seen as hostile to mortals, unyielding and barren if he has a choice. He rules the mountains, speaking with the quake of the ground and the ash of the volcano. The stalagmites and stalactites in a cave are his teeth; the open cave, his mouth. He is the father of dragons and dragon kin, and fire is his terrible gift to humanity.

Iconography: He is depicted either as a red crocodile with a three-pronged fire-tail, or as a large red man with fire-bright eyes and a flaming spear.

Faith

- The Crocodile God is not central to mainstream Reknarism, which focuses more on the Lord of the Underworld and his family. He is mentioned in stories, but is not a part of everyday worship, beyond acknowledging that the earth is a crocodile.
- The Fire Guard are the remains of an ancient order worshipping the Great Maw. Before the advent of the Bright Gods, the Guard had a contingent in every major city as a firefighting force. They still exist in some cities, but are otherwise scattered. Some members of the Guard are entertainers: fire-jugglers and dancers. Some members work in fire magic. Some members are rangers, dealing in controlled burns or fighting fires in the bushland. They begin every day with a prayer to Chazda and a ritual meal of milk and honey (or a special honey wafer that functions as travel bread, called *damna*). They do this to make the god aware of their presence, thanking him for his bounty and asking him not to “eat” (kill) them today. Members of the Guard have no illusions that Chazda is kind, but they respect him as the god of earth and fire. Guards perform cremation rites for others are cremated when they themselves die.
- It is said that dragons have their own rituals of worship to Chazda.

Cultural Impact

- Cracked, dry land is “scaled.”
- Many mountains in the region reference Chazda, with names like Crocsback or Crocodile’s Tail.
- Libations of milk and honey are widely believed to placate Chazda.

Alternate Names

- The Earth Crocodile

Ixtaa the Dismembered God

When mortals arose in the sand of Tabtep’s dancing feet, it was Ixtaa (ISH tah), benign goddess of the river, who was their first and best protector. She sheltered them from her grumpy and vengeful mate, the god Chazda, and her gentle bees led them to her river valley. There, she removed her own flesh and used it to make the ground fertile. She gave mortals grain, and taught them how to make beer. The Thirsty Gods are, in general, a martial pantheon, but she is the goddess of peace and joy, industry and beauty.

Iconography: In most images, Ixtaa is a voluptuous woman with skin the color of rich soil and hair the blue, green, and brown of a river. She is often depicted as removing her arm or cutting off a lock of her hair. The reed, ibis, and bee are her symbols.

Faith

- The faith of the Dismembered God is not central to mainstream Reknarism, which focuses more on the Lord of the Underworld and his family.
- The Reknarite church might not emphasize Ixtaa’s worship, but the Silt Lady is a big part of daily life in river country. She has shrines on the banks of every river, and it is to her that sacrifices are made during flood seasons, droughts, and plagues.
- The Melissar are a mystery cult dedicated to Ixtaa. They worship the Goddess as the sacrificial giver, the sustainer of life. They maintain bees in sacred hives, the products of which fund their cult. Melissar artisans are particularly good painters and chandlers. It is not uncommon for a compound to house both members of Melissar’s cult and the Fire Guard.
- The Brewers are more than just brewers of beer, though they do make and drink it. They are also pacifists who take a vow of poverty, and who must wander the earth for a period of time, doing good deeds in the name of Ixtaa the Greathearted. Brewers who have finished this journey settle in groups, usually working as potters or basket-weavers in addition to brewing. Though occasionally persecuted by the Bright Gods’ followers, Brewers are a welcome sight to Amiqui communities.

Cultural Impact

- Throughout the region, rivers are often nicknamed “Auntie.” If one’s goods are taken by the river, it is “Auntie’s due.” Waterproof baskets are Auntie’s baskets.
- River Houses are inns on stilts at river edges. Innkeepers (called aunts and uncles) of River Houses show their dedication to Ixtaa by never turning away a person who needs

lodging. Such a house, it is said, will never be destroyed by flooding.

Alternate Names

- The Dismembered God
- The Greathearted

The Silverius Heresy

The mystic Silverius taught that there is but one pantheon. Each religion gets the one true pantheon wrong in its own ways. The goal of a thinking person is to find and prove errors in all religions, and what is left is the truth.

Silverius was sentenced to be burned at the stake, but vanished without a trace. So his followers have been burned at the stake ever since.

*Many Reknarite Knights,
page 29, revere Balamet.*

Balamet the Warrior Cat

This god of bravery walks unafraid on the skin of the world crocodile. All places are the same to him; he is a wanderer. The compass and the lodestone are his. Though he is aligned with the underworld gods, he never goes there. He is a protective spirit for mortals. In dark places, in strange ones, the black cat is always with you.

Iconography: As a warrior, he is human-shaped, with a great cat's head, usually that of a black lion or leopard. A simple black housecat is his most common symbol.

Faith

- In mainstream Reknarism, Balamet is seen as a martial spirit who often carries warnings to and acts in conjunction with the Hero Twins. Most Reknarite houses of worship keep a cat on the grounds.
- There are as many warrior bands and adventuring guilds dedicated to Balamet as there are cats. They are collectively known as the Fearless. Spending a year with the Fearless is thought to build character, tipping the scales in your favor.

Cultural Impact

- Amiqui think that keeping cats—especially black cats—is lucky. They will often wear cat-shaped ornaments and weave cats into their textiles. Milestones or travel signs may have a little cat shrine beneath them, or display cat iconography.
- “The Cat went before me,” is a reassuring phrase when something frightening is about to happen.

Alternate Names

- The Warrior Cat
- The Cat

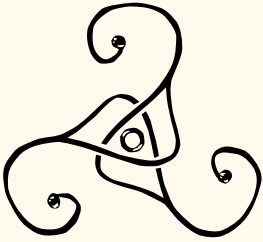


The Old Gods

Spire: *the faith of the Old Gods*

Suo, page 5

Blue Aoife, page 51



The Old Gods are all that's left of an ancient system of worship that once spanned Espairia. The iconography of the Old Gods—particularly the wheel and the idea of life's circle—is well-known throughout the region, especially among the Suo people. Some of these gods and their cults have remained alive through old stories and rituals. Other cults have been resurrected by people disaffected by the Shastan elite. The oldest variants of worship involve animal sacrifice and the use of psychotropic drugs to produce visions. Newer variants have taken the form of mystery cults and healing centers.

There is no central leadership, but Blue Aoife is respected by all. The ritual calendar of the Old Gods is still widely used. This ritual calendar dates from the creation of the world, and governs life events. Many people in the region use the calendar without much reference, sadly, to the Suo culture that created it.

The Ladies: Kelya, Muirelle, Atowen, and Hassis

Blessing of the Green Goddesses, page 26

They are the Green Goddesses, the Forest Ladies, and the Sweeping Eyes, who sprang fully-formed from four shining fruits of the World Tree. Among the faithful, the worship of these goddesses never died, outlasting successive cultural waves, each new group adding its own understanding to the old religion.

Kelya is the youngest of the goddesses, the personification of the life force in all souls. Music is her domain, and all souls are said to be the notes she has sung. She is the east, the rising sun, new growth, and gentle rain. She tends to make mistakes and easily falls in love—good fodder for bardic tales. Her worshipers note that she is the goddess who understands mortal life best.

Muirelle is the golden goddess of peace and prosperity, the one who rewards faith and hope. From her long black hair, the night to which wishes are spoken, she draws out treasures for every soul. She is fat with happiness, the darling of merchants, patron of babies, mother of sweet water, the hand that calms the storm, the clear cloudless sky. She is the giver of herbs and spices. When all is well, Muirelle is the goddess



Followers of the Old Gods

Human

Our people and our gods once covered the land like stars in the sky. Due to great crimes committed in past ages, our power is now hidden. The wilderness shelters us and the cities of the invaders hide us. Our lives are not easy, but our songs and clans live on. When this terrible age ends, we shall be ready for the next.

Half-Orc

I left the shelter of the deep forest for the gold of the cities. Now the Sparrow and the Fox protect me as I share my take with my guild-mates.

to whom worshipers offer thanks.

Atowen is the goddess of hunters and horses, falcons and hounds. She is lean and muscled, the opposite of Muirelle, representing the last push before victory. She is also the goddess of harvest, of beer and wine. Sex and lust are hers, but also barrenness. She is the shaper who creates things with her hands, the patron of woodcutters, ar-

chers, and carpenters. She commands the western wind.

Hessis is eldest, the Queen among queens. All shelters, places of refuge, and the ancient rules of hospitality are her domains. She is the weaver, clothing the poor and wretched. She is the tactician, whose decisions ultimately won the great war of the old gods. She is north, the protector of foodstores, the celebration of the end of a long task. Many voices are lifted to her for help, and she aids without favorites. Often, portrayals of justice utilize a portion of Hessis' iconography.

Iconography: The Ladies are often represented in the center of a wheel, their interlocking hair making up the round and their bodies, the spokes facing the four cardinal directions. Generally, Kelya is fairest and Hessis is darkest, all of them shades of brown like their beloved trees. Individual effigies of the goddesses are carved out of different woods: basswood for Kelya, pine for Muirelle, red oak or cherry for Atowen, walnut for Hessis. Each is also associated with a season: spring for Kelya, summer for Atowen, autumn for Muirelle, and winter for Hessis.

Cults

- The Suo people practice the oldest religion native to the region, called Spire. Spirians worship the Green Goddesses as queens of the World Tree and its eight forms of life. The name of the faith is related to the name of Espairia.
- The cult of Kelya is an ecstatic cult of dancers and singers. Her festival, the Kellalia, occurs on the spring equinox. It is a rite characterized by wild abandon in eating up the last stores of the winter and drinking the winter wine. Celebrants practice denying their inhibitions in order to commune with the life force of the world. Children conceived during Kellalia are often dedicated to the cult.
- The cult of Muirelle is very popular, and its great feast at summer solstice, the Muirine, is observed even by those outside the faith. The cult operates a recognized banking system and is fairly wealthy. Seers drink a psychotropic tea called *muirín* to focus their visions. The cult includes water dowsers and well-diggers, and traditional healers called Murites.
- Members of the cult of Atowen, called Atonites, wear an alder-wood circle pendant. Gender is not divided in their rites, and those rites are kept secret.
- The cult of Hessis is popular with rulers and urbanites who are still steeped in the faith of the Old Gods. Charities in the name of Hessis are common. Praying to Hessis requires a head covering for humility, and some members wear scarves at all times.

Cultural Impact

- Each Lady, in order from youngest to oldest, guards a quarter of the ritual calendar. They may have initially been seasonal goddesses, but over time the seasons have shifted, while the calendar has not.

- Four is a lucky number to worshippers of the Old Gods.
- It is common for a child conceived during the Kellalia to be named Kelbrae, meaning "born under the guidance of Kelya."
- The plant, queensrod, is a painkiller ascribed to the bounty of Muirelle.
- Speaking a wish to the south is asking for aid from Muirelle.
- If you have a strong premonition when the wind is in the west, it is a message from Atowen.
- "Atowen give me strength" is a common invocation, even for non-worshippers.
- "Let Hessis choose" is uttered when leaving something to chance.

Alternate Names

- The Forest Ladies
- The Green Goddesses
- The Sweeping Eyes

Argir the Worm

Argir is the eldest of the Old Gods, the ungendered deity who sits at the base of the World Tree. As the stories go, Argir was once a snake, living amongst the harsh grasses of the world. One day, Argir looked up at the blistering sun and said, "I wish there were shade," and at once, a great tree, the first tree of the world, began to grow. At the same time, the roots of the tree twined around Argir, trapping most of the snake beneath the earth. Many creatures clamored into the shade, and just as Argir opened his mouth to warn them away, the tree became aware of itself. When he heard its green voice, Argir realized that no other creatures would be trapped, for it was Argir's own wish that sustained the tree. However, if Argir moved, the tree would die. Argir looked up: it was a beautiful tree. Many birds had already sheltered in it, and snakes had climbed up into it. It held many fruits, lovely to behold. Argir saw that many more trees would be born of that tree, if only given the chance. So Argir decided to remain to sustain the tree, becoming the great Worm at its base.

Argir is therefore the giver, the producer. He is the fertility in the seed and the strength of tilled earth, the foundation upon which all growing things depend, but most especially the trees. Other aspects have either merged with or grown into worship of the Worm over time. Storytellers invoke this god as the fertile source of all stories; women in childbirth and soldiers in the field pray the Worm will help them endure. Argir is the god of wishes, though often in the stories, what you want isn't always what you need. Argir is the god of wisdom and of the workings of the earth.

Iconography: A long ribbon of a worm interwoven at the base of the World Tree. Argir is never depicted without the Tree.

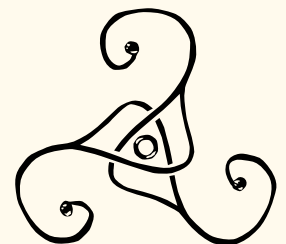
Cults

- In some way, all followers of the Old Gods ascribe creation of the World Tree to the Worm.
- The Order of the Eversinger is a bardic

Argir is traditionally referred to by masculine pronouns, though "he" has no gender.

Blessing of the Worm, page 26

Blue Aoife was trained by the Atonites





Baron Von Vorlatch is a well-known member of the Withered Root.

- order that provides trained oral historians to libraries across the region. They worship Argir the Eversinging.
- The Wormeaten seek to heal the natural world. They help farmers with bad fields, they plant trees, and they educate people about how to keep the land healthy. Many members of the order take a vow of poverty, of baldness, and of gender erasure. Such members are referred to as “they” rather than “he” or “she.” Others, the Halfeaten, participate in the faith without taking these vows. The Wormeaten worship the Worm of Life.
- The Withered Root worships Argir the Undead. They contend that since Argir died but did not die in the creation of the World Tree, he was the first undead being. And, since the World Tree cannot exist without Argir, the world cannot exist without the undead.
- The Silent Soldiers worship the Dread Worm. Their rites are said to make them endure any trial, and they believe the Worm keeps the lists of their great deeds written on the trunk of the World Tree.

Cultural Impact

- It is bad luck to cut a worm, to see a dead worm, or to leave a worm out of the soil to die.
- Alchemists and midwives often make the circle of the Worm (thumb and index finger meeting, other fingers curled under, waving the hand back and forth) before doing something difficult.
- Root Ballads are the names of the oldest stories belonging to the Suo culture. The bards trained in singing these tales invoke the Worm with each telling.
- Most iconographic depictions of trees in Espairia—even in Amiqui and Shastan art—depict intricate root systems due to the shared regional belief that roots are important. This originated with Argir.

Alternate Names

- Argir the Undead
- The Eversinging
- The Worm
- The Worm of Life

Baltigan the Sparrow

While the sparrow is just a humble bird in the stories of the Bright Gods, in Suo tradition, the Sparrow is a powerful deity associated with magic, warfare, and death. Baltigan was once a messenger of the Ladies and Lords, but he gained his freedom by carrying conflicting messages to each, causing the first great war of the world. He tricked Argir into giving him magic from the World Tree. How he did this is the subject of popular Root Ballads, and there are many different versions.

It is said that when the Sparrow sings, he lies, but it is a pretty lie—like the ending of pain at the moment of death, the glory of war for an untried

soldier, or the blaze of lightning before a storm. He’s the god of the heist and the rumor. If your reputation is at risk or you want to soil someone else’s, speak to Baltigan. The Sparrow is also the deity of magic in the pantheon of Old Gods—at least, in the one that survived the wearing of time. While there might have been some grand old tree wizard at one point—and the iconography suggests there may have been—Baltigan is the only god in the stories we know now, who gives aid to magicians.

Baltigan is also the god of marriage and courtship, proving that the ancients were cynical.

Iconography: A black or brown sparrow with lightning bolts for a tail, or lightning bolts coming out of its beak. He is also depicted as humanoid: a handsome brown man with gold teeth and lips, or gold lightning bolts for hair.

Cults

- The Order of the Sparrow is an association of wizards officially sanctioned by the Shastan elite to worship Baltigan. They keep a well-tended shrine, use sparrow familiars, and stain their lips gold. There are also a number of magic mystery cults, highly secretive covens which are not only unofficial, but banned.

Cultural Impact

- Warriors carry a “peck,” or pouch with a sparrow feather, an apple seed, and a lodestone, to ward off ill fortune in war.
- Wedding rings for those of the old faith are circles of wood with the print of a sparrow’s foot. Newlyweds are spoken of as living in a sparrow’s nest.
- Some elite households will keep a sparrow or two in the foyer as guardians of the house’s reputation.
- “Don’t wake the Sparrow,” is another way of saying, “keep a secret to yourself.”
- “Sparrow’s due” is a drink or meal left for the recently dead.

Alternate Names

- The Sparrow

The Lords: Toc, Tanic, & Helbar

The Lords sprang, it is said, from the tears of Argir, reflecting the Worm’s desire for freedom in the first moments he was trapped beneath the World Tree. The tears flowed over the land and into the sea, where they could move without restriction, and staged wild contests between themselves. The Ladies quickly saw they had little self-control. They caused mighty earthquakes and windstorms and waves that threatened to destroy life on land.

Toc is the leader of the Lords, a position he won by guile with the Sparrow’s help, the story of which is chronicled in a Root Ballad. His eyes are always portrayed as pearls, shining and unfocused. He is so beautiful that he can blind you, and his is the calm water which lures boats

Thrice-Wise Mercurius is a patron of the Order of the Sparrow.



Blessing of the Lords, page 27

Blessing of the Sparrow, page 27

just a little too far. His voice is so sonorous that it has sailed fishermen onto the rocks. The eye of the hurricane, and the small hole that sinks the great ship are his domains, as are coral reefs and glittering schools of the best fish. The sea serpent is his sign.

Tanic is the drowned god, twin to Toc. His vision is always focused. If it is your time to die, he can always find you and drag you to the bottom of the sea. He listens to no entreaties and does not make bargains. He heeds only the workings of an individual's calendrical fate. Octopodes, leviathans, and other monsters of the deep are his messengers.

Helbar is the personification of nature at its wildest. Earthquakes, tsunami, and high winds are his domain. He is also the god of bloodlust and pillaging, the ugliest side of war.

The Lords as they were originally known were terrible and ruthless, to be placated rather than praised. They were perhaps a natural belief of a culture that lived by the Sea of Tears, with the small boats of the ancients, during a time when storms were more frequent and fierce. The ruins of temples to these once widely-worshipped gods can be found up and down the Espairan coast. Their elaborate cults, tied closely with the ancient coastal elite, died soon after the rulers themselves were lost to intercultural conflict. Scholars generally believe that the cults' emphasis on human sacrifice did not endear them to the population at large.

Iconography: In old iconography Toc is depicted as a sea serpent. He is also portrayed as a shell or a silver hand. Tanic is an outstretched hand with an eye in the center. Helbar is the fist. They have all been depicted in humanoid form, usually in shades of green and blue and black. Helbar is twice the size of either of his brothers, broad and glowering, usually shown with his fists raised. Tanic and Toc traditionally stand side by side, Tanic with his hand outstretched and Toc with his hand beckoning.

Cults

- There is a newly formed cult to Toc, the Silver Hand. It has a small but loyal following among pirates, shipwrights, and fishermen in several port cities. Like many other resurrected and reimagined cults, human sacrifice no longer occurs. There are gatherings of the believers at Silver Feasts, which are determined by the ritual calendar.
- Occasionally there are rumors of one of the Lords' scandalous human-sacrificing cult of surfacing, but these rumors are usually false.

Cultural Impact

- "Helbar's Fist" is a poetic name given to high waves, high winds, or earthquakes.
- In battle, if you are overtaken by bloodlust, Old Two-Fist has you.
- Blindness is said to be caused by Toc. If you are unfocused or lose your sight you are "sea-glazed."

- A Root Ballad detailing the doomed love between Lord Toc and Lady Kelya is one of the best-known creation myths of the elves.
- "Tanic knows" is another way of saying that only the gods know our fate, or what which is meant to be, will be.
- If you lose fish to the sea you are paying "Tanic's tithe."
- Three is considered an unlucky number by Spirians, because the Lords number three.
- In the ritual calendar, the days of adjustment at the end of the year are the Drowned Days, and are considered very unlucky. The days are spent cleansing the household before the arrival of spring.

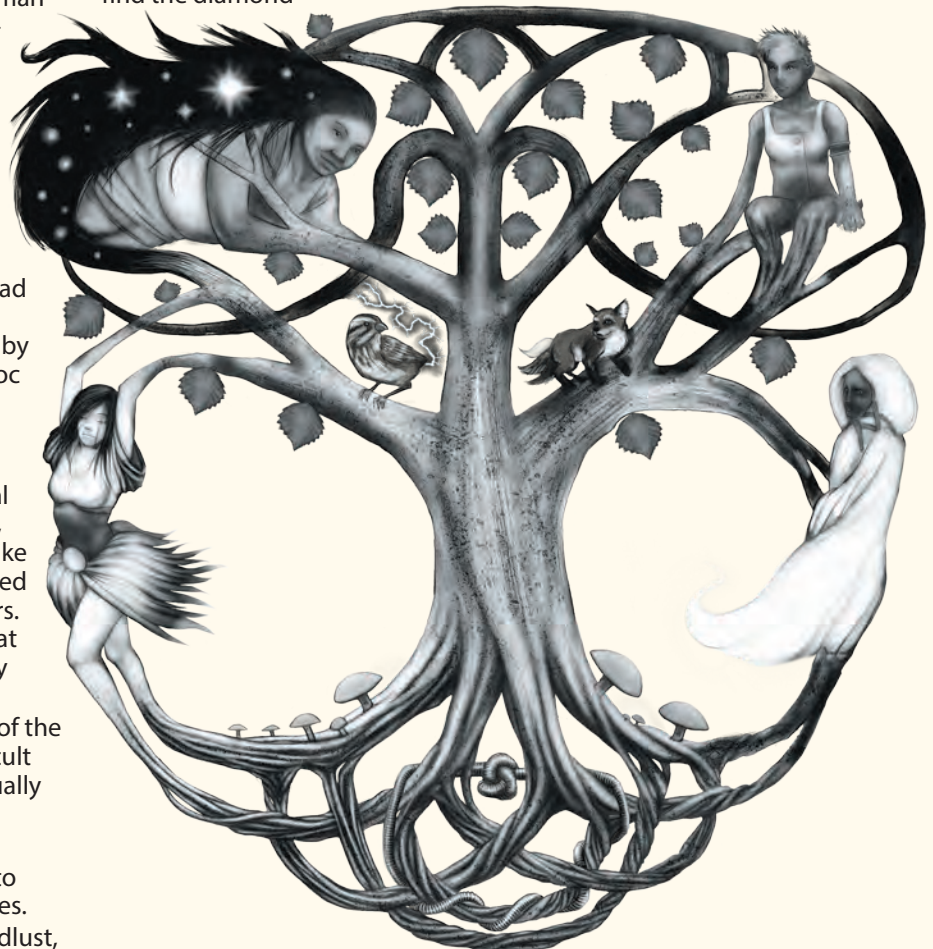
Alternate Names

- Old Two-Fist (Helbar)
- The Lords

Tullet the Vixen

The Vixen is probably the best known and preserved of the Old Gods of Espairia. She is still traditionally invoked to find lost things, from spare keys to loved ones. Because the fox is considered a walker between worlds, the Vixen is believed to see everything, including the bindings of fate. She can bite your soul free of its preordained future, find the diamond

*Blessing of the Vixen,
page 27*



The World Tree: Argir in the roots, the Sparrow and the Vixen in the branches, and the Ladies circling the tree.

ring your grandmother lost, or get you out of that dungeon. But beware! You'd better offer a gift, or else the Vixen may decide she likes the thing she found for you and will keep it for herself.

Tullet is also associated with fire and fireplaces, for their elements of mischief and the capacity to transform things. She is the goddess of fevers and comas. She is associated with smoke and fog, for even as she can find things, she can also obscure them. In kindly folktales, she acts like something of a fairy godmother. In the oldest stories, she acts as the Ladies' questioner, cutting a soul free in order to test it.

*Blessing of the Mushroom
God, page 28*

Iconography: Tullet is depicted as a red fox with three tails (past, present, future). Her paws are always black. The fox head and a stylized version of the three tails are also common icons.

Cults

- Worship of Tullet the Unshackled has grown, especially among ex-slaves. It is a recent cult, emphasizing freedom, personal responsibility, and dismantling of old systems. It is not popular among the elite and is subject to persecution.
- The Sisterhood of the Vixen is an old order of healers that has passed down its medical knowledge for longer than most of the surrounding cultures have existed. The order attributes their continued existence to Tullet's power. Many aspects of their worship differ from that of Tullet the Unshackled, notably in their use of animal sacrifice.

Cultural Impact

- Most houses have three stylized fox tails etched into or drawn in kohl by the fireplace.
- There is a folk saying that if you've lost something, check near the fireplace. Likewise, if you've lost something, someone might shrug and say, "soot paw."
- People often hang a coin or a shiny object over a bed to ward off fevers, also known as fox-bites.
- Every self-respecting thieves' guild has a shrine to Tullet.

- It is said that even dragons heed the swish of her tails.

Alternate Names

- The Vixen

Delkrey the Mushroom God

Delkrey is something of a companion to Tullet. He does not walk between lands, but he spans the connections of the world, seeing what she does. Above and below, there is nothing he does not touch. If Tullet bites through the days of your fate, it may just be Delkrey's filaments she's severing. He is the lord of future sight, the watcher. He connects his worshippers to the spirit world through visions, the ritual practice of which are the oldest rites in Espairia. He is the god of teleportation: mushroom rings are his portals. He is the god of sleep, of decay, of memories. You call on Delkrey if you want to forget something, to memorize a long passage, or to bind someone to a promise. That said, it is the god himself who has been, for the most part, forgotten. His worship is scattered and limited, at least above ground.

The drow worship a rather cruel version of Delkrey, in the form of a spider made of death cap mushrooms. The Sisterhood of the Death Cap Spider are the clergy of this Delkrey cult, and are known for their clerics, not druids.

Iconography: The well-known Wheel of the Old Gods, despite being portrayed as a ship's wheel, is actually a stylized depiction of a mushroom ring, with mushrooms sticking out at intervals. The wheel stands for both Delkrey and life's circle. Delkrey himself is never depicted in humanoid form, though some stories give him humanoid traits. Drow represent Delkrey using a spider inscribed in a circle.

Cults

- The Gray Watchers are a Delkrey mystery cult. Through their rites, they claim to have knowledge of the future. They are fabulous-



ly wealthy, and have their own order of warriors, the Grey Justicars, who have fought as mercenaries on occasion. The Watchers have been known to send out a justicar to bring about or avert a foreseen event.

- The Sisterhood of the Death Cap Spider is a sinister priesthood of Delkrey that wields enormous political power in underground drow cities.

Cultural Impact

- Moldy bread is “kreybitten,” though few know the origin of this expression.

Alternate Names

- The Death Cap Spider
- The Mushroom God

third might not exist, or be used only by NPCs.

This approach is also a fine choice for short campaigns, or where you want to reserve one pantheon to be used as foes. Again, you can reskin divine talents from the pantheon you drop if you wish.

More Pantheons

Add your own pantheons, either those you make up, get from another game supplement, or find in history. You probably will want to steer clear of modern faiths for obvious reasons.

Variants

Static Gods

In this variant ignore the changes of the pantheons over time. The gods are eternal and have always been as they are now. Influence flows one way, from gods to people.

Using static gods lets you run gods who need very little faith. The only mysteries are caused by knowledge the gods themselves decide to withhold.

Worship Powers the Gods

The more worship a god gets, the more powerful the god. Thus the Old Gods are just hanging in there, fed mana or psychic power by rustic folk pushed to the side and the druids who lead them. The Thirsty Gods are starting to weaken, and the Bright Gods are growing more powerful by the year.

One Pantheon

Pick one pantheon for your campaign. Perhaps the others don't exist, or at least they are foreign and don't exist for your players. This approach works well if you just want to do a one-shot or a mini-campaign, but it does take away player choice.

At your option, you could reskin divine talents from pantheons you don't use to fit the one you do.

Two Pantheons

Pick any two pantheons for your campaign. The



Most Likely to Smite

Enough with the pious tripe. A little something linking the gods to characters with flexible morality.

Baltigan's Guide for Enterprising Rogues and Crooked Clerics

It is worth noting, as I have heard tell, that the sparrow is the wisest of all creatures, and wisest of all is their chief, Baltigan. He, of any deity, understands your struggles to increase the prosperity of your mean estate upon the earth. I say he understands best—yes, even more than Muirelle, who knows harvest without the effort of acquiring it. Baltigan understands even more than Beao, with his beals of plenty, a shepherd in a land without wolves. True prosperity is only maintained by trickery, for the way of the world is disintegration, the scattering of wealth. Army upon army has marched across Espairia, reaping each a bloody crop. Compared to their looting, the nobles' taxes, and the tithes of corrupt temples, all you ask is but a few coins.

The people of the Sea of Tears are a religious people, and if you follow the Sparrow's ways well, you may gather for yourself those coins which would otherwise have gone to the less worthy. All you need to know are two things: which deities will get you the best rewards, and which deities are most likely to smite you for indecorous use of their worshippers.

What are the best rewards? For the burglar, it may be treasure hidden away in temples and homes. As long as you give her your due, Tullet is the thief's friend. The grave robber will find the easiest target is an Amiqui tomb with a missing cat statue. But don't remove the statue yourself. Balamet will smite you if you do. Another potential target is a Suo burial site. While in the wilds, look for a ring of old oaks. But don't disturb Suo remains if the wind is from the north. The smite from Hessia is deadly.

There are, of course, two places that represent the apex of worldly wealth: the Cathedral of the Holy Convergence and the tombs of the Tanmul Necropolis. Both are excessively well-guarded, but divine punishment is not certain. Baltigan himself knows a few who have lived a full life, having sipped at these coin-wells.

Excessively adventurous rogues might try the castle of the Grey Watchers, which houses the most fabulous treasures of all. But beware! Their Justicars get their foresight from Delkrey. Zoe the Red is known to have robbed the temple because the Justicars found her three years later. Avoid Delkrey. Gods that grant futuresight will smite.

Gods with the most idealistic followers make the best marks for swindlers. Followers of the Path of Earth is a good choice, as are followers of Muirelle. Beware Tukae. He protects the innocent, so don't run a scam during Youthfest. Smooth Sabah lost his sanity in this way. Instead, try the Kellalia, a festival so wild that even Baltigan might fall prey to a con there. And though it's a risk to

pose as a Brewer—a mob will rip you limb from limb if you're discovered—if you are sure of your talents, few cults are as favored as that of Ixtaa.

For the cleric looking to find a devoted following—a cult leader with true ambition—your main trouble is geography. If you're in a port city, where the taxes to the Bright Gods are highest, create a new path. You will not lack for followers among the discontented. If you're in a town along the river or in the scrublands, claim to have visions from Reknar, or lead an expedition invoking the Twins. If you're in the mountains of the wildfolk, go with Argir. He is worshipped in many ways, and Baltigan, who has tricked the World Worm himself, has never heard of anyone getting smited for using the Worm's name.

Though he seems the perfect choice, don't invoke Toc in a cult following. The Lord is best known for his silver tongue, it is true, but you will lose control of such a cult to the god himself. However, if you're a pirate on the Sea of Tears or along the wide river, invoke any of the Lords. They are keen on destroying fat merchants and breaking the wealth of complacent nobles.

For the thug or strongarm with a need for direct confrontation, Dozakad is your ally. Despite all of the new words painted by the Shastan invaders about his kindness and "gentle" victories, this is the god of conquest. If he had scruples, would he have blessed subjugators? Chazda is also a possible choice, but as with Tullet, remember to offer him tithe.

Never invoke Koatiri. She's the goddess of vengeance: the desert grows every day because of her wrath. There is no coin in that direction—only a mighty smite. Also avoid Krito, though some may consider him an option. Who better to spread the wealth than the god of balance and moderation? But Krito is also a protection god, and if you do not judge it correctly, his smites are among the worst. Sacnite the Flower, for instance, had a mighty mob, networked between many towns. But at the apex of her power, Krito replaced her cunning words with the worst memories of everyone who came near her, and she was soon executed by her own. Balance, you see, is dangerous.

Gods are real and true, but they are limited. How else would so many coexist? Learn the precepts of this guide, and you may step around their sore spots. Baltigan, most cunning of all gods, wishes upon you all of the worldly fortune you desire. May you live well until you die.

Baltigan the Sparrow, page 17

The Ladies: Kelya, Muirelle, Atowen, and Hessia, page 15

Beao the Sustainer, page 8

Tullet the Vixen, page 18

Balamet the Warrior Cat, page 14

Cathedral of the Holy Convergence, page 30

Tanmul Necropolis, page 31

Gray Watchers, page 19

Delkrey the Mushroom God, page 19

Ixtaa the Dismembered God, page 13

Argir the Worm, page 16

The Lords: Toc, Tanic, & Helbar, page 17

Dozakad the Explorer, page 6

Chazda the Earth Crocodile, page 13

Koatiri the Burning Lady, page 11

Krito the Father, page 7

Pantheon References

Bright Gods

Lightbringer paths	Gods	Main Icons/Characters	Symbol
Path of Heaven: liberty, ingenuity, and exploration	Tukae, Dozakad, Katalua	Hierophant Glasyra, Emperor Roland, Thrice-Wise Mercurius	gold elephant
Path of Sky: harmony and learning	Krito, Ezetesa, Laval	Hierophant Glasyra, Thrice-Wise Mercurius	ten silver stars
Path of Earth: beauty and altruism	Xaria, Beao, Perikalo	Hierophant Glasyra	ram horns

Lightbringer Creed: *the faith of the Bright Gods*

Bright Gods	Path	Alignment	Color
Beao: deity of plenty, medicine	Earth	NG	green
Dozakad: god of victory, exploration	Heaven	NE	red
Ezatesa: goddess of history, humility, language	Sky	LN	blue
Katalua: goddess of time, unbinding, rest	Heaven	CG	gold
Krito: god of harmony, mathematics, marriage	Sky	LG	black
Laval: deity of journeys, moderation, no regrets	Sky	N	silver
Perikalo: god of love, beauty, aging, ecstasy	Earth	CG	white
Tukae: deity of music, youth, illusion, joy	Heaven	NG	orange
Xaria: goddess of industry, starlight, minerals	Earth	N	purple

Alignment: *We're using alignment as shorthand for how our gods are generally perceived, not as moral straightjackets. The gods and their worshipers can act anyway they wish.*



Reknarism: *the faith of the Thirsty Gods*

Thirsty Gods

Thirsty Gods	Alignment	Main Icons/Characters	Symbol
Balamet: god of bravery, protection, travel	CG	King Thorbal	black cat
Camazoth: goddess of justice	LN	King Thorbal, Lord Ikal,	silver balance scales
Chazda: god of the earth, dragons, fire	NE	Thrice-Wise Mercurius, Aurum Rex, King Thorbal, Lord Ikal	red crocodile
Ixtaa: goddess of peace, joy, industry, beauty	NG	Thrice-Wise Mercurius, King Thorbal	ibis, bee
Koatiri: goddess of truth, destruction, sun	NE	Lady Akuma, Supreme Commander Tyrvek, Lord Ikal	sun with snake rays
Reknar: god of music, rhetoric, dreams, death	CN	King Thorbal	bat, amethysts
Shok: god of luck	CG	King Thorbal, Father of Robbers	hourglass
Yuniris: god of silence, wind, emotions	CG	King Thorbal, Father of Robbers	shell

Alignment: *We're using alignment as shorthand for how our gods are generally perceived, not as moral straightjackets. The gods and their worshipers can act anyway they wish.*



Old Gods

Spire: *the faith of the Old Gods*

Old Gods	Alignment	Main Icons/Characters	Symbol
Argir: deity of fertility, stories, endurance, wisdom, wishes	N	Baron Von Vorlatch, Blue Aoife, Ghiama, Queen Tanadil, wood elves	worm in the roots of a tree
Atowen: goddess of hunt, wood, lust, harvest	CG	Blue Aoife, Queen Tanadil	red oak effigy
Baltigan: god of rumor, magic, courtship, war	CN	Blue Aoife, Thrice-Wise Mercurius, Queen Tanadil, high elves	lightning sparrow
Delkrey: god of memories, future, sleep, decay	N	Blue Aoife, Queen Tanadil	mushroom ring
Helbar: god of bloodlust, natural disasters, sea	CE	Blue Aoife, Queen Tanadil, Supreme Commander Tyrvek	blue fist
Hessis: goddess of hospitality, justice, tactics	LG	Blue Aoife, Queen Tanadil	walnut effigy
Kelya: goddess of music, growth, gentleness	NG	Blue Aoife, Queen Tanadil	basswood effigy
Muielle: goddess of peace, prosperity	NG	Blue Aoife, Queen Tanadil	pine effigy
Tanic: god of fate, death, sea	LN	Blue Aoife, Queen Tanadil, Supreme Commander Tyrvek	hand with eye in palm
Toc: god of seduction, calamity, death, sea	LE	Blue Aoife, Queen Tanadil, Supreme Commander Tyrvek	silver hand
Tullet: goddess of free will, fire, finding/hiding	CN	Blue Aoife, Father of Robbers, Lady Akuma, Ghiama	three fox tails

Alignment: *We're using alignment as shorthand for how our gods are generally perceived, not as moral straightjackets. The gods and their worshipers can act anyway they wish.*



Divine Talents

In this section you refers to the player, not the GM.

While it is certainly fine for players to create clerics of goodness and druids of nature, these talents are for players who want to lean into the pantheons and make them a core part of their character.

Cleric

Domains

Hierophant Glasyra, page 41

The Bright Gods' Embrace

Special: You must be a follower of the Bright Gods.

Once per battle as a quick action, when you cast a spell on yourself and/or any of your allies, the targets of your spell get to add your positive relationship points with Hierophant Glasyra plus their own positive relationship points with the Hierophant (if any) to saves until the end of your next turn.

Invocation of the Bright Gods: You and all your nearby allies gain temporary hit points equal to your positive relationship points with Hierophant Glasyra plus double your level.

Lord Ikal, page 45

Aurum Rex, page 39



Adventurer Feat: When you use your domain ability to give bonuses to saves, your contribution to the bonus is double your positive relationship points with Hierophant Glasyra.

Champion Feat: You gain 1 relationship point with Hierophant Glasyra or Emperor Roland. This point can add to your normal relationship points, but you can't exceed the normal relationship maximums with it.

Epic Feat: When you use your domain ability to give bonuses to saves, those affected can roll 2d20 and take the best roll for the saves.

The Way of the Thirsty Gods

Special: You must be a follower of the Thirsty Gods.

Once per battle as a quick action, you can reroll a natural even miss on an attack roll.

Invocation of the Thirsty Gods: You and all your nearby allies have your crit range expanded by 2 (usually to 18+).

Adventurer Feat: When you use your domain ability to reroll a missed attack, your crit range expands by 4 (usually to 16+).

Champion Feat: You gain 1 relationship point with Lord Ikal, Aurum Rex, or King Thorbal. This point can add to your normal relationship points, but you can't exceed the normal relationship maximums with it.

Epic Feat: When you use your domain ability to reroll a missed attack, roll 2d20 and take the best roll.

Druid Talent

Wheel Caster

Special: You must be a follower of the Old Gods.

This talent is for Druids who want to be connected to the Old Gods and gain a wide variety of spells. The wheel is the sacred symbol of the Old Gods, and a druid with this talent casts spells blessed by these gods. Unlike other druid talents, this talent can only be taken at the initiate level. Perhaps this is a sign of the waning influence of the Old Gods.

Blessings of the Wheel Feats: You can choose as many of these feats as you wish to connect you directly to the power of the Old Gods. Adventurer-tier feats will provide you with at-will spells at your level or one level below (when you're at even levels).

Bonus Blessing: When you take the Wheel Caster talent, you gain one blessing of your choice for free, and do not have to take the Adventurer-tier feat to take it. For this free blessing only, you are able to gain the Champion-tier and Epic-tier feats without taking the Adventurer-tier one.

Wheel Casters get daily spells as shown in the level progression chart.

Wheel Caster Initiate Level Progression

Druid Level	Daily Spells	Levels at which Spells are Cast
Level 1 Multiclass	1	1 st level
Level 1	1	1 st level
Level 2	1	1 st level
Level 3	2	3 rd level
Level 4	2	3 rd level
Level 5	2	5 th level
Level 6	3	5 th level
Level 7	3	7 th level
Level 8	3	7 th level
Level 9	3	9 th level
Level 10	3	9 th level

You choose which daily spells to memorize each day. Anyone with the Wheel Caster talent can memorize any of the daily spells.

You get one at-will spell for each adventurer feat you spend on a blessing of the Old Gods. The adventurer feat for each blessing is a prerequisite for both the champion and epic-tier feats, but the epic feat does not rely on the champion-tier feat.

Blessing of the Green Goddesses

The Ladies: Kelya, Muirelle, Atowen, and Hessis, page 15

If you take the blessing of the ladies, the Green Goddesses look over you. You dance in ecstasy, stay calm when others fall apart, hunt like a falcon, and win battles like a general. When the mood is tense, your shadow takes on the shape of a tree, unless you wish otherwise.

Adventurer Feat: You gain the protection of the ladies spell below.

Atowen's Spear, page 28

Champion Feat: Add double your Wisdom bonus to the temporary hit points delivered by *protection of the ladies*. At epic tier, add triple your Wisdom bonus.

Epic Feat: Atowen's spear is now a recharge 16+ after battle spell.

Protection of the Ladies (1st Level)

Ranged spell

At-Will

Target: You or a nearby ally

Effect: The effect depends on the target's status.

Unstaggered Target: The target gains a +2 on AC until the target ends their turn staggered, or until the end of the battle.

Staggered Target: The target gains 4 temporary hit points.

For Protection of the Ladies, a target that gets the unstaggered effect and becomes staggered does not automatically get the staggered effect. The spell would have to be cast again to gain the temporary hit points.

3 rd level spell	The spell is now a quick action to cast (once per round)
5 th level spell	+3 on AC and PD until staggered, or gain 6 temporary hit points if staggered
7 th level spell	8 temporary hit points if staggered
9 th level spell	+4 on AC, PD, and MD until staggered, or gain 10 temporary hit points if staggered

Blessing of the Worm

If you take the blessing of the worm, Argir, the eldest of the Old Gods, watches you from the roots of the World Tree. When you stride upon living soil, worms crawl up in your wake, unless you don't want them to, in which case they stay hidden.

Argir the Worm, page 16

Adventurer Feat: You gain the grasping roots spell below.

Champion Feat: You gain 1 relationship point with either Aurum Rex or Ghiama. This point can add to your normal relationship points, but you can't exceed the normal relationship maximums with it.

Curse of The Withered Root, page 28

Epic Feat: *Curse of the Withered Root* is now a recharge 16+ after battle spell.

Grasping Roots (1st Level)

Ranged spell

At-Will

Target: One nearby enemy

Attack: Wisdom + Level vs. PD

Hit: 1d8 + Wisdom damage and the target is stuck (save ends).

Natural Even Miss: If the target has fewer hit points than you, it is stuck until the start of your next turn.

Helbar's Thunder, page 29

3 rd level spell	3d6 (11) damage
5 th level spell	5d6 (18) damage
7 th level spell	5d8 (23) damage
9 th level spell	7d10 (39) damage

Baltigan the Sparrow, page 17

We recommend you, as the GM, let the druid know which targets have fewer hit points than they do before they choose their grasping roots target.

Blessing of the Sparrow

If you take the blessing of the sparrow, Baltigan shares his magic with you. When you attempting to trick someone, you and your nearby allies hear the cheep-cheeping of a sparrow, but your target does not (even if the target is an ally). If you don't wish your allies to hear, they won't.

Tullet the Vixen, page 18

Adventurer Feat: You learn the wizard spells *ray of frost* at first level and *lightning bolt* at third level. *Lightning bolt* is an additional daily spell you add to your other wheel caster daily spells. It does count against your normal maximum dailies. When these spells refer to Intelligence, you can replace that ability score with references to Wisdom. You may take feats in these spells.

Champion Feat: You gain 1 relationship point with Thrice-Wise Mercurius or the Father of Robbers. This point can add to your normal relationship points, but you can't exceed the normal relationship maximums with it.

Epic Feat: *Lightning bolt* is now a recharge 16+ after battle spell for you.

Tullet's Escape, page 29

Blessing of the Lords

If you take the blessing of the lords, the uncontrollable powers of the Lords surge within you. When you are angry, copious amounts of salt water drip from your skin and hair, unless you don't want it to.

Adventurer Feat: You gain the *wrath of the lords* spell below.

Champion Feat: You can use the barbarian's rage feature once a day.

The Lords: Toc, Tanic, & Helbar, page 17

Epic Feat: *Helbar's thunder* is now a recharge 16+ after battle spell.

Wrath of the Lords (1st Level)

Close-quarters spell

At-Will

Target: One creature engaged with you

Attack: Wisdom + Level vs. PD

Hit: 2d4 + Wisdom thunder damage

Natural Even Hit: As a hit, plus the target takes 2 ongoing damage (save ends).

3 rd level spell	The spell now requires only a quick action to cast (once per round)
5 th level spell	2d6 (7) damage, 4 ongoing damage on even hit
7 th level spell	3d6 (11) damage, 6 ongoing damage on even hit
9 th level spell	5d6 (18) damage, 8 ongoing damage on even hit

Blessing of the Vixen

If you take the blessing of the vixen, Tullet, the three-tailed fox, watches over you. When you are searching for anything, your shadow grows three tails (unless you rather it didn't).

Adventurer Feat: You gain the *vixen's fog* spell below.

Champion Feat: Once per battle, you can reroll a failed save.

Epic Feat: *Tullet's escape* is now a recharge 16+ after battle spell.

Vixen's Fog (1st Level)

Ranged spell

At-Will

Target: You or one nearby ally

Effect: For the rest of the battle (or for five minutes), target has a +2 bonus to all defenses until they are hit by an attack.

Enemies who can see invisible creatures ignore this bonus.

3 rd level spell	The spell is now a quick action to cast and can be cast on two targets
5 th level spell	can be cast on three targets
7 th level spell	can be cast on four targets
9 th level spell	+3 bonus to all defenses

Blessing of the Mushroom God

If you take the blessing of the Mushroom God, the signs of Delkrey, the companion to Tullet, are everywhere. When sleeping in the wild on living earth, you awaken to find a mushroom ring surrounding you.

Adventurer Feat: You gain the *fungal retreat* spell below.

Champion Feat: You gain 1 relationship point with either Blue Aoife or Queen Tanadil. This point can add to your normal relationship points, but you can't exceed the normal relationship maximums with it.

Epic Feat: *Delkrey remembers* is now a recharge 16+ after battle spell.

Fungal Retreat

Close-quarters spell

At-Will

Target: You or one nearby engaged ally

Effect: You teleport the target to a nearby location you can see but the target must first roll to disengage with a +1 bonus or suffer attacks of opportunity. (There is a brief pause during which attacks of opportunities can occur.)

3 rd level spell	The disengage check gains a +2 bonus
5 th level spell	The bonus increases to +3 and can be cast on 3 targets
7 th level spell	The bonus increases to +4
9 th level spell	The bonus increases to +5, and each target can pop free of one enemy as a free action before making the disengage check



Daily Spells

Atowen's Spear

Ranged spell

Daily

Special: Choose the type of damage this spear does: cold, fire, holy, lightning, or thunder

Target: One nearby or far away creature

Attack: Wisdom + Level vs. AC

Hit: 4d6 (14) + Wisdom damage of the chosen type, and target is vulnerable (hard save ends, 16+).

Miss: Half damage, and target is vulnerable until the end of your next turn.

3 rd level spell	7d6 (25) damage
5 th level spell	7d10 (39) damage
7 th level spell	10d12 (65) damage
9 th level spell	2d8 x 10 (90) damage

Delkrey the Mushroom God, page 19

Curse of The Withered Root

Ranged spell

Daily

Target: One nearby enemy

Attack: Wisdom + Level vs. PD

Hit: 4d6 (14) + Wisdom negative energy damage, and target is weakened (save ends)

Miss: Half damage, and target is weakened until the end of your next turn

3 rd level spell	7d6 (25) damage
5 th level spell	7d10 (39) damage
7 th level spell	10d12 (65) damage
9 th level spell	2d8 x 10 (90) damage

Delkrey Remembers

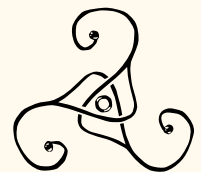
Ranged spell

Daily

Target: You and all nearby allies

Effect: As a free action all targets can roll to recharge all their recharge spells, abilities, and items that are waiting to be recharged.

3 rd level spell	Recharge rolls gain a +2 bonus
5 th level spell	Bonus increases to +3
7 th level spell	Bonus increases to +4
9 th level spell	Bonus increases to +5, and each target can choose a spent daily to recharge on a 16+ with no bonus



Helbar's Thunder

Close-quarters spell

Daily

Target: One or more enemies engaged with you

Attack: Strength or Wisdom + Level vs. PD

Hit: 4d8 (18) + Wisdom thunder damage, and target is stunned (save ends)

Miss: Half damage

Reknarite: follower of the Thirsty Gods

3 rd level spell	5d8 (23) damage
5 th level spell	8d8 (36) damage
7 th level spell	2d4 x 10 (50) damage
9 th level spell	2d8 x 10 (90) damage

Tullet's Escape

Close-quarters spell

Daily

Target: You and all nearby allies

Effect: All targets can make a save against all current save end effects

In honor of the warrior cat, Reknarite Knights often rename the fighter talents by affixing "Balamet's" in front of their fighter talent's name. Balamet's cleave, Balamet's comeback strike, and so on. The paladin talent Way of Evil Bastards is often renamed Way of the Cat.

3 rd level spell	As above, plus all targets can make a normal save against a condition that has a duration that lasts until the end or beginning of a turn
5 th level spell	As above, and all targets get a +1 bonus to their saves
7 th level spell	The save bonus is +2
9 th level spell	The save bonus is +3

Prison Break

Tullet's escape is the perfect spell to use in a ritual when trying to break someone out of prison, especially if that someone is you. You did take the Ritual Casting feat from the 13th Age core book, didn't you?

Spirian: follower of the Old Gods

Wheel Caster, page 26

Paladin Talents

Bright Bubble

Lightbringer: follower of the Bright Gods

Special: You can't take this talent if you take the Reknarite Knight talent.

Special: You must be a Lightbringer.

Once per battle as a quick action, when you or a nearby ally is staggered, you can give the staggered character double your level in temporary hit points.

Adventure Feat: When you use your Bright Paladin talent to bestow temporary hit points, add twice your positive relationship points to Hierophant Glasyra to the total of temporary hit points.

Champion Feat: You gain 1 relationship point with Hierophant Glasyra or Emperor Roland. This point can add to your existing relationship points but you can't exceed the normal relationship maximums with it.

Epic Feat: You can use your Bright Paladin powers twice a battle.

Reknarite Knight

Special: You can't take this talent if you take the Bright Paladin talent.

Special: You must be a Reknarite.

Choose one of the talents listed in the fighter's class talent list. You gain all the talent's advantages and can take feats in that talent. Replace any fighter references to paladin.

Special: You can choose Reknarite Knight a second time, if you wish, at 5th level or at 8th level to gain other fighter talents.

Ranger Talent

Way of the Wheel

Special: You must be a Spirian.

Choose one daily spell of your level or lower from the Wheel Caster talent in the druid class. You can cast this spell as if you are a druid. You can change your chosen spell each time you take a full heal-up.

Adventurer Feat: You can choose which ability score you want to use as the attack ability when casting druid spells.

Champion Feat: You can now choose from the druid Wheel Caster at-will spells.

Epic Feat: You gain an additional Wheel Caster spell of your choice that is your level or lower; a total of two from this talent.

Holy Sites

Cathedral of the Holy Convergence

Religion: Lightbringer

Location: On high ground overlooking the Sea of Tears and the bustling port city of Kyesh

Appearance: The cathedral's vast dome with its three-pointed spires dominates the landscape for miles around. The dome, made of marble and limestone, is painted white and covered in mirrors. It reflects the sun like a small star. The obelisk-like spires are covered in hammered gold. The exterior of the cathedral is a confluence of smaller domes and walls in multicolored bricks of red, brown, and sandy yellow.

Three large doors dominate the front of the cathedral, each tall and broad enough for an elephant to walk through. To the right the door for the Path of Heaven is red with a gold sun and gold-and-garnet rays. The broad stairs leading up to it take a purposefully winding path. The middle door, for the Path of Earth, is purple with white rams' horns hung on the front, and greenstones set in whorls. A broad ramp leads to this door. The door to the left, for the Path of Sky, is blue, with ten silver stars set with glittering white stones. Stairs leading to this door go three at a time, with a landing between each set of three. Anyone climbing them is supposed to pause at each landing for spiritual contemplation. Tucked away to the left side of the cathedral is an unpainted door for nonbelievers. A small door on the right (the Rainbow Door, made of glass) is for followers of nontraditional paths.

Significance: The cathedral was built by Emperor Ultamon, upon completion of the Great Conquest, 150 years ago. He set the door to the Path of Earth in the middle, saying, "The time of wars is ended; now let there be an everlasting

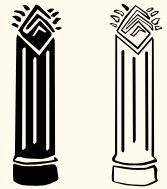
peace." The peace did not last, but the idea of the cathedral as a place of peace has. No weapons are allowed in the building, and one wing houses a monastic order dedicated to the resolution of conflicts. The three high holy days see a massive influx of pilgrims.

Adventuring Notes

- The cathedral is a perfect place to go for healing. The Shepherds of the Earth path are sworn to help all who ask (although if you aren't a Lightbringer, be prepared for proselytization).
- If a crooked employer refuses to pay you, and he's either in Kyesh or a Lightbringer by culture, threatening to bring in the cathedral monks might result in payment.
- The cathedral is a repository for a vast store of wealth, not only in its bejeweled ornamentation, but also stored beneath the cathedral in guarded troves.
- The three hierophants either make their home in the cathedral, or visit it frequently. The temple's wings and stories house a vast collection of Lightbringer bureaucrats, guards, and monastics. It is never empty. Most of the time, one of many choirs is singing.
- If you enter the cathedral with your weapons, you will be asked to remove them. The weapons are held in relative safety until you leave the cathedral. If you do not declare a weapon and it is found on your person, it will be confiscated and you will be removed from the cathedral. Such a weapon will only be returned after payment of a significant fee, which may include a quest.

Insert your own center of The Bright Gods for Kyesh.

Lightbringer Creed: *faith of the Bright Gods*



Hierophant Glasyra, page 41



Tanmul Necropolis

Religion: Reknarite

Location: South of the Sea of Tears, in an area that used to be lush and green but has changed over time to desert due to the shifting of the Cuicoa River.

Appearance: A high limestone platform that sits partially on the rocky hill beneath it, with the rest jutting out over a sensational drop. The buildings on the necropolis mirror the rise and fall of the landscape around them, with the largest building—the Red Maw—standing directly in front of the peak of the hill that the necropolis abuts. There are fourteen temples and two towers, divided so that each building faces a building on the opposite side. The temples begin as stepped pyramids and rise to broad, many-doored buildings at the top. Some of the buildings have tall, decorative roof combs painted with stories from the Reknarite faith. All of the buildings were once painted bright colors, but time and conquest has stripped some down to the limestone.

Significance: The necropolis was built over a long period of time. Each temple covers the tomb of a great monarch, interred there if portents from the underworld indicated they deserved a place. Their legends are carved on the long temple stairs and painted on temple walls. The Red Maw has no monarch buried beneath it, but it is said the bodies of 10,000 captives are buried at its base. The last temple was finished over 1300 years ago, during the height of Amiqui power. Once the river shifted, the necropolis was left to fall into ruin. It was only after the Great Conquest that the necropolis saw a resurgence of interest by the defeated worshippers of the Thirsty Gods. Its existence in a hostile desert has thus far preserved it from marauding armies.

Adventuring Notes

- The Red Maw is also called the Crocodile's

Mouth. It is actually a shell over a much older temple, which was in turn a shell around a sacred cave. One can still access this cave by descending a stairway into the heart of the pyramid. It leads to a vast labyrinth of limestone caverns. Reknarites believe that if one walks far enough into these caves, one will come to the underworld itself. The Maw has been used as a place to test the faithful, as site of blood sacrifice, and as a hiding place for people and items of great value.

- All of the monarchs in the necropolis are sealed into their tombs deep within their pyramids. The seals were so well constructed and hidden that the returning Amiqui, having lost much of the history of their people a millennia ago, did not even realize the temples had tombs beneath them, until two were broken open and looted. The remaining unlooted tombs have since been guarded by the Brotherhood of the Scythe. The defiled tombs were re-sanctified with blood, filled with precious items, and re-sealed.
- The Cult of the Silent Mind has a presence at the necropolis. Its members are attempting to reconstruct the lost history of their people by deciphering the writings and remains in the area.
- The small town of Tlanti, at the base of the necropolis, is a good place to look for unusual antiquities. Be aware that anti-Light-bringer sentiment is strong there.
- Lord Ikal sends a PC to Tanmul in order to prepare for the trials ahead.

Set the necropolis in any desert you wish.

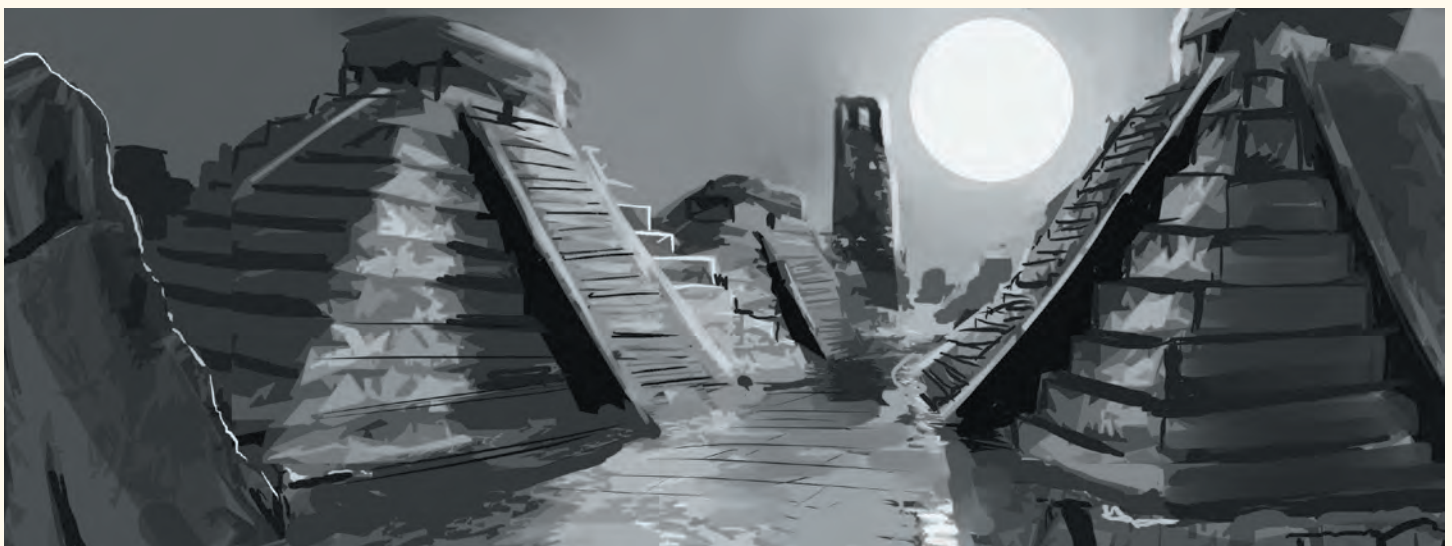
Reknarite: *faith of the Thirsty Gods*



Lord Ikal, page 45

Brotherhood of the Scythe, page 10

Cult of the Silent Mind, page 11



Sound Caverns of Mt. Käyatt

Religion: Spire

Location: On the northeastern side of Mt. Käyatt (KAH yaht) facing Lake Suolmenti (SOO ohl mehn tee), far from the Sea of Tears.

Appearance: A series of natural caverns and spiraling formations in the side of the mountain. They “sing” an astonishing range of notes with each shift in the wind. The caves are empty of goods, though covered in ancient paintings inside and out. Flags hung at the entrances to flap in the musical wind are inscribed with Root Ballads and wishes for the god Argir. (These flags are limited by decree so as not to inhibit the passage of wind.) On the edge of the lake, at the base of the mountain, is a small village. The village is dominated by a large longhouse made of the four woods sacred to the Ladies, its rooftop incised with interlocking knots.

Significance: It is unknown how long the caverns have existed, but they have been associated with the faith of the Old Gods for thousands of years. The area is considered to be the oldest and youngest place in the world, where the oldest stone gives rise to the youngest notes. It is where the power of Argir rises from the base of the World Tree—and where prayers to him are most likely to be granted. The caverns are also sacred to Hassis and Kelya. The village at the base of the mountain, Käyatt, is a place of pilgrimage, popular even among people of other faiths, even though it is a long journey from the Sea of Tears.

Adventuring Notes

- Blue Aoife has a compound along the lake,

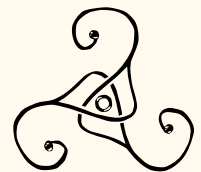
guarded by treants.

- The Spire faithful maintain a small force of Silent Soldiers in the village to keep the peace.
- A council of druids determines laws, though they are content to keep them to a minimum.
- While not a vast hub of trade, the area around the Sound Caverns hosts a significant exchange in alchemical goods. The mushrooms that grow in the wood are potent with hallucinogenic and even magical powers.
- The Order of the Eversinger maintains a small college in the village. Their most famous member, Eksi the Bard, spent the entire latter half of his life recording the notes he heard at the Sound Caverns. There is something of the pattern to the notes he recorded—one that shifts with the seasons. His notes form the basis for many melodies, especially those of the Root Ballads.
- Sparrows that nest in the shadow of the mountain reflect it in their songs. They are prized birds, and the gift of one is considered fitting even for an emperor. Selling the sparrows is strictly prohibited in the village—they are sacred birds—but they are worth too much for some to resist getting one by questionable means.
- The cold lake water supposedly has rejuvenating properties. Some adventurers say this is nonsense, but others have spoken of finding a small cove where the water heals even large wounds. This cove is never in the same place twice.
- The Spire faithful maintain an old shrine to Toc in the village. Some say it is there to keep a vast leviathan, or dragon, asleep beneath the lake.

Silent Soldiers, page 17

Order of the Eversinger, page 16

Spire: *faith of the Old Gods*



Blue Aoife, page 51



Unhallowed Places

These places were once sacred, but no more.



Xaria the Mother,
page 8

The Toy Yard

Haphazardly sited columns, some toppled, some with arcane symbols scrawled on them with paint, line a dry riverbed. There is a raised, flat terrace in the center of the scene with a few stairs leading up to it. A giant summoning circle with complicated geometry has been carved on it. The environment is arid, mostly rugged sandstone with a few dark shrubs. A statue of a pregnant woman wielding a hammer, obviously the Bright God Xaria, lies on its side. The statue has been scratched and hammered on.

Various magical constructs are scattered throughout the gulch. They take many forms different forms, all vaguely steampunk in appearance, in all different forms, peek from behind columns and rocks. Some seem almost childish in their construction, like a broken, mechanical teddy bear or a pair of large ceramic dolls with sigils carved on them. Some are lifeless, and all of them misshapen. They are magical experiments gone wrong and dumped there.

As a Roleplay Setting

This is the perfect place to meet an untrustworthy magic artificer. A vengeful forgeborn or zorigami might ask to meet the party here to show them the dark side of being a construct.

The area is filled with a malevolent force, seeking to turn the discarded constructs to revenge.

Perhaps they will beg for help in tracking down and destroying their creators?

This is a great opportunity to spotlight any forgeborn characters in the party. Let them come up with details about this place. Perhaps this is where they woke up, long ago. Or their long lost friend lies there, barely able to move.

Any of the broken constructs could be watching and listening. What goes on in the Toy Yard might well not stay in the Toy Yard.

As a Combat Setting

The dry gulch is a perfect place to ambush the party. Those on the top of the dry gulch have a +2 bonus on attacking those below them.

The summoning circle would be a great monster generator. Each round, or every other round, a creature could be summoned. Gargoyles or other constructs are one choice, but perhaps the circle was meant to summon demons to possess the constructs?

The broken “toys” might make perfect mooks. Just reskin zombie mooks as constructs instead of undead and enjoy.

Golems really need to be in the Toy Yard. What if the toys pull themselves into mismatched giants made of broken toys, and you reskin golems of the right level for your party

Any caster who is nearby the summoning circle could summon wibbles on a natural 1-5. They could summon 1d4 (Adventurer) / 1d6 (Champion) / 1d8 (Epic) wibbles each time. Due to the unhappy nature of this place, the wibbles will attack the caster.



Thirteen Rumors about the Toy Yard

1. Lady Akuma can be summoned to the Toy Yard—with the right sacrifices.
2. Ghosts inhabit the broken toys in the Toy Yard.
3. The Toy Yard is used by local young people as a place to meet and engage in their passions. The stories that hang over the place keep the adults away.
4. Standing on the summoning circle in the Toy Yard can summon you to somewhere else. No one summoned has ever returned.
5. Baron Von Vorlatch has placed a hex on the Toy Yard. No vampires can ever enter the place.
6. Thrice-Wise Mercurius is responsible for the Toy Yard. He visits at night, hoping to remove its baleful influence.
7. Anyone who sleeps in the Toy Yard wakes up as a toy themselves.
8. The little toy five-headed dragon that looks like Ghiama and stumbles about the Toy Yard? It acts as a voodoo doll for Ghiama.
9. Emperor Roland's favorite toy soldiers from his boyhood have ended up in the Toy Yard. He would reward anyone who returned them.
10. The Uncontrollables, chaos mages in service to Thrice-Wise Mercurius, guard the Toy Yard and do not welcome visitors.
11. A broken doll in the Toy Yard is really King Thorbal's transformed sister. There must be a way to restore her to life.
12. The Toy Yard sits upon a nest of chuul. Don't go there.
13. Those banished from the Fey Court by Queen Tanadil end up as toys in the Toy Yard.

Ghost Lake

A secluded mountain lake, referred to by locals as "Ghost Lake" due to the number of disappearances, strange lights, and terrifying stories surrounding it, is a day's hike through rocky mountain terrain. On the surface it appears to be an ordinary lake. Under the lake, however, there is a sunken temple. A spell put on the temple long ago created an invisible bubble surrounding it. Fish still swim through this magic sphere, but once it is entered by air-breathing creatures they fall through to the temple's grounds and are able to breathe as normal.

The temple compound consists of one central building surrounded by statues. The columns of the central temple have spiraling patterns of snake scales carved in them, and the apex of the temple is surmounted by a stylized pinecone. The statues that surround the temple are carved snakes coiled around each other into double-helices, with stone bat-wings emerging from the snakes' backs near the top. Strings of seaweed float from the lake floor as if in water, and sunlight filters from the surface of the lake forty feet above.

Thrice-Wise Mercurius, page 37

Lady Akuma, page 57

Baron Von Vorlatch, page 55

Ghiama, page 59

Emperor Roland the Unbreakable, page 43

King Thorbal of the Glittering Gem, page 47

Queen Tanadil, High Queen of the Fey, page 49

As a Roleplay Setting

This is a great place for sketchy NPCs to set up a secret meeting with the PCs. Something feels wrong about the place (besides the obvious magic of the breathable bubble), and PCs will feel like they are being watched from the ruins.

In order to reach the temple in Ghost Lake, PCs must swim through to the magical sphere. If they try to enter the sphere from the bottom so as not to fall through once they breach it, they must make a difficult Constitution (swimming) check, otherwise they have to either fall through or re-surface. If they are not aware of the sphere, they will fall through and take 3d6 damage, as there is no visual difference signifying the border.

As a Combat Setting

Spellcasters and ranged-weapon users wishing to make use of Ghost Lake's unique terrain may choose to walk to the edge of the sphere and swim up the boundary, at which point they can



stick their head into the magical sphere to breathe while remaining otherwise outside it. This grants them a +2 terrain bonus to all attacks and makes it difficult for melee opponents to attack them. In order to maintain such a position, they must make a normal difficulty Dexterity (swimming) check each round or fall through the sphere and take 3d6 damage. Alternately, creatures could ambush the PCs from outside the sphere.

This is a great place to ambush the party with incorporeal undead. Place something the PCs need for their quests in the temple and just add ghosts.

For added fun, shrink the bubble of breathable water when the escalation die is even, to force characters sniping from a distance to keep moving or start drowning.

Thirteen Rumors about Ghost Lake

Lord Ikal, page 45

Aurum Rex, page 39

King Thorbal of the Glittering Gem, page 47

Baron Von Vorlatch, page 55



1. Hell fighter Lord Ikal periodically visits Ghost Lake, and each time, drops in a small, black box.
2. Those who sleep in the temple enter the dreams of Aurum Rex, king of the metallic dragons.
3. Dwarf King Thorbal's banished daughter, Princess Kori, hides in the temple. She's been changed.
4. A promise made in the temple must be kept, or one's very soul is forfeit.
5. Visiting the temple ensures healthy children.
6. A ghost dragon guards the lake.
7. Infernals cannot enter the blue waters. Or leave them.
8. If you swallow even a drop of the lake water, you will be inhabited by ghosts.
9. Only the dead can leave the temple.
10. Black cats surround the lake during full moons, hissing and spitting at the water.
11. The waters heal broken bones.

12. Baron Von Vorlatch has cursed the lake with blood.

13. Dunking yourself in the lake cures all disorders of the mind.

Red Grove

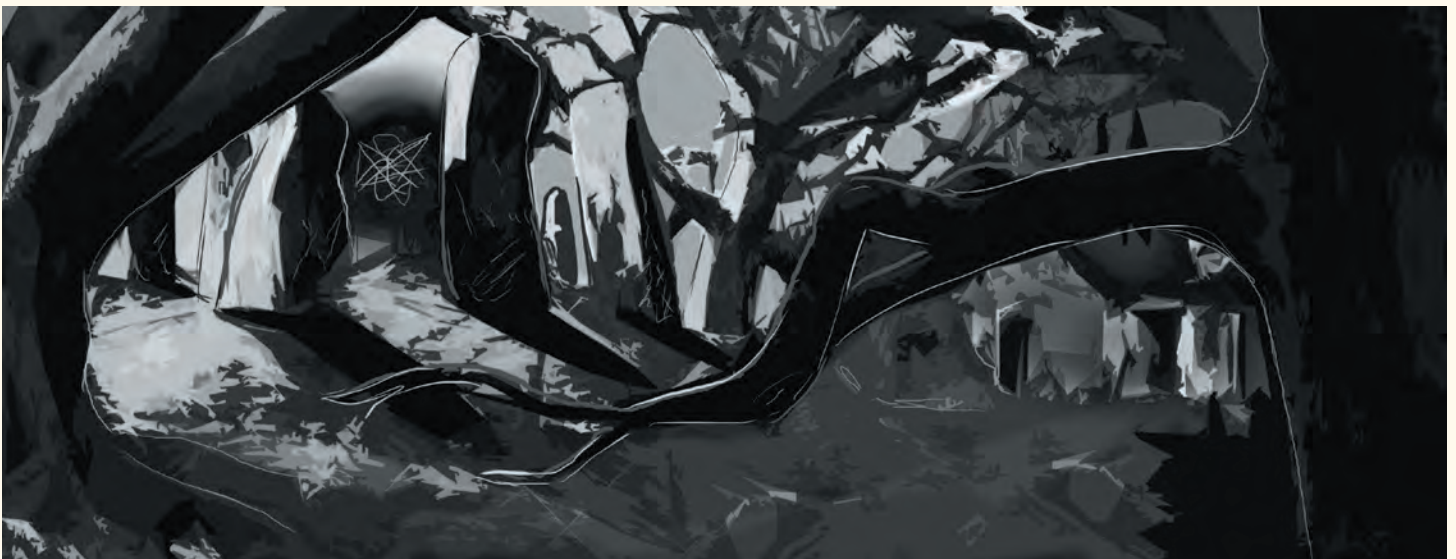
At the center of this disturbing location looms a circle of standing stones similar to Stonehenge, with claw marks apparent in the stone. Crudely constructed hovels made of sticks and rubble surround the circle, and beyond them are warped and twisted trees. The trees are strewn with bodies, some hanging, others nailed into to them. In the center of the circle of stones, hovers a malevolent black void or sphere, hazy at the edges, and within the sphere is insane geometry, which is uncomfortable to look at. Shapes appear to be both foreground and background at the same time, and things move in directions people have no name for.

As a Roleplay Setting

This is not a safe or sane place. Followers of the Old Gods will recognize that the power of the stones has been twisted. They no longer channel the energies of the sacred world behind this one, but instead emanate corrupted, vile forces from outside normal cosmologies.

This is a perfect place to set up a meeting with an agent of a villainous icon, especially Lady Akuma. Evil, mad spellcasters might be here, waiting for the PCs. These mad folk might work for any of the villainous icons, not just Akuma. If the PCs are playing different villainous icons off each other, meeting an "ally" here is sure to raise questions of trust and sanity.

What do the hovels hold? Twisted degenerate snake people? Aberrations skulking in the darkness, yet watching every move a visitor makes?



As a Combat Setting

Aberrations have an advantage when nearby the sphere in the center of the stones. If they didn't already have a fear aura, they do now. If they already had a fear aura, they gain +2 levels on their aura.

Enemy casters also gain an advantage against characters who are nearby the sphere. They add the escalation die to all attacks that target MD.

Oh, and those bodies on the trees? Undead mooks would work well, don't you think?

Destroying the sphere should not be easy. Attacking the stones in combat is no picnic, as they have the defenses of stone giants. It would ridiculously hard Strength checks to topple them over. Killing the boss might weaken or even banish the sphere. Outside of combat, a ritual to destroy the sphere might require a number of side quests to get the right sacred items.

Thirteen Rumors about Red Grove

1. If you lick the sphere in the center of the standing stones, you'll get a wish.
2. The things in the huts used to be human.
3. Blue Aoife would give anything to have the place cleansed.
4. Baron Von Vorlatch died in the grove.
5. At night, voices call out for release. They just want it all to end.
6. Healing spells cause wounds when cast in the grove.
7. The grove is a scam, illusions created to scare people away from the healing powers of the standing stones.
8. Lady Akuma dances among the stones when the wolves are silent and the moon is howling. It is known.
9. Ghiama was hatched among the standing stones here.
10. The Red Grove is property of Supreme Commander Tyrvek's Black Flame organization. Invitation only.
11. The King of the Storm Giants entered the sphere ninety-nine years ago. He's due back soon.
12. At night, chaos beasts play weird, atonal music on obsidian pan-pipes around the standing stones.
13. The trees in the Red Grove weep blood.

Blue Aoife, page 51

Baron Von Vorlatch, page 55

Lady Akuma, page 57

Ghiama, page 59

Supreme Commander Tyrvek, page 61

Black Flame, page 16



The Icons



Overview

These new icons can be used as is, incorporated into your existing icons, or you can mix and match. Our new icons are most easily used when you are starting a new campaign, but are not required when you've got an existing campaign going and want to use the rest of this book. Even if you don't use the new icons now, take a look. You might want to grab bits and pieces.

These icons are similar enough to those in the core book that all the classes will work with no changes. And you can use the core book's icons with the content, especially the icon relationship rolls, in this book. Starting a fresh campaign? Consider these.

Note that each icon perceives others in a unique way. So, for example, Thrice-Wise Mercurius' relationship to Hierophant Glasyra is very different from Aurum Rex's.

Thrice-Wise Mercurius

(mer-CURE-ee-us) Heroic icon. Master mage of this age.

Overview

The master of arcane magic, whose symbol is a stylized armillary sphere, Thrice-Wise Mercurius is constantly searching for new magic and portents. He is also a master alchemist and astrologer. When he supplies magic items, they are ornate and covered in magical sigils. When he supplies information, it often comes in the form of a divination.

"The stars predict trouble ahead. To avoid it, look for the hidden entrance behind the stone fist."

Politics

Thrice-Wise Mercurius serves the Espairian Empire and its Emperor. He provides safe travel routes across the Sea of Tears, animates giant constructs for Emperor Roland, and is the power behind the biggest and most awe-inspiring magic of the Empire.

Organizations

The College of Wizardry focuses on harnessing arcane powers through the force of sheer intellect. Members are wizards who see the hidden worlds behind this one.

The Sorcerous Cabal is made of the most

talented sorcerers in and outside the Espairian Empire. Members have ties to Aurum Rex and even to Ghiama.

"The Uncontrollables" is one of the names for the wild collection of chaos mages that serve Mercurius.

Friends and Enemies

- Aurum Rex: The majesty and wisdom of the metallic dragons is fascinating. Sharing secrets with the slumbering Gold King in the dream realms is always a pleasure. He is an awe-inspiring ally.
- Hierophant Glasyra: One must respect the Hierophant, even if she only borrows her magic from the gods. She does good works, but divine magic holds no interest. She is a somewhat close-minded ally.
- Emperor Roland: Roland holds together the realms of men. The Emperor has been a bit stingy with funds and more demanding of great magical works of late. He is an ally.
- Lord Ikal: Lord Ikal certainly seems to get things done. When a hell-breach breaks out in the empire, it's quite handy to have a man like Ikal around. It's important to lend a hand to Ikal when needed, but the portents surrounding the great lord are troubled. He is usually an ally.
- King Thorbal: It is critical to keep the peace between King Thorbal and Queen Tanadil, but it is not easy. The gruff old dwarf king can be counted on to do the right thing—unless the past clouds his mind. He is a sometimes hard to convince ally.
- Queen Tanadil: Brilliant, beautiful, and dangerous. She knows more about magic than almost anyone. She's withholding something important. She is an unpredictable ally.
- Blue Aoife: A great power, she is blinded by her fanatical devotion to nature and the old ways. Clockwork owls keep a close watch on her. She is neither an ally nor a foe.
- Father of Robbers: The least trustworthy power in the land, he can still be useful. The Father can procure the most obscure and rare items needed for powerful magic. But these things come at a price. He is often a foe. And yet...
- Baron Von Vorlatch: A vampire of his word, you must watch carefully what words the Baron swears to. He has proven useful in arcane research, and knows much that is hidden from the living. He is an ally of convenience.
- Lady Akuma: A great mind that has been broken, yet still holds power. Power for evil. She would deliver the world to hell if she could. She knows much about the infernal realms. She is a foe.
- Ghiama: The five-headed dragon queen holds secret knowledge. She would have to be forced to share it. She should be forced

to share it. She is a foe and a terror.

- Supreme Commander Tyrvek: A hobgoblin born to lead, he's turned the squabbling mobs of hobgoblins, goblins, orcs, ogres, and more into a well-oiled machine of conquest. He must be stopped. He is a monstrous foe.

Gods

Thrice-Wise Mercurius is intermittently devout, and his followers are all over the map in terms of devotion to the gods of magic.

The Fire Triad of the Bright Gods is associated with Thrice-Wise Mercurius. Perikalo, the Lover of the Path of Earth, Laval, the Perfectioner of the Path of Sky, and Katalua, the Destroyer of the Path of Heaven are linked in the people's minds with Thrice-Wise. He is associated with both the Path of Heaven and the Path of Sky.

Mercurius does not neglect the older gods, even if they are now out of fashion, for they hold secrets the arch magus seeks.

Of the Thirsty Gods, Queen Camazoth and Ixtaa have temples often visited by Thrice-Wise and his followers.

Baltigan the Sparrow holds the most interest among the Old Gods for Mercurius. The Order of the Sparrow includes many of Mercurius' followers.

Triads, page 9

Perikalo the Lover, page 8

Laval the Perfectioner, page 8

Katalua the Destroyer, page 6

Camazoth the Queen of the Gods, page 11

Ixtaa the Dismembered God, page 13

Endgame

If the 13th Age comes crashing down, Thrice-Wise Mercurius plans on surviving into the next age. If that means shifting his alliances with the other icons, so be it. He has seen shadows of futures where he survives quite well in a world dominated by dragons or elves. One future even has him taking the throne of the Espairian Empire.

Baltigan the Sparrow, page 17

Variants

Just as not all wizards are good, Thrice-Wise Mercurius does not have to be a heroic icon. He would serve quite well as ambiguous or villainous. In a campaign where magic is feared by the common people, ambiguous, at best, may be the way to go.

Mercurius doesn't have to be human, male, or even mortal. For example, if your campaign focuses on elves, he could be working for, married to, or the son of Queen Tanadil.



Aurum Rex

A giant golden dragon, usually asleep. He'll wake at the turn of the age. Heroic icon. His dragons and Ghiama's dragons don't play well together.

into the earth, much too small for a dragon to enter."

Overview

Aurum's magic items tend to be metallic, shiny, and powerful looking. His information comes from the point of view of a very large flying creature.

"Six wing-beats to the north lies a tiny shaft

Politics

The metallic dragons have fought to defend the Espairian Empire, but don't consider themselves part of it. They avoid attacking people, but feel that sheep and cattle are their due.

Organizations

The High Dragons, including only gold and silver dragons, are small in number, but wise and powerful.

The Copper Legion, composed of copper dragons, is large, powerful, and hard to hide from.

The Brass and the Bronze, composed naturally of brass and bronze dragons, is by far the largest group. What these dragons lack in individual power, they make up in numbers.

Friends and Enemies

- Thrice-Wise Mercurius: A great friend to the metallic dragons, his insatiable curiosity is both his greatest strength and greatest weakness. He is an ally who must be watched.
- Hierophant Glasyra: A wise woman who can be counted on. Even with her new gods, she is a trusted ally.
- Emperor Roland: A powerful ally, but he is all too human. His passions can get the better of him, leading him astray. He is a trusted ally.
- Lord Ikal: A great bulwark against the hordes of hell, he's tainted by his long association with the diabolical. He needs to move back into the light before it is too late. He is a foe who hasn't turned on the metallic dragons yet.



- King Thorbal: He holds grudges against all dragon-kind, not just the chromatic dragons. Still, he can be persuaded to stand with the righteous. Someone else, not dragons, must do the persuading. He is neither an ally nor a foe.
- Queen Tanadil: A creature of both shadow and light, yet she often stands with the metallic dragons. It's easier to gain her aid when King Thorbal is not in the picture. She is a prickly ally.
- Blue Aoife: She represents the wild and untamed. Although there is little conflict with Blue Aoife, there is little commonality either. She is a neutral power.
- Father of Robbers: A thief who delights in stealing from dragons. Not to be trusted. He is a foe.
- Baron Von Vorlatch: A blight on the Espairian Empire. His shadow grows ever longer. He has created undead dragons from the ranks of fallen chromatic dragons. If he ever crosses the line to metallic dragons, there will be war. He is a foe Emperor Roland does not see.
- Lady Akuma: With the forces of hell as her minions, she is a power that must be resisted every step of the way. She hides her guile in madness. She is a twisted foe.
- Ghiama: These foul beasts must be stopped wherever they make their vile presence known. She, and her brood of chromatic dragons, are the enemy.
- Supreme Commander Tyrvek: An ignorable pipsqueak. If the rumors of an alliance between his armies and Ghiama's dragons prove true, the world must be ready for war. He is a foe.



Gods

Aurum Rex is tied to the Thirsty God Chazda, god of the earth, dragons, and fire.

Endgame

When the dragon king awakes, the end of the age is near. If a villainous icon is threatening to dominate the 14th Age, there is no better ally than Aurum Rex.

*Chazda the Earth
Crocodile, page 13*

Variants

Aurum Rex may be holding the world together by battling in the dreamlands. There are opportunities for characters to assist him there.

Aurum Rex may have been put in a magical sleep by one of his enemies. If only a party of great heroes would undertake an epic quest to wake him.

Both variants could be true.

*Hierophant Glasyra named
by Paul Brinker.*

Hierophant Glasyra

*Path of Heaven: Tukae,
Dozakad, Katalua,
page 6*

*Path of Sky: Krito, Ezetesa,
Laval, page 7*

*Path of Earth: Xaria, Beao,
Perikalo, page 8*

(HY-ro-fant glass-EE-rah). Heroic icon. High Priestess of the Bright Gods.

Overview

The Sanguine Hierophant, Glasyra, presides over the Church of the Bright Gods, the official pantheon of the Espairian Empire. The church is bigger than just the empire, since the gods don't stop at the border. She oversees a vast church bureaucracy. Temples must be built and maintained. The clergy needs to be trained and



focused. The people depend on their church.

Publicly Glasyra takes a dim view of the followers of the Thirsty Gods, and even more so of those who worship the Old Gods. As a heroic icon, she doesn't actively suppress other religions, and even tries to moderate the more fanatical members of her church.

Politics

Glasyra works closely with Emperor Roland, an ambiguous icon. There may be growing conflicts between the two as the Emperor starts to jockey for position as the 13th Age comes crashing down.

Glasyra opposes the excesses of Lord Ikal and wishes the Emperor would bring him to heel.

Organizations

While a cleric of the Bright Gods serves the entire pantheon, much of the structure of the church is broken into the three paths, and individual clerics will follow a particular path.

The Path of Heaven is all about vigorous struggle, and its members reflect that. Questing clerics and many adventurers often follow the Path of Heaven.

The Path of Sky emphasizes discipline and self-control. Monks and those who understand the power of a stable social order tend to follow the Path of Sky.

The Path of Earth is the path of love. Healers, bards, and those who focus on service to others and equality among people are drawn to the Path of Earth.

Bright Espair is the organization that interacts with the officials of the empire.

Bright Beyond is the faction that deals with the church outside of the empire.

Friends and Enemies

- Thrice-Wise Mercurius: Although Mercurius focuses exclusively on arcane powers, he's been a great ally of the Hierophant. They have worked to keep the Espairian Empire safe through great feats of magic. He is a good friend.
- Aurum Rex: If there were no good dragons, it's likely that the evil dragons would rule over a ruined world. Dragons worship whatever gods they like. They are outside of normal civilization and are a force of good. Aurum Rex is trusted ally.
- Emperor Roland: The Emperor keeps the Espairian Empire together. He's been a great supporter of the church. Still, he allows Lord Ikal far too much latitude in using the tactics of the enemy. He is an ally now, and hopefully in the future.
- Lord Ikal: An object lesson in taking things too far, he'll burn a village just to save it. A great crusader against the forces of hell, he has come to resemble those he fights. He is

a foe who acts as a grudging ally when the Emperor insists.

- **King Thorbal:** Thorbal and his people are outside the empire, and most still cling to the Thirsty Gods. As long as greed and grudges don't get in the way, he's been a trustworthy friend to the empire. He is an occasional ally.
- **Queen Tanadil:** Tanadil has permitted her people to come to the Bright Gods if they wish, but few do. She is no friend to the empire, and not all her elves walk in the light. She is an occasional ally.
- **Blue Aoife:** Some people can't let go of the past. A foe of civilization as much as an enemy of hell, she has an agenda that bodes ill for the people of the empire. She is a very occasional ally, more often an enemy.
- **Father of Robbers:** And there are those people who can't let go of other people's goods. They follow the father no matter the price. The Father of Robbers even goes so far as to deal with Lady Akuma. He is a dangerous thorn in the side.
- **Baron Von Vorlatch:** The Baron is an undead monster that none-the-less serves the empire. Less cruel than some living nobles, and better behaved in public than Lord Ikal, the vampire Baron is something of an enigma. He encourages his mortal subjects to walk the darkest path of the Old Gods. He is a foe, but must be treated as an untrusted ally.
- **Lady Akuma:** An insane power tied to hell, and probably tied to bringing hell to earth, she is evil through and through. People say she does some good, but the scales tip solidly on the side of woe for her. She is an enemy.
- **Ghiama:** The five-headed dragon that would destroy every cathedral, church, and temple in the world while feasting on the people. The empire and beyond must struggle against Ghiama and her minions. She is an enemy.
- **Supreme Commander Tyrvek:** This hobgoblin has somehow mastered all the twisted races of the world and brought them together in an unholy army. He must be stopped. He is an enemy.

Gods

All the Bright Gods.

Endgame

When the trumpets call for the age to end, Glasyra will be there on the side of good. What she doesn't know is who will stand there with her.

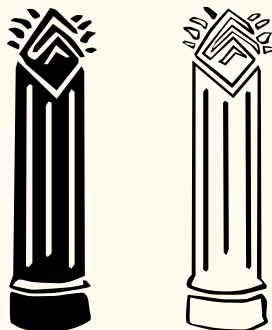
Variants

Thirsty Gods and Old Gods might be appropriate

for foreign heathens, but inside the empire there is only one pantheon, that of the Bright Gods. Convert, flee, or burn at the stake. In this variant the hierophant is either an ambiguous or villainous icon who has much in common with Lord Ikal. Lord Ikal and Baron Von Vorlatch would both follow an evil version of the Bright Gods in this variant.

Or, go one further: Hierophant Glasyra and Lord Ikal rule the empire as villainous icons, and Emperor Roland is a powerless puppet. In this case, you probably want to shade the Bright Gods a very dark shade of bright. An entire campaign might revolve around overthrowing the tyranny of Hierophant Glasyra and Lord Ikal.

Another option is to make Glasyra a corrupt, venal hierophant. This allows her to be an ambiguous icon without all the fuss of running inquisitions.



The Bright Gods, page 5

Emperor

Roland the Unbreakable

Ambiguous icon. Human Emperor of the Espairian Empire.

Overview

Roland is a hard-working Emperor who sits at the top of the imperial apparatus of the Espairian Empire. His honor guard flies griffons into battle.

He helps stamp out hell breaches into his lands.

He funds the church and promotes trade.

On the other hand, he's not much of a free thinker and he's got his eye on a number of



lands outside the empire. He'd rather they joined the empire peacefully, but he'll do whatever it takes to bring them along.

Politics

Internally, advisors advise, and Emperor Roland decides or delegates. Everyone must do their part for the empire.

The dwarves under King Thorbal have proven reliable allies, and the empire looks forward to many years of peaceful cooperation.

The elves under Queen Tanadil are another matter. They have lent aid to independence-minded leaders of petty shires, kingdoms, and city states that Roland genuinely believes would be much better off as part of a greater Espairian Empire.

Organizations

The Honorable Order of the Griffon or, as they say on the streets, the Griffs, are the Emperor's knights. Frightfully good in combat, they are often sent on special missions by the Emperor or his minions.

The Imperial Adjudicators are the government ministers who see that things get done, justice is served, and the empire is safe.

The Imperial Fleet and the Imperial Army are the armed forces. When is at peace, they are mostly concerned with border security, internal security, and monster suppression.

The Dark Fog is the Emperor's secret police force. Skilled in magic and combat, they are widely feared.

They also secretly operate outside the borders on behalf of the empire.

The Society of Espair is a charitable organization found throughout the empire. Nobles and merchants are required to help fund the organization. Many a poor family has seen a promising offspring offered an education and placement in an apprenticeship courtesy of the Espairians. Most cities in the empire have at least one hospital and university funded by the order. The Society of Espair also works closely with Thrice-Wise Mercurius and Hierophant Glasyra.

Friends and Enemies

- Thrice-Wise Mercurius: A pillar of the empire, his magics tame storms, protect crops, and keep dangerous magicians in check. He does tend to drain the imperial coffers. He is a staunch ally.
- Aurum Rex: A symbol of heroism and strength. His metallic dragons are due every courtesy by all subjects of the empire. He is a powerful ally.
- Hierophant Glasyra: An empire has spiritual as well as physical needs, and the

hierophant keeps the masses connected to the gods of the empire. She can worry a bit too much about the common folk, but that's her job. She is a staunch ally.

- Lord Ikal: Hell has broken into this world, and into the empire itself, time and time again. Each time it does, Lord Ikal is there to protect everyone. He can go overboard on occasion, but better that than show weakness before the enemy. He is a staunch ally.
- King Thorbal: Trade with the dwarves is quite lucrative for the empire, and King Thorbal is an honorable leader who abides by the letter of his treaties. Every single letter. With orcs, giants, and worse gathering under the hobgoblin's banner, King Thorbal is a critical friend to have. He is a valued ally.
- Queen Tanadil: Trade with the elves and gnomes can be even more lucrative at times than with the dwarves. Or it can be dismal. There is no telling with the queen of the fey. She opposes the natural expansion of the empire near her borders, even though she has no reason to fear. Is she an ally or enemy? What day is it?
- Blue Aoife: A fanatic who would bring down the empire just so a few trees would be spared. She is not to be trusted.
- Father of Robbers: Speaking of not to be trusted, this so-called prince of thieves has eluded justice for far too long. Now the Dark Fog reports an alliance between the Father of Robbers and Lady Akuma. He is definitely not to be trusted.
- Baron Von Vorlatch: In most of the empire, loyal subjects serve until they die. In the Barony of Borgostnya, loyal subjects don't let death stop their service. Von Vorlatch is unsettling, to say the least, but he does keep the other undead in check. He is a frightful ally.
- Lady Akuma: Just how crazy do you have to be to consort with devils and demons, not to mention the undead who even Von Vorlatch can't control? She is an enemy.
- Ghiama: This five-headed monstrosity's ill brood of chromatic dragons must be hunted down and killed. Surely this is a job for Aurum Rex's glittering dragons and the Griffs. He is an enemy.
- Supreme Commander Tyrvek: The worst combination of foul cunning and brute strength, he must be faced and cut down. So far he stays far enough from the empire that direct confrontation is difficult, but one day he must face the imperial forces. He is an enemy.

Gods

The Bright Gods shine over the empire. Emperor Roland is known to follow the Path of Heaven, to no one's surprise.

Endgame

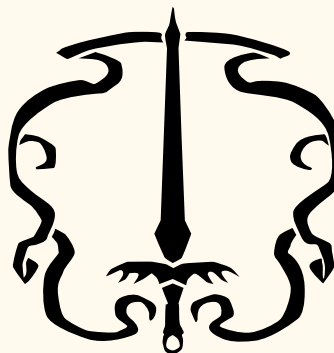
If there is to be a place for humankind in the next age, Roland must survive. To do so, he may have to make some very hard choices indeed.

Variants

In a more black-and-white campaign you can make Roland into a heroic icon and tone down any differences between him and non-villainous icons. If you make him a friend to the elves and good people everywhere, you may want to drop the Dark Fog.

Another option is to cast Emperor Roland as the mad tyrant. An entire campaign arc can be made of overthrowing his horrific regime. You can either drag Glasyra and Mercurius into this evil empire, or cast them as rebels, ready to assist the brave PCs who take on Roland.

As mentioned in the Hierophant Glasyra section, Roland may be a weak figurehead, pushed around by Glasyra and Ikal.



The Bright Gods, page 5

Lord Ikal

Ambiguous icon. He attacks hell breaches wherever they are, but for him ends justify the means.

Overview

If you're looking for a commander whose troops will follow him into hell, Lord Ikal is your man. After all, hell threatens quite regularly. Whenever the gates of the infernal reaches open and start to infect this world, Ikal is there, pushing them back and even taking the fight into the fiery realms themselves.

The downside is all the damage he does to innocent folk who happen to be in

the way. More than a few dozen towns have been wiped out, man, woman, and child, in order to erase the taint of hell Ikal detected there.

Politics

The Emperor provides troops and supplies, and will continue to do so if he knows what is good for him. The hierophant is a divine pain. She should be assisting in this holy crusade, instead of scolding those who hold the forces of hell at bay.

Lord Ikal is the highest ranking noble in the Espairian Empire who openly follows the Thirsty Gods. This layers on religious conflict to his strained relationship with the hierophant. At the same time, his ruthless methods pain some of the followers of the Thirsty Gods who desire a more balanced approach to life. Others in the Thirsty Church admire him greatly.

Organizations

The Unblinking Eye is the organization charged with finding devilry and demonic incursions inside and outside of the empire. They have cover identities, and many a diabolist has been surprised at just how competent the group of traveling pie makers can be.

The Iron Gauntlet is the army that deals with the forces of hell head on. They have magic and martial power and are highly mobile. They keep away from public eyes in rural barracks until needed.

The Turned is a force of devils and demons that have been turned to do Lord Ikal's will. They are led by powerful magicians who have sacrificed much in order to maintain control over these fiends. The Turned are not spoken of in public, and do not appear anywhere outside of a battle with the forces of hell.

Friends and Enemies

- **Thrice-Wise Mercurius:** This powerful magus doesn't like to get his hands dirty, but most of the magicians under Lord Ikal were trained by Mercurius and his followers. If all hell breaks loose, Ikal believes Mercurius will drop his objections and wade into the fight. Portents indicate that day is coming. He is a reluctant ally.
- **Aurum Rex:** Too proud to admit it, but the Gold King fights alongside all who war against hell. He is a reluctant ally.
- **Hierophant Glasyra:** A total failure who would rather let hell overrun the world than inconvenience her unworkable morals. She is unfortunately an enemy, but it would be better for the Empire if she were not.
- **Emperor Roland:** A mostly wise leader who supports the war against hell. It must be said that he wastes time and resources attempting to placate the out-of-touch hierophant and engaging in political squab-



bles. He is a solid ally.

- King Thorbal: A real monarch who isn't afraid to make the hard calls. It's difficult to motivate him when dwarven interests aren't threatened directly. But when they are, he's there. He is a solid ally.
- Queen Tanadil: An enigmatic leader who has done her share to halt the forces of hell in and near her realm. Her toying with the dwarves and the empire wastes precious time and resources. She is a capricious ally.
- Blue Aoife: The druids are the first to marshal the power of nature to stop hell breaches in their wild forests. Their opposition to the empire is foolhardy. She is a situational ally.
- Father of Robbers: While brave folk die, the prince of thieves plots and steals. His people make alliances with demons and devils for short-term gains and long-term damnation. He is an enemy.
- Baron Von Vorlatch: A little rigid in his thinking, but being dead will do that. Hell breaches don't last long in Borgostnya. He'll wait for the Emperor's call to battle, but once he gets it, he knows how to fight. He is a solid ally.
- Lady Akuma: The devil. The demon. This is who we fight. She is THE enemy.
- Ghiama: The five-headed dragon and her minions pull resources and Roland's attention away from the fight against hell. She is an enemy.
- Supreme Commander Tyrvek: Another fool. Does he think devils and demons will leave his monstrous nation alone? He is an enemy.

Gods

Lord Ikal publicly follows the Thirsty Gods, especially Camazoth, Chazda, and Koatiri. His effectiveness against the infernal forces protects him from the political power of the Lightbringers in the Espairian Empire.

Uniforms, banners, and shields of Ikal's forces are covered in symbols of the Thirsty Gods, particularly the silver scales of Camazoth, the flaming spear of Chazda, and Koatiri's snake-rayed sun.

Endgame

The end is nigh, and it's up to Ikal to save the world—whether it wants saving or not. If it means replacing the hierophant, sacrificing cities, and sieging the gates of hell, so be it.

Variants

Ikal could star in a grim and gritty campaign where Ikal's harsh methods are the only thing keeping humanity from being overrun by infernals. Much of the world might already be lost to hell-breaches, and the Emperor and Hierophant

both follow the same heartless interpretation of the Thirsty Gods as does Ikal. This might be a good use of the one pantheon variant, in which both the Bright and Old Gods are heresies that have let the forces of hell take over much of the world.

Ikal could be a heroic icon running a holy order of dedicated devil and demon fighters. He could take pains to protect the innocents caught in the crossfire. In this variant, he could be an ally of the hierophant.

In a variant where Ikal and the hierophant play well together, Ikal could worship the Bright Gods, specifically Katalua the Destroyer of the Path of Heaven. He gives lip service to Tukae and Dozakad, but Katalua is everything to Lord Ikal and his forces. Ikal's uniforms are trimmed in gold or yellow, and Katalua's key and sword are worked into shields and armor.

Another version strips away the façade, and lets you run Ikal as a villainous icon. He's collected an army of demons and devils and now he's turning it loose. This could work well using the two pantheons variant, reserving a corrupted Renarite church for NPCs. In this version, you could even run a redemption arc for Lady Akuma as she strikes against Lord Ikal.

Variant: One Pantheon, page 20

Variant: Two Pantheons, page 20



The Thirsty Gods, page 10

King Thorbal of the Glittering Gem

Ambiguous icon. King of the Dwarves. Steward of the Vaults of Unending Grudges.

Overview

In all ways but one, King Thorbal of the Glittering Gem is a dwarf's dwarf. Surprisingly, he has opened his halls to refugees of all stripes who are fleeing lands overrun by chromatic dragons, hobgoblin supreme commanders, and hell breaches. Even elves who swear fealty to King Thorbal and renounce Queen Tanadil can take shelter with the dwarves, though few do.

Politics

With the exception of opening his halls to refugees, Thorbal is deeply traditional. He takes his responsibilities as the Steward of the Vaults of Unending Grudges seriously. It is said the vaults that contain just the grudges against the elves have books that would take more than ten human lifetimes to skim.



Organizations

The Rune Knights are an elite organization of dwarven warriors. They typically appear in heavy armor and strike fear into the hearts of derro and drow everywhere. They are sent abroad by the King and royal family on quests on behalf the dwarven throne.

The Ring of Smiths practices a combination of trade and espionage. When you visit that dwarven smith in the town at the crossroads, is she just a craftswoman, or is she the eyes and ears of King Thorbal?

The Lorefolk toil to keep the stories of old preserved, to understand the magical protections of the great dwarf halls, and to supply magical runes. Casters are often drawn to the Lorefolk.

Friends and Enemies

- Thrice-Wise Mercurius: Long a friend of the dwarves, Mercurius has his quirks, including a regrettable habit of conferring with Queen Tanadil. Still, when the dwarves need help, Mercurius always seems to appear just as things are darkest. He is a useful ally.
- Aurum Rex: If the mountains belong to the dwarves, the skies belong to the dragons. The dreaming Gold King claims to mean the dwarves no harm. It's true Ghiama's chromatic dragons are worse, but can any dragon be trusted? Aurum Rex is an ally who must be watched.
- Hierophant Glasyra: A bit too nontraditional, but a good friend to the dwarves. She is a trusted ally.
- Emperor Roland: A true friend, he knows the value of the alliance between the dwarves and the Espairian Empire. He is a stout ally.
- Lord Ikal: He is a great fighter, but he has looked too long into the flames of hell. There are portents, and they don't auger well for Lord Ikal. He is currently an ally but for how long?
- Queen Tanadil: The perfidious witch-queen of the hated elves! Her grandmother stole the gnomes away from the dwarvish crown. She smiles while her drow move against dwarf holds in the deep dark. She is a hated enemy.
- Blue Aoife: A human who wants her people to live like stinking beasts? It's good that dwarves have no use for their sacred groves. Neither ally nor foe, just odd.
- Father of Robbers: Who wants dwarven gold? Everyone. Who has a chance of taking everything the dwarves have worked for and leaving their children to die in poverty? The Father of Robbers. He is a despicable enemy.
- Baron Von Vorlatch: Lord Ikal might be turning into a monster, but Vorlatch has been

one for centuries. It seems Emperor Roland has as much trouble within his empire as without. The Baron is an untrusted and monstrous friend of a friend.

- Lady Akuma: As mad as a durro, and make no mistake about it, Lord Ikal is following right behind. The lady is as evil as the day is long. She is a terrifying enemy.
- Ghiama: How many halls have fallen to the chromatic wyrms? She is a hated enemy.
- Supreme Commander Tyrvek: It's time this bloody creature was made to pay for its sins. Past time. He is a hated enemy.

*Xaria the Mother,
page 8*

Gods

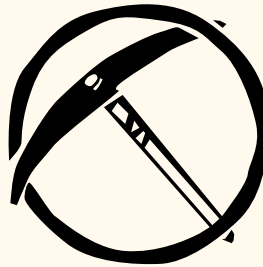
Few dwarves, mostly travelers and traders, have time for the Bright Gods. But since they are worshiped by the Espairian Empire, the church is tolerated in the halls of the dwarves. Xaria is the most popular Bright God.

Temples to the Thirsty Gods are found throughout the dwarves' halls. The river delta where the pantheon originated? Regardless of what nonsense the humans peddle, it was an underground river leading to a sunless sea where the dwarves discovered the gods.

Chazda, the Earth Crocodile, Camazoth, the Queen, and Reknar, the King are the most popular gods, but most dwarves worship all the Thirsty Gods.

Worship of the Old Gods is almost unheard of in the halls of the dwarves, but it can happen. Mostly by dwarves who spend a bit too much time alone in the wilds.

*The Thirsty Gods,
page 10*



Endgame

It's coming, and it won't be a pretty sight. Grudges must be settled, no matter the cost. The patience of the dwarves is about to end.

Variants

One variant is to take away Thorbal's one quirk. His halls are closed to refugees, many of whom will die at his gates. In this variant, Thorbal is probably even more isolationist. The gates are closed and will stay closed until the final battles of the age.

Another variant would find Thorbal and Tanadil in alliance. In this scenario, Emperor Roland better watch out or find his cities undermined and access to ores cut off.

Queen Tanadil, High Queen of the Fey

Ambiguous icon. Queen of high elves, wood elves, dark elves, and gnomes.

Overview

Queen of dark elves, high elves, wood elves, gnomes, and the forgeborn crafted by her gnome smiths, Tanadil makes ruling such a diverse group of peoples look effortless. Like her ancestors, she's tied to the natural world, which she



“improves” with magic. She has made waves with her recent (the last few centuries) embrace of gnomish technology married to elvish magic.

This tech-magic combo created the forgeborn, or gnome-forged, a race of clockwork people. It also resulted in magic leaking into the world, making it ever more wild and unpredictable—much like the queen.

Politics

For the queen, all politics is personal. Find out what a person wants and marry that to what the fey nation needs and you create progress. She has scores of retainers who keep the nation going while the queen is elsewhere.

Organizations

The Queen's Shadow is a group of mostly drow spies and assassins with a few half, high and wood elves as faces and infiltrators. They can call upon redcaps and other fey monsters when needed.

The Moonspinners are a group of casters who specialize in rituals that change the natural world in ways that appeal to the elves' sense of aesthetics.

The Silver Circle is a social and martial organization of drow. They create great underground works that rival those of the dwarves. They are not known for kindness or mercy. Many drow adventurers hail from this circle.

The Circle of Light is a group of high elves. They include magicians of terrible power. More than a few have become adventurers.

The Gray Circle collects some of the most talented and powerful wood elves into an organization that keeps the queen's forests secure. This is another organization that has spawned its share of adventurers.

Friends and Enemies

- Thrice-Wise Mercurius: A wise man and a good friend to the fey. He understands the magic underlying the world. He is a beloved ally.
- Aurum Rex: Glory in the form of dragons. The fey must guard the king's sleep, for his dreams protect everyone. He is a shimmering ally in more than one world.
- Hierophant Glasyra: When you look for wisdom in the Espairian Empire, you look for Glasyra and Mercurius. The Hierophant doesn't concern herself much with the fey, but if she talks, the fey court listens. She is an ally, but her hands are tied by her Emperor.
- Emperor Roland: Take the strengths and weaknesses of humanity and roll them into one man, and you have Roland. His actions

will save or destroy the world, and he won't know which path he's taken until it's too late. He is an enigma.

- Lord Ikal: He's gone too far. Keeping a few infernals as pets can be interesting, but keeping an army will not end well. He is an enemy who may do some good.
- King Thorbal: He thinks he can get elves and gnomes to betray the queen? A fool, even for a dwarf. He is a deluded enemy.
- Blue Aoife: The last, best hope for humanity. The time threads of the future are obscure, but an alliance between the high druid and the high queen has at least a chance to create a better world. She is precious ally.
- Father of Robbers: While mannerless and infuriating, the father can be quite entertaining. If anyone can steal salvation from the pits of doom, it's him. He is surely not an ally, but too entertaining to be a foe.
- Baron Von Vorlatch: An undead monster who keeps a tight rein on other undead monsters. Queen Tanadil has an understanding with the Baron that is kept secret. Drow vampires have their uses. He is a secret ally, but must be watched.
- Lady Akuma: In her madness, she would flood the world with infernals and merge this world with hell. Even so, she occasionally does some good. The seers say there is hope for her, although that seems unlikely. She is an enemy to watch.
- Ghiama: Death on the wing. She is an enemy to be faced.
- Supreme Commander Tyrvek: An army of monsters. So far they stay away from the lands of the fey, but for how long? A fight is coming. He is an enemy to be destroyed.

Gods

The queen has no desire to tell the fey which gods they should worship. Many worship all the pantheons. The Old Gods are the most popular.

In the queen's court, The Ladies (Kelya, Muirelle, Atowen, and Hassis) are honored with trees, statues, and standing stones.

The drow have a cruel interpretation of Delkrey, the Mushroom God, and the Lords (Toc, Tanic, and Helbar). Many high elves favor Baltigan the Sparrow, while the wood elves flock to Argir the Worm.

Endgame

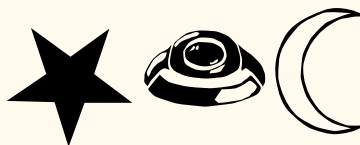
The end of the age is near, and the fey may not have a place in the next. Portents indicate some great power has to flip and change. Will Lady Akuma be saved by the Father of Robbers? Will the imperial-dwarven alliance doom the world? Time is running out as the Fey Queen gathers the threads of fate.

Variants

In a more black-and-white game with little or no intrigue, you can tone down the rivalry between Tanadil and Thorbal, perhaps to only a few good-natured verbal jabs at each other. You could even go so far as to make the two both heroic icons.

What if Tanadil were a traditional elf queen? The gnomes would probably be pals with the dwarves, there would be no magic technology, and the elves would probably be slowly fading away.

Another variant would have Queen Tanadil as the chief actor in bringing about the end of the world of men. Only those who follow Blue Aoife would be spared. Humans have made a mess of things and the fey are cleaning house. Cry havoc and loose the redcaps of war!



The Old Gods, page 15

Blue Aoife

(EE-fa) Ambiguous icon. High Druid of the Old Gods.

Overview

Blue Aoife is the high druid of the Old Gods. She protects the world from the predation of monsters from other worlds and the problems created by civilized people in this one.

Aoife is an Irish name meaning beauty or radiance. In the Ulster Cycle of Irish mythology, Aoife was a warrior princess. In the 1100s, there was a noblewoman nicknamed Red Aoife (Aoife MacMurrough) who conducted battles when the men in the family were otherwise indisposed.

Politics

Aoife isn't much for treaties, ownership of land or animals, or the destruction of forests to provide cropland. Agreements should be between people, not bureaucrats. She does not trust the Espairian Empire, but feels she can work with Aurum Rex, Queen Tanadil, and maybe even Baron Von Vorlatch.

Organizations

The Wild Ones—mostly druids, rangers, and nature spirits—are icon agents of Blue Aoife. PCs with icon relationships with Blue Aoife will typically get their boons and complications from the Wild Ones.

The Spire Faithful comprise the best known and most common form of worship of the pantheon of Old Gods, focusing on the Green Goddesses as the rulers of all of the creatures of the World Tree.

The Order of the Eversinger is a bardic order that provides trained oral historians to libraries across the region. They worship Argir the Eversinging.

The Sisterhood of the Vixen is an old order of healers that has passed down its medical knowledge for longer than most of the surrounding cultures have existed. They cite their continued existence as evidence of Tullet's power. Many aspects of their worship differ from the worship of Tullet the Unshackled, notably their use of animal sacrifice.

Friends and Enemies

- Thrice-Wise Mercurius: The world's most powerful magician, and yet he lacks wisdom. He'll move storms out of shipping lanes, not thinking that

they have to go somewhere. He'll make crops grow fast and large, but will leave the fields depleted. When will he learn? He is an ally when it suits him.

- Aurum Rex: His majesty sleeps so that the world can continue. There is nothing like seeing a flight of metallic dragons. The Gold King is an awe-inspiring ally.
- Hierophant Glasyra: She might do good from time to time, but she is deaf to the Old Gods. She is an occasional ally.



Green Goddesses, page 15

Argir the Worm, page 16

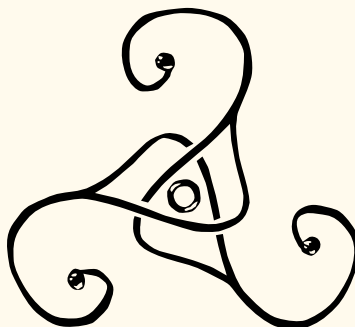
Baltigan the Sparrow, page 17

Tullet the Vixen, page 18

Delkrey the Mushroom God, page 19

- Emperor Roland: How many forests have fallen before his woodsmen? Saying he isn't as destructive as a pack of devils isn't saying much, is it? He is a thorn in nature's side.
- Lord Ikal: Yes, he fights the good fight against the infernals, but he will risk not one drop of blood to protect the sacred groves or the people of the forest. He is a thorn in nature's other side.
- King Thorbal: The king's people are fine when they worship the power of nature underground. They don't seem to notice the streams laced with poison that flow out from under their mountains. He is no ally.
- Queen Tanadil: A little too arrogant when she thinks she can improve on the natural world, but her heart is in the right place. She is a powerful ally.
- Father of Robbers: An amusing scamp who shows the other icons that their wealth is more fleeting than they feared. Father has an unsettling relationship with Lady Akuma. Why? The Father of Robbers is a sometimes worrying trickster.
- Baron Von Vorlatch: While he won't give up existing croplands, when he promises to protect a forest, it stays protected. In an empire that has mostly forgotten the Old Gods, he holds the Withered Root of Argir sacred. He is an ally.
- Lady Akuma: To say she is out of her mind is an understatement. Infernals have no place in this world. She is living corruption. An enemy.
- Ghiama: Her green dragons spew poison and claim the forests. The best that can be said is there are so few of them. She is an enemy who needs to be reminded to leave the groves alone.
- Supreme Commander Tyrvek: The worst of the worst, destroying forests and rivers to feed the machines of war. He is a despised enemy.

On the other hand, she could be a powerful villainous icon. Heroic characters might struggle for a whole campaign to remove her and replace her with a more benevolent druid.



Gods

All the Old Gods.

Endgame

If the struggles at the end of the age mean that quite a few cities vanish, so be it. The natural world must survive the twin threats of infernal invasion and civilization.

Variants

What if Blue Aoife was tied to the Thirsty Gods instead of to the Old Ones? Or to more than one pantheon?

In a more black-and-white game, she could be friendlier to the non-villainous icons, and perhaps even a heroic icon herself. Or leave it up to the PCs to convince her to become heroic.

The Old Gods, page 15

*Father of Robbers named
by Matthew Broodie-
Stewart.*

Father of Robbers

Ambiguous icon. Honored by thieves, conmen, and tricksters.

Overview

The ultimate trickster, Father is up for the biggest heists, the craziest schemes, and the ultimate rewards. No one knows what the Father of Robbers looks like, or even if "Father" is actually male. Some say the ending of this age is already set in stone, stone that the Father intends to steal.

Politics

The Father of Robbers is the ultimate anti-authority figure. He doesn't get on well with most of the icons. For some reason, Queen Tanadil and Blue Aoife tolerate him. And then there is Lady Akuma, who is rumored to



have something going on with Father. But what?

Organizations

In theory, every thieves' guild and crime syndicate belongs to Father. But he rarely makes his presence felt at the local level.

The Blurred Shadow is an organization of agents of the Father. They pass his messages along, including to PCs with relationships to the Father. They deal with big heists that require finesse.

The Bad Hands are called in when muscle is needed. It's considered a sign of a very dangerous operation if the Bad Hands are involved.

When things have gone wrong and the Father wants the mess cleaned up, he calls in the Cleaners. Once the cleaners have dealt with the problem all the other icons are pointing at each other, leaving the Father of Robbers in peace to plan his next job.

Friends and Enemies

The Father of Robbers doesn't do alliances, and he thinks of the other icons more as marks than as foes.

- Thrice-Wise Mercurius: A complete stick-in-the-mud, but he does make some quite impressive magic. He's a hard mage to con, but it is so worth it if it works.
- Aurum Rex: Dragons mean treasure, metallic dragons included. The Gold King is a very dangerous but lucrative target.
- Hierophant Glasyra: Stealing from the temple? The hierophant never makes it easy. She's a dangerous, but fun, mark.
- Emperor Roland: Emperors have the most shinies, Roland included. For a while, anyway. Sorry, Roland! He's a very dangerous target, indeed.
- Lord Ikal: Danger going off the chart, and often little of artistic value to steal. Yet a theft from Lord Ikal *is* art. A robber will just have to wait for the right treasure to make it worthwhile. No sense of humor at all. He's the perfect occasional target.
- King Thorbal: Speaking of no sense of humor. He holds a grudge, commands an army, and jealously guards his treasure. Everything adds up to making him the perfect target.
- Queen Tanadil: Very hard to get away with anything in her court, and she will work a very long game to get revenge, but really a fun opponent. Great sense of humor. And if you need a place to stash a dwarven treasure, look no further.
- Blue Aoife: This ruler of the sacred groves knows that wealth and property have little value, which makes it hard to steal from her. And she can be quite angry when you do, but she's quick to forgive. She is good company, until the city calls.

- Baron Von Vorlatch: Just as dangerous as Lord Ikal, but with a lot more treasure. The Baron does have a sense of humor, but the punchlines can be killer. Still, Von Vorlatch has hired the Father on occasion.
- Lady Akuma: Have you seen a hell-diamond? Steal from her and get caught, your soul is forfeit. Steal and get away with it, she laughs. She holds a secret, perhaps the secret to the end of this age. She can be a lot of fun.
- Ghiama: Just like Aurum Rex, only grumpier. The good news is she has fewer friends.
- Supreme Commander Tyrvek: All treasure flows to the Supreme Commander when it should really flow to the Father. Armies of monsters just make things more interesting. He is fun target.

Gods

Tullet, the Vixen of the Old Gods, and Shok and Yuniris of the Thirsty Gods are all associated with Father of Robbers. But no one knows for sure.

Endgame

Oh yes, Father of Robbers plans to be the one to end the age and usher in the next one with the most important heist ever. What will it be?

Variants

Even in a black-and-white campaign with little or no intrigue, the Father should probably stay ambiguous. In fact, he could be the only ambiguous icon if you want the rest to be clear to the players.

In one variant, the Father of Robbers is almost heroic. He puts on the airs of a scoundrel, but comes through for the good guys when the chips are down. Perhaps he tricks Lady Akuma, or even saves her soul in the end. Or gets the PCs to do so.

Or he could edge toward outright villainy. In this case, stress his connection to Lady Akuma. Have the Bad Hands show up everywhere. NPCs whom the PCs have relationships with can fall afoul of the Father.



Tullet the Vixen, page 18

*Shok and Yuniris the
Intercessor Twins,
page 12*



Baron Von Vorlatch

Replace the Barony of Borgostnya with any vampire dominated area of your own world.

(vor-LATCH) Villainous icon. Vampire Baron of Borgostnya, part of the Espairian Empire.

Overview

Baron Von Vorlatch rules over the mountainous Barony of Borgostnya, the most haunted part of the Espairian Empire. He and many of his nobles are vampires. The Baron himself is also a powerful necromancer. The people of the Barony know full well why they should obey the Baron. Many say they feel more protected than if they toiled under living nobles.

Those who say otherwise had best flee or find their entire family killed and turned into zombie thralls.

The Borgo part of the name Borgostnya comes from the Borgo Pass, famously used by Bram Stoker in Dracula. Borgo Pass is the old Hungarian name. The modern Romanian name is Tihuța Pass.



The Withered Root, page 17

Public executions, common throughout the empire, are quite epic in Borgostnya—and they always happen at night.

While the Baron is constrained by his version of honor and treaties he has sworn to, he's not the only undead power in the world. Necromancers and undead can be found pursuing their own agendas, or working for Lady Akuma, Ghiama, or Supreme Commander Tyrvek. The Father of Robbers, too, isn't above using the dead to get what he wants. This angers the Baron, who insists that if someone wants necromantic power, they should go through him.

Politics

Perhaps the price of peace at the start of the age was the recognition of a vampire-ruled Borgostnya. This opens up a lot of horror roleplaying opportunities. Being trapped in a vampire's castle is always a good time.

The Baron owes fealty to Emperor Roland and is always ready to defend the empire when needed. He has an official truce with Hierophant Glasyra, and the Bright Church is allowed in his domains. However, Borgostnyians are encouraged to follow the Old Gods, specifically The Withered Root. This has led to hundreds of mostly empty Bright churches peppering the Barony.

Under the veneer of truce and shared service to the Espairian Empire, a shadow war simmers between the followers of the Bright Gods and those of the Baron.

Outside the empire, the Baron has cordial relations with Blue Aoife. Rumor has it there is a new alliance blossoming between him and Queen Tanadil, but that has been denied by both sides.

Organizations

The Culling is an undead hunting force that roots out vampires who fall to blood frenzy or otherwise break the laws. It also hunts down other forms of the undead. The force has a high concentration of dhampirs to help identify vampires masquerading as the living.

The Pack is a force of lycanthropes, vampires, and druids. Members of the Pack can be found outside of Borgostnya, doing the Baron's bidding.

The Order of the Bat agents serve the Baron. They pass on the Baron's wishes and make sure the Barony is functioning. PCs with connections to Baron Von Vorlatch will often be contacted by the Order.

Friends and Enemies

- Thrice-Wise Mercurius: A wise man with enough power to challenge anyone. It is not useful to pick a fight with the magus when an alliance is possible. He is an ally who must be watched.
- Aurum Rex: The metallic dragons cannot be

reasoned with, but Rex has given his word to the Emperor to leave the Barony alone. He is an enemy for another night.

- Hierophant Glasya: Thank The Withered Root that Lord Ikal's out-of-control behavior keeps her too busy to worry about Borgostnya. She can have her churches, but the people know who the true gods are. She is a weak enemy.
- Emperor Roland: A fine emperor who has done much to strengthen his people. There is no cause for complaint—unless you believe certain rumors. He is a strong ally who must be watched.
- Lord Ikal: A fine soldier who does what needs to be done. If all vampires are truly damned, the Baron must fight hell or be turned into its slave. He is a strong ally.
- King Thorbal: The dwarves don't have much to do with the Baron, as it should be. Still, all those dark halls protected from the sun... An enemy the vampires can avoid fighting.
- Queen Tanadil: A wise queen who has seen the future in her scrying pools. It's understandable but unfortunate that she annoys the Emperor as much as she does. He doesn't have to know all Borgostnya and the Queen of the Fey do to prepare for the end of the age. She is a powerful ally who must be watched.
- Blue Aoife: A wise leader for her people. The World Tree gives birth to undeath as well as life. She is a trusted ally.
- Father of Robbers: Catching him at his little games in Borgostnya requires a stern response, yet he can be useful. He is an occasional ally.
- Lady Akuma: Hell calls and she is its herald. She must be stopped. She is a mad enemy.
- Ghiama: She still hasn't forgiven the vampires for making her white head undead. Or using her fallen children as undead steeds for the Baron's nobles. Nor should she. She is an enemy.
- Supreme Commander Tyrvek: He is no less a monster than a vampire is. Can he tame his wild army? Probably not. Still, negotiation from a position of power never hurts. He is an enemy, for now.

Gods

The Old God Argir the Undead.

Endgame

Rumors are often false, but many agree that one of the Baron's allies will turn against him. If that happens, Borgostnya will be ready. Tanadil, Aoife, and Von Vorlatch would make a triumvirate of terrible power.

Variants

In a high intrigue campaign, the Baron makes a terrific ambiguous icon. Perhaps he's searching for a cure to his condition, or has come to value living allies for some reason.

A variant of this variant would have the PCs bring the Baron if not to the light, at least to the shadow. What if undeath was a curse for some foul deed in his past? What if he needs to right the wrongs of so many years ago? Perhaps the curse won't let him undo the curse directly, maybe he needs the help of the PCs?

Von Vorlatch could be any other kind of undead you'd like to use. Ghost, lich, or something of your own creation. Vampires can slip easily in and out of human society, making them all the more frightful. You might want to consider changing Borgostniya from a haunted gothic setting to an outright horror-show where the living have no place.

Perhaps the end of an age is the best time to promote a Baron to an Emperor.



Argir the Worm, page 16

Lady Akuma

Villainous icon. Possibly insane. Summons devils, demons, undead, and other outsiders.

Overview

She says a lot of little hell breaches help release the pressure in hell. Otherwise hell could explode and all of its denizens could end up in the normal world. She says demons and devils have their place. She says no one really understands all the good she does. She says a lot of things.

While most of her operations cause suffering, death, and eternal damnation, every once in a

while she helps people.

Politics

Akuma doesn't do politics. Everyone seems to be against her. Is that fair? The one exception, perhaps, is the Father of Robbers. But who can count on him?

Organizations

She's not much of an organizer either. However, factions in her sphere of influence have emerged.

The Order of Devilry finds the sickest, most perverse people in the world and helps them express themselves.

The Maw is a loose confederation of demons intent on the destruction of the normal world.

The Embassy believes hell and this world have so much to talk about. It's important to chew the (burning) fat. You never know when common ground can be found.

Friends and Enemies

- Thrice-Wise Mercurius: Such a powerful magus, yet so deaf to all the blandishments from hell. So far. He is an enemy, for now.
- Aurum Rex: Always in the way. He is an enemy.
- Hierophant Glasyra: Blinded by the lies of the Bright Gods. Still, something about her fascinates. She is fun to watch. And an enemy.
- Emperor Roland: Why can't he realize that hell breaches serve a purpose? He is an enemy.
- Lord Ikal: The funny thing is, he would fit right in, basking in the flames of hell. His time will come. Soon. He is an enemy.
- King Thorbal: Boring. All that empty tradition will do nothing for the dwarves. He is an enemy.
- Queen Tanadil: Entertaining. She listens, but doesn't understand. She is a likeable enemy.
- Blue Aoife: She claims wisdom, yet sees so little. She is an enemy.
- Father of Robbers: Why can't they all be like him? One age's trickster is the next age's... what? He is a possible ally.
- Baron Von Vorlatch: Damned if he does, damned if he doesn't. He is a foe.
- Ghiama: Less annoying than Aurum Rex. Perhaps he can see reason. He is an enemy, for now.
- Supreme Commander Tyrvek: Quite the entertaining hobgoblin. He'd be a great replacement for Emperor Roland. He just needs time to consider what hell has to offer. He is an enemy, for now.



Akuma

Akuma is a Japanese word that means devil, demon, or evil spirit. If you're a fan of Japanese horror, feel free to bring elements of that into your depiction of Lady Akuma. If you do, supplement her diet of demons and devils with plenty of hauntings, ghosts, possessions, and ratcheted tension. Many of our favorite Japanese horror movies create horror out of the modern world. Consider using the latest technologies of your world, such as the forge-born, as instruments of Akuma's madness.

Gods

Tullet the Old Goddess of free will and Koatiri, the Burning Lady of the Thirsty Gods.

Endgame

Lady Akuma is all about the endgame. Is her madness a ruse? Or an impenetrable veil that hides her deeper game?

Variants

What if her madness caused her alliance with hell, and that madness was curable? A whole campaign arc could be constructed around this possibility.

Another redemption arc could revolve around the good things she does from time to time. Is there a good, or at least not insanely evil, person inside, waiting to be freed? Her connection to Father of Robbers, and her interest in Hierophant Glasyra and Queen Tanadil might provide keys to redemption.

Is hell really one hundred percent evil? For an intrigue campaign where nothing is certain, even in hell, the PCs might find infernals who are more victim than villain.

What if Lord Ikal and Lady Akuma are secret allies? Oh my!

Most fantasies include an element of horror. Instead of using only demons and devils to build interesting battles, consider using Lady Akuma to run full-on horror adventures. Steal special effects from your favorite horror books, movies, and games. The key to horror in roleplaying is to make the PCs feel very vulnerable, cut off from escape, with the (perceived) most probable outcome a terrifying doom.

Tullet the Vixen, page 18

Koatiri the Burning Lady, page 11



*Ghiama's name protected
by Jenn of the North.*

Ghiama

(GEE-ah-ma) Villainous icon. Five-headed dragon. The white head is undead and covered in silver chains.

Overview

Ghiama is queen of the chromatic dragons. She has one head of each color: black, blue, green, red, and white. Her white head is undead, a legacy of a fight with the first sorcerer, who was also a vampire, from long ago. Baron Von Vorlatch has a spirit connection to the white head, so Ghiama keeps it enchained in silver.

Politics

The righteous struggle against the tyranny of Aurum Rex defines Ghiama. Others are lesser irritants. Those who want to borrow the power of Ghiama must offer much in return.

Organizations

Ghiama's factions are called *wings*. Besides dragons that match the color of the wing, each wing has lesser peoples working within it: humanoid spies, diplomats, and sorcerers. Some dragons can transform themselves into humanoid form. Any of these organizations can work with characters who have a relationship with Ghiama.

The only faction not named a wing, the Talons of the Five works directly under the king, and coordinates between the different wings. PCs who have relationships with Ghiama can expect a call from the Talons.

The Black Wing deals in vengeance. Have you thwarted any of Ghiama's plans? Look to the sky.

The Blue Wing studies the world and is always looking to invent new sorcerous powers. If the Blue Wing is observing you, it's time to start worrying.

The Green Wing feels it owns the forests. Not elves, not druids, but powerful green dragons. Trespassers beware.

The Red Wing considers itself the real power of Ghiama, and will not hesitate to prove the point. If the Red Wing is after you, good luck.

The White Wing is disbanded, and has been since Ghiama's white head became undead. White dragons loyal to Ghiama work directly under the Talons of the Five. There are rumors of a shadow White Wing working for Baron Von Vorlatch, Lady Akuma, or both.

Friends and Enemies

- Thrice-Wise Mercurius: A charlatan flim-flam man. Who is he really working for? Lady Akuma? He is an enemy.
- Aurum Rex: A perversion of all dragon-kind. You can't make a metallic omelet without breaking a lot of metallic dragon eggs. He is a hated foe.
- Hierophant Glasyra: She thinks that by getting between the gods and the people she can profit. Her churches are legitimate treasure collection targets. She is a wealthy enemy.
- Emperor Roland: Humankind exists to serve and feed dragon-kind. Roland needs to be replaced by someone who understands how the world works. He is an enemy.



- Lord Ikal: A good soldier tied to a bad emperor. He is an enemy.
- King Thorbal: Worse than Roland, if that can be believed. He sets his people up for failure, even extinction. Wise dwarves would tithe to dragons who can actually protect them. He is an enemy.
- Queen Tanadil: The perfidious fey queen has been paying too much attention to the greens. She must not be allowed to interfere with the natural order. She is an enemy.
- Blue Aoife: A sad, lost soul who poaches on the greens' hunting grounds. She is a foe.
- Father of Robbers: A thief who was been allowed to live for too long. He is an enemy.
- Baron Von Vorlatch: His kind have destroyed the White Wing, and for that, they must be destroyed. Enemy.
- Lady Akuma: Infernals have no place in this world. She is an enemy.
- Supreme Commander Tyrvek: A powerful leader who shows great wisdom. He is a possible ally.

Gods

Argir the Worm and Tullet the Vixen of the Old Gods, with an emphasis on their more dread aspects.

Ghiama finds Aurum Rex's devotion to the newer Thirsty Gods yet another reason to hate him and his brood.

Endgame

It is time to end this farce where insignificant beasts strut about and call themselves emperors and whatnot. The natural order must be restored.

Variants

What if another of Ghiama's heads had problems like the white and can't coordinate with the wings? Perhaps another icon has interfered, making dragons of that color independent. In that case, remove the wing from play.

Lady Akuma is testing Aurum Rex's limits. What if Ghiama could overlook his differences with the Lady and form an alliance? What would a demonic dragon look like? What would PCs have to do to break up such an alliance?

Another variant would have all five heads, including the white, in tip-top fighting form. This might be a great variant for groups who really enjoy fighting dragons.



Argir the Worm, page 16

Tullet the Vixen, page 18

*Supreme Commander
Tyrvek named by John
Haskin.*

Supreme Commander Tyrvek

Villainous icon. Hobgoblin ruler of goblins, orcs, trolls, giants, and other fell creatures.

Overview

A man with a plan, and that is to transform the world around the Sea of Tears into his empire.



Politics

Tyrvek brings organization, strategy, and tactics to the table, and laces them with magic to keep his iron grasp on his monstrous forces.

He searches for an alliance that will solidify his power. The three that have his attention are Baron Von Vorlatch, Lady Akuma, and Ghiama.

Organizations

Agents of the Steel Chain serve as Tyrvek's enforcers, keeping his officer corps in line, keeping new allies under the Supreme Commanders thumb, and making deals with those temporarily outside of the Supreme Commander's control.

The Red Knives are silent assassins. Once dispatched, there is no recalling them.

The Final Fist is a group of fanatically loyal orcs. They do special operations and keep the other orcs in line.

The Black Flame consists of mages who serve Tyrvek's vision and help manifest it in this and other worlds.

The Shackles are slavers who serve the Supreme Commander.

Friends and Enemies

- Thrice-Wise Mercurius: A dangerous meddler who will be replaced by the Black Flame. Enemy.
- Aurum Rex: He leads the horrors of the air. They must be taken down, one by one. He is a hated enemy.
- Hierophant Glasyra: Yet another deluded mystic, she too will be replaced by the Black Flame. She is an enemy.
- Emperor Roland: His people's time is over. He will go down. He is an enemy.
- Lord Ikal: An honorable opponent. His focus on the infernals allows the Supreme Commander leave him until last. A worthy foe.
- King Thorbal: A vicious thug who must be put down for the sake of the world. He is an enemy.
- Queen Tanadil: A dangerous perversion of knowledge and power. She will be a test for the Supreme Commander's armies, and they must not fail. She is an enemy.
- Blue Aoife: A confused mystic, she can hide in her forest while the Supreme Commander finishes off the Espairians. She is an enemy.
- Father of Robbers: A thief for hire. He may be useful, or may have to be eliminated. He is a possible ally, probable enemy.
- Baron Von Vorlatch: As the natural ruler of the Espairian Empire, he must be watched. He might agree to the Supreme Commander's terms if the Barron is left a state to rule. He is an enemy, for now.
- Lady Akuma: Unstable, yet she wields

great power. She might agree to assist the Supreme Commander, but who knows her price? She is an enemy, for now.

- Ghiama: Arrogant trumped-up-beast of the air. Still, together Ghiama and the Supreme Commander could do great things. She is an enemy, for now.

Gods

Katalua the Destroyer of the Bright Gods, Koatiri the Burning Lady of the Thirsty Gods, and Toc, Tanic, and Helbar, the Lords of the Old Gods.

*Katalua the Destroyer,
page 6*

*Koatiri the Burning Lady,
page 11*

*The Lords: Toc, Tanic, &
Helbar, page 17*

Endgame

This is easy. Stir up trouble between Supreme Commander Tyrvek's enemies, and pick them off one at a time. No one likes the dwarves, maybe they should be first. Or maybe they can be more useful fighting Queen Tanadil. The final goal is to conquer the Espairian Empire.

Variants

What if some monstrous peoples, say a group of orcs, were immune to Tyrvek's control? In a more intrigue-filled game, PCs may find allies in the unlikeliest of places.

Another variant would be to have some world-shattering doom waiting in the wings. Supreme Commander Tyrvek knows about it, and fights to unite the world under his banner before turning to the doom and defeating it. If the characters hold him back, the doom grows ever closer.

If the Supreme Commander succeeds in bringing other icons into alliance, that really ups the stakes. How will the characters react?

What about an unlikely alliance? If only humans are attacked, could King Thorbal or Queen Tanadil be persuaded to stay out of it? Perhaps there are advisors to other leaders who are secretly in thrall to Tyrvek.



Icons and Campaign Types

The default icons have been presented to support a variety of campaign types. Heroic campaigns are all about PCs as heroes, doing great deeds while the rest of the world cheers. Intrigue campaigns are about power in the shadows, shifting alliances, and betrayal. Horror campaigns are about creating an atmosphere of menace and fear that makes the PCs feel vulnerable. Most campaigns take bits from each style and mix them up.

For a more heroic campaign, move some of the ambiguous icons to either the heroic or villainous columns. It can still be fun to have a few ambiguous icons to keep the players guessing.

For a straight-up intrigue campaign, make all the icons ambiguous. Everyone has something to hide, and yesterday's ally may be today's enemy. The icons know that not all of them will make it to the next age, and the knives are out. Perhaps the PCs will help a new icon ascend to power. Perhaps one of the PCs will be that new icon.

A horror campaign features overwhelming evil. No matter how powerful the PCs get, they should always feel vulnerable. Heroic icons can fall to a terrible doom as the campaign progresses, taking away sources of support. PCs might lose a level when the go up a tier. Beef up the power and dread that comes from the villainous icons.

Agents of the Icons

To help make NPCs memorable, see NPC Appearance, page 120

Agents can be people, vampires, talking animals, or other physical entities when the party is in town or the wilderness, but in the dungeon or any other location where that won't work, the icons send servitor spirits. These spirits may be related to the icon, or the gods associated with the icon.

Physical agents can also appear in flashbacks, when the character remembers getting a bit of knowledge or a magic item.

Picking

Scan the list for an agent that works well in the present situation. If a character has bonded with an agent, reuse it unless you have a reason not to.

Rolling

Thrice-Wise Mercurius

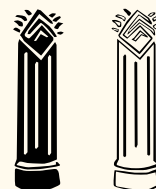
d8	Physical	Magical Spirit
1-2	Robed mage	Person made of light
3-4	Clockwork owl	Face in the wall
5-6	Raven	Talking statue or carving
7-8	Child messenger	Owl made of light

Aurum Rex

d8	Physical	Magical Spirit
1-2	Person in gold clothes	Tiny dragon made of golden light
3-4	Golden draconic	Glowing golden dragon of pixie dust
5-6	Silver draconic	Glowing silver dragon of pixie dust
7-8	Cat-sized gold dragon	Impassible window to flying dragon that allows conversation

Hierophant Glasyra

d8	Physical	Magical Spirit
1-2	Priest(ess) in vestments	Ray of light
3-4	Dove	Magical window with cathedral in background
5-6	Clay golem (in town, will attempt to pass as human)	Visiting angel
7-8	Barefoot beggar	Statue of a Bright Gods' saint



Emperor Roland

d8	Physical	Magical Spirit
1-2	Imperial messenger	Scroll rolling out of wall
3-4	Courtier	Ghost soldier
5-6	Knight	Writing in the wall that fades away after being read
7-8	Knight on a griffin	Griffin made of light

Lord Ikal

d8	Physical	Magical Spirit
1-2	Messenger in black	Gauntlet of stone forms out of wall
3-4	Knight in barbed armor	Statue weeps blood, speaks
5-6	Knight on black steed with glowing red eyes	Dust swirls into talking helm
7-8	Peg-legged veteran	Shadow of caped officer

King Thorbal

d8	Physical	Magical Spirit
1-2	Dwarf messenger	Stone turns into dwarf face, speaks
3-4	Dwarf knight	Statue speaks
5-6	Dwarf merchant	Pebble whispers
7-8	Dwarf smith (Ring of Smiths)	Dwarf ghost

Queen Tanadil

d8	Physical	Magical Spirit
1	High elf messenger	Whispering wind
2	Wood elf messenger	
3	Drow messenger	
4	Gnome messenger	Roots invade room, form elf face
5	Clockwork gnome	Water reflects a high elf
6	High-elf knight	Water reflects a wood elf
7	Wood-elf knight	Water reflects a drow
8	Drow knight	Sap, mud, or other natural goo forms elf face

Blue Aoife

d8	Physical	Magical Spirit
1-2	Rustic person	Roots invade room, form face
3-4	Druid	Sap, mud, or other natural goo forms face
5-6	Talking hawk	Whispering wind
7-8	Talking bear	Shadow stag

Father of Robbers

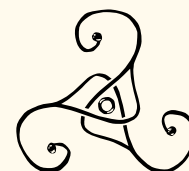
d8	Physical	Magical Spirit
1-2	Charming rogue	Mouth in wall or statue
3-4	Child pickpocket	Shadow whispers
5-6	Bewildered townsfolk	Another PC delivers message which is then forgotten
7-8	Corrupt guard	Telepathic contact

Baron Von Vorlatch

d8	Physical	Magical Spirit
1	Vampire	Shadow wolf
2	Messenger	Shadow bat
3	Knight	Mist
4	Necromancer	Spirit rat
5	Peasant	Spirit bat
6	Wolf	Shadow person
7	Bat	Wall bleeds and blood forms into face
8	Soldier of Borgostnya	PC has waking dream

Lady Akuma

d8	Physical	Magical Spirit
1-2	Insane mage	Bubbling blood forms imp
3-4	Imp	Imp
5-6	Terrified townsfolk	Hole in wall with sulfurous smell
7-8	Gelatinous troglodyte	Other PC's face turns into an imp's face for duration of message



For icon factions, see the organization section under each icon, starting at page 37.



Ghiama

d8	Physical	Magical Spirit
1-2	Sorcerer in dark robes	Black shadow
3-4	Thug	Blue sparks
5-6	Tiny dragon	Green mist
7-8	Kobold (in disguise in town)	Red fire



Supreme Commander Tyrvek



d8	Physical	Magical Spirit
1-2	Half-orc messenger	Messenger goblin drops from ceiling, melts painfully into floor after delivering message.
3-4	Half-orc knight	Dust forms floating hobgoblin skull
5-6	Thug	Shadow goblin
7-8	Barbarian	Shadow skull

Positive Relationship

When the PC has a positive relationship with the icon, the icon agents are friendly.

Conflicted Relationship

What's the disposition of the icon agent when the PC has a conflicted relationship with the icon? Friendly or otherwise? Choose or roll.

Roll Normal Save (11+)

Make: icon agents are friendly

Fail: icon agents are snarky

Icons have their own interior factions. Ask the player to pick one faction that doesn't care for the PC, and play that faction as snarky.

Iconic Enemies

If a player character has a negative relationship with an icon, that icon is not about to give the PC a boon. The boon comes from a different icon, one that is an enemy of the original icon.

Agents from an enemy of the icon show up to give the boon. The enemy of your enemy is your friend. Today, at least.

Picking

When you need to come up with an enemy of a particular icon, see if anyone rolled a 5 or 6 for any of that icon's enemies. For example: the PC rolled a 5 with Lady Akuma, whom they have a negative relationship with. Another PC rolled a 6 for Lord Ikal. Have the boon and the side quest complication for the 5 come from Lord Ikal. The boon from the 6 also comes from Lord Ikal. It looks like Lord Ikal is definitely in play tonight.

Another fun pick is an icon with whom someone in the party has a negative relationship to. For example, if a party member has a negative relationship to Baron Von Vorlatch, and you need an enemy of Supreme Commander Tyrvek to give a boon, consider it coming from the vampire baron.

Or you can just pick a villainous icon. If all of a sudden Ghiama is giving the PCs help, what does that mean? See if you can figure out a way to show that the PCs success is also pushing Ghiama's agenda forward. Perhaps the party will come upon a kobold prisoner who is a servant of Ghiama.

Using enemy icons may bring in icons that none of the PCs has a relationship with. This broadens the field, but also defocuses it. It can help with world building, though. Even if no one has a relationship with Queen Tanadil, bringing her in helps you bring the whole world of the fey into your campaign.

Keeping the icons to only those with whom characters have relationships lets the game stay more player driven.

Rolling

Find the icon who has an enemy, and roll on that table.



Thrice-Wise Mercurius

d20	Rival Icon
1	Blue Aoife
2-3	Father of Robbers
4	Baron Von Vorlatch
5-10	Lady Akuma
11-15	Ghiama
16-20	Supreme Commander Tyrvek



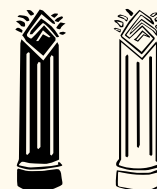
Aurum Rex

d20	Rival Icon
1	Lord Ikal
2-3	Father of Robbers
4	Baron Von Vorlatch
5-7	Lady Akuma
8-17	Ghiama
18-20	Supreme Commander Tyrvek

If the complication from a 5 is more monsters, have them come from the icon with a negative relation (Lady Akuma in the example to the left).

Hierophant Glasyra

d20	Rival Icon
1-3	Lord Ikal
4	Blue Aoife
5-6	Father of Robbers
7-9	Baron Von Vorlatch
10-14	Lady Akuma
15-16	Ghiama
17-20	Supreme Commander Tyrvek



Emperor Roland

d20	Rival Icon
1	Queen Tanadil
2-3	Blue Aoife
4-6	Father of Robbers
7-11	Lady Akuma
12-15	Ghiama
16-20	Supreme Commander Tyrvek

Agents of the Icons, page 63



Lord Ikal



d20	Rival Icon
1	Aurum Rex
2-3	Hierophant Glasysra
4-5	Father of Robbers
6-16	Lady Akuma
17-18	Ghiama
19-20	Supreme Commander Tyrvek

King Thorbal



d20	Rival Icon
1-5	Queen Tanadil
6-10	Supreme Commander Tyrvek
11-15	Lady Akuma
16-20	Ghiama

Queen Tanadil



d20	Rival Icon
1-3	Emperor Roland
4-8	King Thorbal
9-10	Lady Akuma
11-13	Ghiama
14-20	Supreme Commander Tyrvek

Blue Aoife



d20	Rival Icon
1	Thrice-Wise Mercurius
2-5	Hierophant Glasysra
6-9	Emperor Roland
10-13	Lady Akuma
13-15	Ghiama
16-20	Supreme Commander Tyrvek

Father of Robbers



d20	Rival Icon
1-2	Thrice-Wise Mercurius
3-4	Aurum Rex
5-6	Hierophant Glasysra
7-9	Emperor Roland
10-11	Lord Ikal
12-14	King Thorbal
15-16	Baron Von Vorlatch
17-18	Ghiama
19-20	Supreme Commander Tyrvek

Baron Von Vorlatch

d20	Rival Icon
1-2	Aurum Rex
3-5	Hierophant Glasysra
6-7	Father of Robbers
8-12	Lady Akuma
13-16	Ghiama
17-20	Supreme Commander Tyrvek

Lady Akuma

d20	Rival Icon
1-2	Thrice-Wise Mercurius
3-4	Aurum Rex
5-6	Hierophant Glasysra
7-8	Emperor Roland
9-12	Lord Ikal
13-14	King Thorbal
15	Queen Tanadil
16	Baron Von Vorlatch
17-18	Ghiama
19-20	Supreme Commander Tyrvek

Ghiama

d20	Rival Icon
1	Thrice-Wise Mercurius
2-11	Aurum Rex
12	Hierophant Glasysra
13	Emperor Roland
14	Lord Ikal
15	King Thorbal
16	Queen Tanadil
17	Blue Aoife
18	Father of Robbers
19	Lady Akuma
20	Supreme Commander Tyrvek



Supreme Commander Tyrvek

1	Thrice-Wise Mecurius
2	Aurum Rex
3	Hierophant Glasyra
4-7	Emperor Roland
8	Lord Ikal
9-11	King Thorbal
12-14	Queen Tanadil
15	Blue Aoife
16	Father of Robbers
17-18	Baron Von Vorlatch
19	Lady Akuma
20	Ghiama



Icon Options

A PC's relationship with an icon doesn't disappear just because the player rolls poorly on their icon relationship rolls. These relationships can still influence events in the session. If an icon was chosen for a relationship, the player is telling you that the icon is important somehow.

One way to show this is when you have terrain or a situation that is connected to a specific icon, give PCs with a relationship to that icon a +1 on rolls. It doesn't matter what the relationship is, since the PC has knowledge of the icon even if they have a negative relationship.

Boons and Icon Options

When players do roll well, and the icon has a strong connection to the scene the characters are playing in, those boons should really allow the characters to shine. Make them just that much more powerful and impressive. If nothing comes to mind, consider adding the bonus for the boon to the bonus from the icon option.

Since we don't know what's happening at your table tonight, we can't say for sure what will work, but here are some examples. Pick one or come up with your own small advantage to hand out.



Thrice-Wise Mercurius

PCs with a connection to Mercurius have a connection to magic. If magic is important in a scene, consider giving those with a relationship with Thrice-Wise a small advantage.

- They can sense magical auras, giving them a +1 on magical skill checks.
- They have studied texts related to the summoned/magical foes in an upcoming encounter, giving the PC a +1 to attacks on summoned and magical creatures.
- They know a poem about how Mercurius dealt with a particular creature, giving the PC a +1 on attack rolls on that creature.

Aurum Rex

PCs with a connection to the Gold King have a connection to dragons. If dragons or their allies are important in a scene, consider giving those with a relationship to Aurum Rex a small advantage.



- They can sense draconic auras. This gives them a +1 on skill checks when dealing with dragons or related creatures.
- They have memorized songs related to how metallic dragons defeated the foes the party faces. Everyone gets +1 on attack rolls on the first round.
- They know a story about how a metallic dragon dealt with such a creature, giving the PC a +1 on attack rolls.

Hierophant Glasyra

PCs with a connection to Glasyra have a connection to the Bright Gods and their enemies, such as infernal creatures and undead. If places of worship, the holy, or the unholy are a focus in a scene, consider giving those with a relationship to the Hierophant a small advantage.

- They can sense holy and unholy auras, giving the character a +1 on religion skill checks.
- They have studied sacred texts related to the undead/infernal foes confronting the party. Everyone gets +1 on attack rolls on the first round.
- They know a hymn to the Bright Gods about how the Bright Gods protected a hero from the tricks of such a creature, giving everyone a +1 on Saving Throws against this creature.

Emperor Roland

PCs with a connection to Roland have a connection to the Espairian Empire, its forces, and its enemies. When a scene is rife with imperial entanglements, consider giving those with a relationship with the Emperor a small advantage.

- They can see the Imperial Entanglements. This gives the PC a +1 on skill checks related to the Emperor and his interests.
- They notice that the foes are (former) imperial soldiers. Knowledge of imperial tactics causes the escalation die to start at 1.
- They know a marching song about how a hero of the Espairian Empire once smacked-down such a creature, giving the character a +1 on attack rolls.

Lord Ikal

PCs with a connection to Ikal have a connection to infernal fighting, the Thirsty Gods, and being bad-assed. When infernals or the forces of Lord Ikal are in a scene, consider giving those with a connection to Lord Ikal a small advantage.

- They can sense demonic/diabolic auras. This gives the PC a +1 on skill checks to do with demons, devils, and their followers.
- They have studied ancient scrolls related to the demons/devils in this encounter. Everyone gets a +1 on attack rolls for the first round.
- They know a song about how a heroic follower of the Thirsty Gods dealt with such a creature, giving the character a +1 on attack rolls.

King Thorbal

PCs with a connection to Thorbal have a connection to dwarves, their works, and their enemies. When dwarves, dwarven works, or enemies of the dwarves are in a scene, consider giving a small

advantage to those with a relationship with King Thorbal.

- They can sense the songs of stone. This gives the character a +1 on skill checks to do with stonework, mining, and caverns.
- They have studied runic scrolls related to the foes of the dwarves confronting the party. Everyone gets a +1 on attack rolls for the first round.
- They know a saga about how a dwarven hero dealt with such a creature, giving the character a +1 on attack rolls.

Queen Tanadil

PCs with a connection to Tanadil have a connection to the fey, their works, and their enemies. When a scene contains fey elements, consider giving a slight bonus to those with a connection with the Queen of the Fey.

- They can sense the hidden weave of the world beyond. This gives the PC a +1 on magical and nature skill checks.
- They have studied texts related to the foes of the elves confronting the party. Everyone gets a +1 on attack rolls for the first round.
- They know a song about how an elvish or gnomish hero dealt with such a creature, giving the PC a +1 on attack rolls.

Blue Aoife

PCs with a connection to Aoife have a connection to the Old Gods, nature, and the enemies of the natural order. When the scene is set in the natural world, or nature is threatened, consider giving a small advantage to those with a connection with Blue Aoife.

- They can sense shadows in the world behind this one. This gives the PC a +1 on magical and nature skill checks.
- They have studied poems related to the foes of nature before the party. Everyone gets a +1 on attack rolls for the first round.
- They know a prayer to the Old Gods for dealing with such a creature, giving the PC a +1 on attack rolls.

Father of Robbers

PCs with a connection to Crosshands have a connection to all things sneaky and underhanded. When a scene turns to thieving, consider giving a small advantage to those with a relationship with the Father of Robbers.

- They can sense patterns in the shadows. This gives the character a +1 on skill checks dealing with crime, subterfuge, and shadows.
- They have studied the tactics of the city guard threatening the party. Everyone gets a +1 on attack rolls for the first round.
- They know a dirty song about how the Father dealt with such a creature, giving the

character a +1 on attack rolls that involve trickery of some kind.

Baron Von Vorlatch

PCs with a connection to Von Vorlatch have a connection to vampires, Borgostnya, undead, and undead hunters. When the necromancy is in a scene, consider giving a small advantage to those to have a relationship with Baron Von Vorlatch.

- They can sense messages of the night. This gives the PC a +1 on skill checks dealing with the undead and creatures of the night.
- They have studied ancient tomes related to the undead or undead hunters before the party. Everyone gets a +1 on attack rolls for the first round.
- They know a song about how the Baron dealt with such a creature, giving the PC a +1 on attack rolls.



Lady Akuma

PCs with a connection to Lady Akuma have a connection to madness, infernals, hell, and the enemies of Lady Akuma. When devils or demons are involved, consider giving a small advantage to those with a relationship with Lady Akuma.

- They can sense emanations from hell. This gives the character a +1 on infernal skill checks.
- They have studied foul tomes related to the creatures of hell confronting the party. Everyone gets a +1 on attack rolls for the first round.
- They know a dirty song about how Akuma dealt with such a creature, giving the character a +1 on attack rolls.



Ghiama

PCs with a connection to the great chromatic dragon have a connection to dragons and all the servants and enemies of Ghiama. When the scene involves dragons, consider giving a small advantage to those with a relationship with Ghiama.

- They can sense draconic auras. This gives the PC a +1 on skill checks when dealing with dragons or related creatures.
- They have memorized songs related to fighting the dragons/minions of dragons that stand before the party. The escalation die starts at 1.
- They know a story about how a dragon was killed by someone very much like the PC, giving the character a +1 on attack rolls.



Supreme Commander Tyrvek

PCs with a connection to the Tyrvek have a connection to goblinoids, orcs, giants, and the Su-

● Gods and Icons ●

preme Commander's army and its enemies. When Tyrvek's forces are involved in a scene, consider giving those with a relationship with Supreme Commander Tyrvek a small advantage.

- They can sense the will of the Supreme Commander. This gives the character a +1 on skill checks when dealing with goblins, hobgoblins, orcs, and their allies.
- They have memorized songs related to how Tyrvek's forces fight in battle. The escalation die starts at 1.
- They know a humorous story about how a fierce orc/goblin/hobgoblin/ogre/... was slain, giving the PC a +1 on attack rolls.



Icon Relationship Rolls

Player Options: Icon Relationships

We have lots of advice for game masters on spending icon relationship rolls, but here are some ideas specifically for you, the player.

When you roll 5s and 6s for your icon relationships, this can be a chance for you to engage in group storytelling. Rather than relying on the GM to make up everything, you get to create part of the story. Something unexpected and great happens because of your relationship with your icon. If you like improvisation, spending your icon boons and complications is your chance to add your own spin to the story.

GM's Note: Tokens

As a GM, if you want to encourage your players to come up with their own icon relationship boons and complications, hand out tokens or poker chips for 5s and 6s. This will remind them that they have something to spend.

Know Your GM

Most GM's will be willing to go with you when you want to spend one of your icon relationship boons. You are taking some of the work off of them and adding to the group storytelling at the table. But every GM is different.

Some GMs want all the icon relationship boons to be player driven. Some none. Most are somewhere in the middle.

Rule number one is ask, don't demand. Especially if this is a new campaign and you don't know where your GM stands on players spending icon relationship boons, go ahead and ask. *"I'd like to spend my boon with Lady Akuma to summon an imp and get information on the demon door. Would that work?"*

The boundaries are pretty common sense. A boon is more than insignificant help and less than a wish. Spending a boon for a trivial boost, like a

+1 on a roll is asking too little in most campaigns. Try +5. Spending a boon to get an epic-tier true magic item when you are still an adventurer-tier character is asking too much.

Sometimes your GM already has the perfect boon that will fit the story. Our advice is go along with your GM and wait for another opportunity.

*In this section, "you" refers to the players, **not** the GM.*

Know Your Character

If you can tie the boon to your one unique thing or one of your backgrounds, so much the better. It adds flavor to the story that can only happen when your character is at the table.

A great way to further the story is to spend a boon that spotlights your one unique thing and connects it to the story in some way. You could connect it to the current plot, or to another PC's backstory, or to a story NPC. *"While I keep telling everyone there is no truth to the rumor that I am the love child of the Father of Robbers and Queen Tanadil (my one unique thing), I spend my boon to make sure the drow we are talking to have heard this rumor. I hint that I have important family connections (wink, wink) that would be served if the drow let us pass into the Deep Below."*

Let's say your one unique thing is *The drow priestesses put a white spider in place of my heart. Sometimes it whispers to me.* Then if you want information or advice that might give you a boon, explain how it comes from the white spider buried in your chest. How cool is that?

If the icon and story line up, you might be able to change your character powers just a bit. For example, if you are a chaos mage with the *touch of wizardry* talent and you are in a place of high magic and get a 6 with Thrice-Wise Mercurius, you might be allowed to pick your wizard spell instead of having it be randomly determined.



Furthering the Story

What story is being told at the table? See if you can build on it and make it even better. For example, say this is a story about dwarven greed vs. dwarven honor and you're facing a greedy NPC dwarf you want something from. You could spend a boon to reveal that the dwarf's family owes you a favor, thus turning a negotiation based on greed to one that turns on a matter of family honor.

Is it a story of secrets and intrigues? Suggest boons that reveal part, but not all of a secret. A boon might give you a diary, but the page with the owner's name has been ripped off.

Is it a story of danger and epic deeds? Suggest boons that bring on the special effects: trumpets sound, holy light fills the area, and you get to improv something heroic.

If there is a dark fantasy theme, go with it when coming up with a boon. Help from the dead, lost souls out for revenge, dark spells in the graveyard.

Skill Rolls

At our table, if you ask to use a boon on a skill roll, you'll normally get a +5 or automatically succeed. We choose between the two based on this question: Is failure interesting?

If not, you succeed and we're on with the story.

If failure is interesting, you get a +5 on the die roll and the GM is ready with bad news if you fail anyway.

We also factor in the scene and the icon. If it's dragon related and the icon is Aurum Rex, we might go for an impressive success with no roll or a +7 bonus.

Some skill checks involve multiple rolls. Say you have to impress the bouncer at the bar, then the bartender, and then the owner in order to push the story forward. We go with a free success for a boon in cases like this. *"I have two boons, and I want to spend them both. The bouncer waves us in, the bartender points us to the back room, and we're talking with the boss."*

Your GM may be different. Whatever the GM says goes.

Combat

Sometimes you can talk your way out of a fight, or find a way to avoid it. In most cases this turns into a skill roll. At our table you can spend a boon for a +5 on the skill roll, and sometimes the GM will make that an automatic success.

Combat bonuses can be in the form of knowledge of the opponents. A +1 on attacks for the first round is a good use of a boon. If the icon and the scene mesh well, you might start the escalation die at 1.

For example, you're in a crypt and rolled a 6 on a relationship with Baron Von Vorlatch, that might increment the escalation die. These undead are known to you, and you call out advice to your fellow adventurers.

If you are getting ambushed, your GM might allow you to retroactively spend a boon in a short flashback to have noticed the ambush ahead of time.

Speaking of ambushes, if you know there is a combat encounter coming, spending a boon might allow you to gain surprise.

As always, your GM has the final word.

Magic Items

In our games, we don't have players get a true magic item every time they have a boon. For one thing, we're fairly generous with our GM boons. For another that can take some of the glory away from magic items the party finds through hard work.

That said, if you need one-shot items, such as healing potions, we think spending a boon to get some added to a treasure trove makes perfect sense.

Boons with Complications

When you roll a 5, there is a complication. The GM might boost the foes in the next combat, give your character a side quest, or all sorts of nasty GM things.

You can come up with a complication suggestion as well as a boon suggestion.

The simplest way is to propose a weak boon. If your GM uses +5s on skill rolls as a typical boon, ask for a +3, and explain how your icon is helping you but your icon's enemy is holding you back. *"Aurum Rex gives me the strength to hold this door while the party flees, but Ghiama's dread powers make the floor slippery. Can I have a +3 on my strength roll?"*

Or if a combat boon might help the entire party with a +1 to hit on the first round, maybe a 5 just helps your character and one other.

Or you may want to suggest a complication. This lets you add a new element to the story, an element you care about. *"The guide we hired is really working for Baron Von Vorlatch. He grabs the artifact on the altar and makes a run for it."*

Conflicted Relationships

If you have a conflicted relationship with your icon, your icon has a conflicted relationship with you. Perhaps some of the people and groups working for the icon don't like you very much, while others do. You can use this to build the story you tell when you spend the boon.

"Sir Kanthas, one of Emperor Roland's griffon knights, swoops down on his griffin while we hike across the haunted moor. Before he tells us about possible enemies in the area, he spends some time

insulting me and the gnomes who made my clock-work body. Then, against his better judgement, he gives us a clue about the foes we can expect to find here. Something that might let us get surprise."

A great time to press hard on the conflicted part of your relationship is when you roll a 5 and have a complication.

Say you love fighting mooks and you have a complication to spend. Extending the example above, Sir Kanthas might tip off the enemy so that the next battle is a little harder. You get surprise, but you've got more foes to fight.

"After Sir Kanthas goes, he gets one of his agents to convince our foes to add reinforcements behind our backs. Mook reinforcements."

Negative Relationships

Negative relationships can be a lot of fun. When you get a boon, you get it from an icon who is an enemy of the icon you have the relationship with. For example, if you have a negative relationship with Ghiama, you could say your boon came from Aurum Rex.

A negative relationship is a signal of who you want to fight, and not just on the battlefield. When a 5 gives you a complication, you could add your favorite enemies to the mix. Choosing a negative relationship with Ghiama tells the GM you want to fight dragons.

"For my complication, I'd like one of the princess's advisors opposing my arguments to be an agent of Ghiama, and I see the signs of that. Everywhere I go, Ghiama's plotters are out to get me."

Go For It

Use your 5s and 6s as opportunities to take the stage, drive the story, and make the game more fun for everyone. See which other characters have similar relationships and try to bring their stories into yours. When the session is going to end soon, see if you can spend those boons and complications.

And always work to make sure everyone, even that nasty old GM, has a good time. You're playing a game, and everyone should have fun.



In this section, "you" refers to the GM.

Back to the GM

Icon relationship rolls tie your PCs to the icons and the world you build. Players typically roll 1d6 for each relationship point they've invested in the icons. If the player rolls a 6, they get a boon. If they roll a 5, they get a boon and a complication.

Pro tip: Roll until you can pick. For example, you roll a true magic item as a boon. Then you roll a sword for the type of magic item. You don't need to roll again, because you know the player and their character. You pick the Holy Sword of St. Cerni as it best suits your player.

As the GM, you may not always be able to come up with the right boon and the right complication. The following tables can help you come up with interesting choices to let the game flow. Use these tables as needed. Sometimes you may think of the perfect boon or complication. Use it! Other times you may be stuck. Scan the tables and/or pick up some dice and roll.

When the Dice Fail You

Any time you don't like your roll, ignore it. Roll again or just pick from the tables as you would from a menu at a restaurant. You can roll three times and pick what feels best. Use the tables as aids, not straightjackets.

Boons

True Magic Item, page 77

One-Use Items, page 131

Hugely Important Information About the Story, page 100

A 5 or a 6 indicates the icon relationship will help the PC in some way. We call these boons (others call them icon advantages), and they come in three main types:

- True magic items
- One-use items
- Hugely important bits of information about the story

Big Rolling

If you want to do all your rolling at once, you'll need a lot of d6s and d20s. Roll them all, and as you use them, take them out.

Roll 5 d6s, 2 d8s, 5 d20s, and 2 d100s. Don't add them up, use different colors to tell the dice apart. Then use the darkest color first, or follow the order of colors in a rainbow, or whatever method works for you. You will have left-over dice; you're rolling for the worst case scenario.

Choose a Boon

Follow these steps to find boons for your players.

Step 1: Check for Healing

See *Is the Party Short on Healing?*, page 75

Step 2: Check for Type of Boon

Jump to *Type of Boon*, page 76

Step 3: How do PCs get the items/information?

Jump to *How do PCs Get the Items/Information?*, page 76

Step 4: Go to Type

Jump to

True Magic Item, page 77

One-Use Items, page 131

Hugely Important Information About the Story, page 100

Step 5: Drill Down

For some results, you will keep picking or rolling until you have the specific item or information for the boon.

Is the Party Short on Healing?

If not, jump to *Type of Boon*, page 76.

Before you figure out what kind of boon you should give out, ask yourself if the party is short on healing. Maybe your group doesn't have a healer, or the one they have is missing this game session.

If there are no healers and there will be combat tonight, at least some of the boons should be healing potions. Of course, if they are already well stocked with healing potions, move on to *Type of Boon*.

Among the PCs with boons coming to them, consider who is the most likely to need healing. Who almost died last game? If you don't know, pick one at random.

Give the potions out at the start of the session or after the first tough fight.

Picking

If a PC almost died last game, hand out two healing potions one tier above the party. If they did fine last session but you're worried they are short on healing, give out two healing potions at their current tier.

Rolling

Roll a d20 to find out what tier the healing potion is.

Adventurer-tier Group

Short on Healing

d20	Healing Potion	Number of Potions
1-10	Adventurer tier	1d3
11-15	Champion tier	1d2
16-19	Epic tier	1
20	Iconic Tier	1

Champion-tier Group

Short on Healing

d20	Healing Potion	Number of Potions
1-12	Champion tier	1d3
13-18	Epic tier	1d2
19-20	Iconic Tier	1

Epic-tier Group Short on Healing

d20	Healing Potion	Number of Potions
1-15	Epic tier	1d3
16-20	Iconic Tier	1d2

Jump to [How do PCs Get the Items/Information?](#), page 76

Type of Boon

Is there a true magic item, a one-use item, or important information that will be helpful in a scene? You don't want to be handing out magic items as icon benefits all the time, but this table will especially help characters low on magic items catch up to the "one item per level" limit.

Picking

Is the character suffering in combat because they are lacking magic? Pick a true magic item.

Is the character out of potions, oils, and runes? Pick a one-use item.

Is the character a walking alchemy store? Some players forget they even have a pile of potions, oils, and runes. Pick hugely important information in that case.

Did the character roll for more than one boon? Combine them into a double-strength boon. Bump items an additional tier or give out extra one-use items.

Did one character roll for three or more boons? Combine all the boons into one powerful True Magic Item.

When in doubt, choose useful information. If multiple PCs are due boons from the same icon, see if you can combine them. It might be odd for Queen Tanadil to hand out three magic swords

at once, but her voice in the wind could tell three PCs three different pieces of information.

Rolling

Bonus: If the PC has fewer true magic items than half their level (round up), the bonus is +1. If not, the bonus is 0. Items at higher tiers than the character count as 2 items (1 tier up) or 3 items (2 tiers up).

d6 (+ Bonus)	Type of Boon
1-3	Hugely important information about story
4-5	One-use item
6+	New or upgraded true magic item

Hugely Important Information About the Story, page 100

One-use Item, page 99

True Magic Item, page 77

How do PCs Get the Items/Information?

How PCs get the item or information depends on who the icon is, the kind of relationship the PC has with them, and where the PC is.

Agents of the Icons, page 63

Conflicted Relationships, page 73

Negative Relationships, page 74

Iconic Enemies, page 66

Picking

Look at the list and see what strikes you. Getting the item or information in-game might require you to use some magical effects. See the [Agents of the Icons, page 63](#) and use a physical or spirit agent that will fit your story.

Rolling

d6	Item	Information
1	Given by icon agent in-game	Told by icon agent in game
2	Flashback: given by icon agent before this session	
3	Told where to find it by icon agent in-game	
4	Flashback: Told where to find it by icon agent before this session	Told by icon agent in flashback
5	Told how to activate it by icon agent in-game	
6	Flashback: Told how to activate it by icon agent before this session	

Increasing the Tier, page 85

If the PC has a positive relationship with the icon, they get item/information from a helpful agent of the icon. Once the player develops a connection with an icon agent, reuse the agent (unless there's a good reason not to). Reusing NPCs helps tie your PCs to your world.

If the PC has a negative relationship with the

icon, they get the item/information from an enemy of the icon.

If they rolled a 5, which gives them a complication, and are dealing with an enemy of the icon, side-quest complications come from the same enemy of the icon. Extra foe complications come from the icon with whom the PC has the negative relationship.

For example, if they rolled for a relationship with King Thorbal, with whom they have a negative relationship, and you pick Queen Tanadil as the enemy icon who gives the boon, then you should use Queen Tanadil for a side-quest complication and King Thorbal for extra foes.

True Magic Item

Tiers

As the PCs reach higher tiers, a new true magic item might be an awakening of an old item to the new tier's power level. This works great if the player loves a particular item but their character is outgrowing it.

Increasing the Tier, page 85

Item Tier

Picking

If the item is very important to the story, consider making it a tier above the character's tier. Otherwise, make it the same level.

Rolling

Open slots are simply the character's level minus their true magic items. Note: ammunition doesn't count in this calculation.

Character	d6
Adventurer with 1 open slot	1-5: Adventurer-tier item 6: Champion-tier item
Adventurer with 2 open slots	1-4: Adventurer-tier item 5-6: Champion-tier item
Adventurer with 3+ open slots	1-3: Adventurer-tier item 4-5: Champion-tier item 6: Epic-tier item
Champion with 0- open slots	1: Adventurer-tier item 2-5: Champion-tier item 6: Epic-tier item
Champion with 1 open slot	1-5: Champion-tier item 6: Epic-tier item
Champion with 2+ open slots	1-2: Champion-tier item 3-6: Epic-tier item
Epic with 0- open slots	1: Champion-tier item 2-6: Epic-tier item
Epic with 1+ open slots	Epic-tier item

If you pick or roll for a chakra that is already filled, you typically add one to the existing item's tier.

Choosing a True Magic Item

If you have the perfect item in mind, use it. If not, here are tables that can generate interesting items for your players. You can either pick from the table, or roll.

If you only have the 13th Age Roleplaying Game core book but rolled an item from *13 True Ways*, not to worry. Just go down the list and pick the next item that is from a book you do have, such as *Gods and Icons*. If you fall off the bottom, wrap around to the top of the chart.

Standard Reference Document

The 13th Age SRD, including the magic items, can be found at <http://site.pelgrane-press.com/index.php/the-archmage-engine-13th-age-srd/>. Even so, we recommend the actual books, which are amazing.

The most important factor for generating a useful item is the PC's class. Each class has items that are particularly useful. Then again, it's nice to get a shot at the full spectrum of magic items.

Picking

An item that is most useful to the class is a great default. If those slots are all filled at the current tier, go for a random item.

Rolling

If the character has any open slots for useful items, or if their slots are full but below their tier, roll:

d20	Result
1-5	Random item by class
6+	Random useful item by class

If the character already has all the useful items for their class and each item is at their tier or above, jump to the class table and use the random item by class.

Barbarian, page 78
Bard, page 78
Chaos Mage, page 79
Cleric, page 79
Commander, page 80
Druid, page 80
Fighter, page 81
Monk, page 81
Necromancer, page 82
Occultist, page 82
Paladin, page 83
Ranger, page 83
Rogue, page 84
Sorcerer, page 84
Wizard, page 85

Barbarian

Most useful (2): two-handed weapon, light armor

Barbarian items tend to the totemic, with animal teeth, skins, and bones being popular materials. Let the player describe the item.

Picking

If the barbarian lacks any of the useful items listed above, give one in the following order: two-handed weapon, then light armor.

For random items, read through the list below. If any of the items sounds like a good match for the barbarian at your table, pick that. Otherwise, give the barbarian a bow if they need one. If they have a bow, give boots. If they have a bow and boots, give out arrows.

If the character's chakras are full for their level, think about how much fun it would be to go over the limit and have the player roleplay all those quirks. If that sounds fun, pick another chakra item. If it doesn't, pick a wondrous item.

Rolling

Useful Item: d20	Random Item: d20	Result
	1-2	Arrow, 85
1-6	3	Light armor, 86
	4-5	Belt, 87
	6-8	Boots, 89
	9-10	Cloak, 90
	11	Gloves, 90
	12	Helmet, 91
	13-14	Pendant, 92
	15	Ring, 92
7-20	16	Two-handed weapon, 97
	17-19	Bow, 97
	20	Wondrous item, 98

If the barbarian's player prefers one-handed weapons and shields, that's what they should get instead of two-handed weapons.



Bard

Most useful: light weapon, light armor, or musical instrument (a wand or staff may be reskinned as a musical instrument, or use one of the new items here.)

Bard equipment is often inscribed with musical notes or images of instruments. Let the player describe the item.

Picking

If the bard lacks any of the useful items listed above, give one in the following order: a musical instrument, a light weapon, and then light armor.

If you don't want to use one of the musical instruments in this book, we recommend reskinning wands and staves as musical instruments, to become items that look like lutes, bagpipes, or drums, but have the effects of a wand or staff. See [Musical Instruments, page 92](#) section for some items that act like wands or staves but are perfect as musical instruments for bards.

For random items, read through the list below. If any of the items sounds like a good match for the bard at your table, pick that. If your bard often uses a bow or sling, pick that, and if they already have a magic-ranged weapon, pick ammunition. Otherwise, choose any item that will be useful to a bard. A book, helmet, or wondrous item can all work well.

If the bard's chakras are full for their level, think about how much fun it would be to go over the limit and have the player roleplay all those quirks. If that sounds fun, and we are talking about a bard now, pick another chakra item. If it doesn't, pick a wondrous item.

Rolling

Useful Item: d20	Random Item: d20	Result
	1	Arrow, 85
1-6	2	Light armor, 86
	3	Belt, 87
	4-5	Book, 88
	6	Boots, 89
	7	Cloak, 90
	8	Glove, 90
	9-10	Helmet, 91
	11	Pendant, 92
	12-13	Ring, 92
	14	Bow, 97
7-14	15	Instrument, 92 Wand, 95 Staff, 93
15-20	16	One-handed weapon, 96
	17-18	Ranged weapon, light, 97
	19-20	Wondrous item, 98

Chaos Mage

Useful: wand/staff, shirt (armor)

Chaos mage items tend toward the weird. Wands or staves tipped with floating eyeballs in glass bubbles, bright colors, and a total lack of symmetry. Let the player describe the items.

Picking

If the chaos mage lacks any of the useful items listed above, give one in the following order: a wand or staff, then a shirt.

For random items, read through the list below. If any of the items sounds like a good match for the chaos mage at your table, pick that. If you pick the item and not just the type of item, go for weird. This is a chaos mage, after all.

If the chaos mage's chakras are full for their level, think about how much fun it would be to go over the limit and have the player roleplay all those quirks. If that sounds fun, pick another chakra item. If it doesn't, pick a wondrous item.

Rolling

Useful Item: d20	Random Item: d20	Result
	1	Crossbow bolt, 85
1-7	2	Robe (armor), 86
	3-4	Belt, 87
	5-6	Book, 88
	7	Boots, 89
	8-9	Cloak, 90
	10	Gloves, 90
	11-12	Cap, 91
	13-14	Pendant, 92
	15-16	Ring, 92
8-20	17	Wand, 95 (Adventurer, Champion), or staff, 93 (Champion, Epic) Champion: d6: 1-2: Wand, 3-6: staff.
	18	Hand/light crossbow, 97
	19-20	Wondrous item, 98

Cleric

Useful: symbol/staff, heavy armor, simple one-handed weapon (or heavy/martial if cleric has Strength domain), shield

Clerics following the Bright Gods tend to have items with designs that repeat in groups of three.

Clerics of the Thirsty Gods tend to use items with bold and impressive lines and possibly an ancient Egyptian or Mayan flair.

Clerics of the Old Gods are often found with items covered in repeating patterns similar to Celtic knotwork.

Let the player describe the items.

Picking

If the cleric lacks any of the useful items listed above, give one in this order: a relic or staff, heavy armor, weapon, then a shield.

For random items, read through the list below. If any of the items sounds like a good match for the cleric at your table, pick that. If you pick the item and not just the type of item, pick an item you can relate to the gods.

If the cleric's chakras are full for their level, think about how much fun it would be to go over the limit and have the player roleplay all those quirks. If that sounds fun, pick another chakra item. If it doesn't, pick a wondrous item.

Rolling

Useful Item: d20	Random Item: d20	Result
	1	Crossbow bolt, 85
1-5	2	Heavy armor, 86
	3-4	Belt, 87
	5-6	Book, 88
	7	Boots, 89
	8	Cloak, 90
	9	Gloves, 90
	10-11	Helmet, 91
	12	Pendant, 92
	13-14	Ring, 92
6-9	15	Shield, 93
10-17	16	Symbol, 94 (Adventurer, Champion), or staff, 93 (Champion, Epic) Champion: d6: 1-2: Symbol, 3-6: Staff
18-20	17	Simple one-handed weapon (or heavy/martial if cleric has Strength domain), 96
	18-19	Light crossbow, 97
	20	Wondrous item, 98

Commander

Most useful: light weapon, light armor, shield

Items used by commanders tend to be brash, bold, and colorful—like Julius Caesar's red cape. Let the player describe the items.

Picking

If the commander lacks any of the useful items listed above, give one in this order: a weapon, armor, then a shield.

For random items, read through the list below. If any of the items sounds like a good match for the commander at your table, pick that. If you pick the item and not just the type of item, pick an item that speaks to leadership.

Survivability is important for a commander, so consider belts, cloaks, helms, and necklaces.

If the commander chakras are full for their level, think about how much fun it would be to go over the limit and have the player roleplay all those quirks. If that sounds fun, pick another chakra item. Commanders might not be the best class to turn into a quirk-bag, so you might want to ask the player. Otherwise, pick ammunition or a wondrous item.

Rolling

Useful Item: d20	Random Item: d20	Result
	1-2	Ammunition, 85
1-7	3	Light armor (heavy if the PC has the armor skills talent), 86
	4-5	Belt, 87
	6	Book, 88
	7	Boots, 89
	8-9	Cloak, 90
	10	Gauntlets, 90
	11-12	Helmet, 91
	13-14	Pendant, 92
	15	Ring, 92
8-13	16	Shield, 93
14-20	17	One-handed weapon, 96
	18-19	Ranged weapon, 97
	20	Wondrous item, 98

Druid

Most useful: symbol/staff, light armor, simple one-handed weapon, shield

Druid items often are covered in designs such as Celtic knots or natural motifs. Ask the player what the item looks like.

Picking

If the druid lacks any of the useful items listed above, give one in this order: give the druid a symbol or staff, weapon, armor, and then a shield (if the druid is a warrior druid who picked the shield benefit).

Warrior druids need good a good weapon, armor, and shield more than other types of druids. If the warrior druid is an adept, choose a weapon before the symbol.

For non-warrior druids, a shield is all downside.

For random items, read through the list below. If any of the items sounds like a good match for the druid at your table, pick that. If you pick the item and not just the type of item, pick an item that feels druidic or connected to nature.

If the druid's chakras are full for their level, think about how much fun it would be to go over the limit and have the player roleplay all those quirks. If that sounds fun, pick another chakra item. If it doesn't, pick ammunition or a wondrous item.

Rolling

Useful Item: d20	Warrior Druid Useful Item: d20	Random Item: d20	Warrior Druid Random Item: d20	Result
		1	1-2	Ammunition, 85
1-6	1-6	2	3	Light armor (heavy if the PC has the armor skills talent), 86
		3-4	4-5	Belt, 87
		5-6	6	Book, 88
		7-8	7	Boots, 89
		9	8-9	Cloak, 90
		10	10	Gloves, 90
		11-12	11-12	Helmet, 91
		13-14	13	Pendant, 92
		15-16	14	Ring, 92
	7-12	-	15	Shield, 93
7-14	13-14	17	16	Branch, 94 (Adventurer, Champion), or staff, 93 (Champion, Epic) Champion: d6: 1-2: symbol, 3-6: staff
15-20	15-20	18	17	Simple one-handed weapon (Warrior druids that took the martial weapon benefit should get a martial weapon.) 96
		19	18-19	Ranged weapon (shortbow), 97
		20	20	Wondrous item, 98

Fighter

Useful: one-handed martial weapon, heavy armor, shield

Fighters often like rugged and impressive-looking items. Ask players what their items look like.

Picking

If the fighter lacks any of the useful items listed above, give one in this order: give the fighter a martial weapon, heavy armor, and then shield.

For random items, read through the list below. If any of the items sounds like a good match for the fighter at your table, pick that. If you pick the item and not just the type of item, pick an item that works with this particular fighter. For survivability, consider belts, cloaks, helmets, and necklaces.

If the fighter's chakras are full for their level, think about how much fun it would be to go over the limit and have the player roleplay all those quirks. If that sounds fun, pick another chakra item. If it doesn't, pick ammunition or a wondrous item.

Rolling

Useful Item: d20	Random Item: d20	Result
	1-2	Ammunition, 85
1-7	3	Heavy armor, 86
	4-5	Belt, 87
	6	Book, 88
	7	Boots, 89
	8-9	Cloak, 90
	10	Gauntlets, 90
	11-12	Helmet, 91
	13-14	Pendant, 92
	15	Ring, 92
8-13	16	Shield, 93
14-20	17	One-handed weapon, 96
	18-19	Ranged weapon, 97
	20	Wondrous item, 98

If the fighter prefers two-handed weapons, that's what they should get.

Monk

Useful: Bracers, shirt/gi/harness (armor)

Often, monk items are simple, with clean lines. Ask players to describe their items.

Picking

If the monk lacks any of the useful items listed above, give one in this order: bracers, then a gi or shirt.

Some monks use weapons, often based on their backstory. If your monk does, that's a good choice in place of a bracer. Consider using bracer quirks on weapons you give monks.

Monks with the Heaven's Arrow talent will want ranged weapons and ammunition.

For random items, read through the list below. If any of the items sounds like a good match for the monk at your table, pick that. If you pick the item and not just the type of item, pick an item that works with this particular monk. For survivability, consider belts, cloaks, helmets, and necklaces.

If the monk's chakras are full for their level, think about how much fun it would be to go over the limit and have the player roleplay all those quirks. If that sounds fun, pick another chakra item. If it doesn't, pick ammunition or a wondrous item.

Rolling

Useful Item: d20	Random Item: d20	Result
	1	Ammunition, 85
1-8	2	Gi (armor), 86
	3-4	Belt, 87
	5-6	Book, 88
	7-8	Boots, 89
	9-10	Cloak, 90
	11	Gloves, 90
	12-13	Circlet, 91
	14	Pendant, 92
	15-16	Ring, 92
9-20	17	Bracer, 90, or weapon based on backstory, 95
	18	Ranged weapon, 97
	19-20	Wondrous item, 98t



Necromancer

Useful: wand/staff, robe (armor)

Necromancer items tend to be covered in skulls. Lots and lots of skulls. Ask players to describe their items.

Picking

If the necromancer lacks any of the useful items listed above, give one in this order: a wand or staff, then a robe.

For random items, read through the list below. If any of the items sounds like a good match for the necromancer at your table, pick that. If you pick the item and not just the type of item, pick an item that works with this particular necromancer. Necromancers like black daggers. Let the player choose the appearance, or just cover everything with skulls.

If the necromancer's chakras are full for their level, think about how much fun it would be to go over the limit and have the player roleplay all those quirks. If that sounds fun, pick another chakra item. If it doesn't, pick ammunition or a wondrous item.

Rolling

Useful Item: d20	Random Item: d20	Result
	1	Crossbow bolt, 85
1-7	2	Robe (armor), 86
	3-4	Belt, 87
	5-6	Book, 88
	7	Boots, 89
	8-9	Cloak, 90
	10	Gloves, 90
	11-12	Cap, 91
	13	Pendant, 92
	14-15	Ring, 92
8-20	16	Wand, 95 (Adventurer, Champion), or staff, 93 (Champion, Epic) Champion: d6: 1-2: Wand, 3-6: Staff.
	17-18	Dagger, 96
	19	Hand/light crossbow, 97
	20	Wondrous item, 98

Occultist

Useful: wand/staff, robe (armor)

Always ask the occultist player what their items look like. Only they know.

Picking

If the occultist lacks any of the useful items listed above, give one in this order: a wand or staff, then a robe.

For random items, read through the list below. If any of the items sounds like a good match for the occultist at your table, pick that. If you pick the item and not just the type of item, pick an item that works with this particular occultist. Occultists like unique items. Let the player choose the appearance, or just let your imagination run riot.

If the occultist's chakras are full for their level, think about how much fun it would be to go over the limit and have the player roleplay all those quirks. If that sounds fun, pick another chakra item. If it doesn't, pick ammunition or a wondrous item.

Rolling

Useful Item: d20	Random Item: d20	Result
	1	Crossbow bolt, 85
1-7	2	Robe (armor), 86
	3	Belt, 87
	4-5	Book, 88
	6	Boots, 89
	7	Cloak, 90
	8	Gloves, 90
	9	Cap, 91
	10-11	Pendant, 92
	12-14	Ring, 92
8-20	15	Wand, 95 (Adventurer, Champion), or staff, 93 (Champion, Epic) Champion: d6: 1-2: Wand, 3-6: Staff..
	16	Hand/light crossbow, 97
	17-20	Wondrous item, 98

Paladin

Useful: one-handed martial weapon, heavy armor, shield

Paladin items usually look sturdy. Heroic paladin items tend to be bright and shiny. Anti-hero paladins might prefer black with skulls. Ask the player what the items looks like.

Picking

If the paladin lacks any of the useful items listed above, give one in this order: a martial weapon (a sword unless the player wants something else), heavy armor, and then shield.

For random items, read through the list below. If any of the items sounds like a good match for the paladin at your table, pick that. If you pick the item and not just the type of item, pick an item that works with this particular paladin. For survivability, consider belts, cloaks, helms, and necklaces. If you have a heroic paladin, look for items that help the paladin protect others.

If the paladin's chakras are full for their level, think about how much fun it would be to go over the limit and have the player roleplay all those quirks. If that sounds fun, pick another chakra item. If it doesn't, pick ammunition or a wondrous item.

Rolling

Useful Item: d20	Random Item: d20	Result
	1-2	Ammunition, 85
1-7	3	Heavy armor, 86
	4-5	Belt, 87
	6	Book, 88
	7	Boots, 89
	8-9	Cloak, 90
	10	Gauntlets, 90
	11-12	Helmet, 91
	13-14	Pendant, 92
	15	Ring, 92
8-13	16	Shield, 93
14-20	17	One-handed weapon, 96
	18-19	Ranged weapon, 97
	20	Wondrous item, 98

If the paladin's player prefers two-handed weapons, replace one-handed weapons and shields with two-handers.

Ranger

Useful: one-handed martial weapons, bow, arrows, possibly other ranged weapons, light armor

Ranger items tend to be sturdy looking and wilderness ready. Have the player describe the item.

Picking

Look at the useful items listed above. If the ranger at your table lacks a useful item, give one. Rangers who take archery talents are going to want a bow before a sword. Those who take melee talents will go for swords, often using two weapons when fighting. Two-weapon fighters still only have one-weapon chakra, so getting a second magic sword should either upgrade the current sword to the next tier or replace the current weapon.

For random items, read through the list below. If any of the items sounds like a good match for the ranger at your table, pick that. If you pick the item and not just the type of item, pick an item that works with this particular ranger. For survivability, consider belts, cloaks, helms, and necklaces, especially for melee rangers. Rangers who gain spells do not get many, and may not want to lose a chakra to boost their one daily spell. However, if the player really cares deeply about their spells, they might appreciate a wand, relic, or staff.

If the ranger's chakras are full for their level, think about how much fun it would be to go over the limit and have the player roleplay all those quirks. If that sounds fun, pick another chakra item. If it doesn't, pick ammunition or a wondrous item.

Rolling

Archery-Focused Useful Item: d20	Melee-Focused Useful Item: d20	Random Item: d20	Result
1-4	1-4	1	Ammunition, 85
5-8	5-8	2	Light armor, 86
		3-4	Belt, 87
		5	Book, 88
		6-7	Boots, 89
		8-9	Cloak, 90
		10-11	Gauntlets, 90
		12	Helmet, 91
		13-14	Pendant, 92
		15-16	Ring, 92
9-12	9-16	17	One-handed weapon, 96
13-20	17-20	18	Ranged weapon, 97
		19-20	Wondrous item, 98

Rogue

Useful: light weapon, light armor

Rogue items tend to be rugged and not call attention to themselves. Gray, black, and dun colors are favored. Have the player describe the item.

Picking

If the rogue lacks any of the useful items listed above, give one in this order: a light weapon, then armor.

For random items, read through the list below. If any of the items sounds like a good match for the rogue at your table, pick that. If you pick the item and not just the type of item, pick an item that works with this particular rogue. For survivability, consider belts, cloaks, helms, and necklaces.

If the rogue's chakras are full for their level, think about how much fun it would be to go over the limit and have the player roleplay all those quirks. If that sounds fun, and rogues can be quirky, pick another chakra item. If it doesn't, pick ammunition or a wondrous item.

Rolling

Useful Item: d20	Random Item: d20	Result
	1	Ammunition, 85
1-8	2	Light armor, 86
	3-4	Belt, 87
	5-6	Book, 88
	7-8	Boots, 89
	9-10	Cloak, 90
	11	Gloves, 90
	12	Cap, 91
	13	Pendant, 92
	14-15	Ring, 92
9-20	16	Light weapon, 96
	17-18	Hand/light crossbow or shortbow, 97
	19-20	Wondrous item, 98

Sorcerer

Useful: wand/staff, robe (armor)

Sorcerer heritage talents often color the appearance of sorcerer items. Items might be wizard-like, dragon-like, and so on. Ask the player for a description of the item.

Picking

If the sorcerer lacks any of the useful items listed above, give one in this order: a wand or staff, then robes.

For random items, read through the list below. If any of the items sounds like a good match for the sorcerer at your table, pick that. If you pick the item and not just the type of item, go for draconic. Even the shirt has (cloth) scales. This is a sorcerer, after all.

If the sorcerer's chakras are full for their level, think about how much fun it would be to go over the limit and have the player roleplay all those quirks. If that sounds fun, pick another chakra item. If it doesn't, pick a wondrous item.

Rolling

Useful Item: d20	Random Item: d20	Result
	1	Crossbow bolt, 85
1-7	2	Robe (armor), 86
	3-4	Belt, 87
	5-6	Book, 88
	7	Boots, 89
	8-9	Cloak, 90
	10	Gloves, 90
	11-12	Cap, 91
	13-14	Pendant, 92
	15-16	Ring, 92
8-20	17	Wand, 95 (Adventurer, Champion), or staff, 93 (Champion, Epic) Champion: d6: 1-2: Wand, 3-6: Staff.
	18	Hand/light crossbow, 97
	19-20	Wondrous item, 98



Wizard

Useful: wand/staff, robe (armor)

Wizard items tend to be complex and ornate, as if only a wizard could understand the design. They skew to the impressive. Everything glows, makes fog, and/or is covered in magic sigils. Have the player describe the item.

Picking

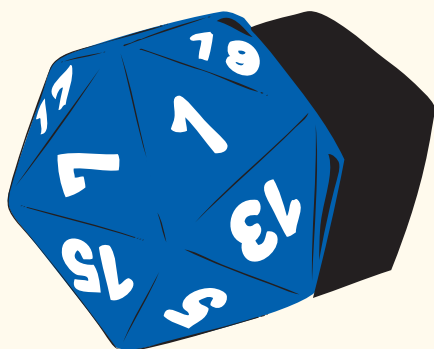
If the wizard lacks any of the useful items listed above, give one in this order: a wand or staff, then robes.

For random items, read through the list below. If any of the items sounds like a good match for the wizard at your table, pick that.

If the wizard's chakras are full for their level, think about how much fun it would be to go over the limit and have the player roleplay all those quirks. If that sounds fun, pick another chakra item. If it doesn't, pick a wondrous item.

Rolling

Useful Item: d20	Random Item: d20	Result
	1	Crossbow bolt, 86
1-7	2	Robe (armor), 86
	3-4	Belt, 87
	5-6	Book, 88
	7	Boots, 89
	8-9	Cloak, 90
	10	Gloves, 90
	11-12	Cap, 91
	13-14	Pendant, 92
	15-16	Ring, 92
8-20	17	Wand, 95 (Adventurer, Champion), or staff, 93 (Champion, Epic) Champion: d6: 1-2: Wand, 3-6: Staff
	18	Hand/light crossbow, 97
	19-20	Wondrous item, 98



My Chakra Overfloweth

If you pick or roll for an item that goes in a chakra is already filled with a true magic item, increase the tier of the item the PC already has (if the player loves it), or give them a new item. Ask them if you don't know.

Some items require a new form to increase the tier, for example, wands and staves. Others are already at maximum tier. In either case, just choose a new item.

Increasing the Tier

The icon agent might not sprinkle pixie dust on an existing item to bump it up to the next tier. They could reveal a ritual or other method to increase the tier.

d10	Ways to Increase the Tier
1	Ritual: if the PC can't do rituals, they can pass the instructions on to another PC (or NPC) who can. Or the icon agent can just address the ritual casting friend directly.
2	Magic oil: the agent explains where the oil can be found. Place it in a fun encounter you already have planned.
3	Magic dust: the agent explains where the dust can be found. Place it in a fun encounter you already have planned.
4	Item must be placed in a magic place to increase the tier, for example, a holy altar, a magic pond, a gazebo in hell. Look at the adventure that's coming up and pick an over-the-top location.
6	Gem: the agent explains where the gem can be found. Place it in a fun encounter you already have planned. Maybe the gem is in a demon's forehead.
7	Kroznium eye: In the next combat, the boss (or random monster if there is no obvious boss) will have a green metallic eye which will fall out when the boss goes down. Touching the eye to the PC's magic item will make the eye melt into the item and increase the tier.
8	Magical spleen: the icon agent will explain how in the next combat a creature (usually the boss) has a magical spleen. If the spleen is removed and it's liquids squeezed onto the item, the item goes up a tier.
9	Pickle that heart: the icon agent explains how if a creature (typically the boss) in the next combat has it's heart removed and pickled, the pickle juice will increase the tier on the PC's item.
10	Pixie dust: the icon agent really does sprinkle pixie dust onto the item, increasing the tier immediately. Depending on the icon, the dust might be coming from an actual pixie.

Arrow, Crossbow Bolt, Slingstone

In general, ammunition is one-use, hit or miss. It also doesn't take up a chakra, and, like other one-use items, ammunition doesn't confer quirks on its user.

Default bonus: Expands crit range by 1 (Adventurer, Champion, and Epic-tier, always a 1-point expansion rather than 1 point per tier). Magical ammunition takes the bonus of the weapon that shoots it, just like mundane ammunition does.

How Many?

For Adventurer ammunition, roll 2d6 (average: 7) to determine the number of arrows, bolts, or stones. For Champion and Epic ammunition, roll 2d4 (average: 5). Take the average, or choose a number that works for your story if you don't want to roll. (The *arrow of time* is always solitary.)

If you roll doubles, double the number of arrows. For example, if you roll 3 and 3, you get 12 arrows.

Picking

Read through the list below, and if any type of magic ammunition fits the PC well, give it. If you have other books of 13th Age items, look through those, as well.

Seeking is a good default; it's never fun to miss. If you have a fight with monsters that have weaknesses to a certain type of energy damage coming up, choose *energy* (and the specific type of energy needed). If you have a fight with dragons, giants, orcs, or undead coming up, choose *nemesis*. If flying creatures are about to give the party trouble, consider *wing-clippers*.

(Champion) *The arrow of time* is always useful, and helps spotlight whoever shoots it.

Rolling

Choose the column based on the tier of the ammunition.

d20 Adventurer	d20 Champion	d20 Epic	Ammunition	Source of Magic Item
1-2	1-2	1-2	Confusion	page 123
3	3-4	3	Energy	13TW
4	5-6	4	Forceful impact	13TW
5-6	7-8	5	Keen	Core
7-8	9-10	6	Lethal strike	Core
9-10	11	7	Lucky stray	Core
11-12	12	8	Nemesis	13TW
13-14	13-14	9	Seeking	Core
15-16	15	10	Twin	Core
17-18	16	11	Vulnerability	13TW
19-20	17	12	Wing-clipper	13TW
	18-20	13-14	Flaming	Core
		15-16	Time	page 123
		17-18	Death	Core
		19-20	Uncanny	Core

Armor, Robe, Shirt, Tunic

If characters already have armor they like, consider letting them keep it and bumping the tier.

Most magic armor powers can apply to heavy armor, light armor, or even no armor (robes or other clothing).

Default bonus: Armor class: +1 AC (Adventurer) / +2 AC (Champion) / +3 AC (Epic).

Increasing the Tier, page 85

Picking

Read through the list below, and if any type of magic armor fits the PC or the icon well, give it. If you have other books of 13th Age items, look through those, as well. Sometimes the item's quirk will help you match the item to the PC.

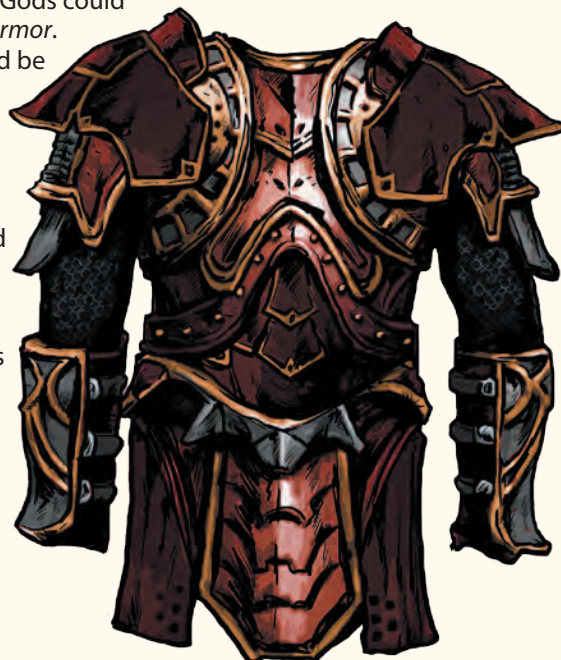
Followers of the Bright Gods could make good use of *bright armor*.

Armor of splendor would be perfect for most paladins.

Clever-step armor would be a good match for most barbarians and rogues.

Heedlessness are a good fit for melee fighters who charge into battle on the first round.

Highly social characters are great candidates for *armor of change*.



Rolling

d20	Armor	Source of Magic Item
1-2	Bright armor*	page 123
3-4	Change	page 123
5	Clever step	13TW
6-7	Heedlessness	Core
8-9	Iron will	Core
10	Last stand	13TW
11-12	Leave-taking	page 123
13	Perfection	13TW
14	Perseverance	13TW
15-16	Splendor	Core
17-18	Stone flesh	Core
19-20	Warding	Core

* If the character does not follow the Bright Gods, reroll.

Belt, Swordbelt, Kilt, Skirt, Girdle, Sash

If the character already has a belt they like, consider letting them keep it and bumping the tier.

Default Bonus: Increase your maximum recoveries: by 1 (Adventurer) / by 2 (Champion) / by 3 (Epic).

Optional Default Bonus: Don't increase your recoveries depending on the tier. Instead, the item gives you one extra recovery. But when you heal using that recovery, you don't roll and the hit points you heal depend on the tier of the item: 20 hp (Adventurer) / 50 hp (Champion) / 125 hp (Epic).

We like the optional default bonus for magic belts.

Reroll if the belt does not fit the character.

Picking

Read through the list below, and if any type of magic belt fits the PC or the icon well, use it. If you have other books of 13th Age items, look through those, as well. Sometimes the item's quirk will help you match the item to the PC.

For characters that live by the sword, a sword with rechargeable powers, *the blademaster's belt*, is a good choice.

Characters who seek out potions probably would love a *potion belt*.

For characters who can't abide ongoing effects, *the belt of feeling alright* is a good fit.

(Champion) *The sash of suppleness* would be a good fit for monks.

Rolling

d20 Adventurer	d20 Champion	d20 Epic	Belt	Source of Magic Item
1-3	1-2	1	Belt of bandaging	page 123
4-6	3-4	2	Belt of feeling alright	page 123
7-8	5	3	Blademaster's belt	Core
9	6	4	Brutal vigor	13TW
10	7	5	Glorious rally	13TW
11-12	8-9	6	Heroic resolve	13TW
13-14	10	7	Last word	13TW
15-16	11-12	8	Potion belt	Core
17-18	13-14	9	Resilience	13TW
19-20	15-16	10	Victory by inches	Core
	17-18	11-12	Resurgence	Core
	19-20	13-14	Sash of suppleness	Core
		15-16	Kilt of the mad archmage	Core
		17-18	Totem kilt	Core
		19-20	Vitality	Core

Book, Scroll, Tome, Grimoire

If the character already has a book they like, consider letting them keep it and bumping the tier.

Mastering a book requires a course of study and practice, usually accomplished over a day or more. Sometimes a book will reject a reader, leaving them either confounded or disturbed.

Default Bonus: None

Picking

Read through the list below, and if any type of magic writing fits the PC or the icon well, use it. If you have other books of 13th Age items, look through those, as well. Sometimes the item's quirk will help you match the item to the PC.

Since there are no default bonuses, consider the tier of the character, and whether or not book has scalable powers. An epic character ought to have an epic book. If this is the second time the character has gotten a book and it's not upgradeable, give them a different book at their tier or greater.

Any caster with rechargeable spells can make good use of the *book of lost spells*.

Clerics, druids, and other divine spell casters are good options for the *tome of divinities and their deeds*.

The *manual of enlightened flesh* is a great fit for rogues, monks, and any character who uses a lot of physical skills.

Characters who make melee attacks using Dexterity, Intelligence, or Wisdom rolls are sure to benefit from the *scroll of seven subtle serpents*.

Characters who enjoy spellcasting beyond their class are good candidates of the *book of holding*.

Everyone can make use the *tome of ineffable competence*.

(Champion) Melee fighters will appreciate the *manual of puissant skill at arms*.

Rolling

Roll on the column based on the item's tier.

Reroll if the item does not fit the character. Some of these work best for casters, others for more physical characters.

d20 Adventurer	d20 Champion	d20 Epic	Book	Source of Magic Item
1-3	1-2	1-2	Book of holding	page 123
4-6	3-4	3-4	Book of lost spells	page 124
7	5	5	Codex of foreshadowed victory	13TW
8-9	6-7	6	Manual of enlightened flesh	Core
10	8	7	Scroll of the fortuitous outlook	13TW
11-12	9-10	8	Scroll of seven subtle serpents	Core
13	11	9	Scroll of the unerring shaft	13TW
14-15	12-13	10-11	Tome of the divinities and their deeds	Core
16-18	14-15	12-13	Tome of ineffable competence	page 124
19-20	16-17	14	Tome of the open mind	13TW
	18-20	15-16	Manual of puissant skill at arms	Core
		17-20	Tome of arcane mysteries	Core



Boots, Shoes, Sandals, Slippers

If the character already has footwear they like, consider letting the PC keep those and bumping the tier.

Default bonus: Disengage checks and other checks involving fancy footwork: +1 bonus (Adventurer) / +2 bonus (Champion) / +3 bonus (Epic).

Increasing the Tier, page 85

Picking

Read through the list below, and if any type of magic slipper fits the PC or the icon well, use it. If you have other books of 13th Age items, look through those, as well. Sometimes the item's quirk will help you match the item to the PC.

Almost all barbarians should get *boots of ferocious charge*.

Most elves, half elves, and those with a positive relationship with Queen Tanadil should get *boots of elvenkind*. If Queen Tanadil is giving out this boon, the *boots of elvenkind* are the automatic choice.

Most characters can use any of these items. Pick based on what the PC likes to do. If they like to sneak, choose *boots of elvenkind*. If they charge

into battle, choose *boots of ferocious charge*. If they often disengage, choose *sandals of the slippery eel*. And for *that* player (there is one in every group) the *boots of stinkfoot* would be a perfect fit.

Sandals of chill are situational, but footwear that gives fire resistance is always welcome. Chaos mages, bards, and anyone with a fire-based background or one unique thing are likely to covet them.



Rolling

d20 Adventurer	d20 Champion or Epic	Item	Source of Magic Item
1-3	1-2	Boots of elvenkind	Core
4-5	3-4	Boots of rhythm	13TW
6-7	5-6	Boots of sure feet	Core
8-9	7	Boots of ferocious charge*	Core
10-12	8-9	Boots of stinkfoot	page 124
13-15	10-11	Sandals of the slippery eel	Core
16-18	12-13	Slayer's boots	13TW
19-20	14-15	Wise eyelet boots	13TW
	16-18	Sandals of chill	page 124
	19-20	Sandals of wall striding	13TW

* Reroll for characters who are unlikely to charge into melee.

Bracers

If the character already has bracers they like, consider letting the PC keep them and bumping the tier.

Bracers replace weapons for monks. Use the powers found on weapons. If you are rolling and a power comes up that doesn't feel right for bracers, roll again or pick another power.

You can replace the quirk from the weapon with the highly monkish bracer quirks found in *13 True Ways*.

Cloak, Mantle, Cape

If the character already has a cloak they like, consider letting them keep it and bumping the tier.

Default bonus: Physical defense: +1 PD (Adventurer) / +2 PD (Champion) / +3 PD (Epic).

Picking

Read through the list below, and if any type of magic cloak fits the PC or the icon well, use it. If you have other books of 13th Age items, look

Rolling

d20 Adventurer	d20 Champion	d20 Epic	Cloak	Source of Magic Item
1-2	1-2	1-2	Adroit avoidance	13TW
3-4	3-4	3-4	Elven	Core
5-6	5-6	5-6	Evasion	Core
7-10	7-9	7-8	Many pockets	page 124
11-14	10-12	9-10	Mindfulness	page 124
15-16	13-14	11-12	Recovery	Core
17-18	15-16	13-14	Shelter	13TW
19-20	17-18	15-16	Stalwart	Core
	19-20	17-18	Guardian	Core
		19-20	Inviolability	Core

Gloves, Gauntlets

If the character already has gloves they like, consider letting the PC keep them and bumping the tier.

Default bonus: None

Picking

Read through the list below, and if any type of magic glove fits the PC or the icon well, use it. If you have other books of 13th Age items, look through those, as well. Sometimes the item's quirk will help you match the item to the PC.

Dual-wielding characters are well suited to *gloves of ambidexterity*.

Not surprisingly, archers will benefit from *archer's gauntlets*.

through those, as well. Sometimes the item's quirk will help you match the item to the PC.

Most elves, half elves, and those with a positive relationship with Queen Tanadil should get *elven cloaks*. If Queen Tanadil is giving out this boon, the *elven cloak* is the automatic choice.

Barbarians, druids, and rangers are well suited to the *cloak of shelter*, as is anyone who spends a lot of time in the wild.

A character who has problems with staying alive probably needs a *recovery cloak*.

Characters whose mental defense is greater than their physical defense could use the *mindfulness cloak*.

Characters who tend to attract opportunity attacks (barbarians and rogues come to mind), can use the *evasion cloak*.

Characters who like to be prepared might enjoy a *cloak of many pockets*.

(Champion+) Most paladins should get the *guardian cape*. Same for anyone who tries to take the threat from others and focus it on themselves.

If nothing specific comes to mind, all the cloaks are useful. Rolling isn't a terrible idea.

Weapons, page 95

Increasing the Tier, page 85

Characters who like to investigate arcane mysteries can benefit from *gloves of arcane contact*.

Characters who use two-handed weapons in melee will find the *gauntlets of clobbering* useful.

Any divine caster will get good use out of *jeweled gloves*. We suggest reskinning these gloves to *fairly dragon-scale gloves* for druids.

Characters on good terms with the Father of Robbers might enjoy *crossed gloves*. Those with good relations with Blue Aoife could use *gloves of the wheel*.

If the glove fits, you must outfit!

Rolling

d20, any tier	Gloves	Source of Magic Item
1-2	Ambidexterity	Core
3-4	Arcane contact	13TW
5-6	Archer's gauntlets	Core
7-8	Crossed gloves	page 124
9-10	Gauntlets of clobbering	Core
11-12	Gloves of mind rot	Core
13-14	Jeweled glove (fairy-dragon scale)	Core
15-16	Musical touch	13TW
17-18	Sure fingers	13TW
19-20	The wheel	page 124

Helmet, Crown, Diadem, Circlet

Increasing the Tier, page 85

If the character already has headgear they like, consider letting them keep it and bumping the tier.

Default bonus: Mental defense: +1 MD (Adventurer) / +2 MD (Champion) / +3 MD (Epic).

Picking

Read through the list below, and if any type of magic helm fits the PC or the icon well, use it. If you have other books of 13th Age items, look through those, as well. Sometimes the item's quirk will help you match the item to the PC.

If Baron Von Vorlatch is giving the boon, he

gives a *crown of ghostly countenance*.

Social characters will be a good fit for the *circlet of approachability*.

Melee characters with a bit of the trickster in them can't help but appreciate the *helm of fortunate dodging*.

The *helm of psychic retribution* would be quite useful to a character with a strong MD and a vindictive streak.

The *helm of the undaunted hero* is a great default. Any character could make use of it.

Characters attracted to the fey, or getting a special boon from Queen Tanadil, would probably enjoy a *fey crown*.

Rolling

d20, Adventurer and Champion	d20, Epic	Head Item	Source of Magic Item
1-3	1-2	Circlet of approachability	Core
4-6	3-5	Crown of ghostly countenance	page 124
7-9	6-8	Fey crown	page 124
10-12	9-10	Helm of fortunate dodging	Core
13-14	11-12	Helm of psychic armor	13TW
15-16	13-14	Helm of psychic retribution	13TW
17-18	15-16	Helm of the undaunted hero	Core
19-20	17-18	Skullcap of wit	13TW
	19-20	Crown of the mighty strike	Core

Musical Instruments

If the character already has an instrument they like, consider letting them keep it and bumping the tier.

Instruments can replace wands and staves for bards. You can reskin a wand or a staff into an instrument, or use some of the new instruments found here.

Instruments can be of any tier. If you reskin a wand and you later want to raise it to Epic-tier, go for it. Or pick a new instrument.

Default bonus: Attack and damage with bard song or spell or attack: +1 (Adventurer) / +2 (Champion) / +3 (Epic).

Picking

Read through the list below, and if any type of instrument fits the PC or the icon well, use it. Sometimes the item's quirk will help you match the item to the PC.

Bards who like to attack enemies' mental defenses are well suited to the *charming lute*.

Bards who use battle cries a lot are well suited to the *goblet drums of battle*.

The *unstoppable bagpipes* are great for bards who want to make their allies unstoppable.

Most bards would appreciate flying around on a winged horse, so consider the *pan pipes of the glade*.

Rolling

d20	Instrument	Source of Magic Item
1-5	Charming lute	page 124
6-10	Goblet drums of battle	page 125
11-15	Pan pipes of the glade	page 125
16-20	Unstoppable bagpipes	page 125

Necklace, Pendant

If the character already has a necklace they like, consider letting them keep it and bumping the tier.

Default bonus: +1 to saves when you have 10 hp or fewer (Adventurer) / 25 hp or fewer (Champion) / 50 hp or fewer (Epic).

Picking

Read through the list below, and if any type of magic necklace fits the PC or the icon well, use it. If you have other books of 13th Age items, look through those, as well. Sometimes the item's quirk will help you match the item to the PC.

If you have an underwater setting coming up, consider handing out a *necklace of water breathing*.

Paragon would be a great fit for non-human characters who often use their racial abilities.

Melee characters will appreciate the *bearclaw*.

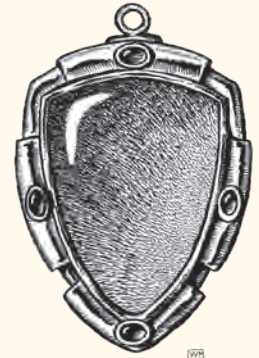
Lifestone is a good default. Who doesn't like not dying?

Characters who feel they must be too pure to be poisoned, like many heroic paladins, might like the *pendant of purification*.

Rolling

d20, all tiers	Neck Item	Source of Magic Item
1-2	Bearclaw	Core
3-5	Crisis	page 125
6-7	Cups	13TW
8-9	Last legs	13TW
10-11	Lifestone	Core
12-13	Momentous harmony	13TW
14-15	Paragon	Core
16-18	Purification	page 125
19-20	Water breathing	Core

Increasing the Tier, page 85



Rings

Each character has two ring chackras, one on each hand. If the character already has two rings they like, consider letting the PC keep them and bumping the tier on one ring.

Default bonus: none

Picking

Since rings don't have a default bonus, pay extra attention to their powers before handing a ring out. Read through the list, and if any type of magic ring fits the PC or the icon well, use it. If you have other books of 13th Age items, look through those, as well. Sometimes the item's quirk will help you match the item to the PC.

The *ring of regeneration* is a great choice for characters with enough hit points that they are unlikely to get one-shotted, or those who tend to take a lot of damage.

Instant vengeance is a good choice for characters who get hit a lot and have friends they trust.

Characters who act as scouts can make good use of the *thief's eye*.

Cheap shot will be a good fit for any melee damage dealer.

The *ring of defense* is a good default. Taking less damage is always in style.

Casters who follow the Thirsty Gods are good candidates for the *silver scale ring*.

Rolling

d20, all tiers	Ring	Source of Magic Item
1-2	Cheap shot	13TW
3-4	Defense	Core
5	Glory	Core
6	Instant vengeance	13TW
7	Iron grip	13TW
8	Jack of all trades	13TW
9-10	Regeneration	page 125
11-12	Relentless strike	13TW
13-14	Resilience	Core
15-16	Silver scale*	page 125
17	Skin of your teeth	13TW
18-19	Thief's eye	Core
20	Wild heart	13TW

*If the character does not follow the Thirsty Gods, give them a *ring of regeneration* or reroll.

Shield

If the character already has a shield they like, consider letting them keep it and bumping the tier.

Increasing the Tier, page 85

Default bonus: Increase your maximum hit points: by +4 (Adventurer) / by +10 (Champion) / by +25 (Epic).

Picking

Read through the list below, and if any type of magic shield fits the PC or the icon well, use it. Any of these shields would be useful for a melee character. If you have other books of 13th Age items, look through those, as well. Sometimes the item's quirk will help you match the item to the PC.

Heroic paladins and other melee types who like to protect their friends would make good use of the *shield of protection*.

The *shield of bashing* is a good fit for shield-using characters who rush around in combat engaging lots of different foes.

Any melee combatant with rechargeable powers would get a boost from the *shield of puissance*.

A character with a good armor class would be well suited to the *shield of the blocker*.

Followers of the Bright Gods are good candidates for a *kriton shield*. (The shield will work for others, as long as they are not



enemies of the Bright Gods.)

The *shield of resilience* is a good default; recovery rolls are always helpful.

Rolling

d20, all tiers	Shield	Source of Magic Item
1-2	Adaptation	Core
3-4	Bashing	13TW
5-6	Blocker	page 125
7-8	Drakefanged	13TW
9-10	Kriton	page 125
11-12	Protection	Core
13-14	Puissance	Core
15-16	Resilience	Core
17-18	Spiked	13TW
19-20	Termination	Core

Staff

If the character already has a champion tier staff they like, consider letting them keep it and bumping the tier to Epic.

A staff counts as both a wand (arcane spells) and a symbol (divine spells). Staffs are Champion or Epic items only. Epic staffs don't like to be around lesser staffs, and do not abide wands.

Default bonus: Attack and damage with an arcane or divine spell or attack: +2 (Champion) / +3 (Epic).

Picking

Read through the list below, and if any type of magic staff fits the PC or the icon well, use it. If you have other books of 13th Age items, look through those, as well. Sometimes the item's quirk will help you match the item to the PC.

The *staff of regeneration* is a good choice for most druids (or to another divine character if the boon comes from Blue Aoife.)

If Lady Akuma is giving the staff, the *diabolical staff* is the perfect choice.

If the boon comes from Emperor Roland or Baron Von Vorlach, the *staff of the uncrowned king* is a good bet.

Healing characters can make good use of the *staff of health*. If the boon comes from Hierophant Glasyra, doubly so.

For casters whose spells often include additional negative effects on the target besides damage, the *staff of manipulation* is a good choice.

Casters who target multiple enemies with one spell will make good use of the *staff of massacres*.

The *solar staff* is well suited to casters following the Bright Gods.

Those who follow the Thirsty Gods are well matched to the *amethyst staff*.

The *spire staff* is well suited to characters fol-

lowing the Old Gods.
Sorcerers can make good use of the *staff of sorcery*.

Rolling

If a character can cast both arcane and divine spells, roll a die: even: arcane staff; odd: divine staff.

d20, Champion, Arcane	d20, Champion, Divine	d20, Epic, Arcane	d20, Epic, Divine	Staff	Source of Magic Item
1	1-9	1	1-8	Pantheon-based staff*	page 125
2-4	10	2-3	9	Diabolical staff	Core
-	11	-	10	Staff of the god's riches**	13TW
-	12-13	-	11-12	Staff of health	Core
5-6	14	4-5	13	Staff of manipulation	13TW
7-8	15	6-7	14	Staff of massacres	13TW
-	16-17	-	15-16	Staff of regeneration**	page 126
9-13	18	8-10	17	Staff of sorcery	page 126
14-16	19	11-14	18	Staff of the diffident magician	Core
17-20	20	15-17	19	Staff of the uncrowned king	Core
		18-20	20	Staff of the imperium	Core

* Pantheon-based staff: Match the staff to the divine caster based on the pantheon they serve. Followers of the Bright Gods should get a *solar staff*. Those who follow the Thirsty Gods should get an *amethyst staff*. Followers of the Old Gods should get a *spire staff*.

** If a cleric rolls a *staff of regeneration* or a druid rolls a *staff of the god's riches*, swap the staff, giving the cleric the *staff of the god's riches* and the druid the *staff of regeneration*.



Symbol, Holy Symbol, Relic, Sacred Branch

If the character already has an Adventurer-tier symbol they like, consider letting them keep it and bumping the tier to Champion.

Sometimes a symbolic magic item is a gem or rune that can be attached to any of various holy symbols. Typically, a divine spellcaster pries the gem or other adornment off a foreign holy symbol and affixes it to their own mundane holy symbol. Symbols are only appropriate for Adventurer- and Champion-level characters. For Epic-level spell-casting items, the character will need a staff.

If the character already has an Adventurer-tier symbol, roll a d6. 1-2: upgrade the symbol to Champion level. 4-6: replace with a staff.

Default bonus: Attack and damage with a divine spell or attack: +1 (Adventurer) / +2 (Champion).

Picking

Read through the list below, and if any type of magic symbol fits the PC or the icon well, use it. Any of these symbols would be useful to a divine character. If you have other books of 13th Age items, look through those, as well. Sometimes the item's quirk will help you match the item to the PC.

If the player enjoys the backstory of their god(s), the *word of the gods* might be a good choice.

The *sign of the chosen one* is a fun choice for divine casters who fear running out of daily spells.

The *gem of the gods and the goddesses* is a good default.

Increasing the Tier, page 85

Followers of the Bright Gods are well suited to the *bright symbol*.

Followers of the Thirsty Gods are well matched to the *thirsty relic*.

Followers of the Old Gods well suited to the *branch of the old gods*.

The *relic of renewal* is well suited to healing-focused characters.

Rolling

d20	Holy Symbol	Source of Magic Item
1-6	*Pantheon-based symbol	page 126
7	Gem of the gods and goddesses	Core
8	Holy symbol of godlike glory	13TW
9-11	Holy symbol of the word of the gods	page 126
12	Knot of divine harmony	Core
13	Relic of greater power	13TW
14-16	Relic of renewal	page 126
17	Sign of the chosen one,	13TW
18	Symbol of dodging doom	Core
19	Symbol of dominating truth	13TW
20	Symbol of gathered power	Core

*Pantheon-based symbol: Choose the item based on the pantheon the character follows. Followers of the Bright Gods should get the *bright symbol*. Followers of the Thirsty Gods should get the *thirsty relic*. Followers of the Old Gods should get the *branch of the old gods*.

Increasing the Tier, page 85

Wand

If the character already has an Adventure-tier wand they like, consider letting them keep it and bumping the tier to Champion.

Wands are only appropriate for Adventurer- and Champion-level characters. For Epic-level spellcasting items, characters need to get a staff.

Default bonus: Attack and damage with arcane spells or attacks: +1 (Adventurer) / +2 (Champion).

Holy Swords, page 129

Picking

Read through the list below, and if any type of magic wand fits the PC or the icon well, use it. Any of these wands would be useful to an arcane caster. If you have other books of 13th Age items, look through those, as well. Sometimes the item's quirk

will help you match the item to the PC.

If the boon is coming from Baron Von Vorlatch or Lady Akuma, they're all about the *wand of life drain*.

Casters worried about defense will appreciate the mage's *wand of invisible aegis*.

The *flaring wand* is well suited to sorcerers and chaos mages. Chaos mages make good fits for the *wand of weirdness*.

Casters who do a lot of close-quarters spells are well matched to the *wand of infighting*.

Rolling

d20, Adventurer	d20, Champion	Wand	Source of Magic Item
1-2	1-2	Dagger of body breaking	13TW
3-4	3-4	Flaring wand	13TW
5-8	5-7	Wand of life drain	page 126
9-10	8-9	Wand of mindbending	13TW
11-12	10-11	Wand of infighting	13TW
13-14	12-13	Wand of the mage's invisible aegis	Core
15-16	14	Wand of the unfettered minion	Core
17-20	15-17	Wand of weirdness	page 126
	18-20	Wand of unerring pain	Core

Weapons

If the character already has a weapon they like, consider letting them keep it and bumping the tier.

Default bonus: Attack and damage when using this weapon: +1 (Adventurer) / +2 (Champion) / +3 (Epic).

Picking

Read through one of the lists below, and if any type of magic weapon fits the PC or the icon well, use it. We've got your tables for one-handed melee, two-handed melee, and ranged weapons. If you have other books of 13th Age items, look through those, as well. Sometimes the item's quirk will help you match the item to the PC.

Paladins should get a *holy weapon*.

Ranger archers who take talents to improve their crit range could well use *dead-eye bows*.

Haughty weapons fit well with brave, show-off

characters.

Wood elf archers are great candidates for the *longbow of fallen grace* (Champion).

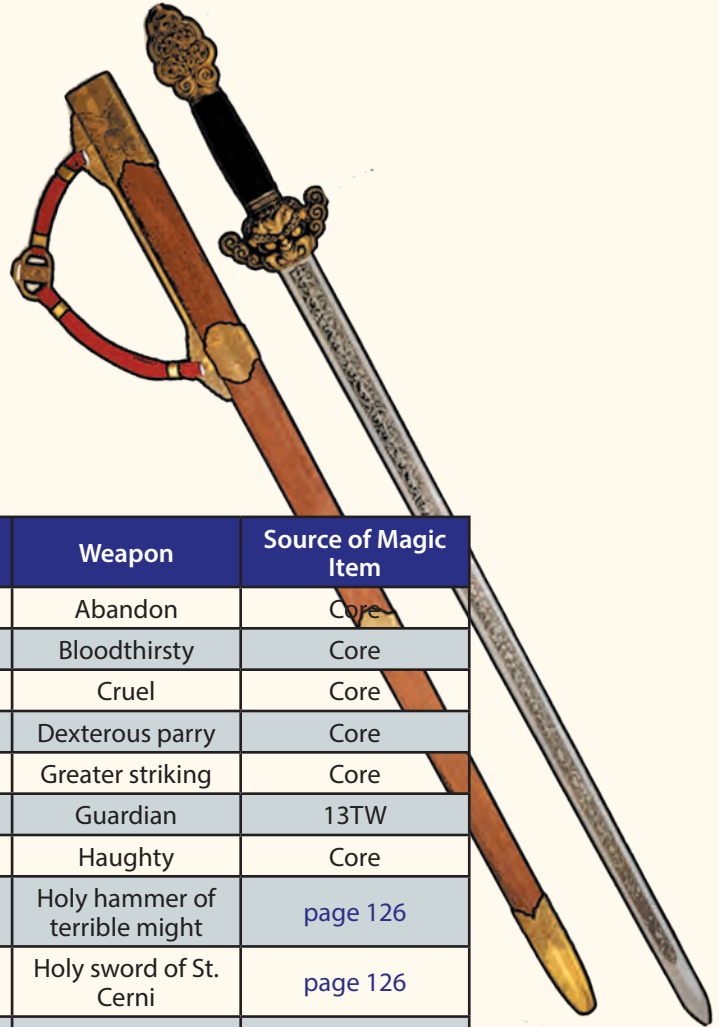
Drow and *cruel weapons* just belong together.

Swashbuckling types, including many rogues, will appreciate a *weapon of dexterous parry*.

One character in the party who fights with two-handed weapons should end up with the *greatsword of utter night* (Epic).

If fighting dragons is a thing in your campaign, one character (there can be only one) should end up with the *incomparable axe of wyrm chopping* (Epic).

Unstinting virtue is a good default for melee weapons, *climactic shot* for ranged.



Rolling

One-Handed Melee

d20, Adventurer	d20, Champion	d20, Epic	Weapon	Source of Magic Item
1-2	1	1	Abandon	Core
3	2	2	Bloodthirsty	Core
4-5	3	3	Cruel	Core
6	4	4	Dexterous parry	Core
7-8	5	5	Greater striking	Core
9	6	6	Guardian	13TW
10	7	7	Haughty	Core
11	8	8	Holy hammer of terrible might	page 126
12	9	9	Holy sword of St. Cerni	page 126
13	10	10	Inimical	Core
14	11	11	Liberation	Core
15	12	12	Protection	Core
16	13	13	Puissance	Core
17	14	14	Unstinting Virtue	Core
18	15	15	Vanity	Core
19-20	16	16	Vengeance	Core
	17-18	17	Mighty stunning	Core
	19-20	18	Reckless	Core
		19-20	Incomparable axe of wyrm chopping	Core

Two-Handed Melee



d20, Adventurer	d20, Champion	d20, Epic	Weapon	From Magic Items in
1	1	1	Abandon	Core
2	2	2	Bloodthirsty	Core
3	3	-	Certain pain	13TW
4	4	3	Cruel	Core
5	5	4	Distraction	Core
6	6	5	Flurry	Core
7	7	6	Greater striking	Core
8	8	7	Haughty	Core
9-10	9	8	Holy hammer of terrible might	page 126
11	10	9	Holy sword of St. Cerni	page 126
12	11	10	Inimical	Core
13	12	11	Liberation	Core
14	13	-	Mauling	13TW
15	14	12	Mighty swing	Core
16	15	13	Protection	Core
17	16	14	Puissance	Core
18	17	15	Unstinting virtue	Core
19	18	16	Vanity	Core
20	19	17	Vengeance	Core
	20	18	Reckless	Core
		19	Greatsword of utter night	Core
		20	Incomparable axe of wrym chopping	Core

Ranged

d20, Adventurer	d20, Champion	Weapon	From Magic Items in
1-2	1-2	Bloodthirsty	Core
3-5	3-4	Climactic shot	13TW
6-7	5-6	Cruel	Core
8-10	7-9	Dead-eye	page 126
11-12	10-11	Haughty	Core
13-14	12-13	Inimical	Core
15-17	14-15	No mercy	13TW
18-20	16-17	Steady	Core
	18-20	Longbow of fallen grace	Core

Wondrous Items

You can attune multiple wondrous items. They don't fill up a chakra.

Default bonus: None

Picking

Since Wondrous items don't provide a default bonus, be sure to look at the item's power. Read through the list below, and if any type of wondrous item fits the PC or the icon well, use it. If you have other books of 13th Age items, look through those, as well. Sometimes the item's quirk will help you match the item to the PC.

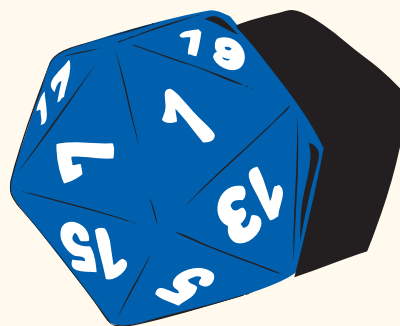
Dwarves who drink beer are sure to enjoy the *dwarven mug*.

If you've got some water obstacles coming up, the *folding boat* will come in handy.

Wizards who like to skry will appreciate the *crystal ball*.

Con artists will find the *cross-handed cards* useful. *Kaldi's devil goat flask* will appeal to coffee drinkers. Characters who bring out their backstory merit the *pot of sustenance*, and those who want to look like a wise pipe-smoking wizard would enjoy *Skarn's pipe of plentiful puffs*.

And who doesn't want a *lucky worm*?



Rolling

d20, Adventurer	d20, Champion and Epic	Item	Source of Magic Item
1	1	Bag of holding	page 127
2	2	Big face	page 127
3	3	Broom of flying	page 127
4	4	Clockwork cat	page 127
5-6	5-6	Cross-handed cards	page 127
7	7	Dwarven mug	Core
8	8	Eyes of charming	page 128
9	9	Folding boat	page 128
10-11	10-11	Kaldi's devil goat flask	page 128
12	12	Lantern lenses	page 128
13	13	Lore bottle	Core
14	14	Lucky worm	page 128
15	15	Portable letter slot	page 128
16-17	16	Pot of sustenance	page 129
18	17	Rope of entangling	Core
19-20	18	Skarn's pipe of plentiful puffs	page 129
	19-20	Crystal ball	page 128

One-use Item

One-use Item Tier

The tier of the potion, oil, or rune is based on the character's tier.

Picking

Give characters their own tier if the party's been doing well. If they have really been challenged, give them a one-use item that is one tier higher than the character. If it's been too easy for the PCs, choose one tier down.

Rolling

Character	d6
Adventurer	1-5: Adventurer-level item 6: Champion-level item
Champion	1: Adventurer-level item 2-5: Champion-level item 6: Epic-level item
Epic	1: Champion-level item 2-6: Epic-level item

Type of One-Use Item

Picking

We've added a number of new potions, so why not test some out? Oils are not that exciting, but they are simple. For players who can't be bothered to keep track of what potion does what, an oil might be perfect. A rune bridges both worlds. Simple to write down on a character sheet, yet it can do many things. Runes are great for players who like randomness.

Rolling

d6	Item
1-3	Potion
4	Oil
5-6	Rune

Potions

Picking

Read through the list of potions below and, as always, pick an item that makes sense, or roll if none calls out to you. If you have other books with 13th Age Roleplaying Game potions, throw those in, as well. If you Pick or roll a *resistance potion*, you probably just want to pick whatever will be the handiest in the coming adventure. *Healing potions* are always in style.

Rolling

Roll 2d20, but don't add them.

1 st d20	2 nd d20	Item	Source of Magic Item
1-2	1-2	Acid resistance	Core
	3-4	Cold resistance	Core
	5-6	Fire resistance	Core
	7-8	Force resistance	Core
	9-10	Holy resistance	Core
	11-12	Lightning resistance	Core
	13-14	Negative energy resistance	Core
	15-16	Poison resistance	Core
	17-18	Psychic resistance	Core
	19-20	Thunder resistance	Core
3-4		Antidote	page 131
5		Blessing	page 131
6		Blur	page 131
7		Climbing	page 131
8		Courage	page 131
9		Elven Speed	page 131
10-11		Feather fall	page 131
12-13		Fire breath	page 131
14		Giant strength	page 131
15-17	An Epic healing potion is really an Iconic potion if the 2 nd d20 is 16+.	Healing	Core
18		Invisibility	page 131
19		Rage	page 131
20		Water breathing	page 131

Oils

Oils give a bonus to a weapons, implements, or armor, and last for one round. They do not stack with magic items' bonuses (use the higher bonus).

Holy Oil, page 131

Other Oils, page 131

Runes

A rune is like an oil, but has a random effect that you roll for when they are applied to an item.

Rune effects are found in the core book, under Magic Items.

Hugely Important Information About the Story

Information depends on the story you are telling at the moment. For example, if you are doing a dungeon crawl, the information might be about a secret door, opponent defenses, or NPCs that the PCs could turn into allies if they approach them just right. In a political intrigue, it might be secrets and motivations of other factions such that knowing them allows the PCs to flip NPCs to their side, or the information could out a mole in the PC's faction.

The main point is that the information must matter to the story in a big way. A secret room with average treasure won't cut it. A secret passage that bypasses a difficult encounter and leads the PCs toward their goal would.

In many adventure tales, as backstory, the heroes have already read mysterious texts, carry around old books they don't understand, or have studied glyphs on old ruins. Off stage, they've spent months puzzling out the clues, and have come up empty handed. They don't know what information might help them, until they get to the place where the information would really come in handy, and immediately understand the clues.

This is a great time to use a flashback. Back in wizard/priestess/warrior school, carved on the pyramid of the black moon, whispered by the tribal shaman, the information was imparted to the character. Now that they see the scene before them, they remember the clue. So run a quick flashback of how they received the clue, and hint that now they can use it.

Information in the Dungeon

This section uses "dungeon" loosely. It covers the inside of castles, wizard towers, cave systems, and any other setting where the PCs are exploring (mostly) hostile territory with plenty of combat encounters.

Incrementing the Escalation Die

Information about combat encounters that gives the PCs an advantage is sometimes handled by starting the escalation die at 1 instead of 0. This is simple and feels very 13th Age-y. In almost all cases, this works great.

However, if you have a combat where most or all of the opponents use the escalation die as well, this might not be much of a boon at all.

In that case, just give the PCs a +1 on all their attacks.

Secret Passages

What's cooler than having a spirit sent by an icon tell a character about a secret passage? This is an easy piece of information to add to any dungeon (or haunted mansion) setting. Even if you don't have a secret passage already set up waiting to be found. (If you do, great!)

What? Your dungeon doesn't have a secret passage? You can add a secret passage from and to anywhere you want. If the geometry of the dungeon won't cooperate, the passage can be magical, either moving through another plane of existence, or just teleporting the PCs from A to B.

Make sure the secret passage is valuable to the player characters in some way.

Remember Indiana Jones and the Last Crusade and the clue about the penitent man? It meant nothing until Indy arrived at the right place.

Defenses Ahead

There are many types of defenses. If you're rolling and get a defense that doesn't exist, it seems unfair to add a defense just to tell the characters how to avoid it. If you roll a defense you don't have, you can jump to *Guards or Monsters, Information on How They Fight*, since fights pretty much define dungeon crawls. Or you could cheat and add an extra defense and, optionally, an extra reward.

Unless you have a pure trap dungeon going on. In that case, jump to *Traps*.

Finding An Ally

Some dungeons have a potential ally just waiting for the PCs to show up. Prisoners who can help the party. A third party who doesn't like the antagonists either. One of the opposition who may be looking to change sides, or do a little business on the side. The Father of Robbers has allies in the oddest places.

Don't have a PC ally ready to go? You can just stick one in your dungeon. Can you tie the ally to a character's one unique thing? Did the PC escape from hell? Then maybe the ally is an imp...

GM Cheating: If you add an obstacle just so you can give out information on how to thwart that obstacle, it can feel like cheating. Either don't do that and pick or reroll for another bit of information, or add an extra reward (one-use items are great) as compensation.

Fighting Guards or Monsters, page 102

Traps Table, page 105

Picking

Can the information tie in with a character's one unique thing or background? Finding secret passages works well with underground backstories. Using rituals to defeat defenses can work with many magic backstories. An ally can come right out of a character's backstory, or be connected to them in some way.

She turns to you with that familiar-seeming face. "What are you staring at? My brother always said you weren't the brightest star in the sky..."

Scan the table ahead for inspiration.

Rolling

Roll for the type of information. Then, if needed, roll again to drill down.

Since a lot depends on what kind of dungeon you are in, you may end up with a result that doesn't make any sense. In that case, try reversing the dice, making the first die the second, and the

second the first. Reroll as needed.

If you are improvising the dungeon as you go, there should be no problem.

Type of Information

d20	Information Revealed
1-4	A secret passage. Roll on the secret passage table, below
5-8	Defenses ahead. Roll on the Defenses Ahead Table, page 102
9-12	An ally. Roll on the Allies Table, page 104
13-16	It's a trap! Roll on the Traps Table, page 105
17-20	<p>A treasure map. The icon agent either gives them or tells the PC where to find a treasure map. The map points out one of the greatest treasures in your dungeon. It's old and out of date, so draw it quickly and not to scale. Show traps, guard points, secret passages, and alternate routes to the treasure. Forget to add 1-3 important features. Add 1-3 mistakes.</p> <p>Don't have any treasure? Since you're <i>that</i> kind of GM, have the map go to a long-looted treasure. Or a cursed artifact. Or make a treasure up.</p>

Secret Passages Table

Passage Complications, page 116

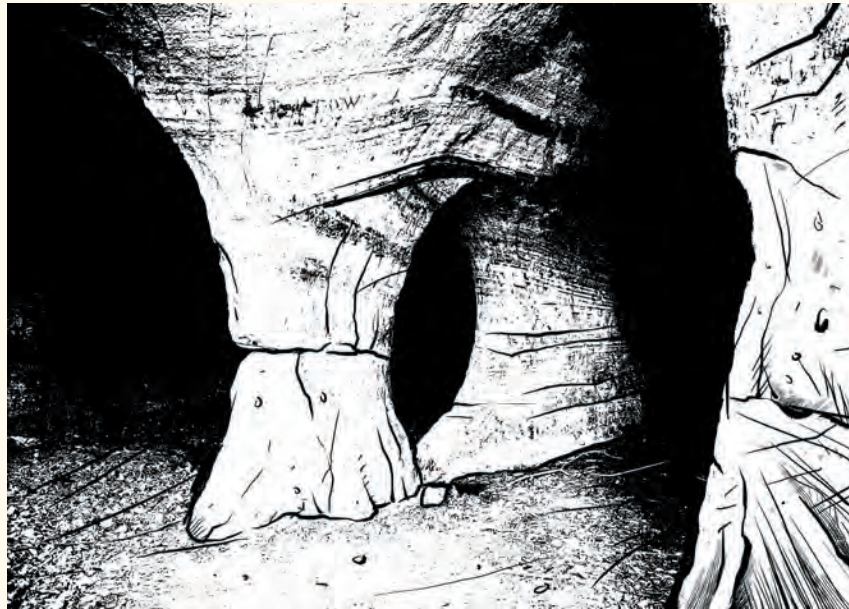
Fighting Guards or Monsters, page 102

See the Ambushes and Surprise section in the core rules.

d20	Type of Passage
1-3	<p>Secret passage that leads to treasure. Is there a big treasure in the area? This passage will lead to it. If there is no big treasure in this area, you could add a small treasure. A few healing potions are always useful. If there are no guards in the treasure room, or if the passage bypasses so much that the dungeon becomes anti-climactic consider adding a complication in the secret passage.</p>
4-6	<p>Secret passage that bypasses threshold guardians. Want to bypass a guard station, monster lair, or another threat that is optional or go around the outer guards and move deeper into the story? This is a good use of a secret passage early in the session. It's fun if you can let the players know what they've bypassed. Perhaps they can see through spy holes, walk past a one-way mirror, or come upon an outraged leader in the next encounter: "<i>How did you get past the dire-ogres?</i>"</p>
7-9	<p>Secret passage around defenses. Got a trap, fortification, or other defense coming up? This passage by-passes it. A good time to use this boon is just after the party sees or finds out about the formidable defense in front of them.</p> <p>If the party never gets close to a defense, consider another piece of information. <i>Fighting Guards or Monsters</i> never fails.</p>
10-12	<p>Passage to encounter location that will give PCs the element of surprise. Pick a nearby encounter. This passage brings them in where they get the drop on their opponents.</p> <p>Possibilities include: coming in through a hidden door behind the opposition, coming in through a secret door with a peephole, encountering a store room with the perfect robes/costumes (that might not pass close scrutiny, but will give the PCs enough time to mount a surprise attack).</p>
13-15	<p>Passage to location where it is easy to surprise a lone opponent, making prisoner-taking easy. A humanoid, or at least a talking creature, makes a great candidate. Ideas include: a sleeping guard, a drunk guard, a humanoid in its bunk, a creature taking a bath, someone working in a store room, a cook, or a messenger.</p>
16-18	<p>Passage to encounter where the terrain will give the party an advantage. Start escalation die at 1. Maybe the PCs come in on a platform above their opponents, in partial cover (statues, crates, smoke, etc.), at the top of a staircase, across a stream, on the top of a slope, or behind a group of enemies who were counting on being hit from the front.</p>

d20	Type of Passage
19-20	<p>Passage to a hidden section of the dungeon. This section must be hard to find and valuable to the characters. It may contain hidden lore, prisoners, or potential allies. This could end up the same as a passage to treasure (see above), a secret HQ, a section occupied by secret allies of the enemy, or a section of the dungeon the current dungeon occupants don't know about.</p> <p>If you don't have something ready to go, the easiest thing is to improvise a section the current dungeon occupants don't know about. For example, in drow-dominated tunnels, the players find a secret shrine of the dwarves, giving them a safe place to rest up.</p>

Allies Table, page 104



Defenses Ahead Table

d100	Defense and Strategy
1-8	<p>Fighting guards or monsters. Information on who they are and how they fight. <i>"These trolls always smash from the right."</i> Describe any weakness the creatures have, such as vulnerabilities, any tricks for fighting them (for example, fire and acid work well on trolls), and strategies the creatures will employ, such as which creature will heal the others.</p> <p>Pick or roll a d4:</p> <ol style="list-style-type: none"> 1. Start the escalation die at 1. 2. Give everyone who hears the information 3 times their level in temporary hit points. 3. Give everyone who hears the information +5 on their initiative roll. 4. Give everyone who hears the information +1 on all attacks the first round.
9-16	<p>How to sneak past guards or monsters. <i>"There is a blind spot in their defenses through the boulder field."</i></p> <p>Allow the party to automatically succeed in sneaking past if you think it will be more fun to move the action to subsequent encounters.</p> <p>If you want to create tension, allow the PCs to roll 2d20s for sneak skill tests, and take the best roll. If a player rolls 11+ on both rolls, and the higher roll succeeds, allow the PC to sneak another character past the guards or monsters. The second character does not have to roll.</p> <p>For piggy backing like this, it's best for the PCs if the sneakiest characters go first.</p>

If you don't like your roll, try reversing the dice, using the tens die for the ones, and the ones die for the tens.

Secret Passages Table,
page 101

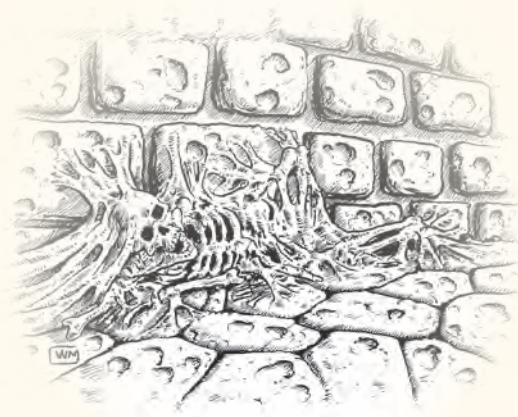
Fighting Guards or
Monsters, page 102

d100	Defense and Strategy
17-24	<p>Guards with an alarm that calls more foes. Allow the players a few minutes to come up with a crazy plan that just might work, a plan to silence the alarm or creature that will sound the alarm.</p> <p>If the plan is at all plausible, make it an easy test to see if succeeds. If the plan is overly complex, make each PC pass an easy test for the plan to work. If the plan is amazingly great or the alarm was already easy to foil, let them succeed with no roll.</p> <p>If you have a physical alarm, you might want to make it big and dramatic. Huge red taiko drums, a massive orange bell, or a giant steam-powered whistle might work.</p> <p>Don't have an alarm? If running for help makes any kind of sense, describe the runner who will try and get help, and make them stand out in some way. Red armor, a cow-bell hanging around their neck, or a yellow megaphone are a few suggestions. Maybe they just look damned fast. <i>"You see the leader shout to a small drow who hops onto a giant spider and begins to race away down the tunnel."</i></p> <p>If a physical alarm or running for help doesn't work for the upcoming encounters, you might want to substitute <i>How to Sneak Past Guards or Monsters</i> (above).</p>
25-31	<p>Wall with a weak spot. The icon agent reveals the location of the weak spot and says how massive damage would bust it wide open.</p> <p>It's best if you have a wall that is part of a defensive fortification, but if not, just use this as a way for the PCs to make their own secret passage. This can be used almost anywhere. Find a place on your map where destroying a wall could help the PCs in some way.</p>
32-39	<p>Wall with a weakness to magic. The icon agent imparts information on where the weak spot is, and either what spells (that the PCs have) will work on it or how to do a ritual that will take down the wall.</p> <p>Ask the players to describe the wall coming down. The bigger and flashier the better.</p> <p>It's best if you have a wall that is part of a defensive fortification, but if not, just use this as a way for the PCs to make their own secret passage. This can be used almost anywhere. Find a place on your map where destroying a wall could help the PCs gain an advantage.</p>
40-47	<p>Wall with a weakness to stuff. The agent tells them about a weak spot and how to bring it down using special equipment, for example, explosives. The information includes how to find the equipment, (unless the PCs are carrying around mining charges, in which case, they have just the perfect place to use them).</p> <p>You can just stash the equipment anywhere, make up a secret storeroom, or have it as treasure from a fight. You might want to lead the PCs to the equipment first, and then have the agent reveal what it's good for.</p> <p>It's best if you have a wall that is part of a defensive fortification, but if not, just use this as a way for the PCs to make their own secret passage. This can be used almost anywhere. Find a place on your map where destroying a wall could help the PCs in some way.</p>
48-54	<p>Wall with blind spot for climbing. Perhaps a flying buttress provides cover for a climber in just the right spot. Or the lighting is bad. Or a previous magical climber left a permanent illusion that shows an empty wall, regardless of how many climbers are scaling it.</p> <p>This information really only works if there is a fortification wall the PCs want to breach. If this is not the case, look at <i>Fighting Guards or Monsters</i> (above).</p>
55-62	<p>Secret door in the wall. The iconic agent tells the PC about a secret door in the wall that the defenders don't know about. Perhaps it was put there ages ago. Or maybe there is a secretive faction among the defenders that uses the door for its own purposes.</p> <p>If there are guards on the wall, the information includes the best way to avoid being seen. If there is no big defensive wall, look at <i>Fighting Guards or Monsters</i> (above).</p>
63-69	<p>How to avoid the ambush ahead. The PCs are about to walk into an ambush. If there is a way around the ambush, the icon agent tells them. If not, make one up, such as a secret passage that bypasses the ambush point. Or give the PCs the password and/or disguises so they can at least see their foes before the fight begins, turning the tables and surprising the ambushers.</p> <p>If there are no ambushes ahead, speak to the dungeon management. And look at <i>Fighting Guards or Monsters</i> (above).</p>

d100	Defense and Strategy
70-77	How to defeat the ambush ahead. The icon agent tells the PC about an ambush ahead, including where it is and how to defend against it, negating surprise. If the PCs come up with halfway reasonable plans to defeat the ambush, they should be rewarded with not being surprised and with the escalation die starting at 1 on the first round.
78-84	How to avoid the watchers. There is some kind of surveillance ahead. A watcher on the wall, a guard behind a one-way mirror, a magical scrying device in the corridor. The icon agent tells the PCs where the blind spots are, or when the prying eyes will be looking away.
85-92	How to disable the surveillance with magic. There is some kind of surveillance ahead. A watcher on the wall, a guard behind a one-way mirror, a magical scrying device in the corridor. The icon agent tells the PCs how to use a spell the party has or a magic ritual to disable the prying eyes. Roll a d20 in secret and look at the player using the magic. Most of the time you'll let them succeed no matter what you roll. If the story would be better served with some risk, roll an easy save for them (6+). If they fail, they still disable the surveillance, but someone notices something a little funny and comes to investigate.
93-100	How to disable the surveillance with mad skills. There is some kind of surveillance ahead. A watcher on the wall, a guard behind a one-way mirror, a magical scrying device in the corridor. The icon agent tells the PCs how to use a skill to disable the prying eyes. Characters with backgrounds in thievery, spying, or security get a chance to shine here. Ask the character what their bonus is, but tell them you'll roll for them, thank you very much. Most of the time you'll let them succeed no matter what you roll. If the story would be better served with some risk, roll a normal skill check using 2d20, taking the higher roll. If they fail, they still disable the surveillance, but someone notices something a little funny and goes to investigate.

If there is no surveillance ahead, consider adding some. Taking out the surveillance makes the following combat easier by letting the party have surprise.

See the Ambushes and Surprise section in the core rules.



Allies Table

d20	Type of Ally
1-4	Helpful prisoner. The icon agent gives the location and information on how to free a prisoner. If the PCs free this prisoner, they gain an ally. If you don't have a prisoner ready that will fit the bill, look at the <i>Allies</i> section and make one up. The ally will only stay with the party for one session, two at the most. See <i>Allies</i> , page 111.
5-7	NPC 2orking for the same icon. The icon agent tells the PC where they can find someone else working on a similar mission as the PCs, and suggests they join forces. Stash the NPC in some hidden place. Unless the party is offensive to the NPC, they will join as an ally for a session or two. See <i>Allies</i> , page 111.
8-11	Helpful local. The icon agent lets the PC know where they can find a local dungeon denizen who can help out. Perhaps this area used to be home to the NPC, and now the party's foes have moved in. Or the NPC is interested in the treasure or fame or just wants to be helpful. See <i>Allies</i> , page 111, but you can reskin this NPC to be more monstrous than normal. Help from a friendly troglodyte?

For No Honor Among Thieves, it doesn't have to be a schism between separate races. You could have some drow more loyal to Queen Tanadil, and others in open rebellion. Some hobgoblins supporting Supreme Commander Tyrvek, others who would like to see him taken down a peg.

d20	Type of Ally
12-14	The enemy of my enemies. This is a twist on the helpful local, but in this case the NPC would normally be antagonistic toward the PCs. The icon agent gives them a few words or phrases that will get the NPC listening to a proposal for a temporary alliance. See Allies, page 111, but reskin this NPC to be both more monstrous and villainous than normal. Help from a friendly demon? Our pal the drider? Pick a race that could be at odds with the PC's foes, but one that gives the PC pause.
15-17	No honor among thieves. The PCs foes are not as united as they seem. The icon agent tells the PCs how to contact a member of a faction within the opposing forces that may help the party. This faction might not love the PCs, but they don't like the direction their leaders are taking them and will be open to a temporary alliance. If you have a faction amidst the foes that is unhappy with their leaders, use it. If you don't, it's easy to create one on the fly. For example, do you have multiple races working together? Goblins and orcs? Drow and demons? Frost giants and barbarians? Pick one of the weaker races and make that the unhappy faction. Remember the scene in <i>Braveheart</i> where the English set the Irish mercenaries to go attack the Scots first, just to soften them up? And the Irish seem to charge, and then just shake hands with the Scots and switch sides? Ignoring the final outcome of that particular battle, you want to create a scene that feels like that. Stress the surprise and fury on the leaders of the opposition when the treachery is revealed. If you don't want to manage all the new allies in a fight, give the PCs a boost, say +1 or +2 to the escalation die, and give each enemy attack a 25% or 50% chance to be against one of the new allies. Don't bother tracking hit points, just wound or kill off the new allies, whatever works best for dramatic impact. Once you kill off a few, the others might run, at which point all attacks by the enemy will be on the PCs. If that's too much work or doesn't fit your story, you could have the unhappy faction just fade away. A secret door opens behind the unhappy faction and the fighters leave the field. That might be enough of a boost, or the effects on the morale on both sides could bump the escalation die up by 1.
18-20	Everything is negotiable. The icon agent tells the PC about a corrupt member of the opposition who can be bought, and reveals how to contact them. This works great for mercenaries or any foes who would rather count gold than risk their necks fighting the PCs. Double points if the Father of Robbers is involved. If you have a black marketeer among your opposition, use them. Otherwise, it's easy to make up someone who can be bought. Make up a setting for the meeting. A secret smuggling cave would be perfect. Just add a secret door to your map, and you're good to go. Your story might suggest a price. If not, 50gp to 100gp times the NPC's level is a good range. This is a great time for haggling, so start off at 200gp times the NPC's level and go down from there depending on the PC's haggling skills. See <i>No Honor Amongst Thieves</i> (above) for what the PC's gold buys them.

Traps Table

d20	Trap Foiling Stratagems
1-7	Avoid that trap! Pick a nearby trap if you have one. The icon agent lets the PC know where the trap is and how to avoid it. There may be a trip wire, a pressure plate, or other trigger that can be walked over or around once the PC knows about it. There may be a secret passage used by the dungeon denizens to avoid the trap. A pit trap may not cover the entire floor, so knowing where it is will let the PC pass without incident. If there is no trap: Adding a trap just to let the PC deal with it isn't much of a boon. It's quite easy to add a trap anywhere you want. If you do that, consider doing something else that actually helps the PC. Adding a few potions to the next treasure works well. If you don't want to add a trap and a bonus, consider using <i>Fighting Guards or Monsters</i> .
8-14	How to disable that trap. Pick a nearby trap if you have one. The icon agent lets the PC know where the trap is and how to disable it. Let the PC roll 2d20 and use the higher roll for their skill test to disable it. If both rolls are 11+ and the high roll is a success, they gain a +3 on all trap-related skill checks while in this dungeon. They've learned how traps around here work.

Fighting Guards or Monsters, page 102

d20	Trap Foiling Stratagems
15-20	<p>Use that trap! Add a trap to the next battle encounter if there isn't one already. If you can't think of a better one, a pit trap will work great. The icon agent tells the PC where and what it is, giving them the opportunity to maneuver their opponents into the trap. Place it somewhere critical, like in the center of the setting, but not right next to the boss.</p> <p>Throwing mooks into a trap would be a normal skill check, while other creatures would be a hard skill check. If PC's come up with entertaining or reasonable plans to drop foes into traps, award +1 to +3 bonuses.</p>



Information in the Wilderness

Unlike the constrained nature of a dungeon, the wilderness is as wide open to the characters as the town, but without all the social factions they can interact with. Icon agents will send them information that will pertain to their mission, or to a side quest important to the icon.

Picking or rolling, see if you can bring in the character's one unique thing or backgrounds. Rangers and barbarians live for this kind of thing. If doubling the character's background (including their level) is more helpful than the suggested help, use that. Bringing in a character's one

If you don't have a side quest and just want to move the PCs to the next dungeon or town, use Information in the Dungeon, page 100 or Information in Town, page 109.

unique thing should be at least that good.

For example a ranger with a *raised by wolves* one unique thing might not only find evidence the party is being followed, but automatically succeed on setting up an ambush, giving the party surprise on their tracker.

Picking

What challenges await the characters in the wilderness? Icon agents can give help with any of them. Advice on dealing with life-threatening weather or dangerous terrain might give a +5 to skill checks, or even confer automatic success. Scan the suggestions below and find one that fits your adventure.

Rolling

D20	Result
1-2	Shortcut. The icon agent tells the PC about a shortcut or secret path that bypasses the next challenge or gets them to their goal faster.
3-4	Secrets of an upcoming terrain challenge. The icon agent tells them the secrets of an upcoming terrain or weather challenge (climbing, swimming, rafting, surviving an avalanche, and so on), giving them a +5 on skill checks. If you don't have any terrain or weather challenges, use the high-ground advantage (below).
5-6	Hidden feature. The icon agent tells the PC the location of a hidden feature in the wilderness. If the party is looking for a hidden camp, cave, or ruin, this is it. If you have anything fun but hard to find in the wilderness, this is it. It might be good (the only source of fresh water) or bad (stay away from the singing statues or become one). If nothing applies, use the high-ground advantage (below).
7-8	Tactics. The icon agent tells them about the tactics that will be used by foes in an upcoming fight. Pick or roll a d4: 1. Start the escalation die at 1. 2. Give PCs who hear the information 3 times their level in temporary hit points. 3. Give PCs who hear the information +5 on their initiative roll. 4. Give PCs who hear the information +1 on all attacks the first round.
9-10	High-ground. The icon agent tells the PC about the next combat encounter and how to gain the high-ground or other advantageous terrain, incrementing the escalation die by 1. If the terrain can't give any advantages (fighting on a salt plain?), use enemy tactics (above).
11-12	Ambush. The icon agent tells the PC about an ambush. If you were planning on ambushing the party, the information spoils the ambush. Otherwise, the agent tells the character how to gain surprise on their opponents.
13-14	Enemies approach. The icon agent tells the PC an attack on the PC's position is coming. Characters can set up traps, taking out some of the weaker creatures (mooks are made for this), and/or defenses, giving them an advantage: increment the escalation die by 1. If you don't have an aggressive enemy sending out attacks on the party, use the high-ground advantage above.

See the Ambushes and Surprise section in the core rules.

If there are no wilderness combat encounters, use the Secrets of an Upcoming Terrain Challenge instead.

D20	Result
15-16	<p>Enemy spies. The icon agent lets the PC know they are being watched. If you don't have a watcher already planned for, copy a creature form an upcoming combat encounter and have it spy on the party.</p> <p>Good spies are stealthy, quick, and smart. Invisible flying geniuses are best.</p> <p>If the party kills the spy, they find a clue. For example, a note asking the spy <i>"How many of our trolls would we need to handle these interlopers?"</i> would let the PC know trolls are nearby.</p> <p>Capturing the spy should reveal even more, but fanatical spies might have poison capsules they bite down on before they can reveal too much.</p>
17-18	<p>Neutral spies. The icon agent lets them know they are being watched, but this time the spy is from a neutral group in the area. For example, the party may be after hobgoblins, but the spies are from a local pack of werewolves who are just keeping any eye on the party.</p> <p>With good roleplay, the characters might get a little useful information if they talk rather than fight. The spy will flee from a fight, and may return later with friends.</p> <p>You can make up a neutral group if you don't have one, or use an enemy spy instead.</p>
19-20	<p>Friendly spies. The icon agent lets the PC know they are being watched, but in this case the spy is a possible ally. For example, a wood elf ranger who would love to see the hobgoblins the PCs are after driven away. With good roleplaying, the spy can become an ally for a session or two.</p> <p>See Allies, 110.</p>



Information in Town

In town, the information should still be of great use to the PCs. It might save their lives, or the lives of NPCs the players care about. In this locale, the information usually comes from a person, rather than a magic spirit, who is an agent of the icon.

Factions

Factions can be based on icons, and that's the default assumption. However, you might want to add your own, local factions. Besides the faction, you may want to invent a goal for the faction so that your players can interact with it. For example: The merchants want to replace the mayor with one of their own. Or a secret society wants to drive a wedge between two races.

Icon-based factions can change form based on location. If the PCs get information from agents of Emperor Roland, it makes a big difference if they are within the Espairian Empire or at the court of Queen Tanadil. In one case, the agents may be

part of the local power structure, and in another, they might be working in secret.

If you're playing an intrigue-based campaign, the PCs may lead a powerful faction in town. Opposed factions could be organizations opposed to the PCs' organization or opposed to the icon.

In a traditional monster-bashing campaign (nothing wrong with that!), the faction is probably an icon's organization, for example, the people working for Queen Tanadil or Baron Von Vorlatch.

Picking

If you already have plenty of local factions all mapped out (even if on sticky notes), see if one of them will work. They could be allies, enemies, or indifferent to the icon. Probably allies and enemies are easiest to work with.

If the information is about a rival faction, you can pick a rival icon and have the information be about that rival icon's organization.

Look at the suggestion in the table below for inspiration.



Rolling

D20	Information
1	Location of a secret hideout or safe house of a faction opposed to the icon
2	Secret entrance to holdings of a faction opposed to the icon
3	Proof of a spy who is pretending to be part of a friendly faction
4	Identity and goals of a member of a rival faction who is unhappy and can be turned to the PCs side
5	Information of dirty deeds done by one of two rival factions against the other that could break the alliance
6	The details of a trap set for the PCs by another faction.
7	What mission a neutral faction would love the PCs to accomplish. It might help turn them into allies.
8	A faction has brought in hired help to beat down on the PCs. They are likely higher level.
9	A local alchemist owes the faction or icon a favor. Characters can purchase potions and oils at half price. Limited time offer.
10	A holy person is in town. The information includes the person's name, description, and probable location. PCs who roleplay well may obtain a blessing. If the holy person blesses a PC, the PC can roll 2d20 instead of 1d20 at any one time of their choosing. Blessing lasts until used or the PC levels.
11	The PC is told about a spy for a rival faction (icon, local, or other) who will soon approach a party member and offer to be their servant (cook, squire, scribe, etc.)
12	The PC is told where to find the most amazing servant (cook, squire, scribe, ect.) who is a perfect fit for the PC. The servant will take such good care of the PC that the PC will be on the top of their game and can get one free re-roll of a d20 per session. After a few sessions, the PC will be highly motivated to protect this character, or help them if they get in trouble. Kidnapping is always an option.
13	The PC gets information about their next combat, even if they don't know there is a next combat. The party gets to start their next battle with the escalation die at 1.
14	Information about a tailor who will produce garments of wonder that produce +1 on social skill checks with the upper classes when worn. They will go out of style in a season and lose their abilities. They are expensive, but for a friend of the icon....
15	Information on how to find someone who doesn't want to be found. He is in this town. If the PCs are looking for someone, this is that person. If not, he has a reward on his head. If you have an outlaw like this, use him. If not, he is wanted by another faction (icon, local, or other), and bringing him in will bring goodwill to both the icon and the PCs.
16	Information on how to reserve the best suites at the best inn in town. Doing this will allow the PCs to have a full heal-up regardless of how many battles they have faced since the last full healing. This benefit only works once, unless and until the GM rolls or picks it again.
17	Information about a member of another faction who wants to ally with the PCs or the icon. To cement the alliance, they have picked one of their own to marry the PC. (If the PC is already married, the information is about another PC.) Go around the table in a montage, to let each player describe something about the NPC bride or groom.
18	Proof that a major landowner in town does not have a rightful claim on their property.
19	Proof that a poor family loyal to the icon legally owns an abandoned (and reputedly haunted) brewery.
20	A song, poem, or story that is sure to bring the house down. +1 on social skill tests. The benefit lasts a season. After that, the piece has been heard too many times to have an effect.

*NPC Appearance,
page 120*

Allies

An ally will help the PCs for a short while, usually a session or two. If the players become attached to the ally, the ally can come back for return visits.

Don't bother picking ally powers you won't use. For example, if the ally will help only with combat, you can skip the roleplaying powers.

Ally Combat Powers

*NPC Appearance,
page 120*

Number of Powers

Adventurer 1 / Champion 2 / Epic 3

If you pick or roll the same power twice, the NPC can use it twice as often (2 /round or battle instead of 1).

Powers that are of limited use per battle also have a secondary power once the primary power is exhausted. Allies are of the same tier as the party.

Picking

Look at the table below for inspiration. Pick from it or come up with your own. If the party is short on front-line warriors, you may want to use the damage sponge. If they have no healers, they may want the healer.

*If the power is listed
as A/B/C, use A for
Adventurer-tier, B for
Champion-tier, and C for
Epic-tier.*

Rolling

d20	Power
1-2	Distract enemies: -1/-2/-4 defenses on one target at a time
3-4	Break Armor: -2/-4/-8 AC on one foe. Once per battle, then +1 to one PC's attack
5-6	Weaken: -2/-4/-8 PD on one foe. Once per battle, then +1 to one PC's attack
7-8	Befuddlement: -2/-4/-8 MD on one foe. Once per battle, then +1 to one PC's attack
9-10	Buffing: +4/+8/+16 Temporary HP once / battle, then +1 to one PC's attack
11-12	Healing: When a PC becomes staggered, allows them to roll a recovery as a quick action. Only 1 healing per round. Otherwise +1 to one PC's defenses for 1 round.
13-14	Empowerment: Let a PC roll 2d20 and take top one. 1/2/4 empowerment takes a round; after that, +1 to one PC's attack
15-16	Mook Menace: Takes out 1 mook / round (if no Mooks, one PC gets +1/+2/+4 damage a round)
17-20	Damage Sponge: Special: This ally always has one combat power, which is being the damage sponge, see below. If you're rolling an ally with multiple powers, ignore all other powers and just use damage sponge.

Damage Sponge

This heroic ally charges into battle and attracts attacks that would otherwise focus on the PCs.

Adventurer

Third-level troop [humanoid]

Special: targets engaged with the damage sponge must make their best single-target attack on the damage sponge.

Flashing Sword: +8 vs. AC – 5 damage

Natural 16+: another free enemy (if any) will focus on the damage sponge in an attempt to take them down fast.

AC 19
PD 17
MD 13

HP 45



Champion

Sixth-level troop [humanoid]

Special: targets engaged with the damage sponge must make their best single-target attack on the damage sponge.

Brightly Flashing Sword: +11 vs. AC – 10 damage

Natural 16+: another free enemy (if any) will focus on the damage sponge in an attempt to take them down fast.

AC 22

PD 20

MD 16

HP 90

Epic

Ninth-level troop [humanoid]

Special: targets engaged with the damage sponge must make their best single-target attack on the damage sponge.

Dazzling Flashing Sword: +14 vs. AC – 20 damage

Natural 16+: another free enemy (if any) will focus on the damage sponge in an attempt to take them down fast.

AC 25

PD 23

MD 19

HP 180

Ally Defenses

For all other allies, they use the following defenses (if you need them). You can flip the PD and MD to fit the ally's role better.

Adventurer

Third-level caster/archer [humanoid]

AC 19

PD 13

MD 17

HP 11

Champion

Sixth-level caster/archer [humanoid]

AC 22

PD 16

MD 20

HP 23

Epic

Ninth-level caster/archer [humanoid]

AC 25

PD 19

MD 23

HP 45

Ally Roleplaying Powers

Allies can help the PCs in roleplaying tests. Do they convince the orc band to betray their hobgoblin leader? Can they get help from the duchess? Will the priestess let them into the temple library?

Much depends on what kind of roleplaying test the PCs have to accomplish. What are the victory conditions?

Unless the test is die rolling without any roleplay on the part of the players, have the NPC chime in, agreeing and amplifying the characters words. *"That's right." "I've seen the evidence myself." "You can trust these people." "I trust these people." "If it were not for the help these people have given, things would be even worse."*

If the test is one skill roll, the ally lets the character roll twice and take the better of the two rolls.

Do the PCs need a number of successes to get their way? For example, the party must succeed in 4 social skill tests before failing 3 tests. The NPC speaks up, giving the party one free success.

The same applies if the party has to succeed in a ladder of social encounters, such as moving up three levels in a dwarven bureaucracy. The NPC knows just the right person to talk to, allowing the party to skip the first step in the bureaucracy and start at the second.

Complications

(5s)

Complications are a great tool to advance the story and keep the players engaged in the game. The PC still get the boon, but it comes with strings attached.

Some other games use a similar concept to complications called GM Intrusions. If you've played one of those, it might be helpful to think of a complication from a 5 as a GM Intrusion with a link to an icon.

Divine Complications

Fifty percent of the time, divine characters, such as paladins, clerics, druids, and rangers, will find the complication is really a favor for the gods. The icon's agents are passing on requests from divine realms.

Choose a normal social or icon side-quest complication, then color it with divine trappings.

Sometimes more secular characters will find the gods addressing them.

Picking

What would be more fun? A divine-flavored complication can add to your world building.

Rolling

Roll high to get a divine complication.

PC	d20
Divine (cleric, druid, paladin, ranger, and so on)	11+
Other PCs	19+
Very secular PC	20

Each icon is associated with one or more pantheons or specific gods. Reskin the request to reflect the nature of the god. In almost all cases, use the gods the PC worships. Once or twice in a campaign, a rival god may set the task.

For the Bright Gods, ask the player which path their character favors. The Path of Heaven is a good default for Adventurers. The Path of the Sky

works great for monks. The Path of the Earth works well for healers who try to find peaceful solutions. Bright Clerics might not favor a path, in which case pick or roll a d3.

Path of Sky Social Complication Example

A PC who follows the Bright Gods has a 5 and you've decided they have a divine complication.

In the free city state of Paxbellum, Sir Gwendolyn Tarr of the Honorable Order of the Griffin, seeks the shield of one of her ancestors, a Kriton Shield. She approaches the PC and invites them to a tea ceremony in a park overlooking the Glass Bridge.

She says *"Krito appeared to me in a dream. His face was as dark as the night, and his eyes, two shining stars. He told me to come to this city and find the shield. What I found was that my great-grandmother's tomb had been ransacked, and no one will tell me by whom. Help me, and Krito will bless you."*

Here you can use the boon part of the 5 as the reward for finding the shield for Sir Tarr.

You decide it will be fun to have the tomb robbers be a group of necromancers so you tie them to Barron Von Vorlatch and you've got a side quest.

Thirsty Gods Extra Foes Complication Example

A PC who follows the Thirsty Gods and has a divine Aurum Rex complication sees the dungeon wall open up a window revealing a flying silver dragon blasting a hell-breach. The dragon turns to the PC and says *"This breach is closed, but not before demons slipped through. Some have aligned with your enemies ahead. Prepare to fight demons. They'll be prepared to fight you. Good luck."*

The window vanishes.

Since there are four PCs in the Champion-tier party, add two demons one level above the party to the next encounter. To make it matter, have the demons crushing stolen silver dragon eggs, and maybe standing on the corpses of baby dragons. Perhaps the party can save some.

Pantheon or God	Window Dressing for Complications
The Bright Gods: Path of Heaven	Burning incense, cremating bodies, acting boldly
The Bright Gods: Path of the Sky	Calm, deliberate actions, meditation.
The Bright Gods: Path of the Earth	Focus on love, healing, and beauty. If a peaceful solution is possible, it should be attempted.
The Thirsty Gods	Disciplined action. The complication will be considered an order and the PC a soldier expected to carry it out. Icon agents and spirits will seem very competent.
The Old Gods	Wildness tempered with mysterious rituals, in tune with nature.

Kriton Shield, page 125

Old Gods Passage-Ambush Complication Example

A PC who follows the Old Gods has a divine Blue Aoife complication, and you decide it's an ambush in a cavern passage. To deliver the boon part of the icon relationship roll, have a natural rock formation turn into a face, and give the boon, saying *"Be careful, these caves are treacherous."*

When the party approaches the ambush point, say *"You see a wood elf slumped, leaning against a stalagmite. His face is hooded and in shadow. A staff of the Old Gods lies beside him. He is clutching his belly, and you can see blood on his hands."*

The druid is already dead, and is bait for the ambush.

Social Complications

When you're not in the dungeon, you're often dealing with factions and social situations. The icons themselves represent factions, but there can be factions within factions (such as those working for Emperor Roland who are for the alliance with Baron Von Vorlatch vs. those who are opposed), and there are local factions (guilds, political factions, Gnomes of the Treaty, and so on).

What's the Problem?

Picking

Factions (including the icons) love using Adventurers as catspaws. This is a great opportunity for you to foreshadow future conflict. If the next adventure involves the undead, you can use the complication from Hierophant Glasra to have the PCs run afoul of Baron Von Vorlatch.

If a faction in town has something to hide, the complication can lead to the PCs discovering the secret.

If you don't have local factions, just use the icon factions. All of the icons have networks that operate pretty much anywhere. Blue Aoife has spies in the cities. Baron Von Vorlatch has minions in dwarven mines.

Rolling

d20	The Social Complication	Example
1-3	Investigate an agent of a rival icon, to find out what secret activity they are hiding.	An agent of Ghiama is smuggling kobolds into town. This can't be good.
4-6	Investigate a local group, to find out what secret activity they are hiding.	A group of merchants has been buying up food and arranging for local farms not under their control to be blighted.
7-10	A local power is allied to the icon. Bring them an important item that will be of use to that group. An enemy icon will send a group to stop the PCs.	The town council is allied to Emperor Roland. Bring them a dwarven relic they can use in trade negotiations with the dwarves. The relic has just been stolen by a band of drow working for Queen Tanadil.
11-13	A local power is allied to the icon. A rival power seeks to embarrass them at an upcoming social event. Protect the event.	The town guard has strong ties to Lord Ikal. Lady Akuma seeks to ruin the guard captain's wedding. Save the wedding.
14-16	A local power is opposed to the icon. Stop the local group from getting a specific item that will be of use to that group.	The woodcutter's guild paid for a saw-golem that will take down forests in no time. Blue Aoife wants you to destroy the golem.
17-20	A local power is opposed to the icon. Embarrass the local group at an upcoming social event. Sabotage the event.	One of Emperor Roland's bastards will be giving out free food and giving a speech about the glory of the Espairian Empire. Lady Akuma wants you to ruin the feast.

Who is the Local Power?

You may need to reword the power to fit into your world.

Picking

Got a local faction you want to spotlight? Or one the players are interested in? This is your chance.

Rolling

d20	Power
1-4	Mayor
5-8	Member of ruling council
9-12	Church Pick based on the icon or PC, or roll a d6: 1-4: Bright Gods; 5: Thirsty Gods; 6: Old Gods
13-16	Guild Pick or roll a d20; 1-4: armorers; 5: bakers; 6: book-binders; 7: candle-makers; 8: cobblers; 9: dyers; 10: embroiderers; 11: leatherworkers; 12: masons; 13-17: merchants; 18: painters; 29: weavers; 20 woodcutters
17-20	Secret Society. Why is it secret? Make up your own, pick, or roll a d6: 1: icon agents; 2: followers of a minority religion (probably Thirsty Gods or Old Gods); 3: a political pressure group that wants to remain in the shadows; 4: devil worshipers; 5: demon worshipers; 6: A mystery cult, Pick or roll a d3: 1: The Melissar are a mystery cult dedicated to Ixtaa, a Thirsty God; 2: There are a number of magic mystery cults to the Old God Baltigan—highly secretive covens which are not only unofficial, but banned; 3: The Gray Watchers are a mystery cult to Delkrey, an Old God

Ixtaa the Dismembered God, page 13

Baltigan the Sparrow, page 17

Delkrey the Mushroom God, page 19

New True Magic Items, page 123

Tukae the Child, page 6

Balamet the Warrior Cat, page 14

Baron Von Vorlatch, page 55

What Social Event?

Picking

A masked carnival is the perfect occasion for putting PCs and NPCs who would normally never socialize face to face. Or mask to mask. Some groups would love to cause havoc at a funeral, others would be uncomfortable. Know your players.

Rolling

d20	Event
1-3	Ball, by invitation only
4-6	Nobel banquet, by invitation only
7-9	Masked carnival
10-12	Fair
13-15	Public feast, commoners invited
16-18	Wedding
19-20	Funeral

What Important Item?

Picking

Think about the story you've got going. What item fits the problem, the faction who cares about it, and the characters' backstories? Scan the list below and see if anything clicks.

Rolling

d20	Item
1	Deed to a Castle
2	Deed to a tower
3	Deed to a brewery
4	Deed to a temple
5	Deed to an inn
6	Deed to a brothel
7	Holy symbol/relic/sacred branch crafted by a saint
8	Bones of a saint
9	A statue of Tukae riding Aix, a baby elephant who carries the world wrapped in its trunk
10	A human-shaped jar with a black leopard's head as it's stopper—depicting an aspect of Balamet the Warrior Cat
11	A bone carving of a Baltigan, the sparrow with lightning coming off its tail feathers
12	Treaty between guilds
13	Treaty between cities
14	Treaty between nations
15	Treaty between icons
16	Treaty that gave the people of Borgostnya to the Von Vorlatches
17-18	True magic item
19	Rude talking goat
20	Artifact

Dungeon and Wilderness Complications

What kind of complication? Extra foes or more powerful ones? A task, set by the icon? A passage complication?

Picking

Extra foes can make a combat more challenging, but they can also make it take longer. What's nice is the added foes can be tailored to the icon. If you want to keep things moving quickly but add difficulty to a combat, use more powerful foes. To tie the character closer to the icon, choose an icon side quest. If you want to make their traveling more interesting, add a passageway complication.

Rolling

d8	Result
1-2	Passage complication (in the wilderness use a roadway, creek-bed, canyon and so on, in town, use a street or alley)
3-4	Extra foes
5-6	More powerful foes
7-8	Icon side quest

Passage Complications

Walking down a passage is a stereotypical activity in roleplaying games. Passages, especially passages that are supposed to be empty, and perfect places for complications.

Picking

Scan the list below for inspiration, or come up with your own based on the story.

Rolling

d6	Passage Complication
1	The passage contains guards set up at an ambush point. Secret doors open in front of and behind the party. The easiest way to create the guards is to copy a fairly easy encounter from elsewhere in the dungeon and drop it here.
2	An alarm goes off, summoning monsters from outside the treasure room or other important location. Set the difficulty to find and bypass or remove the alarm to hard or ridiculously hard, depending on the awesomeness of the treasure. Alarm triggers include: pressure plate, invisible ray that must not be blocked, door handle, rope-bridge, ladder rung, and eyes carved in the wall.
3	The passage is trapped. The trap is hard or ridiculously hard, depending on the awesomeness of the treasure or how important the area is. Trap ideas include: poison arrow, area of fire, swinging pendulum, pit, giant rolling ball of stone, cave-in, poison gas, exploding rune, or portcullises dropping ahead and behind combined with another trap idea.
4	The passage vanishes behind the party. They must find another way out.
5	A lone guard sits in the passage on a stool. If the stool is knocked over, an alarm sounds, bringing a nearby encounter running. Alternatives to the stool: a pressure plate, a depressed button in the hand of the guard, a pool of water that triggers the alarm if the guard leaves.
6	Add guards to an important destination connected to the passage, such as a treasure room. Copy an encounter from elsewhere in the dungeon and station it here. If the treasure is noteworthy, copy a hard encounter.

See the Ambushes and Surprise section in the core rules.

More Powerful Foes, page 118

Icon Side Quest, page 118

Extra Foes

In an upcoming battle, the battle becomes harder with the complication of extra foes. Come up with a half-strength combat, and add the monsters to an existing combat.

An easy method is to find a cool monster at the party level for Adventurer-tier, one more than the party level for Champion-tier, and two over for Epic-tier. Then add the number of monsters equal to half the number of players.

Who Sent for Reinforcements?

If the complication comes from a negative relationship, you can be sure that icon has added foes. For example, the complication comes from a character with a negative relationship with Baron Von Vorlatch. With four 3rd level characters, you add 2 ghouls to the fight.

Iconic Enemies, page 66

If the complication comes from a positive relationship, pick or roll for an icon that is an enemy of the icon in the relationship. That enemy icon added to the power of the foes. For example, the character who rolled the 5 has a positive relationship with Thrice Wise Mercurius, and you decide his enemy Lady Akuma has sent the extra foes. The party is 5th level and has five characters. You decide Lady Akuma sends vrock (6th level monsters), and since five is an odd number, you could use two or three vocks. The fight is already a tough one, so you decide two.

Scrapper: +3 to attacks, -30% hp

Offensive: +3 to attacks, -3 to defenses

If the relationship is conflicted, do either. If would be just like Lady Akuma to give you a boon and then make it harder.

Extra combatants do slow down combat. To counteract this, you can use the scrapper or offensive builds from 13 True Ways to make them hit more often but go down faster.

Icons can send all sorts of reinforcements. Here are some types that are typical for each icon.

Thrice-Wise Mercurius

Aberrations, beasts, constructs, humanoids, and oozes. If it's magical, Thrice-Wise has access to it. Unless your campaign is centered on evil PCs, they probably won't be fighting heroic icons, but who knows? Mistakes have consequences.

Aurum Rex

Dragons or humanoids. The sleeping king can send any metallic dragon or humanoid allies. Many of his allies are dragonics.

Hierophant Glasyra

Beasts, constructs, or humanoids. Lions and golems and paladins oh my! The Bright Church has deep pockets and only the best will do for the Hierophant.

Emperor Roland

Dragons, griffins, or humanoids. Human knights riding griffins, dark-fog assassins, metallic dragons, and a massive army of soldiers are at the Emperor's command. Well, the dragons are more on loan, but if the party has crossed both Aurum Rex and Emperor Roland, watch out.

Lord Ikal

Humanoids. Any type of humanoid that will stand and fight infernals can be found working for Lord Ikal. They often sport signs of the Thirsty Gods.

King Thorbal

Constructs or humanoids. Dwarves, dwarves, and more dwarves. And golems.

Queen Tanadil

Beasts, constructs, humanoids, or plants. Forest creatures such as birds, spiders, wolves, and big cats might accompany elves and gnomes working for the Queen. Golems are nice.

Blue Aoife

Beasts, humanoids, or plants. Wood-elves, half-orcs and humans displaying signs of the Old Gods are commonly in her service. Treants, awakened trees, and grizzly bears can give a hint of her displeasure.

Father of Robbers

Any, when the Father calls in favors, you never know who might show up. Assassins anyone?

Baron Von Vorlatch

Beasts, humanoids, or undead. Every single kind of undead—skeletons, zombies, ghouls, ghosts, wights, the list goes on. And vampires. Lots of vampires. Wolves, bats, and spiders make good creatures of the night. Human soldiers serve the Baron, and they don't want to disappoint the master.

Lady Akuma

Aberrations, humanoids, infernals, or undead. While the Baron is the master of the undead, some troubled necromancers and vampires do serve the Lady. Still, nothing says Lady Akuma like a demon. Or a chuul. Chuuls are always in style.

Ghiama

Dragons or humanoids. Chromatic dragons, dragonics, hydras, lizard men, kobolds, and humans are good choices. White dragons will usually have a commander to keep them in line. Mages tend to be sorcerers. Ghiama has been known to influence a chuul or three.

Supreme Commander Tyrvek

Giants, humanoids, or undead. Hobgoblins, goblins, orcs, giants, trolls, and bugbears are the usual suspects. Undead can be good, but not vampires or lichs.

More Powerful Foes

To keep combats from going overlong, add a level to all or most of your monsters, but use the scrapper and/or offensive customizations from *13 True Ways*. These monsters will hit the PCs more often, but go down quicker, creating exciting battles that don't drag on.

The Icon and the Foe

To tie the complication to the icon, have the more powerful foes sport trophies of their kills. For example, an enemy of Queen Tanadil might wear stolen elf trinkets or even severed elf heads. Larger foes might just have corpses related to the icon strewn about their lair.

To complicate most fights, we use these modifications to bump up all the foes. We only use adjustments that don't give big boosts to defenses. Unless mooks make up a significant part of the threat, we tend to leave the mooks unmodified, as mowing them down is kind of the point.

We do about half scrappers and half offensive. When in doubt, we'll use offensive. If there is a big monster that should take a while to put down, we'll do one lunk.

+ 1 Level Scrapper

Scrappers a level above will have fewer hit points, so if the PCs do manage to hit them (and with the escalation die, they eventually will), they will go down. They are slightly harder to hit, so if the dice are running against the PCs, they can be frustrating.

Attack Bonuses: +4! Hits the PCs more often.

Defenses: +1. Slightly harder to hit.

Hit Points: Multiply by 0.875. Goes down faster.

Damage: Multiply by 1.25. More hitting *and* more damage.

Specials: Multiply by 1.25. We usually apply this to initiative. Since the PCs will hit more often, you don't want the monsters to go down without getting their licks in! (*Exception:* We don't do this for slow monsters, since being slow is part of their deal. So we skip this for the slowest monsters in the combat.)

Describe scrappers as dangerous, fast, but thin, (at least compared to others of their race). This gives the players a chance to strategize.

+ 1 Level Offensive

Offensive creatures a level above are 10% easier to hit, which is less frustrating for the players if they are rolling badly. They do get a whole extra level of hit points, so they'll have to be hit more times to compensate.

Attack Bonuses: +4! Hits the PCs more often.

Defenses: -2. PCs miss less often.

Hit Points: Multiply by 1.25. A bit of a buffer for all those extra hits the PCs will be doing.

Damage: Multiply by 1.25. More hitting *and* more

damage.

Specials: Multiply by 1.25. We usually apply this to initiative. Since the PCs will hit more often, you don't want the monsters to go down without getting their licks in! (*Exception:* We don't do this for slow monsters, since being slow is part of their deal. So we skip this for the slowest monsters in the combat.)

Describe scrappers as dangerous and powerful but a bit slow to get out of the way, (at least compared to others of their species).

+ 1 Level Lunk

Only use a lunk when you want a big meat shield to soak up the party's attacks for quite some time. On the flip side, their offense isn't that great, so if the PCs focus on the scrappers and offensive creatures, they won't suffer too badly from the lunk. We tend to use the lunk for only one creature, and then only if the description or story supports it. A big fat hill giant or a giant zombie might make a perfect lunk.

Attack Bonuses: +1. Slight bump to attacks.

Defenses: -2. The PCs will hit more often.

Hit Points: Multiply by 1.75. A huge buffer for all those extra hits the PCs will be doing.

Damage: Multiply by 1.25. *Lunk smash!*

Specials: Multiply by 1.25. We apply -2 to initiative, because a lunk is a lunk.

Describe lunks as slow and lumbering, even more so than others of their kind. This can give your players a clue as to what they are up against.

Icon Side Quest

Sometimes the icon agent tacks on extra side quests, little jobs for the PCs to accomplish.

"Here's this great magic sword. But you need to bring the troll lord back alive for questioning."

Characters who don't complete tasks for icons will find all sorts of story complications until they make up for their transgressions. Consider withholding boons, changing the relationship from positive to conflicted and from conflicted to negative, or cursing the PC until they comply.

Ask the player what they think the consequence should be. Maybe a change in the icon relationship is what the player really wants. Others might want to be forced back onto the straight and narrow for story reasons. If they believe they can ignore complications without consequences, don't give them side quests, just lots of more powerful foes and have the icon withhold boons for a while.

Picking

If you know your dungeon and the icon, possibilities may come to mind. Choose one that you think will be entertaining. Want the boon to come with strings attached? Scan the list and pick something that sounds fun.

You might want to break out the calculator for this one. We like to print out our creatures for the battle, so we can track hit points. Just change the stats on the sheet and you're ready to go.

If the players lean too heavily the descriptions to help them strategize, you may want to occasionally mix them up. An offensive creature that is described as slow and lumbering might get in a lot of extra attacks if the PCs are focused on other targets.



Rolling

d20	Icon Side Quest Complication
1	Take an opposition leader prisoner, and bring them back alive.
2	Bring back a book, scroll, or tome and give it to an agent of the icon.
3	Desecrate a place sacred to the enemies of the icon.
4	Bring back the head of an opposition leader.
5	Deliver a message to an NPC who the PCs must not harm. This could include some risk to the party.
6	Find and deliver a true magic item to the icon's agents. If it's useful in combat it will probably be put to use by the opposition.
7	Free a prisoner and return them to agents of the icon.
8	Perform a magic ritual to seal a gateway to hell (or anywhere else that is a problem for the icon).
9	Perform a magic ritual at a certain place. The aim of the ritual might not be clear to the PC, or the PC may recognize that it will be a blessing, a curse, a gateway, or an art project. Lady Akuma loves a good art project.
10	Bring back a body part from the fiercest beast in the dungeon. Eyes and scales are traditional, but spleens have their fans.
11	Destroy a valuable treasure.
12	Chisel the icon's name into a certain floor, wall, or statue.
13	Dump this bag of spores in a certain place. Pick someplace occupied.
14	Place this sacred cavefish in an underground pool or stream.
15	Place this small, cat-shaped fire elemental in a lava pool. Careful, she's hot!
16	Offer single combat with an enemy leader in the icon's name.
17	Collect samples of molds and oozes and bring them to the icon's agents.
18	Make an impression of a wall carving and return it to the icon's agents.
19	Map the dungeon and give it to the icon's agents.
20	Place this token of a rival icon at the site of your most dangerous battle, implicating that icon.



NPC Appearance

Picking

It's often best to ask the PC:

- What does this person you've been led to by your icon look like?
- What's weird about them?

If they freeze, come up with your own description. If you can reuse an NPC the characters have met before in this new situation, that's great and provides campaign continuity. Reusing an NPC is especially wonderful if the players clicked with them.

NPCs come in all shapes and sizes, often reflecting the icon who connects them with the PC. Some NPCs may come with family relationships to the PC, such as long lost siblings, crazy uncles, and wild nieces.

Rolling

Roll 2d20 and 1d100, but don't add them. The first will give apparent gender, the second the race, and the third a memorable quirk. Some race results will require another die.

Gender

We're talking appearances only. Unless the role-play strays into a more personal nature, that's all you'll need. (Beyond this you're on your own. "Ask the PC" is a good option.)

d20	Result
1	Apparently genderless, possibly a eunuch
2-10	Apparently female
11-19	Apparently male
20	Apparently both

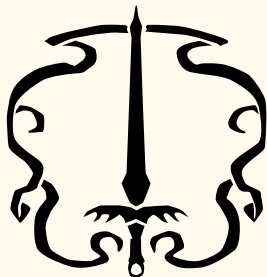
Race

You may have to roll another die for some of these options. Any die can be a d2, low numbers equal a 1, high numbers equal a 2. For example, on a d6: 1-3 = 1; 4-6 = 2.

d100	Result
1-25	Based on icon
26-45	Human
46-53	Dwarf
54-56	Wood elf
57-59	High elf
60-61	Drow
62-65	Gnome
66-69	Half-elf
70-73	Half-orc
74	Orc
75-78	Halfling
79-81	Dragonoid
82-83	Holy one
84-85	Forgeborn
86-87	Tiefling
88-89	Dhampir
90	Gelatinous troglodyte
91-93	Goblin
94	Half-owlbear
95-97	Hobgoblin
98	Klik-zeen
99	Pixie
100	Slithik

Race Based on Icon

Which icon is associated with this NPC?



Icon	Race
Thrice-Wise Mercurius	d8: 1-3: Human / 4-5: High elf / 6-7: Gnome / 8: Tiefling
Aurum Rex	Dragonico
Hierophant Glasyra	Human
Emperor Roland	Human
Lord Ikal	Human
King Thorbal	Dwarf
Queen Tanadil	d12: 1-3: High elf; 4-6: Wood elf; 7-9: Drow; 10: Gnome; 11: Half-elf; 12: Pixie
Blue Aoife	d6: 1-2: Human; 3: Half-elf; 4-5: Half-orc; 6: Goblin
Father of Robbers	d10: 1-2: Human / 3: Halfling / 4: High Elf / 5: Wood Elf / 6: Drow / 7: Gnome / 8: Dwarf / 9: Half-elf / 10: Half-orc
Baron Von Vorlatch	Dhampir
Lady Akuma	d2: Goblin / Tiefling
Ghiama	Dragonico
Supreme Commander Tyrvek	d6: 1: Goblin / 2: Half-orc / 3: Ogre / 4: Orc / 5-6: Hobgoblin

Quirk

Something memorable about this NPC. Useful to help players remember them.

d20	Quirk
1	Avoids making eye contact.
2	Collects fungus. Slimes, oozes, you name it, wants to pick up samples.
3	Has a facial tic that makes them seem like they are winking.
4	Snorts while laughing.
5	Sneezes when near one of the PCs (allergy).
6	Constantly gives fashion advice.
7	Fast speaker.
8	Slow speaker.
9	Always hungry.
10	Wonders aloud which of the PCs is really a god.
11	Talks about the wonders of the Bright Gods.
12	Talks about the wonders of the Thirsty Gods.
13	Talks about the wonders of the Old Gods.
14	Flips a lucky coin.
15	Tells cryptic fortunes using d3: cards/bones/coins (GM's call whether or not they have any validity).
16	Has a visible major scar.
17	Fussy about own appearance.
18	Sloppy.
19	Jokes when tense (for example, in combat).
20	Compulsive pun maker.

Magic Items

Artifacts

An artifact works like a normal true magic item of that type, possessing the same default bonus, if any, and occupying one of its bearer's chakras of that type.

Artifacts have more than one power, each with its associated quirk. When you first attune an artifact, choose one of its powers from your tier or lower. Each time you gain a level, you can choose to learn another of the artifact's powers from your tier or lower.

The artifact's default bonus is limited to the highest tier power you have attuned for the artifact. If you have an artifact magic weapon but have only attuned one of its Adventurer-tier powers, it functions as an Adventurer-tier weapon, granting only a +1 bonus to attack and damage. Attune one of its Champion-tier powers and the weapon will grant a +2 bonus to attack and damage. Attune an Epic-tier power, and you get the full +3.

You don't have to attune all of an artifact's powers and you don't have to take them in order.

Artifact quirks always come into play.

Blade of the Forgotten One

Once the favorite weapon of a fallen god whose name is long forgotten, now the weapon has been found again. And with the weapon back in circulation, the fallen god stirs.

Special: When first acquired, the blade has no powers, and can't be attuned. The first time the new owner sleeps, they see a black portal in their dreams. The GM should ask the player if they go through. If they do, they wake with the sword in their hand and its magic awakened.

If they do not, they keep having the dream every time they sleep until they either go through the portal or find a new owner for the sword.

Artifact description: A blackened blade with runes that bear a similarity to those found in ancient serpentfolk ruins. Dark gray webbing on the hilt feels soft to the touch, and molds to the wielder's hand.

History: This blade was blessed by a god far older than the Old Gods. The god, whose name is not recalled, did not want their champion to do great deeds with the sword, but rather to kill, over

and over and over again. Until no one was left to kill. This sword destroys worlds.

Icon relationships: You must have a positive or conflicted relationship with a villainous icon. If you are in a campaign with no villainous icons, such as a high-intrigue campaign, choose one icon you have a positive or conflicted relationship with, and that icon reveals themselves to be villainous.

Special drawback: If you and one or more allies are engaged in melee with the same creature, and you roll a natural 1 on your attack roll, you automatically crit one of your engaged allies.

Sword default bonus: +1 (Adventurer) / +2 (Champion) / +3 (Epic) attack and damage.

Adventurer

Hunger: When fighting a staggered opponent, the crit range expands by 2 (usually to 18+). Anyone killed by the blade cannot be resurrected or reached by spell such as *speak with dead*. They are gone. **Quirk:** cheers when anyone, friend or foe, scores a critical hit.

Feeding Time: When you crit with the blade, all other creatures (including allies) engaged with you or with the creature you just critted lose 2d6 (Adventurer) / 4d8 (Champion) / 6d10 (Epic) points of damage and you gain those points as temporary hit points. **Quirk:** chuckles darkly at the wounded.

Champion

Dark Trade (recharge 11+): When you are subject to any ongoing effects, move them to any nearby ally or prisoner. **Quirk:** likes to drag prisoners into danger.

Epic

Madness Takes its Toll (recharge 11+): Add double your level to all damage. When your foe drops, make a DC 30 Wisdom check or the GM will choose your next target by rolling a d6: 1-3: enemy, 4-6 ally and then choosing a target for you to engage with. To change to a different target, make a hard (16+) save at the end of your turn.

While engaged with a target that you didn't choose, you don't have to use anything beyond at-will or basic attacks, but you must choose the most destructive among them.

If you fight (or kill) an ally, your character won't remember it. You'll realize what you did if you find yourself standing over their bloody body, but the

*In this section, you refers to the player, **not** the GM.*

For more on what makes magic items so special in 13th Age, see what the Heavy Metal GM has to say: <https://heavymetalgm.wordpress.com/2016/09/05/magic-items/>

Blade of the Forgotten One thanks to Aurelius Tyson

details will be lost in a red fog. *Quirk:* prefers the company of those with the most blood on their hands.

New True Magic Items

In this section you refers to the player, **not** the GM.

Arrow, Crossbow Bolt, Slingstone

Arrow of Time (Epic) *Always:* expands crit range by 1 and takes the bonus of the weapon that shoots it; *one-use*, but see below. If the arrow hits, you can add or subtract up to three to or from the escalation die. You cannot go lower than 0 or higher than 6. If you miss by three or less, you can still hit by changing the escalation die in order to hit. Time's funny like that. A miss by four or more does not use up the ammunition, but it will need to be retrieved.

A natural 1 will break the arrow and subtract one from the escalation die (to a minimum of 0).

PCs can only find one Arrow of Time at a time.

Confusion *Always:* expands crit range by 1 and takes the bonus of the weapon that shoots it; *one-use*. On a natural even hit, the target is confused until the end of your next turn.

A confused creature can't make opportunity attacks or use any of its powers on its turn. Instead, it makes a basic or at-will attack against a random nearby ally.

Armor, Robe, Shirt, Tunic

Armor of Change *Always:* +1 AC (Adventurer) / +2 AC (Champion) / +3 AC (Epic). Twice a day you can change the appearance of this armor or clothing, even going so far as to make heavy armor look like a silken shirt, or vice versa. At the GM's discretion you may apply the default AC bonus to skill checks in social situations where just the right look would be of assistance. *Quirk:* always slowing down to admire reflections of this amazing armor, robe, shirt, or tunic.

Armor of Leave-taking *Always:* +1 AC (Adventurer) / +2 AC (Champion) / +3 AC (Epic). *Recharge 11+:* when you fail a disengage check to get away from foes, you can reroll. *Quirk:* obviously looking forward to leaving, keeping bags packed and planning the next trip.

Bright Armor *Always:* +1 AC (Adventurer) / +2 AC (Champion) / +3 AC (Epic). *Recharge 16+:* When using a recovery, the wearer adds 1d8 (Adventurer) / 2d8 (Champion) / 3d8 (Epic) temporary hit points, but only if they follow the Bright Gods. *Quirk:* taunts enemies of the bright gods, especially infernals and the undead.

The Book of Holding thanks to Alex Coleman, www.bookofholding.com

Belt, Swordbelt, Kilt, Skirt, Girdle, Sash

Belt of Bandaging *Always:* the item gives you one extra recovery. But when you heal using that recovery, you don't roll and the hit points you heal depend on the tier of the item: 20 hp (Adventurer) / 50 hp (Champion) / 125 hp (Epic). *Recharge 16+:* add double your level to your recovery roll. *Quirk:* always looking for cloth items that can be torn up and made into bandages. Tear, boil, roll!

Belt of Feeling Alright *Always:* the item gives you one extra recovery. But when you heal using that recovery, you don't roll and the hit points you heal depend on the tier of the item: 20 hp (Adventurer) / 50 hp (Champion) / 125 hp (Epic). *Recharge 16+:* Spend a recovery not to heal, but to automatically save from all ongoing effects. *Quirk:* scoffs at poisons and all other ongoing effects every time you or a nearby ally is threatened by them.

Book, Scroll, Tome, Grimoire

The Book of Holding It is said that the *book of holding* was inked by the hand of Tragül, the Unbegotten Source, whose eyes regard the end of all-things. It may even be a fragment of the *Scheme of All-Things* itself, a book in which time and history is written. It is Tragül's duty to turn over the pages, black and white and black and white forever, until the end of all-things. So great are the deeds of the world, that a completed page is stained through with ink, solid as night and far removed from the clean, crisp white of dawns before. But time is fixed and immovable. Once turned, pages can never be turned back, neither by Tragül nor anyone. To sign the book is to be known by Tragül and accounted for within the end of all-things.

Daily: displays a spell you can read from the book and cast. Once cast, the page flips, and that spell will never appear in the book again. The spell is a random spell that can be cast by a caster of your level. First pick a random caster class, then a random page of spells that fits your level, and then a random spell on that page.

For example, if you are a level-4 fighter, and you get a random (d6 -> 5) sorcerer spell, on page (d12 -> 2) 140, and (d4 -> 2) you get *chaos pulse*.

For some reason, the book never reveals Occultist spells.

d6	Class
1	Chaos mage
2	Cleric
3	Druid
4	Necromancer
5	Sorcerer
6	Wizard

Quirk: you grow paranoid of fate itself, convinced that it has taken corporeal form in order to undo you and your allies' great deeds. You don't believe it to be necessarily malevolent, just interested in maintaining the predestined status quo. You see its subtle workings in everything, extrapolating even the smallest of events to its grandest butterfly effect in your mind. Yes, fate is after you, and it's using the world as some huge Rube Goldberg machine.

Book of Lost Spells *Always:* adds +1 (Adventurer) / +2 (Champion) / +3 (Epic) to all spell recharge rolls. *Quirk:* constantly checking pockets, pouches, and so on to make sure nothing's been lost since last seen.

Tome of Ineffable Competence This book seems to be full of nonsense words, but when studied deeply for days, those words begin to make sense. The book becomes attuned to you and cannot be deciphered by anyone else.

Gain an extra Adventureur-tier (Adventurer) / Champion-tier (Champion) / Epic-tier (Epic) feat. *Quirk:* sings the nonsense words in a child-like voice.

Boots, Shoes, Sandals, Slippers

Boots of Stinkfoot *Always:* disengage checks and other checks involving fancy footwork gain a +1 bonus (Adventurer) / +2 bonus (Champion) / +3 bonus (Epic). *Recharge 16+:* All engaged humanoids suffer a -1 (Adventurer) / -2 (Champion) / -3 (Epic) penalty to all attacks, defenses, and saves when engaged with you, save ends. *Quirk:* trying to get others to smell your feet.

Sandals of Chill (Champion) *Always:* disengage checks and other checks involving fancy footwork gain a +2 bonus (Champion) / +3 bonus (Epic). These stylish sandals allow the user to walk on fire, coals, and even lava without damage. They confer *resist fire 12+* (Champion) / *resist fire 16+* (Epic). *Quirk:* Obsesses about cold feet.

Cloak, Mantle, Cape

Cloak of Many Pockets *Always:* Physical defense: +1 PD (Adventurer) / +2 PD (Champion) / +3PD (Epic). You reach into a pocket and pull out the non-magical item you want at the time. The GM can decide the item is too rare or valuable, but normal items will typically be found in your pockets. You don't have to decide what you need until the moment you need it—parchment, tools, a brass ring, flask of wine, an apple, rope, book of elvish poetry, candle, iron spike—any mundane item you might require that doesn't cost and arm and a leg. You might pull out a spare key to your own house, but not a key to a locked dungeon door. *Quirk:* always patting your pockets, and finding the strangest things.

Mantle of Mindfulness *Always:* Physical defense: +1 PD (Adventurer) / +2 PD (Champion) / +3 PD

(Epic). When an attack against your Physical Defense hits, make the attacker reroll the attack and use mental defense instead. *Quirk:* mindsplaining: having strong opinions on mind over matter, and pontificating endlessly on this.

Gloves, Gauntlets

Crossed Gloves *Always:* these gloves allow you to be identified by followers of the Father of Robbers as one of their own. You can communicate with his followers using silent hand signals. You gain a +1 (Adventurer) / +2 (Champion) / +3 (Epic) on skill tests when the test is in service to the Father. (GM's discretion); *Quirk:* your fingers never stop moving.

Gloves of the Wheel *Always:* +1 (Adventurer) / +2 (Champion) / +3 (Epic) on rolls to keep regeneration spells that have been cast on you going. *Daily:* reroll one relationship roll with Blue Aoife, take the roll you like best. *Quirk:* subconscious whistling.

Helmet, Crown, Diadem, Circlet

Crown of Ghostly Countenance *Always:* Mental defense: +1 MD (Adventurer) / +2 MD (Champion) / +3 MD (Epic); *Recharge 16+:* for ten minutes, your head becomes translucent and your eyes glow the color of your choice. Add the default MD bonus to any skill checks that involve intimidation, social interactions with the undead, or just looking spooky. Great for parties. *Quirk:* often starting conversations as if dead. "*Back when I drew breath...*"

Fey Crown *Always:* Mental Defense: +1 MD (Adventurer) / +2 MD (Champion) / +3 MD (Epic). *Recharge 16+:* gain a racial power of a fey race until the end of this battle, or ten minutes outside of combat. You can choose: cruel from the dark elves, highblood teleport from the high elves, elven grace from the wood elves, confounding from the gnomes, or surprising from the half elves. *Quirk:* your movements take on a birdlike quality, being stone-still one moment, bursting into frantic action the next, and then freezing back into stillness.

Instrument

Instruments use the wand or staff chackra. Unlike wands or staves, they can be any tier. A musician will often keep the same instrument and advance its tier rather than replace it.

Charming Lute *Always:* lute performance skill test, attack and damage with an arcane spell, song, or attack: +1 (Adventurer) / +2 (Champion) / +3 (Epic). *Recharge 16+:* (Adventurer) / 12+: (Champion) / 8+: (Epic). When you cast a spell that attacks MD while playing this lute, roll 2d20 to hit. Use the higher roll for the attack. If you roll a natural 11+ with both dice and your highest attack roll is a hit, the spell is not consumed and does not count against the number of spells you can cast in

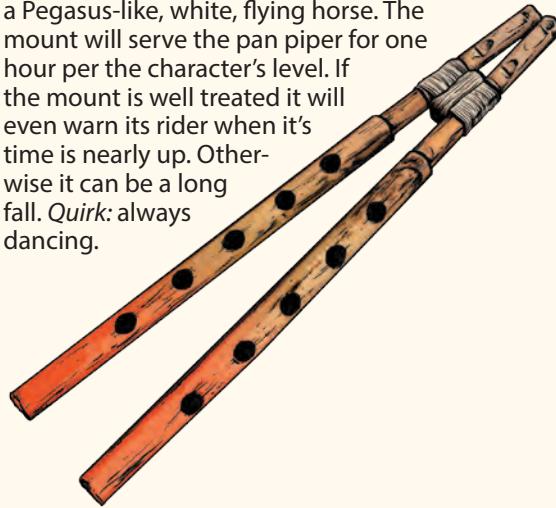


GMs, you can use the cloak of many pockets to introduce all manner of important plot points into your story: maps, deeds, lost keys, stolen lockets, items that do cost and arm and a leg, and maybe even an actual arm and a leg.

a day. *Quirk*: always flirting.

Goblet Drums of Battle These goblet drums have strap mounts so the drum can be slung over the shoulder to facilitate playing while standing or moving, even dancing. *Always*: goblet drum performance skill test, attack and damage with an arcane spell, song, or attack: +1 (Adventurer) / +2 (Champion) / +3 (Epic). *Recharge 16+*: (Adventurer) / 12+: (Champion) / 8+: (Epic). Use a free battle cry at a level you have access to, which does not count against your daily total. Non-bards can use a 1st level battle cry. *Quirk*: always egging others on to fight.

Pan Pipes of the Glade *Always*: pan pipe performance skill test, attack and damage with an arcane spell, song, or attack: +1 (Adventurer) / +2 (Champion) / +3 (Epic). *Daily*: summon a Pegasus-like, white, flying horse. The mount will serve the pan piper for one hour per the character's level. If the mount is well treated it will even warn its rider when it's time is nearly up. Otherwise it can be a long fall. *Quirk*: always dancing.



Lightbringer: follower of the Bright Gods

Unstoppable Bagpipes *Always*: bagpipe performance skill test, attack and damage with an arcane spell, song, or attack: +1 (Adventurer) / +2 (Champion) / +3 (Epic). May use bard battle cries, spells, and songs while playing these magic pipes, but may not actually talk. *Recharge 16+*: (Adventurer) / 12+: (Champion) / 8+: (Epic). Nearby and far away allies can make saving throws on any harmful conditions they are suffering from. *Quirk*: being prone to prolonged and loud bagpipe tuning rituals.

Recknarite: follower of the Thirsty Gods

Necklace, Pendant

Necklace of Crisis *Always*: +1 to saves when you have 10 hp or fewer (Adventurer) / 25 hp or fewer (Champion) / 50 hp or fewer (Epic). *Recharge 16+*: when your necklace's save bonus applies, add that bonus to the defense of your choice: AC, PD, or MD. Choose before you roll your save. *Quirk*: always trying to get behind a pillar, shield, or upended table when talking to someone.

Pendant of Purification *Always*: +1 to saves when you have 10 hp or fewer (Adventurer) / 25 hp or fewer (Champion) / 50 hp or fewer (Epic). While wearing the pendant, make a save vs. poison effects at the start, rather than the end, of your turn. If the effect doesn't have a save, you save anyway, at 16+. *Quirk*: tasting other people's

food and drink before they can take a bite or a sip it, just in case.

Ring

Ring of Regeneration *Recharge 6+*: when you heal using a recovery, you can change the healing to use the rules for a druid's regeneration spell. Any bonus to the normal recovery is applied to the first round's healing. *Quirk*: given the choice, choosing the slow way to get things done.



Silver Scale Ring *Special*: functions only for a follower of the Thirsty Gods. This ring is a blessing of Camazoth, the Queen of the Thirsty Gods. *Always*: when making a knowledge skill check, roll 2d20 and take the most advantageous result. *Recharge 16+*: +2 MD (Adventurer) / +3 MD (Champion) / +4 MD (Epic) for one battle or 10 minutes outside of combat. *Quirk*: collects pet snakes.

Shield

Kriton Shield *Special*: while this shield will protect those who are not Lightbringers, it is blessed by Krito the Father, and will not function for enemies of the Bright Gods or of Hierophant Glasrya. *Always*: increase your maximum hit points: by +4 (Adventurer) / by +10 (Champion) / by +25 (Epic). *Recharge 16+*: allows the user to ignore the first 2 (Adventurer) / 5 (Champion) / 10 (Epic) points of damage from any source for the rest of the battle. *Quirk*: always scribbling mathematical calculations.

Shield of the Blocker *Always*: increase your maximum hit points: by +4 (Adventurer) / by +10 (Champion) / by +25 (Epic). *Recharge 16+*: Whenever an enemy's attack hits your Physical Defense, the attacker must reroll the attack, this time against your Armor Class. *Quirk*: auditioning for the role of consummate braggart.

Staff

Amethyst Staff This staff, dedicated to the Thirsty Gods, is topped with an amethyst. *Always*: attack and damage with an arcane or divine spell or attack: +2 (Champion) / +3 (Epic). *Recharge 11+*: (useable only by a Recknarite) victory: When the escalation die is 1+, increment it by one, to a maximum of six. *Quirk*: deeply suspicious of those of other religions.

Solar Staff A staff dedicated to the Bright Gods. *Always*: attack and damage with an arcane or divine spell or attack: +2 (Champion) / +3 (Epic). *Recharge 11+*: (usable only by a follower of the Bright Gods) use one of the three following powers:

1. When healing a Lightbringer, allow the character being healed to make two recovery rolls instead of one. If the healing would be a free recovery, only the first recovery is free. The second one counts against the character's recoveries per day.
2. If the target of an attack spell is not a Lightbringer, add twice the caster's level to the damage.
3. If you hit a target who is not a Lightbringer but is vulnerable to holy damage, turn a normal hit into a critical hit.

Once you use any one of these powers, the staff needs to recharge. *Quirk:* always working on a sermon.

Spire Staff This staff, dedicated to the Old Gods, is topped with a spire made of twisting branches. *Always:* attack and damage with an arcane or divine spell or attack: +2 (Champion) / +3 (Epic). *Recharge 11+:* (usable only by a Spirian) add your level to an attack, damage, or recovery roll after you see your roll. *Quirk:* always giving thanks to the Forest Ladies or the Sweeping Eyes when things go your way.

Staff of Regeneration A staff of two intertwined woods: yew and oak. *Always:* attack and damage with an arcane or divine spell or attack: +2 (Champion) / +3 (Epic). *Recharge 16+:* Cast a regeneration spell. Character must be able to cast druid spells. *Quirk:* constantly stopping to plant seeds.

Staff of Sorcery *Always:* attack and damage with an arcane or divine spell or attack: +2 (Champion) / +3 (Epic). *Recharge 16+:* non-sorcerers gain the sorcerer ability to cast *dancing lights*. Sorcerers get to keep the next daily sorcerer spell they cast, and can cast it again. *Quirk:* repeating what you just said. Again.

Symbol, Holy Symbol, Relic, Sacred Branch

Branch of the Old Gods *Always:* attack and damage with a divine spell or attack: +1 (Adventurer) / +2 (Champion). *Recharge 16+:* (requires you to be a Spirian) reroll an attack, damage, or recovery roll, taking the result you prefer. *Quirk:* always second guessing.

Bright Symbol This symbol is dedicated to the Bright Gods. *Always:* attack and damage with a divine spell or attack: +1 (Adventurer) / +2 (Champion). *Recharge 16+:* if you and your targets are Lightbringers and you cast a healing spell, your targets get to add their level to their recovery roll as bonus healing. *Quirk:* constantly going on about the Bright Gods.

Holy Symbol of the Word Pick an icon that you have a positive or conflicted relationship with when you first attune this holy symbol to yourself. *Always:* whenever you roll a 4 on an icon relationship roll with that icon, change it to a 5. Your gods are speaking through that icon. Attack and damage with a divine spell or attack: +1 (Adventurer) /

+2 (Champion). *Quirk:* constantly announcing the hand of your gods in everyday occurrences. "That puddle is the work of the <insert your pantheon here> Gods."

Relic of Renewal *Always:* attack and damage with a divine spell or attack: +1 (Adventurer) / +2 (Champion). *Recharge 16+:* Nearby ally can make a recovery roll and add 3 (Adventurer) / 6 (Champion) to the points healed. *Quirk:* when healing, calling out "Renew! Renew!"

Thirsty Relic. *Always:* attack and damage with a divine spell or attack: +1 (Adventurer) / +2 (Champion); *Recharge 16+:* if you are a Reknarite, you can expand your crit range by two after you roll an attack. *Quirk:* stabbing at food with gusto.

Lightbringer: follower of the Bright Gods

Reknarite: follower of the Thirsty Gods

Spirian: follower of the Old Gods

Wand

Wand of Lifedrain *Always:* attack and damage with arcane spells or attacks: +1 (Adventurer) / +2 (Champion); *Recharge 11+:* When you strike a single-target foe for damage, you may take a recovery and add the level of the target to your recovery value. *Quirk:* preferring to eat food while it's still alive.

Wand of Weirdness *Always:* attack and damage with arcane spells or attacks: +1 (Adventurer) / +2 (Champion); *Recharge 6+:* non-chaos mage: as a quick action, manifest a random weirdness from the chaos mage's high weirdness table. Chaos mage: when you roll d100 on the High Weirdness table, you can choose to flip the digits, choosing which die is the tens, and which is the ones, so a 91 could become a 19, and so on. Choose the result you like better. *Quirk:* uncontrollable snorting laughter.

Weapon

Dead-eye (ranged) *Always:* attacks and damage when using the weapon: +1 (Adventurer) / +2 (Champion) / +3 (Epic). *Recharge 16+:* the crit range of your attacks with this weapon expands by 2 (usually to 18+) for the rest of this battle. Champion-tier: recharge 11+; Epic-tier: recharge 6+. *Quirk:* always giving everything a hard squint.

Holy Hammer of Terrible Might (melee) (Champion) *Always:* Attacks and damage when using the weapon: +1 (Adventurer) / +2 (Champion) / +3 (Epic). Does +1d6 (Adventurer) / +2d8 (Champion) / +4d10 (Epic) damage to demons and giants. Expands crit range by 2 (usually to 18+) when attacking demons and giants. All damage is holy damage. *Daily:* gives 12+ (Adventurer) / 14+ (Champion) / 16+ (Epic) resistance against force damage. *Quirk:* given to dark muttering.

Holy Sword of St. Cerni (melee) St. Cerni was a martyr to one of the gods the character worships. *Always:* the saint was also the same race and gender as the character. In fact, in tapestries and paintings, the saint looks exactly like the PC. As the campaign goes on, history is uncovered showing the character and the saint had exactly



the same tastes in food, art, romance, clothes, and anything else that can give a spooky link to the past. If the player wishes, they are the reincarnation of the saint.

Always: attacks and damage when using the weapon: +1 (Adventurer) / +2 (Champion) / +3 (Epic). The sword does extra damage to devils, demons, and undead: +1d6 (Adventurer) / +2d8 (Champion) / +4d10 (Epic).

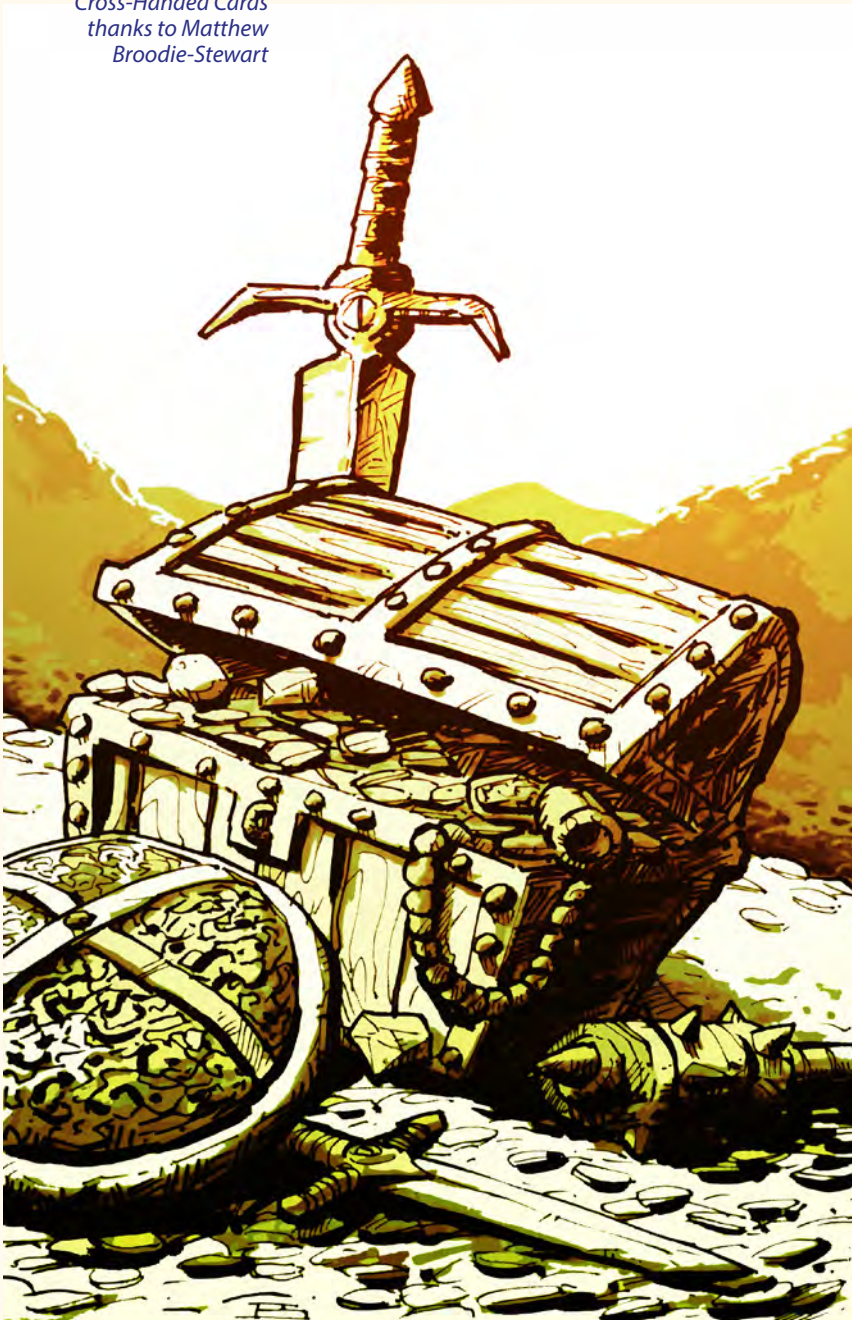
In the hands of a heroic paladin, the sword also has the power of protection: *Recharge 6+*: when you hit with this weapon, gain a +4 (Adventurer) / +5 (Champion) / +6 (Epic) bonus to all defenses until the end of your next turn.

In the hands of an anti-heroic paladin, such as those who follow the *way of evil bastards*, the sword also has the power of being bloodthirsty: *Always:* when you crit with this weapon, if you hit with this weapon again during your next turn you deal crit damage instead of normal damage.

*Falling causes hard
impromptu damage (see
core rulebook).*

*If it's unclear if a paladin is
heroic or anti-heroic, ask
the player.*

*Cross-Handed Cards
thanks to Matthew
Broodie-Stewart*



Other saint names you can use for the sword: Ali, Cainum, Celia, Deschutes, Gogglebog, Honeybuns, Silverius, Stark, Violet, Xena

Quirk: laughing like a madperson when facing devils, demons, or undead (just like St. Cerni did just before she became a martyr).

Wondrous Item

You can attune multiple wondrous items. They don't fill up a chakra.

Bag of Holding This appears to be a sack about 2 feet by 4 feet in size. *Always:* the *bag of holding* opens into a nondimensional space. Its inside is larger than its outside dimensions. Regardless of what is put into the bag, it weighs about the same as a gnome's head.

The bag can hold about 75 cubic feet (Champion: 150 cubic feet, Epic: 250 cubic feet) of stuff. The average adult human takes up about 2.5 cubic feet of space. If, for any reason, you needed to hold 30 average-sized human bodies, the Adventurer-tier bag would do.

If the bag is overloaded, or if sharp objects pierce it (from inside or outside), the bag ruptures and is ruined. All contents are lost forever. If living creatures are placed within the bag, they can survive for up to 10 minutes, after which time they suffocate. Retrieving a specific item from a *bag of holding* is a move action.

Quirk: constantly putting river rocks, soil, and debris into the bag of holding.

Big Face This stuffed and mounted dire-infernal giant moosehead is too big to fit in a *bag of holding* and too big and bulky to carry around all the time. (But it would make a great addition to the group's home or headquarters.)

Option: Use a different head. Dragon, giant, whatever works for you.

Recharge 16+: reroll a 1-4 on an icon relationship roll as the moose intercedes on your behalf. Nice moose. *Quirk:* when away from the moose, always going on about how good it will be to see the moose again.

Broom of Flying *Always:* you may fly the broom until you attack or are hit by an attack. If you are hit, make a normal skill check for your tier using dexterity, strength, or wisdom to avoid crashing and taking falling damage. *Quirk:* loudly explaining how any sport, including bake-offs, would be more exciting if played on flying brooms.

Clockwork Cat *Daily:* the cat can scout for you in the same manner as a wizard's familiar. *Quirk:* always trying to make or buy clockwork mice for the cat.

Cross-Handed Cards These cards are made to run a con (Three-Card Monte) where you show a card, usually the fey queen, and two others, usually the emperor and the wizard. You move them around on a table, face down, and the mark tries to follow which card is the fey queen. The trick is that you pick up two cards and seem to drop the bottom one when in fact you've dropped the top card.

You can use friends who pretend to place bets to help misdirect the mark. The mark follows the wrong card and you win the bet.

You don't need these magic cards to do the con, just a lot of practice. However, you never know when a mark will be using magic.

Always: these cards allow the user to run the Three-Card Monte con even when the mark is using magic to track the card in motion. The same misdirection that makes a normal person follow the wrong card tricks the magic spell as well. And despite being magical, the cards give off no magic aura.

To succeed with the trick with these cards, make a normal dexterity-based skill test, but roll 2d20, and choose which roll you take. Add +1 for each PC helping you in the con.

If you make your roll, the mark chooses a card you want. If you fail, the mark chooses the fey queen and you lose the bet.

Recharge 16+: if the mark loses, they find they now owe the Father of Robbers a favor. If you have a positive or conflicted icon relationship with the Father, you get to decide on the favor. The GM decides if the favor is so extreme the mark will risk the wrath of the Father of Robbers by refusing it. Most reasonable favors will be accepted. It would be ill-advised to choose a favor that goes against the Father of Robbers' interests.

Quirk: always shuffling cards one handedly.

Crystal Ball (Champion) *Always:* when you get hugely important information due to an icon relationship roll, half the time it comes as visions in your crystal ball. Sometimes the GM will send other visions, which may or may not be true visions. It is said terrible monsters, the icons, or even the gods can send visions through the crystal ball. *Recharge 16+:* If you are capable of casting the 7th level wizard utility spell *scrying*, using the ball doesn't use up your daily spell. *Quirk:* always peeking through windows and around corners at people.

Dragon Saddle (Champion) *Always:* dragon riding skill checks are at +2 (Champion) / +3 (Epic); *Quirk:* charring food with flames.

Eyes of Charming These colored lenses fit over your eyes. *Always:* turn your eyes whatever color you pick. *Recharge 16+:* (you must be able to cast *charm person* to gain this benefit.) When you cast *charm person* and fail, roll a normal skill test, charisma-based, to be charming. If you succeed, you can reroll the failed charm person roll. *Quirk:* always fluttering your eyelids.

Folding Boat A folding boat looks like a small wooden box: about 12 inches long, 6 inches wide, and 6 inches deep. Like any other box, it can be used to store items. *Always:* the box/boat can be commanded to take any of three forms:

1. Boat: the box unfolds itself to form a boat 10 feet long, 4 feet wide, and 2 feet in depth. In its smaller form, the boat has one pair of oars, an anchor, a mast, and a lateen sail. The boat can hold four people comfortably.

2. Ship: the box unfolds to become a ship 24 feet long, 8 feet wide, and 6 feet deep. Any objects formerly stored in the box now rest inside the boat or ship. In its larger form, the ship has a deck, single rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail. The ship carries fifteen people with ease.
3. Box: the boat or ship folds itself into a box once again.

Quirk: constantly pestering young lovers with offers to marry them as captain of your own ship.

Kaldi's Devil-Goat Flask A small flask shaped like a crazed goat. It contains 1.5 ounces of a dark, semi-sourpy liquid that tastes earthy with a hint of citrus. It is always hot and pleasant to drink.

Daily: for up to 2 hours you roll an extra d20 and take the best roll when you roll for initiative (so humans would roll 3d20 and take the best one). You also gain +2 (Adventurer) / +4 (Champion) / +6 (Epic) to perception skill checks. *Special:* once the drink wears off, you are hampered, save ends.

Outside of combat, the effects last 1-2 hours, but if you start a second battle while under the effect of the *devil-goat flask*, roll a d6. When the escalation die reaches that roll, the effects wear off. *Quirk:* craves pastries while benefit is in effect. I mean, seriously, why are there no sweet rolls right the hell now?

Lantern Lenses These lenses fit over your eyes. *Always:* as a quick action, you can have them light up any color you want, lighting up dark places and impressing friends. The light is as bright as a lantern. *Quirk:* lighting up the lenses in public and asking people to guess your mood based on the color of the light.

Lucky Worm *Always:* +1 (Adventurer) / +2 (Champion) / +3 (Epic) to all saving throws. *Quirk:* being unable to wait for a break in the action so you can tell your worm all about it.

Portable Letter Slot As a standard action, this metal letter slot can be affixed to any door up to four inches (Adventurer) / six inches (Champion) / eight inches (Epic) thick. The slot is covered by a brass plate. The opening is roughly 11 inches wide by 2 inches high. One can look through the opening or pass through small objects (such as letters).

Kaldi's Devil-Goat Flask
thanks to Leslie Camacho

Pot of Sustenance *thanks to Jenn of the North*



Pot of Sustenance This plain looking pot often finds a way to get into the hands of a character who has been true to their homeland, icons, or gods. When opened, it provides tasty comfort food that fits with the character's backstory. For example it might hold: congee like they made in wizard school, bread marked with the symbol of an icon the character has a positive relationship with, black pudding pudding (oozes just the way mom used to make it), pea tendrill salad (popular with the fey), or that gruel they served at the orc orphanage on special holidays, with extra squirrel heads.

Recharge 16+: Gain a +1 (Adventurer) / +2 (Champion) / +3 (Epic) bonus to your next save. *Quirk:* decorates equipment with symbols of the homeland, icons, and gods the character most cherishes.

Skarn's Pipe of Plentiful Puffs *Always:* fills itself with the pipeweed of the owner's choice, and will always light, even in the windiest of conditions. *Daily:* when given time to contemplate while smoking, the owner rolls 2d20 for Intelligence- or Wisdom-based skill checks, and takes the higher roll. *Quirk:* looking down their nose at others in a condescending manner while puffing on the pipe.

Skarn's Pipe of Plentiful Puffs thanks to Alexander J. Skrabut



Holy Hammer of Terrible Might, page 126

Holy Sword of St. Cerni, page 126

In the Holy Swords section you refers to the GM again.

Lightbringer: *follower of the Bright Gods*

Holy Swords

Holy swords are blessed by the gods and often find their way into the hands of paladins. This section show you how to build your own holy sword. You can take what you know of your players and your campaign to craft a sword that will feel just right. Think about who you're designing the holy sword for, add powers, and come up with a quirk that will be fun and entertaining.

Maces and Hammers and Spears, Oh My!

Although holy swords have a long history in d20 games, any weapon can be a holy weapon. Maces, spears, crossbows, whatever you like. Just change the type of weapon.

The Basics

Every holy sword has the default bonus of

Always: +1 to hit and damage (Adventurer) / +2 (Champion) / +3 (Epic). The sword does holy damage.

The Extras

A good holy sword does more than just the basics. We suggest taking two to three of the powers below and combining them. If the sword feels too powerful for Adventurer-tier, you can layer the powers by tier, so one power at Adventurer-tier, two at Champion, and three at Epic. Some powers scale by tier, so it may not be an issue.

Bright Bubble

Special: this sword only functions in the hands of a Lightbringer. If picked up by an enemy of the Bright Gods, it will have a -4 on both attack and damage.

Recharge 16+: as a quick action, give yourself and a nearby ally 4 temporary hit points (Adventurer) / 8 temporary hit points (Champion) / 16 temporary hit points (Epic).

A sword with this power cannot take *Flames of the Old Gods* or *Reknarite Strike*.

Clerical Powers

Pick one of the following clerical spells that the sword allows it's wielder to cast as a quick action:

1. Bless
2. Cure wounds
3. Heal
4. Shield of Faith

These are *Recharge 16+* powers.

Critical Hits

Pick one to three of the following types of creatures. This sword expands the crit range by 2 (usually to 18+) when attacking those types.

1. Aberration
2. Beast
3. Construct
4. Demon
5. Devil
6. Dragon
7. Giant
8. Humanoid
9. Infernal
10. Ooze
11. Plant
12. Undead

These are always-on powers.

Divine Defense

Pick from the following list a defensive power for this sword. For a sword with two or more powers, it's nice to have at least one be defensive.

1. Protection: *Recharge 6+* when you make a basic attack with this weapon, gain a +4 (Adventurer) / +5 bonus (Champion) / +6 bonus (Epic) to all defenses until the end of your next turn.
2. Parry: *Once per battle*: When hit in melee, force the attack to reroll and take the worse roll.
3. 12+ (Adventurer) / 14+ (Champion) / 16+ (Epic) Force energy resistance, *daily power* lasts entire battle.
4. 12+ (Adventurer) / 14+ (Champion) / 16+ (Epic) Negative energy resistance, *daily power* lasts entire battle.
5. 12+ (Adventurer) / 14+ (Champion) / 16+ (Epic) Poison resistance, *daily power* lasts entire battle.
6. 12+ (Adventurer) / 14+ (Champion) / 16+ (Epic) Psychic energy resistance, *daily power* lasts entire battle.

Extra Damage

Pick one to three creature types for 1d6 (Adventurer) / 2d8 (Champion) / 4d10 (Epic) extra damage.

1. Aberration
2. Beast
3. Construct
4. Demon
5. Devil
6. Dragon
7. Giant
8. Humanoid
9. Infernal
10. Ooze
11. Plant

12. Undead

These are always-on powers.

Flames of the Old Gods

Special: this sword only functions in the hands of a Spirian. If picked up by an enemy of the Old Gods, it will have a -4 on both attack and damage.

Recharge 16+: changes the damage to fire damage and adds 1d8 (Adventurer) / 2d8 (Champion) / 4d8 (Epic) damage. On a natural 16+, the target takes 2 (Adventurer) / 4 (Champion) / 8 (Epic) ongoing fire.

A sword with this power cannot take *Bright Bubble* or *Reknarite Strike*.

Spirian: follower of the Old Gods

Paladin Powers

Special: This sword only has the powers listed in *The Basics* (above) for an Adventurer-tier sword when wielded by a non-paladin.

This sword adds 1 daily smite evil (Adventurer) / 1 smite evil per battle (Champion or Epic).

Reknarite Strike

Special: this sword only functions in the hands of a Reknarite. If picked up by an enemy of the Thirsty Gods, it will have a -4 on both attack and damage.

Recharge 16+: reroll a missed attack roll unless it is a natural 1. The reroll gains a +2 attack / Champion: +4 attack / Epic: +6 attack.

A sword with this power cannot take *Bright Bubble* or *Flames of the Old Gods*.

Reknarite: follower of the Thirsty Gods

One-Use Items

Potions

In this section, you refers to the player, not the GM.

21 strength gives a +5 bonus, 23 a +6, and 27 a +8.



Antidote Drinking this potion allows you to roll saves vs. poisons at the start, instead of the end of your turn, and it gives your saves a +1 (Adventurer) / +2 (Champion) / +3 (Epic) bonus. Costs 150 gp/300 gp/600 gp.

Blessing Drinking this potion has the effect of putting a cleric's *bless* spell on you, as if cast by a 3rd level (Adventurer) / 5th level (Champion) / 9th level (Epic) cleric. Costs 150 gp/300 gp/600 gp.

Blur Drinking this potion has the effect of putting a wizard's *blur* spell on you, as if cast by a 3rd level (Adventurer) / 5th level (Champion) / 7th level (Epic) wizard. It only affects one target, you. Costs 150 gp/300 gp/600 gp.

Climbing For ten minutes (Adventurer) / one hour (Champion) / one day (Epic), you roll 2d20s for skill checks involving climbing. Use the higher roll for the check. If you roll a natural 11+ with both dice and your highest skill check is a success, you can let another character automatically succeed on their climbing check. Costs 150 gp/300 gp/600 gp.

Courage You remove the fear condition for two rounds (Adventurer) / three rounds (Champion) / four rounds (Epic). Costs 150 gp/300 gp/600 gp.

Elven Speed If the potion is your tier or greater, you gain an extra standard action on the round you drink this. Non-wood elves: for the rest of the battle, you have the wood elf's *Elven Grace* power. Wood Elves: for the rest of the battle, you do not increment the die to see if you get another standard action. Costs 150 gp/300 gp/600 gp.

Feather Fall You gain the basic effects of a Wizard's *feather fall* utility spell, as if cast by a 2nd level wizard. 1 dose (Adventurer) / 2 doses (Champion) / 3 doses (Epic). Costs 150 gp/300 gp/600 gp.

Fire Breath You get to breath fire for one battle, or for 10 minutes outside of battle. Standard action. Make a close-quarters *breath weapon* attack as a standard action using your highest ability score against 1d2 nearby enemies' Physical Defense. On a hit, the attack deals 3d6 (11) damage (Adventurer) / 4d10 (22) damage (Champion) / 6d12 (36) (Epic).

On a natural 1, sets user on fire, 3 ongoing fire damage (Adventurer) / 4 ongoing fire damage (Champion) / 6 ongoing fire damage (Epic).

On a natural 16+ hit, sets target on fire, 3 ongoing fire damage (Adventurer) / 6 ongoing fire damage (Champion) / 10 ongoing fire damage (Epic).

Will set flammable items on fire. Costs 150

gp/300 gp/600 gp.

Giant Strength You get to be really strong for one battle, or 10 minutes outside of battle. You take your strength or the potion's strength, whichever is higher. Potion strength: hill giant strength (21) (Adventurer) / frost giant strength (23) (Champion) / cloud giant strength (27) (Epic). Costs 150 gp/300 gp/600 gp.

Invisibility If the potion is your tier or greater, you go invisible, as in the wizard spell *invisibility*. Costs 200 gp/400 gp/800 gp.

Rage You get to use the barbarian *rage* ability for two rounds (Adventurer) / three rounds (Champion) / four rounds (Epic). *Special:* barbarians who drink a rage potion roll 3d20s instead of 2d20s for the duration of the potion. If they hit and roll 11+ on least two dice, they crit.

Water Breathing You get to breathe underwater for one hour (Adventurer) / 4 hours (Champion) / 1 day (Epic).

Oils

Holy Oil Each oil confers a bonus of +1 (Adventurer), +2 (Champion), or +3 (Epic). Used on a weapon or a spellcasting implement, the bonus applies to attack and damage rolls, and changes the damage type to holy. Used on armor, the bonus applies to AC.

Bonuses from oils don't stack with magic items' inherent bonuses (use the higher bonus), but magic swords and armor enjoy being enhanced with magic oil.

Other Oils All the other damage types have their own oil and like holy oil, when applied to a weapon change the damage to that damage type. The types are: acid, cold, fire, force, lightning, negative energy, poison, psychic, and thunder.

New Races

Dhampir

+2 Dex OR +2 Cha

The Dhampir is the child of a vampire and a human. Dhampirs are very rare, and most often found in the Barony of Borgostnya, which is ruled by Baron Von Vorlatch, a vampire. While the Von Vorlatches rule Borgostnya, most of the people are human. Many of the humans look upon their rulers as no worse than other feudal masters, and oftentimes better when it comes to protecting their people from other monsters.

Dhampirs make great vampire hunters due to their *identify vampire* power, and can be effective enemies of the Von Vorlatches. On the other hand, many dhampirs are loyal to the Baron, and help hunt down vampires who rebel against the Baron's laws, which include prohibitions on killing humans under the Baron's protection.

Most dhampir player characters will have some kind of icon relationship with the Baron.

Dhampiric Regeneration (Racial Power)

Once per battle, you can spend a recovery to *regenerate* as a free action. You heal using a recovery, rolling recovery dice as usual, but heal only half (rounding down) the amount of healing rolled.

At the start of your *next* turn, you heal using a free recovery, but heal only half (rounding down) the amount rolled—the first recovery spent continues to fuel the *regeneration* effect. After you heal this second time, you roll a normal save (11+) to see if the *regeneration* will continue.

If the save fails, the *regeneration* ends.

If the save succeeds, the *regeneration* continues and you will heal using a free recovery for half hit points again at the start of your next turn, and then roll another save to see if the *regeneration* continues, and so on.

Special: The save to continue the *regeneration* effect becomes a hard save (16+) if you are at maximum hit points or if you have dropped to 0 hit points or below while the *regeneration* is in effect.

Champion Feat: if you are engaged with a staggered foe when you use *regeneration*, the recovery is free.

*In this section you refers to the player, **not** the GM.*

Identify Vampire (Racial Power)

You can tell if anyone nearby is a vampire as a free action. You have to be able to see them.

Borgostnya

Many dhampirs hail from Borgostnya, a land of high, snowcapped mountains broken up by deep misty river valleys. This makes transportation tricky, since it's easier to trade with the village a hundred miles up or down stream than the village ten miles away on the other side of the mountain. The valleys are famous for the production of thick, red wine.

White dragons, both living and undead, inhabit the mountains above the tree line.

Only in the coastal south, where Borgostnya reaches the Sea of Tears, does the land flatten out enough to support large-scale agriculture.

In a Barony where the people are referred to by some of their rulers as "cattle" (at least behind closed doors), dhampirs hold a special place in the feudal system. They are favored by the upper classes, and often fill important positions in the barony.

Other Lands

In lands without overt vampiric patronage, dhampirs tend to be outcasts. They are often vampire hunters, secret servants of their undead parent, or raised as human after their vampire parent vanished into the mist.

Backgrounds: Borgostnyan loremaster, knight of the mist, order of the bat—first class, raised by wolves, vampire hunter, and white dragon hunter.

GM's note: change Borgostnya to any vampire-haunted area in your world. Or find a likely place and call it Borgostnya.

The Order of the Bat agents serve the Baron. They pass on the Baron's wishes and make sure the Barony is functioning. PCs with connections to Baron Von Vorlatch will often be contacted by the Order., page 55

Gelatinous Troglodyte

+2 Str OR +2 Con

Despite rumors placing the blame on Thrice-Wise Mercurius or Lady Akuma, the truth may lie with one of the Father of Robbers' heists gone wrong. Some sealed ancient portals really shouldn't be tampered with. Letting troglodytes into the vault of the doom ooze *did* serve as a distraction. In fact, people still find the result distracting.

Gelatinous troglodytes are rare even deep underground, and walking into a new town is sure to cause a commotion. Choosing to play an outlandish race like this is making a statement. And part of that statement is, "*I do not want to fit in.*"

When working on your back story, think about how you came to be an adventurer, rather than some dungeon denizen waiting to eat the next adventuring party. And why the rest of the party came to accept you.

Gelatinous Stench (Racial Power)

As a quick action, a gelatinous troglodyte can spray their stinking goo on all enemies they are engaged with, with the following three effects.

Yuck: Humanoids take a -1 penalty to all attacks, defenses, and saves. Save ends.

Muck: The gelatinous troglodyte rolls 2d20s for disengage checks and takes the better of the two.

Guk: As long as they remain engaged with at least one goo-splattered opponent, a gelatinous troglodyte can make ongoing saves at the start of their turn, rather than the end.

Champion Feat: you can go into a gelatinous spasm, using your ooze as a weapon.

Gelatinous Spasm (ranged attack)

At-Will

Target: Up to two nearby enemies

Attack: Constitution + Level vs. AC

Hit: (1d6 times level) + Constitution damage

Miss: —

Backgrounds: tomb guardian, over-achieving drow chaos mage, demonic slug, troglodyte shaman, unlucky tomb robber.

Goblin

+2 Wis OR +2 Cha

Goblins are small, long-eared, hairy creatures with green skin blotched with patches of blue and brown. The first goblins were created by a former High Druid who was working to reclaim decimated parts of the forest from Lady Akuma. The High Druid and the inner circle of druids attempted to restore some sacred groves that had been destroyed and overrun by demons, but in doing so, solidified some of the unbalanced, demonic energy they were seeking to destroy into material form – and the first goblins were made. Because of how they were created, they have a complicated relationship with both Lady Akuma and Blue Aoife. They are essentially highly evolved Earth Elementals created through Druidic ritual from demonic energy.

Goblins are tricksters and famous liars. Many tribes of goblins have stayed close to the demonic energy that created them, harassing, stealing from, and playing tricks on unwary travelers. Other goblin communities, however, revere Blue Aoife as their creator, and have a complex cosmology and spirituality. Goblin player characters generally have some kind of icon relationship with both Lady Akuma and Blue Aoife. Goblin communities are usually situated on the outskirts of the sacred forests of Blue Aoife and surrounding lands.

Earth Blood (Racial Power)

Goblins, being part earth elemental, have skin that changes subtly in both color and hardness when in danger. This, combined with their small size, makes them frustrating opponents.

Goblins add the escalation die to their AC/PD against all attacks of opportunity.

Champion Feat: with some training, goblins can learn to control the natural stress response to possible attacks of opportunity. Add the escalation die to their disengage rolls.

Additionally, this feat grants the ability to communicate with all earth elementals. This does not, however, mean that all earth elementals will communicate in a friendly or truthful manner.

Grifter (Racial Power)

Goblins have a natural ability to lie and manipulate. Once per day, as a standard action, goblins can convince an NPC of *anything* on a normal difficulty skill check, and the goblin gets to roll 2d20 and take the top roll. Note that this ability does not grant goblins the ability to convince anyone to *do* anything, just to believe some bit of information, no matter how ridiculous.

Yuck does not stack with itself. Yuck!

The Badlands

The Badlands are the colloquial name for the eastern and southern border of the Sacred Grove. In times past, Lady Akuma waged demonic war on the forest of Blue Aoife before being finally beaten back, but not before the infernals had done considerable damage to the edges of the forest. To this day, the trees in The Badlands grow weak and crooked, and there are still portals to the demonic plane hidden in the hilly terrain near the edge of the forest. It was on this boundary that the first Goblins were accidentally created by Blue Aoife's attempt to reclaim the sacred grove, and it is here that most Goblin societies still live. Many of the "low goblins," as the goblins who reject their partially demonic nature call them, live near roads and trade routes in the hills surrounding the Sacred Grove. They survive to a large extent off extortion and the murder of travelers. The "green goblins," as they like to call themselves, often live closer to the edge or within the Sacred Grove itself in small communities centered around foraging and prayer. Many green goblins are vegetarian, and usually have slightly darker skin and courser hair than low goblins.

While goblins were created out of demonic energy being drained from the land and manifested, the demons that still lurk in the Badlands are generally hostile to them, and see them as "lesser" manifestations of the demonic plane because they did not actually come from there. Despite this, sometimes low goblins work with demons or Lady Akuma when it suits their needs, or when they are given no other choice. Green goblins almost universally hate everything demonic, and much of their spirituality involves their rejection and transcendence of the demonic energy they were originally made from.

Goblins from the Badlands have most frequent contact with traders coming in and out of the giant forest known as the Sacred Grove, and with druidic initiates and adepts.

Other Lands

Goblins from areas other than The Badlands are often from large cities, where tight-knit communities and organizations of goblins make a living through theft, street performance, or both. They are not well-liked in many places, especially by organized thieves guilds, with whom they are in competition. However, in some elven communities, goblins have recently earned much respect as actors, even earning roles in ancient elven operas.

Many goblins in the wilderness have found their way into the service of Supreme Command Tyrvek.

Backgrounds: street performer, con artist, green path Initiate, demon hunter, elven opera singer, Badlands brigand, gold coin guild of alley-runners.



Half-Owlbear

+2 Str OR +2 Dex

While he's long denied it, Thrice-Wise Mercurius is accepted by many to be the inadvertent creator of the half-owlbear. Others say one of his assistants is to blame. To be fair, those magical experiments were supposed to make people less susceptible to owlbear attacks. And now there are some rather large feathery people who like arm twisting a bit too much.

Half-owlbears are found near where owlbears are found—near Mercurius' wizards who like to experiment too much, and in wild places touched by Blue Aoife.

If you pick a half-owlbear it's up to you how owlbearish you look. Some can walk undetected if covered in a cloak and hood. Others have barely a hint of human in how they look. Work with your backstory to tell how you came to adventuring, and how you fit in (or don't) when you enter a town or city.

Majesty of the Owlbear (Racial Power)

When you hit with a natural 16+ on a single target melee attack, the target is hampered, save ends (11+). When you crit with a single target melee attack, the target is also stunned until the start of your next turn.

Champion Feat: when you make a skill check to be stealthy, roll 2d20, and take the best one.

Backgrounds: toxic magic cleanup crew, magician's apprentice, naïve wood elf, ranger's animal companion



Hobgoblin

+2 Str OR +2 Int

In a past age, a witch queen sought better soldiers. Orcs were too unruly and disorganized. Goblins too small and tricky. Humans were revolting. Really. But if she could harness the raw power of orcs, the elemental power of goblins, and the organizational power of humans she might have something.

Creating a new race to rigid specifications is not a trivial task. Sacrifices had to be made, dark gods appeased, and the power of hundreds of casters focused on the ritual. On the plus side, the ritual worked, and an entire human legion was transmogrified into a cadre of hobgoblins. On the other hand, the first thing the hobgoblins did was kill the exhausted witch queen and escape into the wild places.

Over the years, hobgoblins have built a reputation as mercenaries. If well paid, they are at least as reliable as human mercenaries. Today, hobgoblins either flock to Supreme Commander Tyrvek's banners or keep their distance. Most hobgoblins have some kind of relationship with the supreme commander.

Well-Armored (Racial Power)

Once per battle as a free action after you have been hit by an enemy attack, ignore half the damage from a hit (but not a crit) against AC.

Champion Feat: well-armored now ignores all the damage instead of half.

Backgrounds: Drow sorcerer's bodyguard, gladiator, legionnaire of the Hobgoblin 10th, Dancing Fools mercenary.



Klik-zeen

+2 Str OR +2 Dex

Klik-zeen are mantis people who can stand up and use their top four limbs as arms. They come in all shades and mixes of green and brown. Klik-zeen come from hidden cities deep in jungles few outsiders ever see. A cabal of the mantis-folk have been trying to arrange an alliance between Blue Aoife and Lady Akuma, so far to no effect.

Most Klik-zeen stay near their jungle cities, but a few come out to adventure. When you choose a klik-zeen, you are choosing to be noticed. Not everyone will be welcoming to a seven-foot mantis. It will be up to you to create your own reputation if you want to change people's attitudes. Work with you GM on this if it interests you.

The top pair of arms are smaller and weaker than the lower pair. All klik-zeen gain the four-armed power and choose a second power.

Four Armed (Racial Power)

+1 to your armor class if you use two small shields on the top arms regardless of class restrictions on shields. If your class can use a shield, you can equip one of your lower arms with a larger shield for another +1 on your AC. Or use a two-handed weapon with those stronger arms and keep the benefit of the upper-arm shields.

A Klik-zeen Chooses

A klik-zeen chooses their second racial power, either klik-blade or poisonous.

Klik-blade (Racial Power)

Klik-zeen can use a klik-blade, a long polearm with blades on both ends. This power lets you gain the Reach Tricks feat for free.

Champion Feat: recharge 16+: when wielding your klik-blade, you can block a melee attack as an interrupt action. Your attacker has to reroll their attack.

Poisonous (Racial Power)

Once a day, on a natural even hit with any attack that does damage, (including spell attacks), you can add double your level as ongoing poison damage, save ends.

Champion Feat: the save against your ongoing damage becomes hard (16+).

Backgrounds: jungle scout, ziggurat architect, silver medalist in buzzing and clicking at the festival of the mantids, juggler

Reach Tricks: see the core book under general feats.

Pixie

+2 Int OR +2 Wis

Hundreds of years ago, a powerful and well-respected wizard named Niod Emessus died. During her life, she made many friends and even more gold. She left her servants and familiars with instructions to build her a great tomb guarded by powerful, intelligent magical constructs, but none of them had the ability to create them. Word was sent to Niod's friends Thrice-Wise Mercurius and Queen Tanadil to create them. These two began playfully bragging that each was a more powerful magician and could create a better, more dynamic magical guardian for the tomb than the other. So a competition between them emerged. The pixies were Queen Tanadil's creation. They are thin, grey-tan, humanoid in shape, with opalescent skin and gossamer wings crawling with glowing arcane sigils.

Only a few hundred were created, some as prototypes that were discarded, and some that actually guarded the tomb. There are local legends from the surrounding villages near the tomb that some of the highly intelligent pixies eventually got bored with guarding the sealed tomb (possibly after reading hundreds of magical tomes), and left in search of more arcane knowledge. Pixies have a complicated, sometimes resentful relationship to their creator Queen Tanadil, especially those prototypes that were rejected and dropped off in the wilderness around Queen Tanadil's tower. While there are few of them, they have developed a reputation for their love of learning and arcane knowledge. Because they were selected to guard the tomb over Thrice-Wise Mercurius's creations, many associated magical orders do not trust pixies.

Shifting Sigils (Racial Power)

The skin of pixies is a moving, changing book of arcane symbols. They were originally animated by writing living words of power into material creation.

Once per day, pixies can cast one of the following sigils as a quick action:

Electric Runes: roll 1d6 and until the escalation die is less than your roll, your body is covered with sparking runes flowing with electricity. This deals 1d4 (Adventurer) / 1d8 (Champion) / 1d20 (Epic) lightning damage against any engaged creature who hits you with a melee attack.

Insane Geometry: the symbols on your body change into shifting, glowing lines of arcane geometry that causes temporary insanity in those who look at it.

Close-quarters spell

Daily, quick action to cast

Target: 1d3+1 nearby enemies

Attack: Intelligence, Wisdom, or Charisma + Level vs. MD

Hit: target dazed (save ends)

Astral Sigils: brilliant sigils form on your body and generate a huge amount of astral energy surrounding you. Roll 1d6 and until the escalation die is less than your roll, gain +2 AC, PD, and MD.

Champion Feat: Each of the *Shifting Sigils* can be used once per day, and you roll 1d8 instead of 1d6 to see how long your powers last.

Wings of Knowledge (Racial Power)

Pixies, being animated by raw information, have a natural ability (and desire) to process knowledge. Their gossamer wings are covered in glowing, ever changing scripts of all languages. They get +2 to all knowledge and language tests.

Adventurer Feat: once per battle you can glide for one turn. You need to land at the end of your turn or fall.

Champion Feat: you can fly at the rate you normally move.

Epic Feat: you can fly twice as fast as you normally move, and you gain a +5 on disengage checks.

The Elven Wood

Most free pixies are prototypes developed by Queen Tanadil for the tomb of Niod Emessus that were rejected for whatever reason. These ended up being released into the forest and allowed to live as they wished. (Pixies do not die of old age.) Some pixies have developed small communities in the forest, centered around buildings filled with whatever books they have acquired over the years. Many pixies, spurred by an innate need for information, have spread out, some becoming antiquarian explorers, others becoming librarians or professors. Pixies have integrated into elven society, though a few can be found in most cities, always surrounded by dusty tomes. Some pixies end up working for whichever icon promises them the most access to arcane lore and information.

Backgrounds: tomb guardian, sylvan forest bandit, arcane librarian, druid's scribe, pastry chef

Slithik

+2 Int OR +2 Wis

A slithik is a mound of green and black slime. Eight black tentacles sprout out of the slime, each ending in bright blue metallic pincers. Erupting from the top of the slime is a black stalk, ending in a big, black, sunflower-shaped face with two yellow eyes and a toothless slit for a mouth. When drinking blood, a slithik's preferred food, a clear tube dripping with mucous slithers out of its mouth like a straw.

Slithiks are born tinkers and are drawn to exploring ruins and attempting to find uses for relics of the past. They came from another world, some say as an accidental side-effect of one of Thrice-Wise Mercurius' major works.

Whatever the reason, slithiks often have a relationship with Mercurius.

Slithiks are unusual, to say the least. Choosing to play a blood-drinking oozing plant-person guarantees your character will stand out. There is a real science-fantasy vibe to this race. You may want to work a little harder on your backstory to explain how you came to be an adventurer and came to be accepted by the other party members.

Brain Fog Ray (Racial Power)

The ray projector is both a simple weapon and part of a slithik's body. It comes out of the black sunflower head.

Brain Fog (ranged attack)

At-Will

Target: One enemy

Attack: intelligence + Level vs. MD

Hit: (1d6 times level) + Intelligence damage

Miss: damage equal to your level

Champion Feat: on a natural 16+ hit, the target is dazed, save ends.

Drink Blood (Racial Power)

When resting out of battle and drinking blood, add your level to your recovery roll.

Backgrounds: Archeologist, ruin explorer, kidnap victim, tinkerer, blood gardener.



Handouts

Bright Gods

Hierophant Glasyra is both the leader of the triumvirate of hierophants who lead the Bright Church, and the Sanguine Hierophant of the Path of Heaven. The other two hierophants are the Azure Hierophant of the Path of Sky and the Argent Hierophant of the Path of Earth.

Emperor Roland and Thrice-Wise Mercurius also follow the Bright Gods, although Mercurius pays homage to the gods of magic in all the pantheons.

While all Bright Gods are acknowledged members of the same pantheon, the norm is to, at the age of majority, choose three gods usually the same as those of one's family, and follow that path throughout life. Each path has its own values, iconography, and death rites. Each is symbolized by three colors and three elements (animal, vegetable, mineral). There are three major paths: Heaven, Sky, and Earth. Other paths have appeared and disappeared over time.

Lightbringer Creed: *faith of the Bright Gods*

Lightbringer Paths	Gods	Main Icons/Characters	Symbol
Path of Heaven: liberty, ingenuity, and exploration	Tukae, Dozakad, Katalua	Hierophant Glasyra, Emperor Roland, Thrice-Wise Mercurius	gold elephant
Path of Sky: harmony and learning	Krito, Ezetesa, Laval	Hierophant Glasyra, Thrice-Wise Mercurius	ten silver stars
Path of Earth: beauty and altruism	Xaria, Beao, Perikalo	Hierophant Glasyra	ram horns

Alignment: We're using alignment as shorthand for how our gods are generally perceived, not as moral straightjackets. The gods and their worshipers can act anyway they wish.

Bright Gods	Path	Alignment	Color
Beao: deity of plenty, medicine	Earth	NG	green
Dozakad: god of victory, exploration	Heaven	NE	red
Ezetesa: goddess of history, humility, language	Sky	LN	blue
Katalua: goddess of time, unbinding, rest	Heaven	CG	gold
Krito: god of harmony, mathematics, marriage	Sky	LG	black
Laval: deity of journeys, moderation, no regrets	Sky	N	silver
Perikalo: god of love, beauty, aging, ecstasy	Earth	CG	white
Tukae: deity of music, youth, illusion, joy	Heaven	NG	orange
Xaria: goddess of industry, starlight, minerals	Earth	N	purple

Thirsty Gods

Inside the Espairian Empire, Lord Ikal and the Father of Robbers are both prominent (and problematic) followers of the Thirsty Gods. Aurum Rex, King Thorbal, and Supreme Commander Tyrvek also follow the Thirsty Gods.

While a follower of the Bright Gods, Thrice-Wise Mercurius pays homage to Chazda. Lady Akuma doesn't so much as worship Koatiri, as celebrate her, along with Tullet of the Old Gods.

The culture originating the Thirsty Gods began in a fertile river delta and spread southward. As its influence grew through trade and warfare, worship of this pantheon—with its emphasis on dualities, an expansive underworld, and centralized rule—gradually replaced that of the Old Gods. But the wheel of history eventually turned, and the colonizers were colonized, this time by Shastan invaders. Since the invasion is recent, faith in the Thirsty Gods is still fiercely defended by the Amiqui people, often in defiance of the ruling elite.

Reknarism: *faith of the Thirsty Gods*

Thirsty Gods	Alignment	Main Icons/Characters	Symbol
Balamet: god of bravery, protection, travel	CG	King Thorbal	black cat
Camazoth: goddess of justice	LN	King Thorbal, Lord Ikal,	silver balance scales
Chazda: god of the earth, dragons, fire	NE	Thrice-Wise Mercurius, Aurum Rex, King Thorbal, Lord Ikal	red crocodile
Ixtaa: goddess of peace, joy, industry, beauty	NG	Thrice-Wise Mercurius, King Thorbal	ibis, bee
Koatiri: goddess of truth, destruction, sun	NE	Lady Akuma, Supreme Commander Tyrvek, Lord Ikal	sun with snake rays
Reknar: god of music, rhetoric, dreams, death	CN	King Thorbal	bat, amethysts
Shok: god of luck	CG	King Thorbal, Father of Robbers	hourglass
Yuniris: god of silence, wind, emotions	CG	King Thorbal, Father of Robbers	shell

Alignment: We're using alignment as shorthand for how our gods are generally perceived, not as moral straightjackets. The gods and their worshipers can act anyway they wish.

Old Gods

Blue Aoife (EE-fa) and her druids form the center of worship of the Old Gods. Some druids, however, have moved on to the other pantheons. Queen Tanadil, Baron Von Vorlatch, and Ghiama also follow the Old Gods.

Although he's a follower of the Bright Gods, Thrice-Wise Mercurius pays homage to Baltigan.

Spire: *faith of the Old Gods*

Supreme Commander Tyrvek finds gods to follow here and with the Thirsty Gods. Lady Akuma doesn't so much worship Tullet, as celebrate her, along with as Koatiri of the Thirsty Gods.

The Old Gods are all that's left of an ancient system of worship that once spanned Espairia. The iconography of the Old Gods—particularly the Wheel and the idea of life's circle—is well-known throughout the region, especially among the Suo people. Some gods and their cults have remained alive through old stories and rituals. Other cults have been resurrected by people disaffected by the Shastan elite. The ritual calendar dates from the creation of the world, and governs life events. Many people in the region use the calendar without much reference, sadly, to the Suo culture that created it.

Old Gods	Alignment	Main Icons/Characters	Symbol
Argir: deity of fertility, stories, endurance, wisdom, wishes	N	Baron Von Vorlatch, Blue Aoife, Ghiama, Queen Tanadil, wood elves	worm in the roots of a tree
Atowen: goddess of hunt, wood, lust, harvest	CG	Blue Aoife, Queen Tanadil	red oak effigy
Baltigan: god of rumor, magic, courtship, war	CN	Blue Aoife, Thrice-Wise Mercurius, Queen Tanadil, high elves	lightning sparrow
Delkrey: god of memories, future, sleep, decay	N	Blue Aoife, Queen Tanadil	mushroom ring
Helbar: god of bloodlust, natural disasters, sea	CE	Blue Aoife, Queen Tanadil, Supreme Commander Tyrvek	blue fist
Hessis: goddess of hospitality, justice, tactics	LG	Blue Aoife, Queen Tanadil	walnut effigy
Kelya: goddess of music, growth, gentleness	NG	Blue Aoife, Queen Tanadil	basswood effigy
Muirelle: goddess of peace, prosperity	NG	Blue Aoife, Queen Tanadil	pine effigy
Tanic: god of fate, death, sea	LN	Blue Aoife, Queen Tanadil, Supreme Commander Tyrvek	hand with eye in palm
Toc: god of seduction, calamity, death, sea	LE	Blue Aoife, Queen Tanadil, Supreme Commander Tyrvek	silver hand
Tullet: goddess of free will, fire, finding/hiding	CN	Blue Aoife, Father of Robbers, Lady Akuma, Ghiama	three fox tails

Alignment: We're using alignment as shorthand for how our gods are generally perceived, not as moral straightjackets. The gods and their worshipers can act anyway they wish.

Icon Relationship Results

Handout

	Player A AC PD MD	Player B AC PD MD	Player C AC PD MD	Player D AC PD MD	Player E AC PD MD	Player F AC PD MD	Player G AC PD MD
Thrice Wise Mercurius							
Aurum Rex							
Hierophant Glasyra							
Emperor Roland							
Lord Ikal							
King Thorbal							
Queen Tanadil							
Blue Aoife							
Prince Crosshands							
Baron Von Vorlatch							
Lady Akuma							
Ghiama							
Supreme Commander Tyrvek							



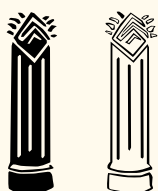
Thrice Wise Mercurius

mer-CURE-ee-us. Heroic Icon. Master mage of this age.



Aurum Rex

Heroic Icon. Giant gold dragon. His dragons and Ghiama's dragons don't play well together.



Hierophant Glasyra

HY-ro-fant Glass-EE-rah. Heroic Icon. High Priestess of the Bright Gods.



Emperor Roland the Unbreakable

Ambiguous Icon. Human emperor of the Espairian Empire. Honor guard rides griffins.



Lord Ikal

Ambiguous Icon. Attacks hell breaches wherever they are. Ends justify the means.



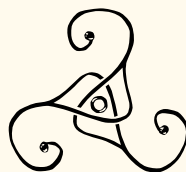
King Thorbal of the Green Gem

Ambiguous Icon. King of the Dwarves. Steward of the Vaults of Grudges.



Queen Tanadil, High Queen of the Fey

Ambiguous Icon. Queen of High Elves, Wood Elves, Dark Elves, and Gnomes.



Blue Aoife

EE-fa. Ambiguous Icon. High Druid of the Old Gods.



Father of Robbers

Ambiguous Icon. Honored by thieves, conmen, and tricksters.



Baron Von Vorlatch

vor-LATCH. Villainous Icon. Vampire baron of Borgostnya, part of the Espairian Empire.



Lady Akuma

Villainous Icon. Possibly insane, summons devils, demons, undead and other outsiders.



Ghiama

GEE-ah-ma. Villainous Icon. 5 headed dragon, the white head is dead and covered in silver chains.



Supreme Commander Tyrvek

Villainous Icon. Hobgoblin ruler of goblins, orcs, trolls, and other fell creatures.

13th Age Combat Cheat Sheet

Actions

On your turn, you can take one standard action, move action, and quick action, and a handful of free actions, in any order.

Standard actions: Typically attacks, or else spells so good that they're worth casting in place of an attack.

Move actions: Moving from one part of the battle to another, or maybe just moving to engage a new opponent. Occasionally, a move action might involve some other type of activity like opening a difficult door.

Quick actions: Drawing weapons, opening unlocked doors, picking something light off the ground, and reloading a light crossbow.

Free actions: Things that take almost no time: dropping something, speaking a few words or commands, taking an extra action as part of a power, or activating most magic item powers. It's up to the GM how many free actions a character can take, as well as how much you can say.

Substitute downward: You can use a standard action to take a move action, and you can use a standard or move action to take a quick action.

Interrupt actions: You can use one interrupt action when it's not your turn. You can't use another one until the end of your next turn. These types of actions are limited to certain classes and class powers: commander, occultist, rogue.

Other actions when it's not your turn: In certain circumstances (see below), characters can intercept foes moving past them, make opportunity attacks, or otherwise act out of turn. These actions are usually free actions.

Position

A creature's position: the creature's whereabouts, and who it's engaged with in melee.

Whereabouts: Creatures have a general position on the battlefield. Most important is relative position, such as who's in the front rank or which side an ambush is coming from. Combat is dynamic and fluid, so miniatures can't really represent where a character "really is."

Nearby: Typically, all the heroes and their enemies in a battle are nearby. That means they can reach each other with a single move action. Sometimes heroes or enemies can be far away (see below).

Behind: Generally, if you're behind an unengaged ally, and an enemy moves past that ally to get to you, your ally has the option to move and intercept.

Intercepting: You intercept a creature when you move to stop an enemy attempting to rush past you to attack someone else. You must be near the enemy and the person that enemy is trying to reach.

Far Away: Generally, everyone is nearby each other and you can use a single move action to reach any of them (provided no enemy intercepts you). If you want to be far away, two moves away from the enemies, make that clear to the GM and make sure there's room for that maneuver. Wizards and other casters sometimes like to be far away.

Engaged: In a battle, everyone is either engaged (locked in combat with one or more enemies) or unengaged (free).

Miniatures: Miniatures and markers help GM and players agree on where everyone is. Use them more as reminders of what you imagine in your head rather than as game pieces. If you use maps with grids or hexes lined up on them, ignore the markings on the map—fudge movement whenever possible—don't spend time being precise.

When you are engaged:	When you are unengaged:
You draw opportunity attacks if you move	You move freely
You can make melee attacks against enemies engaged with you	You can't make melee attacks
Your ranged attacks draw opportunity attacks from enemies engaged with you that you don't target	You make ranged attacks normally
Your spells draw opportunity attacks (except close-quarters spells)	You can cast spells freely
You can disengage safely as a move action by making a normal save (11+)	You can engage enemies by moving into melee with them
You can't intercept enemies	You can engage an enemy moving past you
You're considered nearby other combatants by default	You're considered nearby other combatants by default, but you can usually move far away if you want

You can disengage from more than one foe with a single successful check, but your roll takes a -1 penalty for each foe beyond the first that you are disengaging from.

Rallying

Once a battle, use standard action to rally to spend a recovery. To rally again in same battle, make 11+ save. Miss means you can't, but don't lose an action.

Death and Dying

You are down at 0 hp, and dead at negative half hp.

Death Saves: Make death saves each round (16+) to heal using a recovery. Fail 4 times and roll a new character. Start at 0 hp when healed. On a natural 20, you heal and take a full turn. 16-19, you heal and can move next turn.

Stabilize: Standard action DC 10 healing skill check to stabilize. Stabilized PC is still unconscious, still making death saves, but will not die after failing 4 times, just has to keep rolling until they heal. If you get a 25+ on a stabilize check, it was only a quick action.

Healing Potions: Takes a standard action to pour a healing potion down dying PC's throat.

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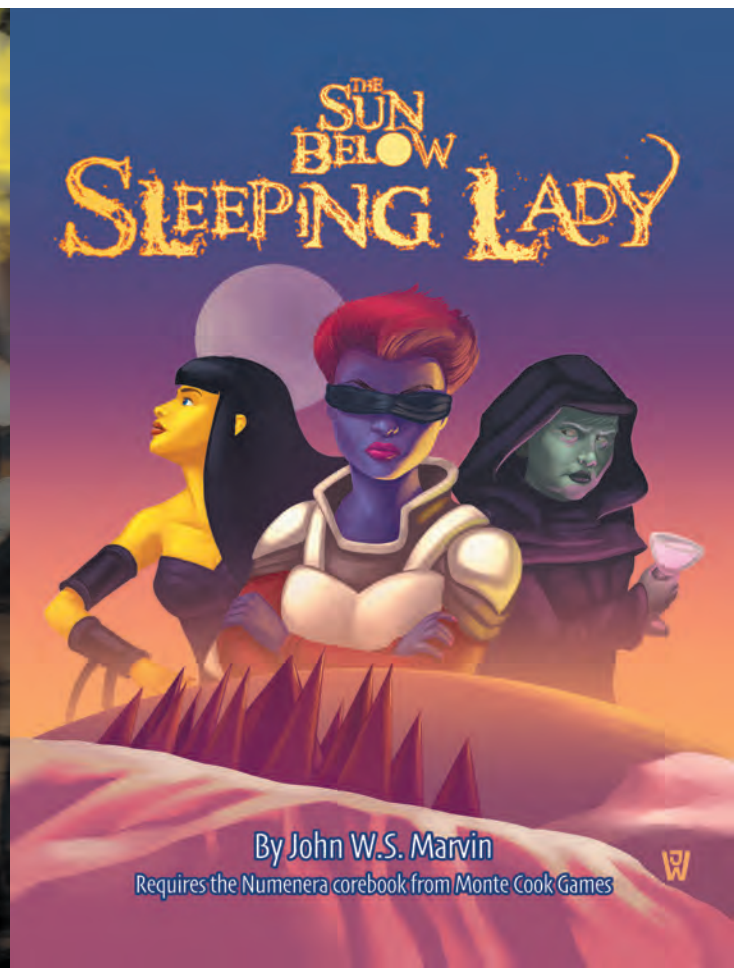
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