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Thrice-Wise Mercurius

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Thrice-Wise Mercurius

Thrice-Wise Mercurius

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Thrice-Wise Mercurius

Aurum Rex

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Aurum Rex

Aurum Rex

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Aurum Rex

Hierophant Glasyra

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Hierophant Glasyra

Hierophant Glasyra

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Hierophant Glasyra

Emperor Roland

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Emperor Roland

Emperor Roland

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Emperor Roland

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Lord Ikal

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Lord Ikal

Lord Ikal

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Lord Ikal

King Thorbal

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King Thorbal

King Thorbal

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King Thorbal

Queen Tanadil

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Queen Tanadil

Queen Tanadil

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Queen Tanadil

Blue Aoife

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Blue Aoife

Blue Aoife

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Blue Aoife

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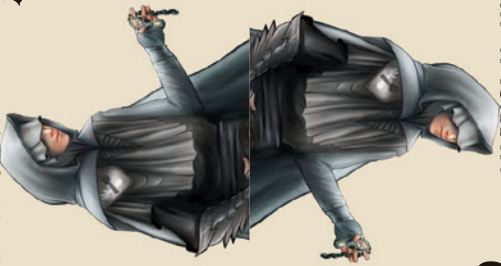
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Father of Robbers

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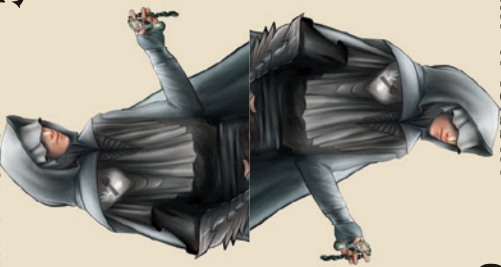


Father of Robbers

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Father of Robbers

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Father of Robbers

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Baron Von Vorlatch

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Baron Von Vorlatch

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Baron Von Vorlatch

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Baron Von Vorlatch

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Lady Akuma

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Lady Akuma

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Lady Akuma

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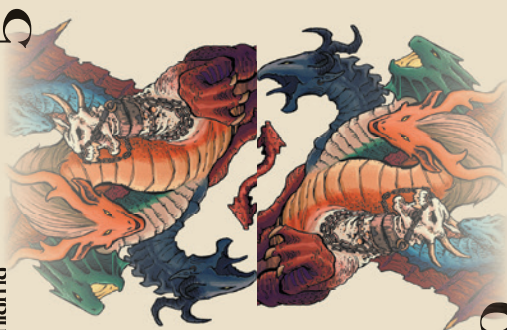


Lady Akuma

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Ghiama

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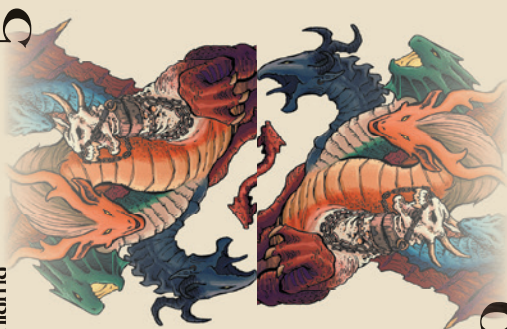


Ghiama

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Ghiama

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Ghiama

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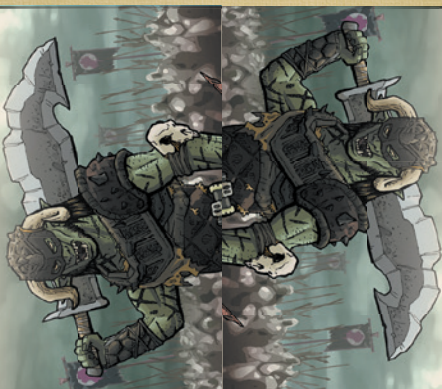
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Commander Tyrvek

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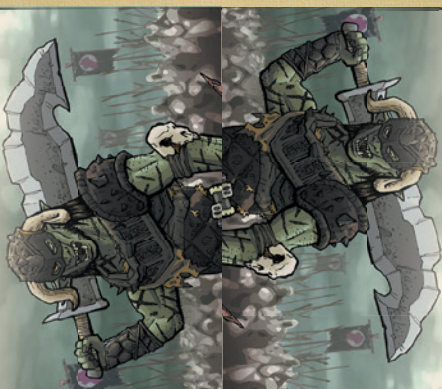


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Commander Tyrvek

Commander Tyrvek

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Commander Tyrvek

## Confused

You can't make opportunity attacks or use your limited powers. Your next attack action will be a basic or at-will attack against any nearby ally, determined randomly.

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You can't make opportunity attacks or use your limited powers. Your next attack action will be a basic or at-will attack against any nearby ally, determined randomly.

## Dazed

You take a -4 penalty to attacks.

## Dazed

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## Fear

Fear dazes you and prevents you from using the escalation die.

## Fear

Fear dazes you and prevents you from using the escalation die.

## Fear

Fear dazes you and prevents you from using the escalation die.

## Hampered

You can only make basic attacks. You can still move normally.

## Hampered

You can only make basic attacks. You can still move normally.

## Hampered

You can only make basic attacks. You can still move normally.

## Helpless

If you're unconscious or asleep, you're helpless. While helpless, you take a -4 penalty to all defenses and you can be the target of a coup de grace.

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## Helpless

If you're unconscious or asleep, you're helpless. While helpless, you take a -4 penalty to all defenses and you can be the target of a coup de grace.

## Stuck

You can't move, disengage, pop free, change your position, or let anyone else move you without teleporting.

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You can't move, disengage, pop free, change your position, or let anyone else move you without teleporting.

## Stuck

You can't move, disengage, pop free, change your position, or let anyone else move you without teleporting.

## Stunned

You suffer a -4 penalty to defenses and can't take any actions.

## Stunned

You suffer a -4 penalty to defenses and can't take any actions.

## Stunned

You suffer a -4 penalty to defenses and can't take any actions.

## Vulnerable

Attacks against you have their crit range expanded by 2 (normally 18+).



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## Vulnerable

Attacks against you have their crit range expanded by 2 (normally 18+).

## Vulnerable

Attacks against you have their crit range expanded by 2 (normally 18+).

## Weakened

You take a -4 penalty to attacks and to defenses.

## Weakened

You take a -4 penalty to attacks and to defenses.

## Weakened

You take a -4 penalty to attacks and to defenses.

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<https://dreadunicongames.com/games/icons-and-conditions/>



# How to Use Icons & Conditions

## Icon Cards

The icon cards are for when a player gets a 5 or a 6 on an icon relationship roll. You give them the card, and they put it 5 or 6 up, depending on what they rolled. If they got a 5 and a 6, they put it sideways, and once a relationship roll is used up, they turn the card with the remaining roll up.

Even if you use different icons, it's easy to map those from Gods and Icons to your own icons.

For more on all 13 of these new icons and suggestions for how to use icon relationship rolls, see Gods and Icons:

<http://dreadunicorngames.com/games/gods-and-icons/>

## Condition Cards

Condition cards will contain text describing the nine conditions found in the 13th Age Role-playing Game. You can pass these out to players who get stunned or whatnot, or put them in front of you to remind yourself how these conditions work.

## Artists

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## Design and Layout

John WS Marvin



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