

Gods and Icons Upgrade Pack



by John WS Marvin

Credits

Writers/Designers John WS Marvin and Matt Evert

Project Editor Alison Wells

Layout John WS Marvin

Artists Alysha Lach, Daniell and Garret Reeser, Nikole McDonald-Jones, Jeshields, Christine Riddle, Chloe Wenz, Justin Wyatt

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Introduction

Welcome to the Gods and Icons Upgrade Pack. This expansion builds on the success of *Gods and Icons* to bring you more art of the gods, a short list of saints, and an illustrated bestiary. For each type of monster, we have a Building Battles section, an Icon section, and an Adventure Hooks section. Use these monsters to bring alive your world and your story.

G&I

Throughout this book, you'll see references to various gods and icons accompanied by this symbol. These are references to the book *Gods and Icons*, where you can find additional details on these topics.

Art of the Gods

Use this new art to show off the gods to your players, or as a starting point for your descriptions.

Of course, don't forget about all the existing art in *Gods and Icons*.



This is the symbol of the Bright Gods, the newest pantheon in this part of the world.

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 Creed. All orthodox

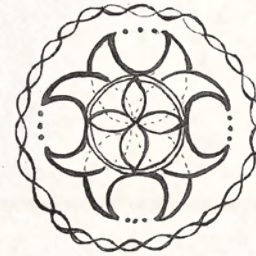
Lightbringers are taught the Lightbringer Creed, which is a long epic poem. The poem is the subject of countless songs, stories, and debates.



This is the symbol of the Thirsty Gods, a pantheon that is getting pushed into the shadows by the Bright 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 central-

ized 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.



This is the symbol of the Old Gods, whose peoples have been pushed to the wild places by waves of invaders.

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 Bright Gods

The Path of Earth



G&I

The Bright Gods, page 5
Perikalo, page 8
Xaria, page 8
Beao, page 8

Perikalo the Lover, Xaria the Mother, and Beao the Sustainer



The Path of Heaven

Get!

Dozakad, page 6

Tukae, page 6

Katalua, page 6



Dozakad the Explorer, Tukae the Child, and Katalua the Destroyer



Perikalo



Perikalo, page 8



The Thirsty Gods

Balamet

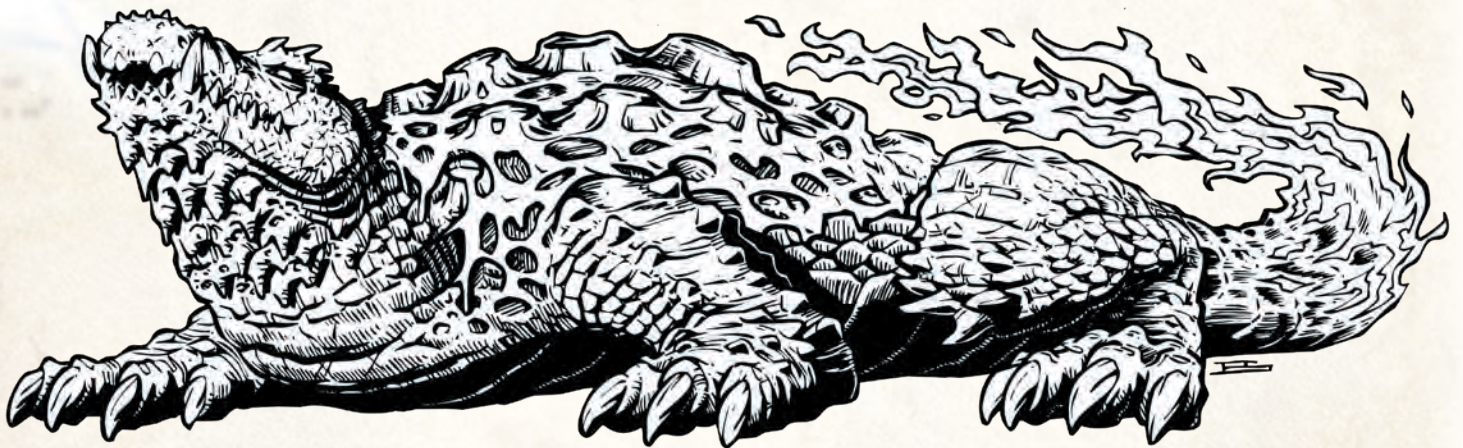
Symbol of the Thirsty Gods



Get!

The Thirsty Gods, page 10
Balamet, page 14
Chazda, page 13

Chazda



Ixtaa



G&I

Ixtaa, page 13



The Old Gods

Delkrey (Drow version)



Get

The Old Gods, page 15
Delkrey, 19



The Lords



Tullet



The Lords, page 17
Tullet, page 18



Saints

These saints are well known in the world. People swear by them! Use them to name inns, roadside

shrines, magic items, songs, and NPCs.

Name	Features	Pantheon
St. Erdmonn	Patron saint of healers. Healers typically invoke St. Erdmonn before difficult healings.	Bright Gods
St. Luella	Patron saint of travelers. <i>"From bandits and monsters, St. Luella protect me."</i>	Bright Gods
St. Phidian	Elvish saint of vengeance, often invoked when an elf gets angry. When an elf swears by St. Phidian, run!	Old Gods
St. Reva	Patron saint of aqueducts, canals, and wells.	Thirsty Gods
St. Schmavic	Patron saint of hospitality. Favored by bartenders and innkeepers the world over. <i>"The welcome of St. Schmavic to all who enter this door."</i>	Old Gods
St. Sven Berglowe the Hospitaller	The founder of the Hospitallers, St. Berglowe was peerless in healing, even in the heat of battle. He was also famed as a ferocious enemy of the undead.	Thirsty Gods

Using Monsters

13th Age has two parents, d20 and storytelling games. D20 has always been about exciting combats against fierce monsters, demanding that players use their characters' powers, tactics, and luck to (maybe)

prevail. Storytelling games have always been about story, who did what to whom and what were are the consequences? 13th Age has both.

Monsters in Combat

It's very easy to use monsters in combat. You put a bunch of monsters in the same place as the PCs and roll for initiative. How big a bunch? What kind of monsters? You can use the Building Battles section in the core book, find the right level, and go. This might be all you need do to have fun, and fun is why we play games.

However, once your players learn to use their characters well, you'll find balanced encounters get a little too easy. A few easy combats are great, a whole campaign of them takes away the tension of combat.

Power Up

To keep things interesting, the books suggest you use 1.5 and 2.0 battles. What does that mean? You multiply the number of PCs by 1.5 or 2.0 and feed those numbers into the Building Battles section of the core book. Now you can use bigger and nastier monsters, which brings back the tension.

One thing to think about when powering up existing monsters: improving hit points and defenses can make the battle drag on. Consider bumping the

monsters' offenses more than the defenses. Look at the Customizing a DIY Monster in 13 True Ways, and check out scrapper and offensive builds. They add to the attack at the expense of hit points or defenses.

One easy way to power up an encounter is to use the nastier specials found in most monster descriptions. You can find the best powers there.

Terrain

Terrain can help the monsters. Most of the time, the

PCs typically enter the monster's territory, so you can use terrain to ratchet up the difficulty. Archers and casters might be inaccessible, standing on a ledge, across a river, or even flying over the PCs' heads. Monsters can set themselves up to use bottlenecks, so only one PC can engage them at a time. Secret doors might hide reinforcements.

Some terrain can be broken or burned, like a rope bridge or a wooden floor. Who knows what lurks below?



More Powerful Foes, page 118

Storytelling and Monsters

You might think storytelling is all about what happens in town, away from the monsters, but story touches everything.

Choosing the Monster for the Story

Ask yourself:

Do any of the PCs' backstories suggest a type of monster?

If you have a PC whose one unique thing is that a drow priestess cut them open and replaced their heart with a white spider, that's your player telling you they want to engage with spiders and drow. So let them.

Do the Icons or Gods suggest Monsters?

Monsters are connected to the gods and the icons. If the PCs are working for Lord Ikal, dry and infernals are

a great choice. If Balamet is important to a PC, bone jackals might be on the menu.

Why are the PCs there?

If they are on a mission to deal with a portal to hell, use cultists, demons, and devils for encounters leading up to the final showdown. If the PCs are attempting to rescue someone from a crazed wizard, bizarre constructs or summoned elementals could be fun.

Who controls this territory?

If this is the land of the giants, bring out some giant monsters. Everything should be large or bigger. If this is a vampire's domain, use creepy servants, undead, and "children of the night" (wolves, bats, and creepy crawly insects).

What is the Environment?

Use dry in deserts, black dragons and lizard folk in swamps, frostclaws in the snow, and so on. One story you can tell is environmental disaster. What happens when the swamp dries up? Who hangs on and who moves in?



Lord Ikal, page 45
Balamet, page 14

Bone Jackal, page 14

The Dry, page 18

Frostclaw, page 20

Beyond Combat: When Is a Monster Not a Monster?

At least temporarily, a monster might be better used in the story as someone to communicate with rather than to fight. The brooding drow might be here to rescue her sister. The dry shaman might be more interested in educating the Reknarite paladin on the story of how Reknar beheaded Tabtep, the mother of Koatiri. A demonic imp might be motivated to divulge the secrets of a devil mastermind.

"We don't have to fight," is a great tactic in 13th Age, because PCs don't need to kill every monster they see in order to gain experience points. Talking to the "bad

guys" can make your world come alive and setup up interesting choices for the players later. "Hey, wasn't this the drow priestess who got us around the lava trap?"

When PCs need to rest, let them find a monstrous settlement that accepts them. Dance parties with the fungaloids, checking into an inn that accepts foreigners in a drow city, and finding port in a goblin city are great ways to tell stories that involve monsters without combat.

Think about using a villainous creature as an



Reknar, page 10
Koatiri and Tabtep, page 11
Camazoth, page 11

Get!

Lady Akuma, page 57

unlikely ally. An imp sent by Lady Akuma to help the characters for her own inscrutable ends might be a fun way to mess with the players. A temporary alliance can open up the PCs to changes in their icon relationships and the direction of the campaign.



Bestiary

The following creatures are a small sample of the unusual beings found throughout Espair. Some of them were created by the gods, while others are enemies of the deities, but all have some connection to one of the three pantheons.

Level	Monster	Size	Role	God Connection	Page
1	dry	normal	mook	Tabtep	14
1	zombie moaner	normal	mook	Chazda	32
1	zombie knight	normal	troop	Chazda	32
2	dry warrior	normal	troop	Tabtep	18
2	frostclaw	normal	wrecker	Chazda	19
2	kobold frost witch	normal	caster	Chazda	24
3	dry shaman	normal	caster	Tabtep	19
3	son of the sea	normal (double strength)	spoiler	The Lords	27
3	twisted dragon	large	wrecker	Chazda	23
4	librescent	large	spoiler	Laval	25
4	pyronic sentry	large	spoiler	Koatiri	26
5	dardael drone	large	mook	Baltigan	15
5	zombie treant	large	troop	Argir	32
6	champion of the sea	normal (double strength)	spoiler	The Lords	29
6	dragon, large gelatinous	large	blocker	Delkrey	21
7	dardael flyer	large	wrecker	Baltigan	15
8	bone jackal	normal	wrecker	Balamet	14
9	crusaders of the standard	normal	mook	Dozakad	30
9	standard of Dozakad	normal (double strength)	caster	Dozakad	30
10	dragon, huge gelatinous	huge	blocker	Delkrey	22
11	dardael queen	huge	wrecker	Baltigan	16
12	Devil: Lord Tenebras Noctem	normal (double strength)	troop	Toc	17

Bone jackal advice: *When the bone jackal teleports using shadow step, always include a description of how both the starting point and the end point were in shadow in darkness. This gives players a chance to figure out how to shut the teleporting down.*

Bone Jackal

Creatures of bone and shadow, bone jackals are massive jackal-like beasts that feast upon the fear of those whom they hunt. Easily distinguished by the bony plates and ridges protruding from their scarred and twisted hides, these undead beasts stalk the dark places of the world, slipping from shadow to shadow as they search for their prey.

Remnants of the Shadow Jackal: Before the moon was placed in the sky, Jaris the Shadow Jackal hunted the night, terrifying mortals for his own enjoyment. He drew particular pleasure from chasing his prey until their hearts gave out, howling his joy to the sky as he feasted upon their still-warm flesh. Jaris' hunt came to an end when one of his victims overcame her fear and entreated Balamet for aid; the Warrior Cat answered her call and slew Jaris.

While Jaris was defeated, his body was not done hunting. From his shattered bone fragments, bone jackals grew, each one a twisted mockery of the Shadow Jackal's form. Possessing a thirst for mortal fear and Jaris' mastery of shadow, the bone jackals began their own hunt.

Devil: Lord Tenebras Noctem, page 17



Balamet, page 14
Baron Von Vorlatch, page 55
Lady Akuma, page 57
Lord Ikal, page 45

8th-level wrecker [UNDEAD]

Initiative: +12

Vulnerability: holy

Skull-headed bite +14 vs. AC (2 attacks)—40 damage

Natural 16+ hit: The target also takes 10 negative energy damage.

Miss: 5 negative energy damage.

Fear: While engaged with this creature, enemies with 48 hp or fewer are dazed (-4 attack) and do not add the escalation die to their attacks.

Shadow Step: The bone jackal magically teleports up to 120 feet to an unoccupied space. The bone jackal does not need line of sight to the space, but the bone jackal's starting space and destination space must be in dim light or darkness.

Nastier Specials

Shadow phasing: When the escalation die is even, natural odd attack rolls against the bone jackal automatically miss. When the escalation die is odd, natural even attack rolls against the bone jackal automatically miss. Attacks that deal holy damage ignore this ability.

AC 23

PD 21

MD 17

HP 144

Building Baffles

Bone jackals make great additions to undead or fiendish hunting parties, using their teleporting abilities to find the squishier PCs in the back row. Creatures of shadow, like shadow dragons or Lord Noctem, provide extra teleporting opportunities for bone jackals.

Bone Jackals and the Icons

Bone jackals are often found working in concert with Baron Von Vorlatch or Lady Akuma. Lord Ikal seeks heroes to hunt down the bone jackals whenever they raise their ridged heads.

Adventure Hooks

The tomb of a famous Reknarite paladin has become overrun by bone jackals. The Reknarite priests promise a big reward for cleansing the tomb of this blasphemy.

The rogue in the party can no longer shadow walk without picking up hostile bone jackals that appear along the way.

A mysterious huntsman rides the wilds with a pack of bone jackals. Now he's zeroing in on a tower controlled by an icon one of the PCs has a positive relationship with. No good can come of this.



Dardael

Giant insectoid creatures, dardaels emerge from their tunnels to scour the surface of Espair for food. Devouring fields of crops and herds of cattle with equal zeal, dardaels are consumed by an insatiable hunger. While once these creatures swarmed across the fringes of the empire, their numbers have been kept in check in recent years. Dardaels are rarely encountered in current times, and when they are, they are often isolated individuals or members of small clutches.

Spawn of Dardae: Dardaels are the daughters of Dardae the Devourer. Once a normal insect, Dardae burrowed into the World Tree and fed upon it, growing fat off its magic. When the World Tree began to weaken from her ravenous feeding, the Old Gods took notice. Baltigan sang songs into Dardae's burrow, telling of a great cavern filled with sustenance even more filling than the tree. He lured Dardae into the cavern, where mounds of food had been placed. Dardae gorged upon it until her form grew so plump that she could no longer fit through the tunnels that led to the cave. There she remains trapped, relying upon her daughters to bring her more food so that she may finally be sated.

Dardael Drone: While drones are the weakest of Dardae's daughters, these giant insects are still formidable opponents. Their sucker-like mouths are filled with multiple rings of teeth and secrete an acid that can dissolve wood, bone, and even metal if given enough time. Their bulbous bodies are covered in carapace as hard as dwarven steel, and the foremost of their chitinous legs end in sharp spines, which they use to pin living prey while they feed upon it.

Dardael Flyer: The flyers possess iridescent wings capable of hefting their engorged bodies into the air. While their spines are not as sharp as those of the drones, flyers are capable of lobbing gobs of acid from the air. Flyers often serve as scouts, locating sources of food and then signaling their location to the drones.

Dardael Queen: The largest of Dardae's daughters, queens are capable of spawning new clutches far from Dardae's prison. While queens cannot birth more queens, they can lay eggs that will hatch into drones or flyers. Once she establishes a new colony, a queen stays within the hive, defending her home with a ferocity unparalleled by her smaller kin.

Dardael Lair

Dardael queens make their lairs in isolated areas where they can establish their clutch without being disturbed. Unfortunately, the queens are drawn to areas of high magic, just the thing to attract a party of epic adventurers. Capable of burrowing through soil and rock, the queen digs out subterranean chambers to house her progeny.

These underground burrows are a labyrinth of slimy and twisty tunnels filled with a chill amber mist. Some of the mist is actually an acid fog.

Acid fog: DC 25 skill check to notice; **+15 vs. PD (all creatures in target area)**—3d10 acid damage; half damage on a miss. Stays in the area unless blown



away. The PCs may have to just rush through it.

The region containing a dardael queen's lair is warped by the queen's presence. Plants within 1 mile of the lair grow sickly and withered. Large game, such as deer, become absent within 1 mile of the lair. Insect populations surge within 1 mile of the lair.

If the queen dies, these effects fade over the course of a single day.

Dardael Drone

5th-level mook [ABERATION]

Initiative: +8

Big Bug Bite +11 vs. AC—5 damage, and 4 ongoing acid damage.

Natural even hit or miss: The Dardael Drone can make a *spiny spines* attack.

[Special trigger] **Spiny spines +11 vs AC**—4 damage

Natural even hit: The target is hampered (save ends).

Resist acid 16+: When an acid attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Nastier Specials

When a dardael drone dies: it explodes, attacking anyone engaged with it. Exploding Drone +10 vs PD—5 acid damage, and 4 ongoing acid damage.

AC 21

PD 19

MD 15

HP 15 (mook)



Baltigan, page 17

Dardael Flyer

7th-level large wrecker [ABERATION]
Initiative: +10

Ripping bite +13 vs. AC—40 damage, and 5 ongoing acid damage
Natural even hit or miss: The dardael flying can make a *nasty stinger* attack.

[*Special trigger*] **Nasty stinger +12 vs. AC**—20 damage, and 10 ongoing poison damage.

R: Acid hurl +13 vs. PD—40 acid damage, and 15 ongoing acid damage
Miss: 5 acid damage.

Resist acid 16+: When an acid attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Nastier Specials

The dardael always gets both a ripping bite and a nasty stinger attack and the nasty stinger attack also makes the target hampered (save ends).

AC 22

PD 20

MD 16

HP 216

Dardael Queen

Huge 11th-level wrecker [ABERRATION]
Initiative: +14

The dardael queen can make both a hungry bite and a savage spines attack each round.

Hungry Bite +16 vs. AC—200 damage
Natural 16+: The dardael queen also swallows the target (see *swallow whole*).

C: Savage Spines +16 vs. AC (1d3+1 nearby enemies)—100 damage
Natural 16+: the target is hampered (save ends).

Resist acid 18+: When an acid attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.

Escalator: A dardael queen adds the escalation die to her attack rolls.

Swallow whole: Once a creature is swallowed, it goes inside the queen's gigantic stomach. It can still act while inside the queen, but it will have to deal with the aberration's stomach acid that is sloshing around. Swallowed creatures must deal 200 damage to the dardael queen to force her to cough up the contents of her gullet, freeing all swallowed creatures.

The stomach lining has AC 20, PD 20, MD 25 and is immune to acid damage. During the queen's turn, she can make a *gullet digestion* attack against

all swallowed targets as a free action.

Gullet digestion +16 vs. PD—150 acid damage, and 25 ongoing acid damage
Miss: 20 acid damage.

Nastier Specials

C: Acid Cloud +15 vs. PD (1d3+1 nearby enemies)—40 acid damage, and 10 ongoing acid damage.

Limited use: The dardael queen can use this ability only when the escalation die is even.

AC 27

PD 25

MD 21

HP 850

Building Battles

Dardaels are often found in black dragon lairs. The giant insect's resistance to acid means the dragons don't have to worry about taking out their allies when they let loose with breath weapons.

Dardael lairs often teem with hellbugs, oozes, and gelahedrons—along with acid: pools of acid, acid fog, dripping acid, so much acid.

Dardaels and the Icons

Lady Akuma finds the dardaels amusing, and loves to find a place for them in her schemes. Blue Aoife despises the dardaels, so any non-heroic icon in conflict with Blue Aoife may be behind a dardael infestation. Some of Ghiama's dragons like to attract a nest of dardael fliers to their lair for use as guards (and snacks if times grow dire).

Adventure Hooks

An icon with a positive relationship to one of the PCs asks the party to go to a village and protect it from danger. When the characters arrive, all is peaceful. Until a living dungeon erupts in the town square and dardaels pour out.

Someone has found a lure for the dardaels, and has been using the giant insects to do their dirty work for them. Now a place the characters care about is in the crosshairs, and they must stop this invasion, and put an end to this nonsense once and for all.

A dardael queen moved into the tomb of a powerful witch, bringing an entourage of drones, flyers, and oozes. Now the PCs find a treasure map to the witch's tomb and a legendary artifact that lies there.

A wicked sorcerer has been stealing magic items and taking them back to their fortress in the badlands. Those who follow the sorcerer there tend to not come back, what with all the dardaels guarding the place. Oh, and the sorcerer? They're really a shapeshifting black dragon.

Get!

Lady Akuma, page 57
Ghiama, page 59
Blue Aoife, page 51

Devil: Lord Tenebras Noctem

"I see I am just in time. You need my help, don't you? Just sign here."

Double-strength 12th-level troop [DEVIL]
Initiative: +20

Sword of the Dead +17 vs. AC (2 attacks)—80 negative energy damage

Natural even hit or miss: Each enemy engaged with Lord Tenebras Noctem (including the target) takes 30 negative energy damage.

Natural odd 3+ hit or miss: Lord Tenebras Noctem can use a *death-spiral gaze* attack as a free action.

[*Special trigger*] **C: Death-spiral gaze +17 vs. MD (1d3 nearby enemies)**—the target is unable to gain any hit points until the start of Lord Tenebras Noctem's next turn.

Resist cold and fire 16+: When a cold or fire attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Devil's due (Vulnerable): When you choose to add the escalation die to an attack against Lord Tenebras Noctem, you are vulnerable (save ends). The vulnerability stacks, and you must make a separate save to get rid of each one.

Nastier Specials

Intermittent attack: As a free action, Lord Tenebras Noctem can summon a bone devil 1d4 times per battle, but never two turns in a row. The bone devil attacks immediately under the control of Lord Tenebras Noctem.

AC 26

PD 26

MD 28

HP 750

Building Battles

Lord Noctem is no fool, and won't engage in battle without allies and favorable terrain. He often is found with a bodyguard of bone, barbed, and/or ice devils. He has a pack of bone jackals he brings along when he goes hunting. He will only make a stand in places with plenty of shadows and terrain that makes it hard to reach him with more than one melee character at a time. A chamber with many dark and narrow alcoves will work perfectly.

Lord Noctem and the Icons

Lord Tenebras Noctem is a frequent guest of Baron Von Vorlatch, but has been known to work with all the villainous icons.

At one point, Lord Noctem was a prisoner of Hierophant Glasyra who exchanged him to Lord Ikal for a monastery. Ikal held the devil for years, yet somehow Lord Noctem escaped captivity. Some blame Ikal himself; others blame the Father of Robbers or Baron

Von Vorlatch.

Adventure Hooks

Necromancers keep cropping up and terrorizing the land. As the PCs put them down, they find a common power behind them, Lord Tenebras Noctem.

A vampire's castle's corridors twist and turn, leading directly to hell and Castle Noctem. PCs expecting a vampire fight can quickly find themselves in over their heads.

A town in the PCs' path sold its soul to Lord Noctem. When the characters arrive, all seems peaceful and calm. Come the night of the new moon, undead and devils walk the streets.

Get!

Hierophant Glasyra, *page 41*

Father of Robbers, *page 53*

Lord Ikal, *page 45*

Baron Von Vorlatch, *page 55*



Bone Jackal, page 14

The Dry

"For Tabtep!"

A desert-dwelling people, the dry are desiccated and withered, with leathery skin stretched across gaunt frames. When they have hair, it is thin and wispy, and their voices are raspy. Emerging only at night, the dry capture any who are foolish enough to be caught in their territory and sacrifice these prisoners in dark rituals.

Tabtep's Faithful: The dry were once a cult to Tabtep, Reknar's first wife, and stayed loyal to the goddess even after her death. However, when one of the cult was used in a blood sacrifice by a priest of Camazoth, Koatiri became enraged. To ensure that none of her mother's followers would ever be offered to her father's new wife again, she replaced their blood with sand and hid them in the desert.

Messages to the Underworld: The dry have never forgiven Reknar for Tabtep's murder. When they capture people wandering the desert, the dry carve accounts of the murder into their victims' flesh and then ritualistically sacrifice the captives, forcing the deceased's souls to deliver the reminders to Reknar in the underworld.

G&I

Camazoth, page 11

Koatiri and Tabtep, page 11

Reknar, page 10

Dry

1st-level mook [HUMANOID]

Initiative: +4

Poisoned sand dagger +6 vs. AC—4 damage
Natural 16+ hit: The target also takes 2 ongoing poison damage (save ends).

Resist poison 16+: When a poison attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Desert fighter: At the start of each battle that takes place in the desert, roll initiative twice and choose the higher result.

Nastier Specials

The save on the *poisoned sand dagger* attack is hard (16+).

AC 17

PD 15

MD 11

HP 7 (mook)



Dry Warrior

2nd-level troop [HUMANOID]
Initiative: +5

Vengeful scimitar +7 vs. AC—6 damage
Natural even hit or miss: The dry warrior can make a *poisoned sand dagger* attack.

[*Special Trigger*] **Poisoned sand dagger +7 vs. AC**—5 damage
Natural even hit: The target also takes 5 ongoing poison damage (save ends).

R: Poisoned bow: +7 vs AC—5 damage
Natural even hit: The target also takes 3 ongoing poison damage (save ends).

Resist poison 16+: When a poison attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Desert fighter: At the start of each battle that takes place in the desert, roll initiative twice and choose the higher result.

Nastier Specials

The save on the *poisoned sand dagger* and *poisoned bow* attacks is hard (16+).

AC 18

PD 16

MD 12

HP 36

Dry Shaman

3rd-level caster [HUMANOID]
Initiative: +7

C: Poisoned sand storm +11 vs. PD (1d3 nearby enemies)—8 poison damage, and 4 ongoing poison damage (save ends).

R: Tabtep's shadow +11 vs. MD (1d2 nearby enemies)—8 psychic damage, and 6 ongoing psychic damage (hard save ends (16+)).

Resist poison 16+: When a poison attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Nastier Specials

The *poisoned sand storm* attacks 2d3 nearby enemies and *Tabtep's Shadow* attacks 2d2 nearby enemies.

AC 16

PD 10

MD 17

HP 45

Building Battles

The dry are intelligent and use tactics and terrain to their advantage. They will single out Reknarite clerics and paladins to deal with first, shouting, "*Remember Tabtep!*"

Once battle begins, mooks charge up the middle while warriors race up the flanks hoping to reach the back lines and the squishy spellcasters who can be found there. Shamen will attempt to stay out of melee combat and target the biggest perceived threat with *tabtep's shadow* spells. Dry live to set up desert ambushes.

Dry and the Icons

Dry are opposed to Lord Ikal, but do not work for overtly religious icons associated with other pantheons, such as Hierophant Glasyra or Blue Aoife. They are often used in the machinations of Baron Von Vorlatch and Lady Akuma. Supreme Commander Tyrvek uses dry as scouts and fireball-fodder, particularly in deserts and badlands.

Adventure Hooks

A lightbringer ally of the PCs is accused of raiding shrines to Reknar in the desert. The dry are setting them up, trying to get the lightbringers and reknarites to attack each other.

The PCs gain a treasure map. The map leads to an ancient tomb of a priestess of Tabtep. Outside the tomb is the corpse of the maker of this map, with an account of Tabtep's beheading carved into their flesh. Of course, the tomb is guarded by dry.

Dry are attacking communities at the edge of the desert. Something worse is driving them out of their caves.



Lord Ikal, *page 45*
Hierophant Glasyra, *page 41*
Blue Aoife, *page 51*
Baron Von Vorlatch, *page 55*
Lady Akuma, *page 57*

Lightbringer: *a follower of the Bright Gods.*

Frostclaw

"I will feast on your bones, warm one."

2nd-level wrecker [HUMANOID]
Initiative: +6
Vulnerability: fire

Claws +8 vs. AC—7 damage
Natural 16+: The frostclaw can make a *bite* attack against the target or another creature engaged with it as a free action.

[*Special trigger*] **Bite +8 vs. AC**—5 damage, and the frostclaw can make a *frost-spit frenzy* attack as a standard action during its next turn.

[*Special trigger*] **C: Frost-spit frenzy +9 vs. AC (1d3+1 engaged enemies)**—5 damage.

R: Thrown spear +6 vs. AC—8 damage.

Resist cold 16+: When a cold attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Nastier Specials

Upon being staggered, the frostclaw lets loose with an immediate *frost-spit frenzy* attack as a free action. While the frostclaw is staggered, it can use its *frost-spit frenzy* attack every round without being triggered.

AC 17

PD 15

MD 11

HP 40

Building Battles

Frostclaws are naturally found in cold environments such as high mountain passes. Undead don't mind the cold, so the frostclaws are often found among groups of undead. Frostclaws are crafty, so will often try to get a spear-throw in from cover before closing with the PCs.

Frostclaws and white dragons seem to flock together, often in the company of kobolds. Frostclaws know enough to dance between kobold traps, which can be a problem when PCs trying to close with the frostclaws step into the traps.

If there is one thing frostclaws like better than white dragons, it's undead white dragons. Imagine undead dragons, zombies, and frostclaws streaming out of frozen lands to claim the lands of men.



Frostclaws and the Icons

There is a rumor that Blue Aoife discovered the frostclaws, but found them so unruly she arranged for them to move to the domains of Baron Von Vorlatch. King Thorbal is said pay a bounty for frostclaw heads.

Adventure Hooks

King Thorbal wants an item from a dwarven ruin in a high mountain pass. Alas it is become the lair of a large white dragon surrounded by frostclaws.

Deep in an ice cavern, an icon wants an unholy device destroyed. The chill caverns are full of hidden fissures, ice fog, and frostclaws.

The chill of the grave must be braved if the PCs are to put down the ghoulish threat. Frostclaws have arrived in mass to support the ghouls. What is their mission? Who says a necromancer can't make friends with frostclaws?

Get!

Blue Aoife, page 51

Baron Von Vorlatch, page 55

King Thorbal, page 47

Dragons

Large Gelatinous Dragon

Large 6th-level blocker [OOZE]

Initiative: +5

Shlup'n'schlorp +11 vs. PD—40 acid damage, and the dragon engulfs the target (functions like a grab; see below) if it's smaller than the dragon
Miss: The dragon can make a spasms attack as a free action.

[Special trigger] **C: Spasms +11 vs. AC (up to 2 attacks, each against a different nearby enemy)**—20 damage

Engulf and dissolve: Targets engulfed by the gelatinous dragon take 40 acid damage at the start of the dragon's turn but are not viable targets for additional attacks by the dragon. Multiple targets can be held within the dragon simultaneously.

Any engulfed creature that is also staggered must begin making last gasp saves or become paralyzed as the dragon's toxins overwhelm it.

Instinctive actions: Gelatinous creatures have no brains, sometimes they just do things. When the escalation die is odd, instead of making an attack or moving, roll a d8 to see what the gelatinous dragon does. If an option is not viable (you roll a 3 but there are no nearby targets), reroll until you get a valid option.

1. C: Acid spit +11 vs. PD (1d3 nearby or far away enemies in a group)—15 ongoing acid damage (save ends)

Each failed save: Acid destroys one of the target's non-magical items. The target takes a cumulative -1 attack penalty until the end of the battle (boots fall apart, shield straps snap, etc.).
Miss: 5 ongoing acid damage.

2. The dragon grows an orifice that gushes out a liquid glue that floods the area. Each enemy engaged with the dragon is stuck (hard save ends, 16+). Each nearby enemy not engaged with the dragon is stuck (save ends). Each far away enemy is stuck (easy save ends, 6+). The glue has no effect on creatures who are flying or that have some way of avoiding it.

3. The dragon squirts a slick slime that targets 1d3 nearby enemies. Until the end of the battle, each target must roll an easy save each time it moves; on a failure, it's hampered until the end of its next turn.

4. The gelatinous dragon makes a fire gout attack as it splashes out a gel that ignites in the air and sticks to skin and clothing.

C: Fire gout +11 vs. PD (1d3 nearby or far away enemies in a group)—15 ongoing fire damage

Each failed save: The ongoing damage for all enemies hit by the attack increases by 1.

Gelatinous Dragons, Gelatinous Troglodytes, and Tieflings

Gelatinous dragons love gelatinous troglodytes and tieflings, and who can blame them? If a gelatinous troglodyte or tiefling attacks a gelatinous dragon, the dragon will defend itself, but will always apologize. If either a gelatinous troglodyte or a tiefling tries friendly social interaction with a gelatinous dragon, they roll 2d20, and take the higher roll for all such skill checks.

Both a gelatinous troglodyte and a tiefling can climb atop a gelatinous dragon, and can fly one if the dragon agrees. All other races sink into the gelatinous goo and end up engulfed.

5. The dragon sweats acid. Each enemy engaged with the dragon must roll a normal save; on a failure, it takes 40 acid damage. On a success it takes 20 acid damage.

6. C: Acid jet +11 vs. PD (one nearby or far away enemy)—45 acid damage

Miss: 8 ongoing acid damage.

7. C: Acid geyser +11 vs. PD (1d3 nearby or far away enemies)—20 acid damage, and the dragon is propelled uncontrollably around the area, passing next to each of its enemies. Unlike normal play, each enemy can make an opportunity attack against the dragon as it moves this way, but the creature can make a glomp attack against those who do as a free action as it passes. (Tell the PCs that the dragon will get a counter-attack.)

Glomp +9 vs. PD—10 acid damage, and the dragon engulfs the target if it's smaller than the dragon

8. The dragon splits into two baby gelatinous dragons, and each one can act this turn (roll a d4 for the instinctive actions of each one). Divide the dragon's current hit points equally between the two new creatures, cut the damage by half, and drop the defenses by 3.

Resist acid 18+: When an acid attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.

Escalator: A dragon adds the escalation die to its attack rolls.

Flight: A gelatinous dragon flies in fits and starts, dripping slime as it goes.

Nastier Specials

The first time a gelatinous dragon becomes staggered, it uses an immediate *acid splash* attack that targets all nearby enemies and becomes an escalator.

AC 21

PD 15

MD 22

HP 200

G&I

Gelatinous troglodyte, page 133

Baby gelatinous dragon: these creatures are normal sized and may not engulf. On subsequent rounds, roll a d6 for instinctive actions.

Escalator: a creature that uses the escalation die.

Huge Gelatinous Dragon

Huge 10th-level blocker [OOZE]
Initiative: +9

Shlup'n'schlorp +15 vs. PD—80 acid damage, and the dragon engulfs the target (functions like a grab; see below) if it's smaller than the dragon
Miss: The dragon can make a spasms attack as a free action.

[*Special trigger*] **C: Spasms +15 vs. AC (up to 2 attacks, each against a different nearby enemy)**—60 damage

Engulf and dissolve: Targets engulfed by the gelatinous dragon take 100 acid damage at the start of the dragon's turn but are not viable targets for additional attacks by the dragon. Multiple targets can be held within the dragon simultaneously.

Any engulfed creature that is also staggered must begin making last gasp saves or become paralyzed as the dragon's toxins overwhelm it.

Instinctive actions: Gelatinous creatures have no brains, sometimes they just do things. When the escalation die is odd, instead of making an attack or moving, roll a d10 to see what the gelatinous dragon does. If an option is not viable (you roll a 3 but there are no nearby targets), reroll until you get a valid option.

1. C: Acid spit +15 vs. PD (1d3 nearby or far away enemies in a group)—45 ongoing acid damage (save ends)

Each failed save: Acid destroys one of the target's non-magical items. The target takes a cumulative -1 attack penalty until the end of the battle (boots fall apart, shield straps snap, etc.).

Miss: 20 ongoing acid damage (save ends).



2. The dragon grows an orifice that gushes out a liquid glue that floods the area. Each enemy engaged with the dragon is stuck (hard save ends, 16+). Each nearby enemy not engaged with the dragon is stuck (save ends). Each far away enemy is stuck (easy save ends, 6+). The glue has no effect on creatures who are flying or that have some way of avoiding it.
3. The dragon squirts a slick slime that targets 1d3 nearby enemies. Until the end of the battle, each target must roll an easy save each time it moves; on a failure, it's hampered until the end of its next turn.
4. The gelatinous dragon makes a fire gout attack as it splashes out a gel that ignites in the air and sticks to skin and clothing.

C: Fire gout +15 vs. PD (1d3 nearby or far away enemies in a group)—45 ongoing fire damage
Each failed save: The ongoing damage for all enemies hit by the attack increases by 2.
5. The dragon sweats acid. Each enemy engaged with the dragon must roll a normal save; on a failure, it takes 100 acid damage. On a success it takes 50 acid damage.
6. **C: Acid jet +15 vs. PD (one nearby or far away enemy)** —120 acid damage and 30 ongoing acid damage (save ends)
Miss: 20 ongoing acid damage.
7. **C: Acid geyser +15 vs. PD (1d3 nearby or far away enemies)**—90 acid damage, and the dragon is propelled uncontrollably around the area, passing next to each of its enemies. Unlike usual play, each enemy can make an opportunity attack against the dragon as it moves this way, but the creature can make a glomp attack against those who do as a free action as it passes. (Tell the PCs that the dragon will get a counter-attack.)
Glomp +14 vs. PD—50 acid damage, and the dragon engulfs the target if it's smaller than the dragon
8. **C: Acid rain +15 vs. PD (all nearby enemies)**—50 acid damage
Miss: 25 acid damage.
9. Gelatinous grace: the dragon turns on the speed. Roll 2d8, but don't add them. Use both results on this table.
10. The huge dragon splits into two large gelatinous dragons, and each one can act this turn (roll a d6 for the instinctive actions of each one). Divide the dragon's current hit points equally between the two new creatures.

Resist acid 20: When an acid attack targets this creature, the attacker must roll a natural 20 on the attack roll or it only deals half damage.

Escalator: A dragon adds the escalation die to its attack rolls.

Flight: A gelatinous dragon flies in fits and starts, dripping slime as it goes.

Nastier Specials

The first time a huge gelatinous dragon becomes staggered, it does an immediate *acid geyser* (7) attack as a free action and becomes an escalator.

AC 24

PD 19

MD 27

HP 700

Building Battles

Gelatinous dragons live in wet and slimy locales among other oozes, so they can be encountered with gelahedrons, black puddings, and the like. Terrain might include narrow bridges over acid pools and slime dripping down from ceilings.

Why can tieflings ride gelatinous dragons? It turns out any demon can. So spice up a demon fight by putting the demons on flying mounts that engulf.

Gelatinous Dragons and the Icons

Lady Akuma is all about gelatinous dragons. Rumor has it she somehow convinced Thrice-Wise Mercurius to make one for her. Who knew it could reproduce by splitting in two like an amoeba? Aurum Rex and Ghiama both consider gelatinous dragons abominations, and encourage their "real" dragons to wipe them out.

Adventure Hooks

Under the influence of Lady Akuma, dardael have been turning on black dragons they lair with and replacing them with gelatinous dragons. A shapeshifting black in the guise of a humanoid tries to enlist the party to reclaim its lair, all the while neglecting to mention the whole "being a black dragon" thing. The disguised dragon offers a mighty reward that it has no intention of honoring unless forced to do so.

Lady Akuma grants a gelatinous troglodyte or tiefling PC a gelatinous dragon mount. This might come as a reward for a quest where the PC obviously advanced Lady Akuma's agenda or it might just come out of the blue, dripping slime. Lady Akuma is like that.

On the shores of an underground lake, corrupted standing stones sacred to Delkrey attract gelatinous dragons and drow priestesses. Blue Aoife wants the stones cleansed. Surely a peaceful solution that doesn't involve the enslavement of the PCs is possible. Right?



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 Thrice-Wise Mercurius, page 37
 Aurum Rex, page 39
 Ghiama, page 59



Delkrey, page 19

Escalator: a creature that uses the escalation die.

Large Twisted Dragon

Twisted by unholy magic to mutate into a corrupted part insect, part dragon, twisted dragons are never in a good mood.

Large 3rd-level wrecker [DRAGON]

Initiative: +6

Vulnerability: holy

Claws and bite +11 vs. AC (2 attacks)—10 damage
Natural 16+: The target also takes 3 ongoing poison damage (save ends).

C: Poison breath +12 vs. PD (1d3 nearby enemies)—7 poison damage, and 5 ongoing poison damage (save ends)

Miss: 3 poison damage.

Intermittent attack: A twisted dragon can use *poison breath* 1d3 times per battle, but never two turns in a row.

Escalator: A twisted dragon adds the escalation die to its attack rolls.

Nastier Specials

The first time a twisted dragon becomes staggered, it emits a *pain blast* as an interrupt.

Pain blast +12 vs. MD (all nearby enemies)—10 psychic damage.

AC 16

PD 14

HP 90

MD 12

Building Battles

Twisted dragons are often forced to serve the same villainous spellcasters who twisted them in the first place. They make good guards for these evil casters, who often use other fell creatures, such as zombies, to complete the guard roster.

Twisted Dragons and the Icons

Twisted dragons are an abomination to Aurum Rex. Twisted chromatic dragons are just as bad to Ghiama, but Ghiama sees nothing but upside to twisted metallic dragons. Spellcasters aligned with Baron Von Vorlatch or Lady Akuma are known to employ these mutated monstrosities.

Adventure Hooks

A metallic dragon that has protected the area has gone missing, and evil things are moving in. Where has the dragon gone? Alas, it is now a twisted dragon, doing twisted deeds.

A priestess of Chazda needs help eradicating twisted dragons from a group of standing stones before the coming equinox. The dragons are protecting a fell rite that will summon terrifying demons if they can hold the site until the equinox.



Kobold Frost Witch

“Chill, my pretties.”

2nd-level caster [HUMANOID]

Initiative: +6

R: Frost Jet +10 vs. PD (1d3 nearby enemies)—5 cold damage

Natural 16+: The target also takes 5 ongoing cold damage (save ends).

C: Ice blast to the face +10 vs. PD (each enemy engaged with the witch)—2 cold damage, and the witch pops free

Natural 16+: The target takes 2 ongoing cold damage (save ends).

Limited Use: 2 uses per battle as a quick action.

Resist cold 16: When a cold attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Evasive: Kobolds take no damage from missed attacks.

Not brave: Staggered kobold witches will run away the first chance they get.

Nastier Specials

Trap manifestation: If the witch’s natural roll is higher than her target’s Wisdom, she causes a trap to appear. Choose or roll a d3. Or let the player roll.

d3	Trap
1	Floor ices up and tips toward a pit that has just opened up. DC 15 dexterity test (backgrounds might help, add level if not) or fall for 3d6 damage.
2	Rusty spike punches through bottom of boot, Attack +10 vs. AC —1d6 + escalation die in damage.
3	Panel in wall pops off revealing small crossbow shooting at crotch level. Attack +10 vs. AC —1d6 + escalation die in damage.

AC 15

PD 9

MD 13

HP 35

Building Battles

Kobold frost witches require two things: idiots (often kobold idiots) to stand in front of them so that PCs can’t just run up to them and engage, and an escape route. Even better is to have a big idiot (often a white dragon) to keep the characters’ attention while the

witches attack with frost jets from a distance. Kobold frost witches like to save their last ice blast to the face for a quick getaway.

Kobold frost witches and the Icons

Kobold frost witches can be found in service to Ghiama, Lady Akuma, and to a lesser extent, Baron Von Vorlatch. When Aurum Rex is forced to notice them, he calls for their elimination.

Adventure Hooks

A cold fog has come down from the mountains, freezing the once fertile farmland below. A coven of kobold frost witches has found an old artifact and awoken its powers, though they do not understand them. They hide out in an ice cave full of frostclaws, kobolds, and white dragons.

A kobold frost witch offers to take the party across an ice chasm on an invisible bridge. To show her good faith, she’ll go first. As soon as she steps foot on the far side, the bridge will collapse, dropping those behind her into the icy depths. Which is not her fault.

A shrine to Chazda has been uncovered by a retreating glacier. A bronze dragon was chased away from the shrine by kobold frost witches and white dragons. There is something about the area that gives advantages to Ghiama’s brood and disadvantages to Aurum Rex’s. The PCs are asked to clear the shrine, so the bronze can bless it. Every time the PCs do this, the chromatic dragons and their kobold allies send ever more powerful reinforcements and drive the metallic dragons out. Could the PCs help again? And again?



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Lady Akuma, page 57
Baron Von Vorlatch, page 55
Aurum Rex, page 39

Frostclaw, page 20



Chazda, page 13



Librescent

Comprised entirely of silver energy, librescents are amorphous beings that are able to surge through the smallest of holes and slam into opponents with great force. Resilient to magic, a librescent's touch can temporarily render magic items inert or counter a caster's ability to channel their powers for a brief period.

A Path to Equilibrium: as Laval helped mortals refine themselves, they noticed that several powerful wizards and warlocks grew increasingly attached to their magical abilities, identifying themselves by that power rather than acknowledging it as a mere tool. In an attempt to help such casters recognize their other abilities, Laval created the librescents, also called equilibrium elementals. Formidable in their own right, librescents become a true challenge to those who rely too heavily on magical abilities.

Guardians of Knowledge: Laval gifted the librescents to Ezetesa, who assigned the librescents to protect places holding powerful arcane knowledge. They stand as tireless guardians, testing the mettle of those who come seeking that information and humbling those who grow too proud of their own magical power.

Large 4th-level spoiler [ELEMENTAL]
Initiative: +9

Melee Attack +9 vs. AC (2 attacks)—7 damage
Natural even hit or miss: The target cannot cast spells and all their magic items lose their magic powers until the end of the librescent's next turn.

Resist spell damage 16+: When a spell attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Flows where it likes: The librescent is immune to opportunity attacks.

Energy creature: The librescent is immune to effects. When an attack applies a condition to an energy creature (dazed, hampered, weakened, ongoing damage, etc.), that condition doesn't affect it.

Nastier Specials

A target's loss of magic from a natural even hit or miss becomes a hard save ends (16+).

AC 20

PD 18

MD 18

HP 100

Building Battles

A powerful magic item that could help the party sits on a pedestal in a set-piece battle. A maze of invisible walls stands between the party and the item. Enough librescents guard the maze to bring the battle up a half level (for example, a normal battle becomes a 1.5 x battle).

A battleground includes a librescent-summoning device. Until it is taken out of play, it keeps summoning new librescents every round.

To get to their objective, the party must run a gauntlet teeming with librescents. Can they achieve their final goal without all their magic powers?

Librescents and the Icons

Librescents can be found working for any icon that wants to protect magic areas and items, especially Thrice-Wise Mercurius, Hierophant Glasyra, Emperor Roland, and Queen Tanadil. Lady Akuma sighs with pleasure at the way they cause chaos, and Baron Von Vorlatch likes how well they pair with undead guardians.

Adventure Hooks

An icon wants the PCs to escort some friendly librescents to a tomb guarded by an opposed group of hostile librescents. How will the party know who is who?

A school of mages is overrun by librescents. Help!

As an icon boon, a PC gains a librescent ally to help in a struggle against a powerful caster.

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Laval, page 7
Ezetesa, page 7

Thrice-Wise Mercurius,
page 37

Hierophant Glasyra, page 41

Emperor Roland, page 43

Queen Tanadil, page 49

Lady Akuma, page 57

Baron Von Vorlatch, page 55

Pyronic Sentry

Large 4th-level spoiler [CONSTRUCT]
Initiative: +12
Vulnerability: cold

Burning blades +12 vs. AC—25 damage
Natural 16+: The pyronic sentry can make a *scorching stab* attack as a free action.

[*Special trigger*] **Scorching stab +12 vs. AC**—10 damage
Natural 16+ target takes 5 ongoing fire damage.

C: Blink and burn +13 vs. PD (1 nearby enemy)—a target is teleported adjacent to the pyronic sentry and takes 20 fire damage, and 10 ongoing fire damage (save ends); the target is engaged with the construct
Natural 16+ hit: The pyronic sentry can make a scorching stab attack as a free action.
Miss: 5 fire damage.

Resist fire 18+: When a fire attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.

Flaming aura: When a creature is engaged with the pyronic sentry at the start of its turn, it takes fire damage equal to double the escalation die.

Nastier Specials
At 0 hp, the pyronic sentry explodes, and it makes the following attack against each creature engaged with it.
C: Fiery explosion +8 vs. PD—30 fire damage
Miss: 5 fire damage.

AC 20

PD 18

HP 76

MD 14

Building Battles

Pyronic sentries are used by guards, by wizards, by other casters, and by fire-based creatures. They may be found with fire elementals, red dragons, hellhounds, and the like. Pyronic sentries target ranged attackers with their blink and burn attacks. If a non-engaged character performs any healing, they will be targeted for the next blink and burn.

Pyronic Sentries and the Icons

Thrice-Wise Mercurius has protected so many magical items and places with pyronic sentries that he's forgotten half of them. Ghiama encourages her red dragons to use them as guards and alarms. Queen Tanadil has shared the secret of summoning pyronic sentries with her trusted followers, including many drow.

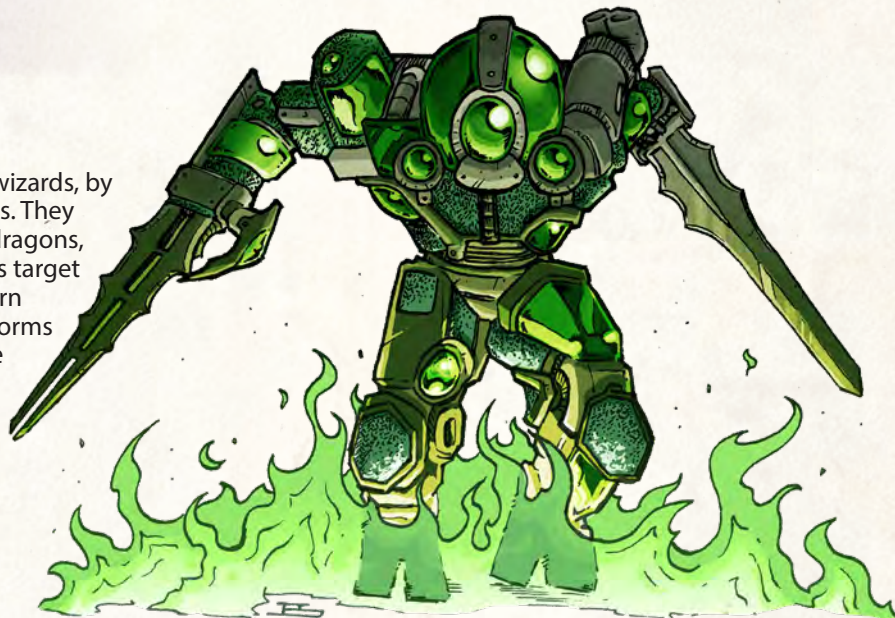
Adventure Hooks

An ancient artifact must be taken from a temple before the entire site collapses into a growing river of lava. The bridge across the lava is still standing, but is guarded by pyronic sentries.

A tomb of a priestess of Koatiri must be opened to retrieve the one book that tells how to stop an ongoing fiendish incursion into the world. But first the characters must deal with the pyronic sentries guarding the tomb.

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Ghiama, page 59
Queen Tanadil, page 49



Son of the Sea

"Yo ho, the drowned ones call."

Sons of the sea are amalgamations of men and the ocean. Their flesh is as much coral as skin, and tentacles sprout from their torsos in addition to arms and legs. Wielding spears of coral and shields of hardened shell, these vicious raiders emerge from the waves to strike at ships and coastal towns, pillaging their targets and leaving blood and ruin in their wake.

Children of the Old Lords: In ages past, men were thrown into the sea as sacrifices to the Lords of the Old Ones. The Lords took the most pleasing of these gifts and transformed them into their own people: Toc replaced some of their flesh with coral and gave them the ability to breathe beneath the waves, and Tanic blessed them with tentacles like the most prized of his creatures. Helbar instilled them with strength and bloodlust. The Lords then set their sons loose to raid the coasts and return with the pillaged spoils.

Society of Strength: The sons of the sea respect strength and battle prowess, with the mightiest among them ruling over the rest. Battle scars are a source of pride, and when a group of sons, referred to as a frenzy, comes across another, the strongest member of each competes in a trial of combat, with the victor tribe claiming spoils from the loser. As an

entirely male society, the sons must bolster their numbers from the towns that they raid, dragging strong boys beneath the waves to be transformed by the power of the Lords if they are deemed worthy.

Son of the Sea

Double-strength 3rd-level spoiler [ABERRATION]
Initiative: +6

A son of the sea can attack with both the coral spear and tentacle attacks each turn. A son has two tentacles, and a single tentacle can make either the raging tentacle or tentacle squeeze attacks, but not both.

Raging tentacle +8 vs. AC (up to 2 attacks)—10 damage and the son of the sea grabs the target.

Tentacle squeeze +11 vs. PD (up to 2 attacks on grabbed targets)—12 damage
Miss: 3 damage.

R: Coral Spear +8 vs. AC—10 damage.

Nastier Specials

Escalator vs. staggered: A son of the sea adds the escalation die to its attack rolls against staggered targets.

AC 19

PD 17

MD 13

HP 90

When you're grabbed: you are engaged with the creature grabbing you and you can't move away unless you teleport, somehow pop free first, or successfully disengage. Your disengage checks take a -5 penalty unless you hit the creature that is grabbing you the same turn that you're trying to disengage.



Champion of the Sea

Double-strength 6th-level spoiler [ABERRATION]
Initiative: +9

A champion of the sea can attack with both the coral spear and tentacle attacks each turn. A champion has two tentacles, and a single tentacle can make either the raging tentacle or tentacle squeeze attacks, but not both.

Raging tentacle +11 vs. AC (up to 2 attacks)—20 damage and the son of the sea grabs the target.

Tentacle squeeze +14 vs. PD (up to 2 attacks on grabbed targets)—25 damage

Miss: 6 damage.

R: Coral Spear +11 vs. AC—20 damage, can attack with spear and tentacles each turn.

Nastier Specials

Escalator vs. staggered: A champion of the sea adds the escalation die to its attack rolls against staggered targets.

AC 22

PD 20

HP 180

MD 16

Building Battles

When the PCs go sailing, a pirate ship closes for a boarding action on one side, while sons of the sea climb up the other side of the ship, making a PC sandwich with sea salt.

The PCs' ship hits an uncharted coral reef, breaching the hull and letting in water, sahuagins, and sons of the sea. The captain asks a PC to check below decks for any damage (maybe they are carrying important cargo below and will want to check anyway).

Sons of the sea raid the coastal town the PCs are in during the night. When the PCs put up a defense, the sons retreat to the sea, carrying helpless prisoners. Waiting just under the surface are sahuagin mutants and glow priests, ready to strike if the PCs follow the sons of the sea.

Sons of the Sea and the Icons

Lady Akuma enjoys the excitement and drama that sons and champions of the sea create. The Father of Robbers and Supreme Commander Tyrvek appreciate how gifted they are at piracy.

Adventure Hooks

A storm surge floods a coastal town at night, bringing with it sons of the sea who claim the town. An icon wants the town saved, but the flood never retreats, keeping the town under water due to a strange magic item brought by the sons.

A small fishing village in Borgostnya is overrun by sons of the sea who are using a holy relic to keep the vampires at bay. Let no one say that Baron Von Vorlatch abandons his people. He finds something the PCs want, takes it, and offers it in exchange for defeating the sons of the sea.



Lady Akuma, page 57
Father of Robbers, page 53
Supreme Commander
Tyrvek, page 61

Standard of Dozakad



Dozakad, page 16

Billowing in the air on a phantom breeze, standards of Dozakad are war banners stained red and embroidered with the image of a broad-shouldered man in armor. These seemingly innocuous creations hover in the air as if hoisted upon invisible poles and are almost always found amidst a mob of zealots.

Banner of Conquerors: During the expansion of the Shastan people into the Amiqui lands, Dozakad created powerful standards to help lead the Shastan to victory. These constructs had a singular purpose: drive the Shastan forces to subjugate their enemies and destroy any signs of their heretical faith. Even the most faint-hearted of people could be incited into a zealous frenzy by the mere presence of a standard of Dozakad.

After stability returned to Espair, the standards continued to incite violence, pursuing a war that had already ended. Many of the standards were destroyed as these violent uprisings were quelled, but a few still linger in the world, awaiting a hapless mortal to find them so they can incite the crusade once more.

A standard of Dozakad generally commands large groups of mooks that are simple to play. Creatures in a standard's band are allies fully under its control. It could also have allies not in its band. A standard usually chooses one of its allies to be its bearer. The bearer need not hold the standard, which flies overhead on an illusionary pole but does become vulnerable to attacks (see bearer beware below).

Standard of Dozakad

Double-strength 9th-level caster [CONSTRUCT]
Initiative: +14

Lashing Fringe +15 vs. AC—70 damage, and 20 ongoing holy damage (save ends)
Miss: 30 damage.

C: Dozakad's standard magic: roll 2d20 and use each roll (or a lower result of your choice) to determine one effect

1–5: The standard's bearer can make a basic attack with a +2 attack bonus as a free action.

6–10: Each different enemy engaged with a creature in the standard's band takes 1d20 psychic damage.

11–15: Until the beginning of its next turn, the standard only takes half damage (rounded down) and the other half is redirected to its mooks. (If the standard has no mooks in its band, choose a lower result.)

16–20: The standard can make a *false rally* attack as a free action.

[Special trigger] **C: False rally +15 vs. MD (one nearby enemy with 60 hp or fewer)**—The target is confused (hard save ends, 16+)

Critical hit: The target can now only save against the confusion with a natural 20 (or until the standard drops) and can't flee if the rest of the PCs choose to do so.

Designated bearer: Once per round as a quick action, the standard can fly directly above an equal or lower-level ally in its band and designate that ally as its bearer. Alternately, it can release itself from a bearer and fly free.

Bearer beware: While the standard has a bearer, it moves with the bearer and is engaged by enemies that engage the bearer. The bearer is vulnerable to all attacks but it can use the escalation die.

Conditional resist damage 16+: Unless an ally in the standard's band dropped to 0 hp since the start of the current round, an enemy attacking the standard must roll a natural 16+ on the attack roll or it only takes half damage. This ability has no effect if the standard has no allies in its band.

Flight: Standards fly quickly, fluttering in winds only they can feel, preferably never touching the ground. They can't fly off the ground higher than a flag on a pole can be carried into battle, so enemies on the ground can still target them. At best, a standard might gain a +2 bonus to defenses against attacks made by small PCs like halflings and gnomes.

Mook morale: Mooks fighting in the standard of Dozakad's band gain a bonus to their hit points equal to the standard's level (9).

Standard of a god: The standard of Dozakad is immune to effects. When an attack applies a condition to a standard (dazed, hampered, weakened, ongoing damage, etc.), that condition doesn't affect it.

Nastier Specials

The standard can roll 3d20 and use each roll (or a lower result of your choice) to determine one effect for Dozakad's standard magic.

AC 24

PD 22

MD 18

HP 350

Crusaders of the Standard

9th-level mook [HUMANOID]
Initiative: +12

Spear, sword, or mace +14 vs. AC—30 damage
Miss: 5 damage.

AC 25

PD 23

MD 19

HP 45 (mook)
(HP 54 mook with standard)

Adventure Hooks

The PCs are compelled to play capture the flag with standards of Dozakad against a group of powerful golems.

When the PCs visit an elvish shrine to the Old Gods, it comes under attack by crusaders of the standard under the command of a standard of Dozakad being carried by a child.

Building Battles

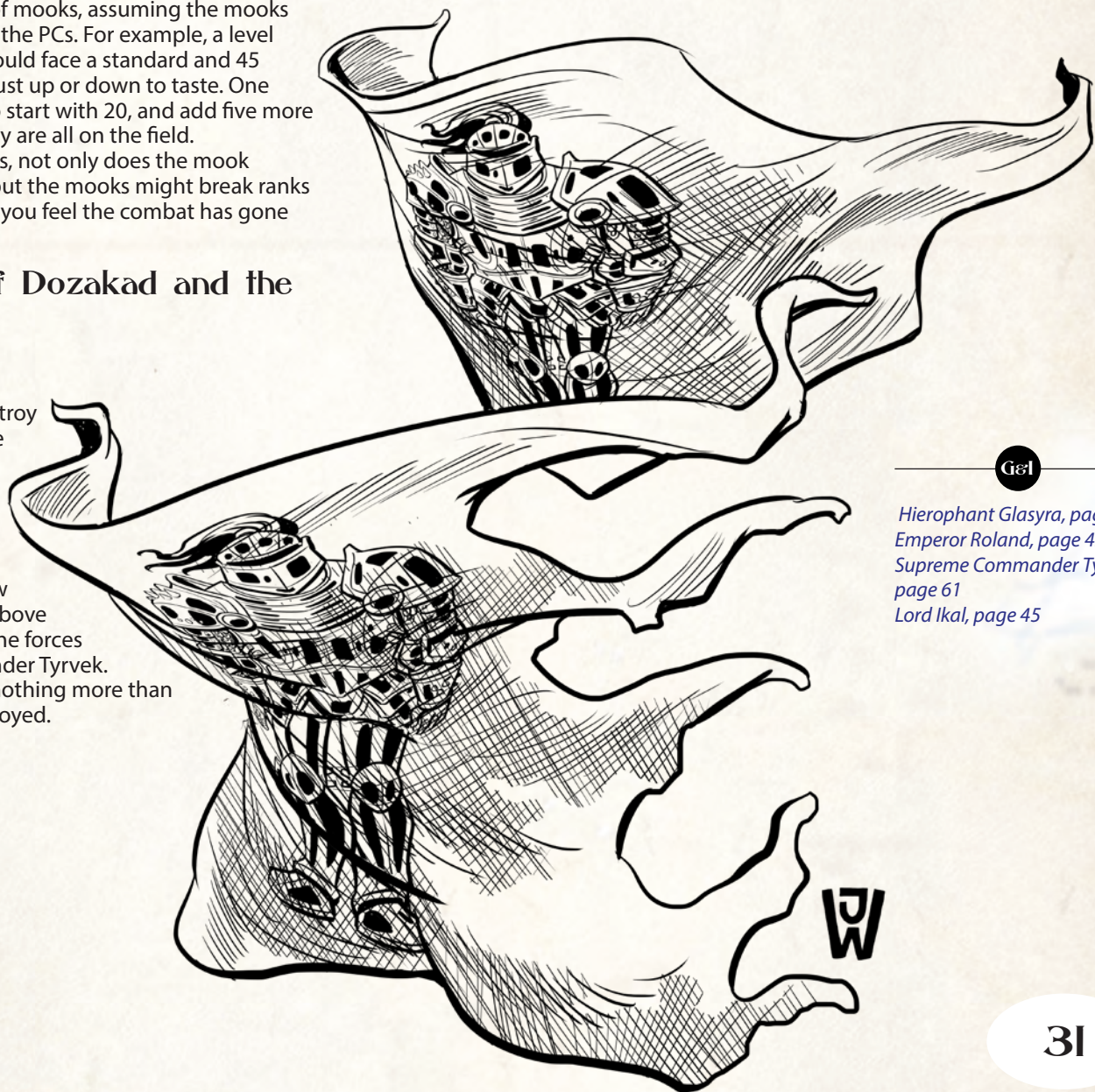
A typical encounter would be a standard of Dozakad and a number of mooks.

You can multiply the PC's level by the number of PCs for the number of mooks, assuming the mooks are the same level as the PCs. For example, a level 9 party with 5 PCs would face a standard and 45 9th-level mooks. Adjust up or down to taste. One example would be to start with 20, and add five more every round until they are all on the field.

If the standard falls, not only does the mook morale power stop, but the mooks might break ranks and flee, especially if you feel the combat has gone on long enough.

Standards of Dozakad and the Icons

Hierophant Glasyra would rather not destroy the standards, in case they are needed in the future, so she tries to lock them away where they can do no harm. Emperor Roland keeps a few on hand, and is not above using them against the forces of Supreme Commander Tyrvek. Lord Ikal would like nothing more than seeing them all destroyed.



G&I

Hierophant Glasyra, page 41
Emperor Roland, page 43
Supreme Commander Tyrvek, page 61
Lord Ikal, page 45

Zombies

Zombie Knight

"Nooooooooo..."

These dead knights still stand in rusting armor, threatening the living with brittle swords.

1st-level troop [UNDEAD]
Initiative: +0
Vulnerability: holy

Eroded sword +6 vs. AC—5 damage
Natural 16+: The target also takes 3 ongoing damage (save ends) as the sword shatters and pieces stick in the target. The zombie drops the sword, and from now on uses rotting fist attacks.

Rotting fist +6 vs. AC—5 damage
Natural 16+: Both the zombie and its target take 1d6 damage!

Headshot: A critical hit against a zombie knight drops it to 0 hp.

Nastier Specials

The zombie knight explodes at 0 hp, doing 5 damage to all engaged targets as bone and rusty armor shower those closest.

AC 18

PD 12

MD 8

HP 27

Zombie Moaner

"Mwauurgh..."

1st-level mook [UNDEAD]
Initiative: -5
Vulnerability: holy

Rotting Fist +8 vs. AC—3 damage
Natural 16+: Both the zombie and its target take 1d4 damage!

Headshot: A critical hit against a zombie moaner drops it to 0 hp.

Nastier Specials

The zombie moaner explodes at 0 hp, doing 2 damage to all engaged targets as bone fragments fly out.

AC 11

PD 10

MD 5

HP 8 (mook)

Zombie Treant

The sapless timber may be lifeless, but an unholy energy drives it forward.

Large 5th-level troop [UNDEAD]
Initiative: +3
Vulnerability: fire, holy

Withered grasp +12 vs. AC—30 damage, and the zombie treant grabs the target. When the zombie treant starts its turn grabbing an enemy, it can make a *twist and snap* attack against that target as a standard action that turn.

[Special trigger] **Twist and snap +14 (includes grab bonus) vs. PD**—40 damage.

Headshot: A critical hit against a zombie treant triples the damage instead of doubling it. If the damage was already tripled for some reason, now it's quadrupled.

Hardwood resistance: resist damage (except holy, fire, and melee) 12+: When a non-fire, holy, or melee attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.

Danger flammable: When the zombie treant takes 15+ fire damage from a single attack, it, and all creatures it has grabbed, take 8 ongoing fire damage (save ends).

Nastier Specials

Toxic smoke: If the zombie treant takes any fire damage, it starts to smoke. When an enemy starts its turn engaged with the creature, it takes 3 poison damage. If the zombie treant ever took ongoing fire damage (even if it later makes its save), the toxic smoke damage increases to 6 poison damage to engaged creatures and 3 poison damage to nearby creatures.

Other undead are immune to this smoke.

AC 20

PD 18

MD 12

HP 144

Building Battles

A haunted wood full of other undead becomes that much more terrifying when the dead trees attack. Just the thing to surround a sinister castle.

Zombie Treants and the Icons

Baron Von Vorlatch is said to have created the first zombie treant, and it is known that he has forests of them to call upon. Sages say the first zombie treants to emit toxic smoke when burned did so because they were enchanted by Lady Akuma. Necromancers, including the Baron, were able to duplicate the enchantment later, so now you never know if that rampaging dead tree has poison as well.

When you're grabbed: you are engaged with the creature grabbing you and you can't move away unless you teleport, somehow pop free first, or successfully disengage. Your disengage checks take a -5 penalty unless you hit the creature that is grabbing you the same turn that you're trying to disengage.



Baron Von Vorlatch, page 55
Lady Akuma, page 57

Adventure Hooks

While visiting a noble's castle in the forest, the party beds down for the night. When they awake, they find the castle seemingly deserted and surrounded by a forest of walking dead trees.

While sailing at sea, the masts of the party's ship get turned into zombie treants. And that's just the beginning.

Gods and Icons Upgrade Pack

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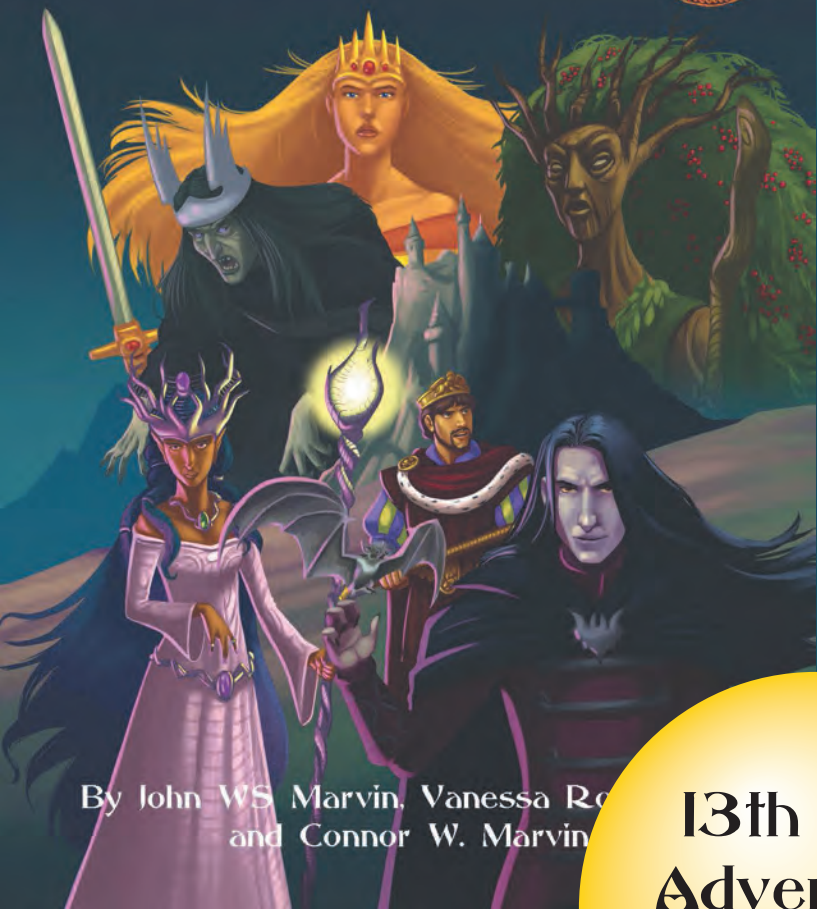
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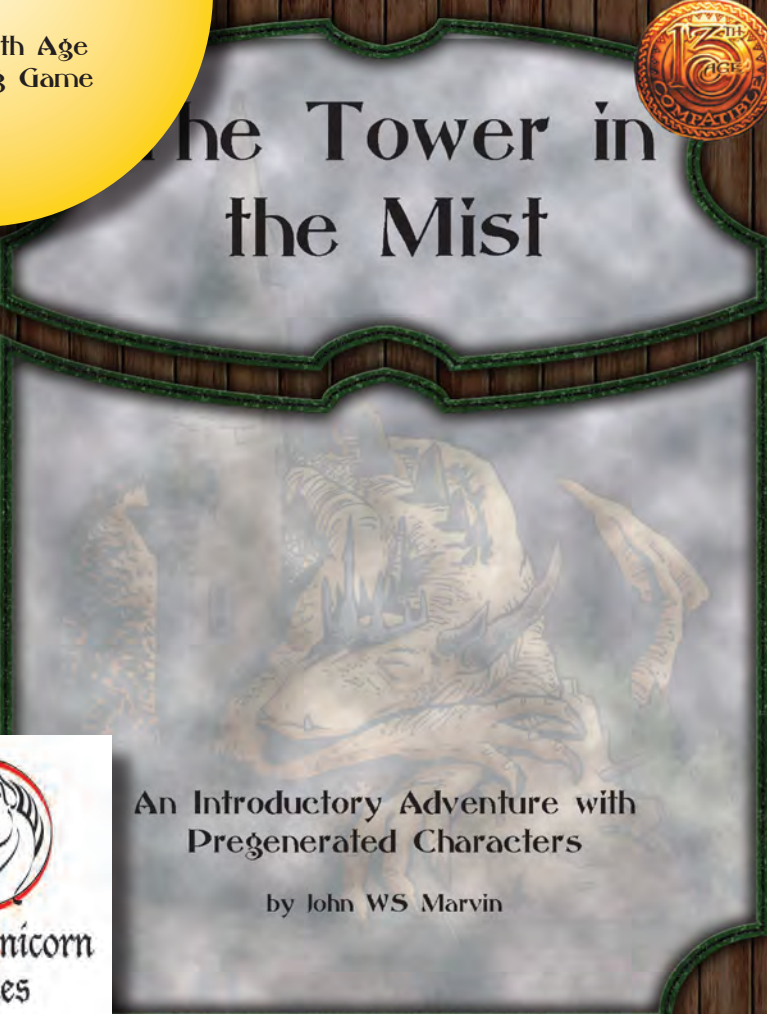
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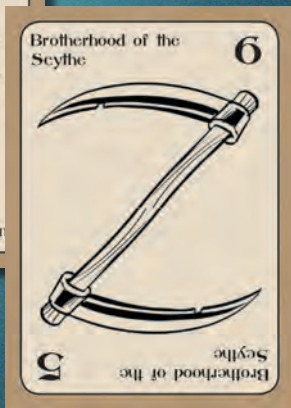
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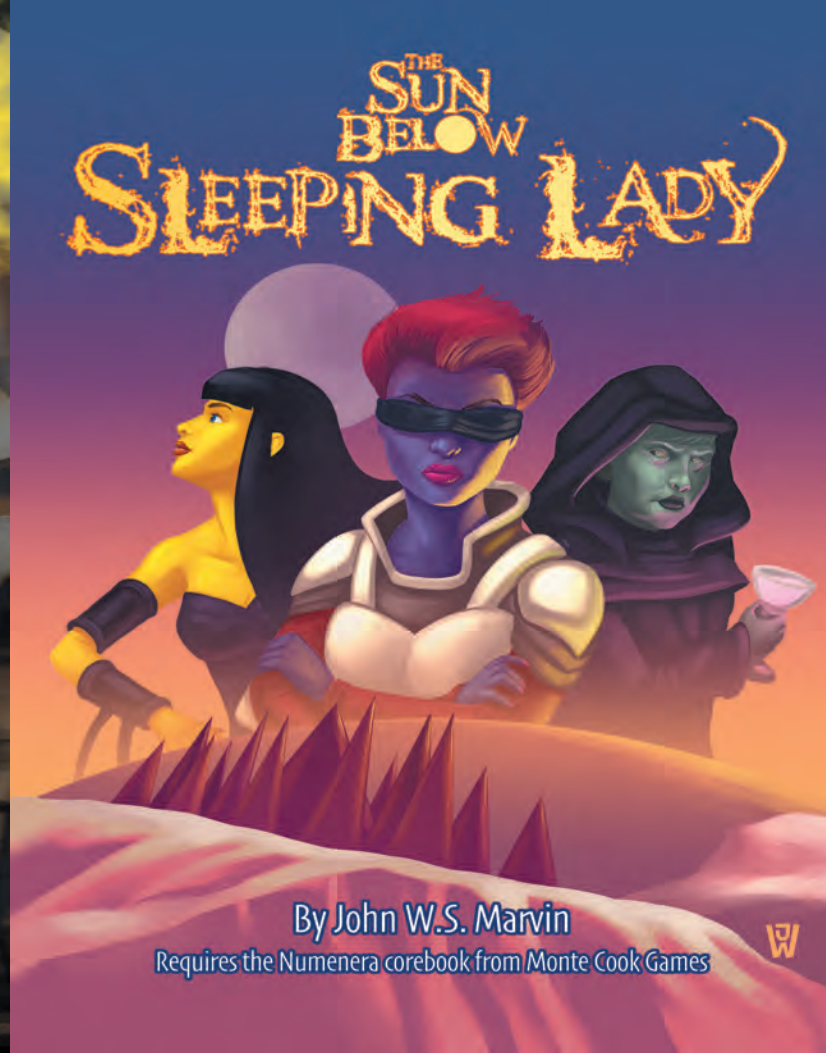
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