

# Gods and Icons

## Player's Companion



By John W.S. Marvin & Vanessa Rose Phin





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A Fantasy Roleplaying Book by

John WS Marvin & Vanessa Rose Phin

Art by Justin Wyatt, Alysha Lach, Justin MacAuley, Nikole McDonald-Jones, Doug Scott, Jeshields

Edited by Alison Wells



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# Credits

**Writers/Designers** John WS Marvin, Vanessa Rose Phin

**Project Editor** Alison Wells

**Layout** John WS Marvin

**Cover Designer and Lead Artist** Justin Wyatt

**Artists** Alysha Lach, Justin MacAuley, Nikole McDonald-Jones, Doug Scott, Jeshields, Justin Wyatt

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**Playtesters** Nicole Borchert, Leslie Camacho, Earnest Gibson, Matthew Hansen, Jared Haller, Brittany House, Chris Irving, Alicia Severson, John Strickland, Angela Zraggen



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Ethan Hammersmith  
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Jack Gulick  
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Kiri Horsey  
Leslie Camacho  
M. Alan Hillgrove  
Mark Waldron  
Meg Gallagher

Michael Boyle  
Mike Davey  
Mike Gruber  
Nicholas Hutchind  
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Paul Brinker  
Paul Van Arcken  
Peter Engebos  
Philip Pepin  
Richard Beers  
Richard Mundy  
Rob Heinsoo  
Robert Freeborn  
Rod Meek  
Ryan Anghelone  
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# Introduction

*Gods and Icons* brings you three fully formed pantheons, and adds a set of icons to help tie your character to the GM's world. We give advice on how you use your icon relationships as boons, or as complications. There are divine talents and new races to keep your game fun.

*The Icons, page 25*  
*Divine Talents, page 20*

## How to use this book

*The Bright Gods, page 3*  
*Hierophant Glasyra, page 29*  
*The Thirsty Gods, page 8*  
*Lord Ikal, page 33*  
*The Old Gods, page 13*  
*Blue Aoife, page 39*

### What's This Book For?

This Player's Companion is a subset of the content of *Gods and Icons*. Just the pieces you might need as a player.

The 13<sup>th</sup> 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 you. In addition, there suggestions for icon relationship results. We've got new 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 you enter a temple, you know 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. Your GM might replace Espair with the name of their major human nation of their world and the Sea of Tears with a major body of water nearby. In fact, if your GM might rename anything in this book.

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... 13<sup>th</sup> 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 you choices, not restrictions.

### Druids and Rangers

Spire, the faith of the Old Gods, is made for druids (but don't let that stop you if you really want 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 you. 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

Your GM might use the icons in this book, or from another source.

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 13<sup>th</sup> Age Roleplaying game added to its d20 heritage. These dice rolls reinforce your connection to the game-world. For example, when the Queen of the Fey sends you vital information via a whispering wind, there is a connection between your PC and her world of power and magic.

We give you suggestions for what to do when you roll those 5s and 6s on your icon relationships. Sometimes the GM might come up with something, but often you can figure out how those play out for your character while you're playing the game.

## New Races

Sometimes it's fun 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. Your GM doesn't need to let them into their campaign if they don't want to. In fact, this entire supplement is a collection of optional additions.

Ask your GM what they're using from Gods and Icons.

*Dhampir, page 54*

*Gelatinous Troglodyte, page 55*

*Goblin, page 55*

*Half-Owlbear, page 57*

*Hobgoblin, page 57*

*Pixie, page 59*

*Slithik, page 60*



# The Espairian Gods

## Overview

*The Bright Gods' Embrace,*  
page 20

*Bright Bubble,* page 24

**Suo:** (SOO oh) Culture of the Old Gods. The remnants of the people who lived in Espaira 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 Espairan 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 7

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 faiths 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.

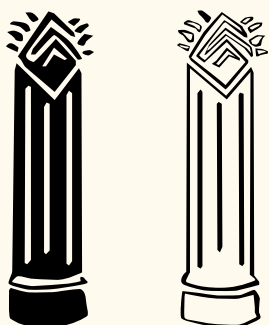
Creed. All orthodox Lightbringers are taught the Lightbringer Creed, which is a long epic poem. The poem is the subject of countless songs, stories, and debates.

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



## 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

### 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.

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 29*



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



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 7*

*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 your table.*

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: Derikalo, 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 someone at your table 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 20*

*Reknarite Knight, page 24*

*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 Intercession: 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 24, 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



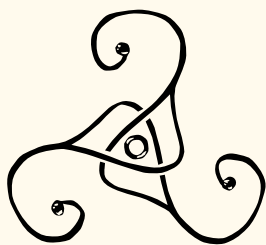


# The Old Gods

**Spire:** *the faith of the Old Gods*

*Suo, page 3*

*Blue Aoife, page 39*



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 21*

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 *muirin* to focus their visions. The cult includes water dowers 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.

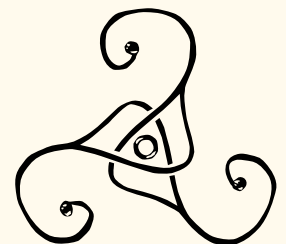
#### Cults

- 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 21*

*Blue Aoife was trained by the Atonites*



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



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

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



*Blessing of the Lords, page 22*

*Blessing of the Sparrow, page 22*

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 22*



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 23*

**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



# Most Likely to Smite

## 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 Hesis 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.

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

*Baltigan the Sparrow, page 15*

*The Ladies: Kelya, Muirelle, Atowen, and Hesis, page 13*

*Beao the Sustainer, page 6*

*Tullet the Vixen, page 16*

*Balamet the Warrior Cat, page 12*

*Cathedral of the Holy Convergence, page 19*

*Tanmul Necropolis, page 19*

*Gray Watchers, page 17*

*Delkrey the Mushroom God, page 17*

*Ixtaa the Dismembered God, page 11*

*Argir the Worm, page 14*

*The Lords: Toc, Tanic, & Helbar, page 15*

*Dozakad the Explorer, page 4*

*Chazda the Earth Crocodile, page 11*

*Koatiri the Burning Lady, page 9*

*Krito the Father, page 5*

# Divine Talents

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

## Cleric Domains 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.

**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.

*Lord Ikal, page 33*

*Aurum Rex, page 27*

*King Thorbal of the  
Glittering Gem, page 35*

*Hierophant Glasyra,  
page 29*

*Emperor Roland the  
Unbreakable, page 31*





*The Ladies: Kelya, Muirelle, Atowen, and Hassis, page 13*

# 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 <sup>st</sup> level
Level 1	1	1 <sup>st</sup> level
Level 2	1	1 <sup>st</sup> level
Level 3	2	3 <sup>rd</sup> level
Level 4	2	3 <sup>rd</sup> level
Level 5	2	5 <sup>th</sup> level
Level 6	3	5 <sup>th</sup> level
Level 7	3	7 <sup>th</sup> level
Level 8	3	7 <sup>th</sup> level
Level 9	3	9 <sup>th</sup> level
Level 10	3	9 <sup>th</sup> 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.

*Curse of The Withered Root, page 23*

*Argir the Worm, page 14*

## Blessing of the Green Goddesses

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.

**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 (1<sup>st</sup> 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.

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

**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.

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



## Grasping Roots (1<sup>st</sup> 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.

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

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.

**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.

## 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.

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

## Wrath of the Lords (1<sup>st</sup> 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 <sup>rd</sup> level spell	The spell now requires only a quick action to cast (once per round)
5 <sup>th</sup> level spell	2d6 (7) damage, 4 ongoing damage on even hit
7 <sup>th</sup> level spell	3d6 (11) damage, 6 ongoing damage on even hit
9 <sup>th</sup> level spell	5d6 (18) damage, 8 ongoing damage on even hit

*Helbar's Thunder*, page 24

*Baltigan the Sparrow*, page 15

## 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.

*Tullet the Vixen*, page 16

## Vixen's Fog (1<sup>st</sup> 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 <sup>rd</sup> level spell	The spell is now a quick action to cast and can be cast on two targets
5 <sup>th</sup> level spell	can be cast on three targets
7 <sup>th</sup> level spell	can be cast on four targets
9 <sup>th</sup> level spell	+3 bonus to all defenses

*Tullet's Escape*, page 24

*The Lords: Toc, Tanic, & Helbar*, page 15

## 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.

*Delkrey the Mushroom God, page 17*

**Adventurer Feat:** You gain the *fungus 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.

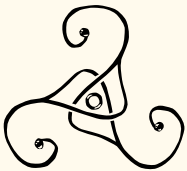
### Fungal Retreat

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 <sup>rd</sup> level spell	The disengage check gains a +2 bonus
5 <sup>th</sup> level spell	The bonus increases to +3 and can be cast on 3 targets
7 <sup>th</sup> level spell	The bonus increases to +4
9 <sup>th</sup> 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 <sup>rd</sup> level spell	7d6 (25) damage
5 <sup>th</sup> level spell	7d10 (39) damage
7 <sup>th</sup> level spell	10d12 (65) damage
9 <sup>th</sup> level spell	2d8 x 10 (90) damage

### 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 <sup>rd</sup> level spell	7d6 (25) damage
5 <sup>th</sup> level spell	7d10 (39) damage
7 <sup>th</sup> level spell	10d12 (65) damage
9 <sup>th</sup> 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 <sup>rd</sup> level spell	Recharge rolls gain a +2 bonus
5 <sup>th</sup> level spell	Bonus increases to +3
7 <sup>th</sup> level spell	Bonus increases to +4
9 <sup>th</sup> 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

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

3 <sup>rd</sup> 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 <sup>th</sup> level spell	As above, and all targets get a +1 bonus to their saves
7 <sup>th</sup> level spell	The save bonus is +2
9 <sup>th</sup> 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 13<sup>th</sup> Age core book, didn't you?

# Paladin Talents

## Bright Bubble

**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:** *follower of the Thirsty Gods*

## 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.

*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.*

# 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.

**Spirian:** *follower of the Old Gods*

*Wheel Caster, page 21*

**Lightbringer:** *follower of the Bright Gods*



# The Icons



## Overview

These new icons can be used as is, incorporated into the GM's existing icons, or mixed and matched. Even if your GM doesn't use these icons now, take a look. It might give you insight into the icons your GM does use.

These icons are similar enough to those in the core book that all the classes will work with no changes.

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 Ghiana.

"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.

## 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.

## 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.

*Triads, page 7*

*Perikalo the Lover, page 6*

*Laval the Perfectioner, page 6*

*Katalua the Destroyer, page 4*

*Camazoth the Queen of the Gods, page 9*

*Ixtaa the Dismembered God, page 11*

*Baltigan the Sparrow, page 15*





# 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 14<sup>th</sup> Age, there is no better ally than Aurum Rex.

*Chazda the Earth Crocodile, page 11*

## 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 4*

*Path of Sky: Krito, Ezetesa, Laval, page 5*

*Path of Earth: Xaria, Beao, Perikalo, page 6*

(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 13<sup>th</sup> 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.

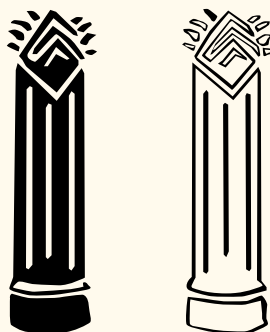
## Variants

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 3*

# 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 Griffes. 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

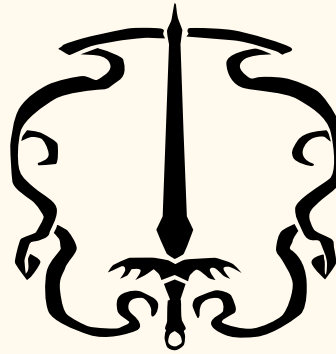
If there is to be a place for humankind in the next age, Roland must survive. To do so, he may have to make some very hard choices indeed.

## 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 3*

# 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 34*

*Variant: Two Pantheons, page 34*



*The Thirsty Gods, page 8*



# King Thorbal of the Glittering Gem

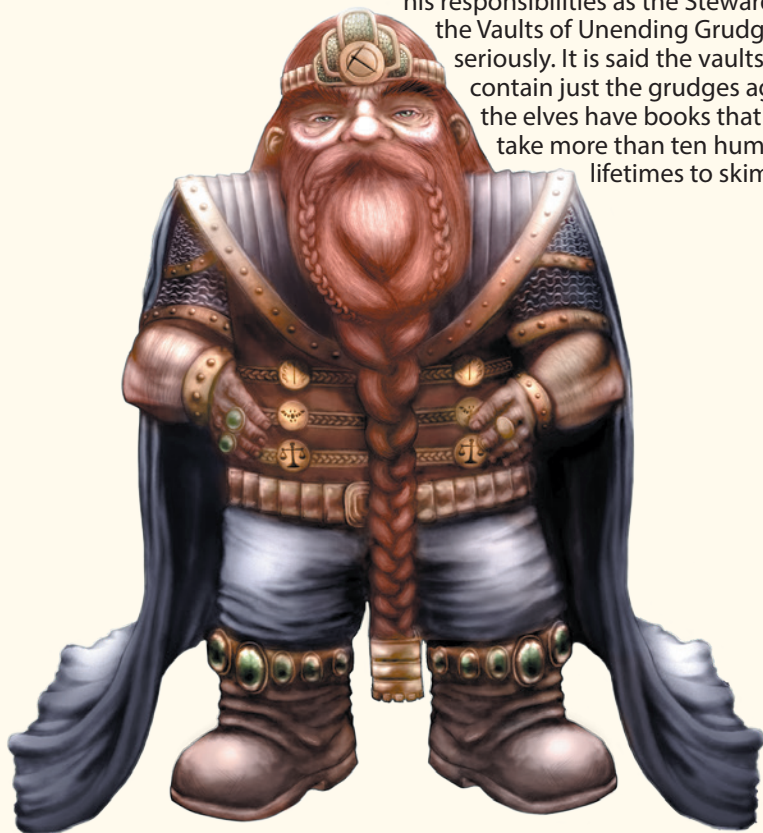
Ambiguous icon. King of the Dwarves. Steward of the Vaults of Unending Grudges.

## 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 of 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 6*

## Gods

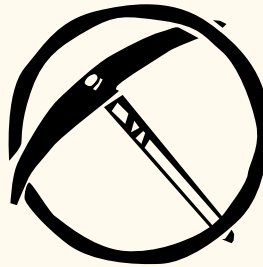
Few dwarves, mostly travelers and traders, have time for the Bright Gods. But since they are worshiped by the Espairian Empire, the church is tolerated in the halls of the dwarves. Xaria is the most popular Bright God.

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 8*



## 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

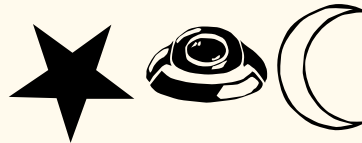
The end of the age is near, and the fey may not have a place in the next. Portents indicate some great power has to flip and change. Will Lady Akuma be saved by the Father of Robbers? Will the imperial-dwarven alliance doom the world? Time is running out as the Fey Queen gathers the threads of fate.

## 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 13*

# 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.

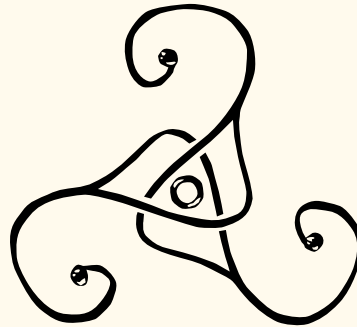
- Aurum Rex: His majesty sleeps so that the world can continue. There is nothing like seeing a flight of metallic dragons. The Gold King is an awe-inspiring ally.
- Hierophant Glasyra: She might do good from time to time, but she is deaf to the Old Gods. She is an occasional ally.



- Green Goddesses, page 13*
- Argir the Worm, page 14*
- Baltigan the Sparrow, page 15*
- Tullet the Vixen, page 16*
- Delkrey the Mushroom God, page 17*

- 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 13*



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.



*Tullet the Vixen, page 16*

*Shok and Yuniris the Intercessor Twins, page 10*

## Endgame

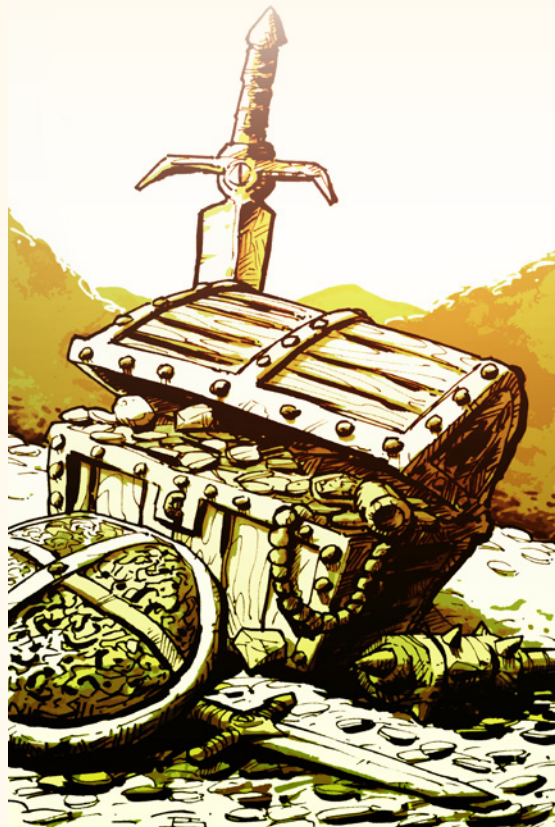
Oh yes, Father of Robbers plans to be the one to end the age and usher in the next one with the most important heist ever. What will it be?

## Variants

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



# 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 15*

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 Glasyra: 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 14*

# 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 relationship with 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. Your GM might consider using the latest technologies of their 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 16*

*Koatiri the Burning Lady, page 9*





*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.



*Argir the Worm, page 14*

*Tullet the Vixen, page 16*

## 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.



*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 4*

*Koatiri the Burning Lady,  
page 9*

*The Lords: Toc, Tanic, &  
Helbar, page 15*

## 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.



# Icon Relationships

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.

*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.

## 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.

## 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*

## 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 clockwork 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.



# 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.

## 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.

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

**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 43*

# 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 10<sup>th</sup>, 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:

**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.



# 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.*



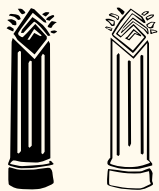
**Thrice Wise Mercurius**

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.



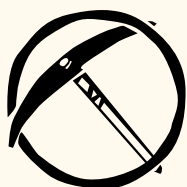
**Emperor Roland  
the Unbreakable**

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.



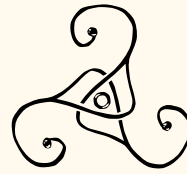
**King Thorbal of  
the Green Gem**

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.



# 13<sup>th</sup> 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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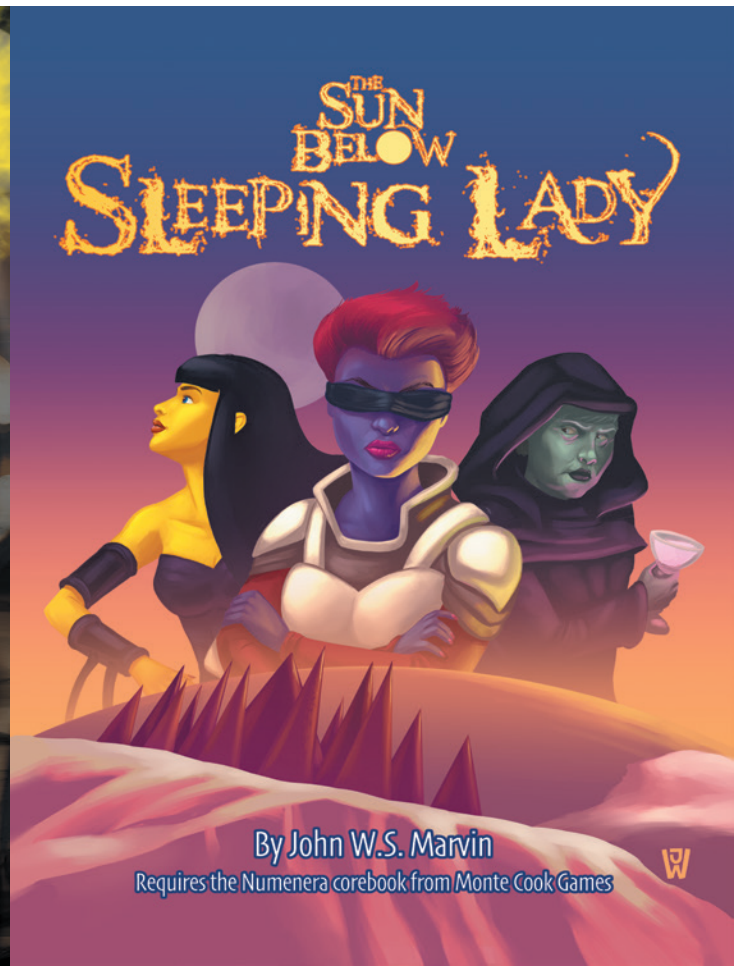


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