



7
ICON
CAMPAIGN



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7 ICON CAMPAIGN

The *7 Icon Campaign* translates the usual thirteen icons into seven. Six of the new icons combine two original icons from the core *13th Age* Dragon Empire setting, even if the name appears familiar. The Orc Lord appears unchanged.

The Dwarf King combines his namesake and the Crusader.

The Golden One combines the Emperor and the Great Gold Wyrn.

The Hierophant combines the Archmage and the Priestess.

The Orc Lord is still so much himself.

The Queen of Hell combines the Diabolist and the Lich King.

The Three combine their namesake and the Prince of Shadows.

The Wild Queen combines the Elf Queen and the High Druid.

In this setting, there never were thirteen icons. In fact, it may not even be the *13th Age*—perhaps it's the *7th Age*! That's up to you; the numbering of the age is relevant to your campaign only when you want it to be relevant.



Thirteen icons is the right number for the game, but it's a lot for a campaign. In any given campaign, some of the icons normally and naturally take precedence while others drop back. Usually the central icons are those that the players and GM select, which is as it should be.

For this new campaign, I wanted a backstory that focused on a smaller number of icons than thirteen, but I also wanted all the options and associations you get when using all thirteen icons. So I grouped them into six pairs and a singleton, for seven total icons. The new identities of the icons also let me see each original icon in a new light. I also get to have an icon named the Hierophant, and who doesn't want that?



*This article started as Jonathan's original player handout notes for the campaign he started while we were finishing *13 True Ways* and before we began the *13th Age in Glorantha* project. The seven icon campaign stalled once we got seriously into working on the new projects, but I was intrigued by Jonathan's concept. Getting to use all the ideas we've published for the thirteen icons and their followers while compressing the icons into somewhat more unique composite figures is a move of sly genius, so I decided to resurrect Jonathan's notes as the core of a *13th Age Monthly* piece.*

*I've added mechanical bits to accompany Jonathan's notes. These mechanical elements were inspired by the new mix of ideas in the *7 Icon Campaign*, but most of them could easily be adapted to any *13th Age* campaign.*

*In case you want to seriously pursue the *7 Icon* approach at your own game table, Lee Moyer reshaped our original icon symbols into new forms for the six icons that have shifted into dual identities.*



DWARF KING

The Dwarf King combines his namesake and the Crusader.

The **Dwarf King** has donned the *Breastplate of Crusade*, which he can't remove until the Queen of Hell is defeated. The

Dwarf King took this extreme step a couple years ago when the Queen of Hell abducted his wife.

He leads dwarven forces in the underworld and human forces in the surface world in his quest.

It's your call whether taking up the crusade has pushed the Dwarf King over the edge into the end-justifies-the-means mentality of the Crusader of the core *13th Age* Dragon Empire. That's such a rich story hook that you'd almost certainly want to leave all options open. Perhaps the player characters' actions can pull the Dwarf King back towards a righteous crusade, or perhaps the PCs' failures will force the Dwarf King's followers on a darker path, one that might not end even if the supposed goal of the crusade was attained.

DWARVEN CRUSADER FEAT

Here's a feat that only dwarves can take that matches the turn toward a grim crusade. The feat should work fine in any *13th Age* game. As you'll see, it carries an extra rider in a *7 Icon* game.

MY TURN NEXT

Special: This feat can only be chosen by dwarves . . . or perhaps by someone else who has found a unique way to have the dwarven *that's your best shot?* racial power without actually being a dwarf!

Adventurer Tier: You modify the *that's your best shot?* racial power so thoroughly that we're going to print the power out in its modified glory instead of trying to type about how it has been modified.

THAT'S REALLY YOUR BEST SHOT? (MODIFIED RACIAL POWER)

Once per battle as a free action after you have been hit by an enemy attack, you can heal using a recovery. If the escalation die is less than 2, you only get half the usual healing from the recovery.

Unlike other recoveries that might allow you to take an average result, you have to roll this one; and that's especially true because you get to add half the rolled recovery as a damage bonus to your next attack that hits the enemy whose attack triggered your racial power!

(In other words, if the escalation die is less than 2, you'll heal half a recovery and add that same amount to the damage of your next attack against the enemy. If the escalation die is 2 or more, you heal the full amount and add half as a damage bonus.)

Note that you can't use this ability if the attack drops you to 0 hp or below. You've got to be on your feet to sneer at their attack and recover.

7 Icon Campaign: If the enemy is a demon or undead, your racial power works for full healing even if the escalation die is less than 2.

Champion Feat from the core book racial ability still reads:

If the escalation die is 2+ when you use *that's your best shot*, the recovery is free.

Adapting to the core: Extra goodness when fighting undead and demons fits the *7 Icon Campaign* where dwarves have become entangled with the Crusader's work against the Queen of Hell. It's also perfect for dwarves in core fantasy campaigns who have icon relationships with the Crusader.

It might not fit other campaign worlds as well. But aren't many classic fantasy dwarves defined by who they hate? If you want to use the rider in your core *13th Age* games, it seems likely that each dwarf has *someone* they particularly hate.

The dwarves of J. R. R. Tolkien's first children's bedtime story really hated a dragon. Gimli was all about killing orcs. I can surely say that the dwarves I've played all had someone specific they loved to hate. Outside the *7 Icon* structure I'd say use this to customize your dislikes.



My gaming group likes to ask me, "And what broken thing did you design to play this week, Rob?" I don't think this dwarven feat is at all broken. But if we go back to playing the 7 Icon Campaign, I'll find out, because my character will take it! Maarjahn is a dwarven multiclass fighter/cleric who started life as one of the dwarf queen's attendants but gained spellcasting and military prowess as a side effect of being hit by a demonshard while unsuccessfully defending her queen from the Queen of Hell. Maarjahn has a hate-on.

GOLDEN ONE

The Golden One combines the Emperor and the Great Gold Wyrn.

The **Golden One** rules from the Imperial throne in Axis. He's plenty impressive, but he is merely a human-shaped shadow of the Great Gold Wyrn, who is holding back the Abyss with his physical body. No more weird tension between Imperial warriors and holy warriors of the Great Gold Wyrn. In this campaign, the Dragon Empire's elite warriors are paladins.

Is the Golden Citadel still in ruins? How does the Golden One's involvement change what the ongoing weird war against



the Iron Sea at the Sea Wall looks like; golden dragons vs. sea monsters? Do the best paladins make warzone pilgrimages to visit the Golden One and fight in the Abyss?

DRACONIC PALADIN TALENT

Like the dwarven feat above, the talent that follows is particularly appropriate for the *7 Icon Campaign* but easily at home in the core Dragon Empire. As the usual patron of the game's best paladins, the Great Gold Wyrn could be forgiven for huffing at the fact that it has taken us this long to recognize golden-dragon contributions to paladinhood.

FLAME OF THE GOLDEN ONE

You cannot take this talent unless you are a paladin and have at least a 1-point icon relationship with the Golden One (or the Great Gold Wyrn).

The passive element: You gain resist fire 12+; when a fire attack targets you, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.

The active element: twice per day, make a close-quarters *golden flame* attack as a quick action using your highest ability score against one nearby enemy's Physical Defense. On a hit, the attack deals 1d8 fire damage per your level, plus your ability score modifier (5th level: double the ability score modifier; 8th level: triple the ability score modifier).

Adventurer Feat: Your *golden flame* attacks now deal half damage when they miss.

Champion Feat: Your resist fire ability increases to resist fire 14+. Meanwhile, your *golden flame* attacks not only ignore damage resistance to fire, they also cancel *all* damage resistance the target has until the end of the battle if they hit.

Epic Feat: Your resist fire ability increases to resist fire 16+. In addition, once per level, you can make an additional *golden flame* attack that deals 1d20 fire damage per level instead of the usual 1d8 fire damage per level.

HIEROPHANT

The Hierophant combines the Archmage and the Priestess.

The **Hierophant** has looked deep into the mysteries of the cosmos and of the soul. She draws power from the Other World and uses it to bless the Empire, both physically and spiritually. The strain on her is great, but she bears it with ease. Many join in her prayers and rituals, helping her shoulder the burden of blessing the Empire. Her miraculous wards protect the Empire, all but ensuring victory over the Orc Lord and the Queen of Hell.

Of course, that's how things look before your campaign hits the fan.

In your game, did the Hierophant build a Cathedral in Santa Cora? Or is she more at home in Horizon? Is the city that the Hierophant isn't using as a base in ruins, the victim of alternate world catastrophes?

THREE FEATS FOR THE HIEROPHANT

The feats that follow model reality from the perspective of an icon who looks deep into the mysteries of the soul and cosmos. We start with the assumption that all is flux. Permanence is illusory. Insights change.

DEEPER CHANGE

You cannot take these feats unless you are a single-class cleric, sorcerer, or wizard who has at least a 1-point relationship with the Hierophant. (Or in the core Dragon Empire, a cleric with a relationship with the Archmage, or a sorcerer or wizard with a relationship with the Priestess.)

Adventurer Feat: If you are a cleric, replace one of your cleric talents with a wizard talent. If you are a wizard, replace one of your wizard talents with a cleric talent. Whenever you level up, replace the talent you have learned from the other class with a different talent from that class. Over the course of your adventuring career you can have the same Deeper Change talent multiple times, but never in subsequent levels and never twice during the same tier.

In addition, swap one spell from the other class in place of one of your usual spells. You can change which spell you know every day, but unlike the talent you've gained via Deeper Change, you do not have to change the spell.



Champion Feat: You function as if you had either the adventurer-tier feat for the talent or the spell you have gained through Deeper Change. If the talent and the spell don't happen to have feats, too bad.

Epic Feat: You function as if you had the adventurer-tier and champion-tier feats for either the talent or the spell you have gained through Deeper Change.

Deeper Change design notes: Originally I thought this game-changing feat would be reserved for the cleric and wizard. After all, the sorcerer usually doesn't get invited to the deepest mysteries. But this feels like a case in which the sorcerer's instinctive magic might be just as appropriate as the wizard's intellectual approach.

Another obvious method of blending the divine and arcane perspective is to use the multiclass rules that appear in *13 True Ways*. Keep that multiclassing approach separate; Deeper Change isn't meant to be used by multiclass characters. Multiclassing creates a different and much more thorough blend. Deeper Change is more about ever-shifting powers and an evolving perspective on the cosmos. It doesn't really greatly increase character power, so Deeper Change doesn't require the penalties you get while multiclassing.

ORC LORD

The Orc Lord is still very much an overdose of himself.

The **Orc Lord's** troops are spread out all across the frontier, raiding deeper and deeper into civilized territory without presenting a unified front to attack. The "army" demonstrates remarkable coordination, even though it has no known means of relaying communications.

With apologies to the Orc Lord, we're passing on the opportunity to create new player character mechanics related to him. No new icon symbol, no new powers. That's the rule in this issue.

You'll find a couple questions addressing the Orc Lord's position in these new worlds in the campaign questionnaires at the end of this issue.





QUEEN OF HELL

The Queen of Hell combines the Diabolist and the Lich King.

The **Queen of Hell** has destroyed civilization a few times before, and she seems to be at it again. Her brazen abduction of the Dwarf King's wife demonstrates her power. Now that the Dwarf King has donned the *Breastplate of Crusade*, the tide could be turning against her.

ONE NEW 7TH LEVEL NECROMANCER SPELL

The class most likely to be personally involved with this mess the Queen of Hell has cooking? Definitely the necromancer.

Even more than the necromancer in the core Dragon Empire, necromancer PCs in 7 *Icon* storylines need to figure out how they relate to the Queen of Hell's hideous strength. For the table's health, we hope that the answer is usually, "As an enemy, with negative icon relationships."

Happily, when you've established that the terrible demonic necromantic icon is your enemy, you're entitled to steal and squander as much of her power as possible. So what new spell will you learn today, necro pal? A big one, from the looks of it. . . .

HELPFUL SPIRIT

Ranged spell ♦ **Daily** ♦ Quick action to cast

Target: One nearby ally

Effect: This spell summons a demonic or undead spirit to temporarily possess an ally who is in trouble. Well, partially possess. It's a win-win, really. Gives your ally time to get back on their feet. Lets them catch a breath. Gives them a chance to really think about their place in the world and how things might be a bit different than they had previously imagined.

The effect of this spell depends on the status of the target when the spell is cast. In all cases, the original player can keep on playing their character, but should probably use a different voice for a round or two as they work the spirit out of their system.

Staggered target: The target can heal as a free action using a recovery. Until the end of the battle, the target has a +2 bonus to all its defenses. The target's aftermath save is an easy save (6+).

Target below 0 hit points: The target can heal using two recoveries as a free action. Until the end of the battle, the target can roll an extra d20 whenever it rolls a d20, and choose the result it likes. The target's aftermath save is a normal save (11+).

Target that died no more than a round ago: The target returns to life and can heal using two recoveries as a free action (up from 0 hit points, as if it hadn't died). Until the end of the battle, the target can roll an extra d20 whenever it rolls a d20, and choose the result it likes. The target's aftermath save is two hard saves (16+); failing with either save triggers the icon relationship swap detailed below.

Aftermath: After the battle, the target must attempt the indicated save. Succeeding with the save means they have shaken off the spell with nothing worse than bad memories. Failing the save means that they must replace one of their current icon relationship points with a relationship with the Queen of Hell. If they were only staggered, it's fine making the new relationship a negative relationship. If they were busy making death saves, or just plain dead, the relationship has got to be conflicted.

Limited lifetime successes: When allies have failed aftermath saves against your helpful spirit spell three times, you can no longer cast the spell. It's dead to you, finally. Choose a different spell.

9th level spell The recoveries are free recoveries.

Helpful spirit design notes & wrinkles: This is a style of spell/power I'm more comfortable designing as the game matures. *Helpful spirit* isn't merely an application of combat mechanics; there might be long-lasting consequences and there should certainly be story repercussions. If your necromancer ally casts this spell on you when you're only staggered, you could be forgiven for being upset about them using a sledgehammer to pound a nail-sized problem: "I needed a healing spell. You put a demon in my head and called that healing." But as your circumstances grow more dire, the spell might look less like unwanted possession and more like intercession.

Of course messing with someone else's character's story is a very big deal. Ordinarily you're not so free to screw around with someone else's icon relationships like this. So here's the rules addition I'll play with in my campaign, a compensatory element that engages your necromancer in the story of the ally you've altered: if your ally does not want this personality change, and is going to make their story about getting rid of this obsession with the Queen of Hell, *you* lose a recovery until the ally has worked their story out and regained the icon relationship they want to have . . . or is at the least free of the Queen of Hell's influence.

Gamemasters, in this case you'll want to turn aspects of upcoming storylines to the temporarily twisted character's efforts to resolve their relationship with the Queen of Hell and get back to where they belong.

As an unhealthy player character class to begin with (see the Wasting Away class feature on page 82 of *13 True Ways*), the necromancer is ripe for pawning a recovery after screwing around with an ally's icon relationships. Having a recovery in the Queen of Hell's pawnshop gives your necromancer incentive to

help their friend-or-ally work through these recently acquired Hell issues. So your necromancer becomes a sort of therapist, or mentor. An oh-so-helpful mentor.

Adapting to the core: This spell was inspired by the union of the Diabolist and the Lich King. It's possible that supernatural events could arrange a twisted détente between these icons in the core Dragon Empire. Or you might choose to view the spell as a purely Lich King / undead-related problem.



THE THREE

The Three now integrate the Prince of Shadows!

The **Three** are more in the habit of preying on civilization than actually destroying it. The *Lord of Drakkenhall* (the Blue), the *Prince of Shadows* (the Black), and the *Great Beast* (the Red) are all very different from each other but they are also united in a powerful bond.

A BARDIC TALENT

If you're playing a bard who uses bardic songs, try this talent out and let us know how it goes for you (13thAgePlaytest@gmail.com). The spell is a bit random, but more in the style of the sorcerer than the chaos mage.

BARD OF THE THREE

You cannot take this talent unless you have at least one icon relationship point with the Three.

When one of your bardic songs ends, either because you chose to end it or failed to sustain, you get an extra effect. You normally don't get to choose the effect—instead you roll a d6 to find out which of the Three is blessing you with a wave of magical power.

Bard of the Three Effect (d6)

- 1–2: *Black death*—Your next attack roll has its critical hit range expanded by 2. (*Improved:* Your next attack roll has its critical hit range expanded by the escalation die at the time of the attack if it's higher than 2.)
- 3–4: *Blue storm*—Deal 1d6 lightning damage per level, split evenly between 1d3 nearby enemies. (*Improved:* Damage is split between 1d2 nearby enemies.)
- 5–6: *Red fury*—Heal using a recovery as a free action, but only heal one-quarter the usual amount. Add half the recovery as bonus damage to your next attack roll. (*Improved:* Your healing now increases to half the usual recovery instead of one-quarter.)

Adventurer Feat: Choose one of the improved versions, *black death*, *blue storm*, or *red fury*. When you roll that result, use the improved version.

Champion Feat: Choose one of the two improved versions you don't have yet. Once per day, roll twice when you end a song and use both Bard of the Three results.

Epic Feat: Choose the third and final improved version. Instead of rolling two results just once a day, you can roll two results three times a day.



WILD QUEEN

The Wild Queen combines the Elf Queen and the High Druid.

The **Wild Queen** is the soul of the wild, and specifically the beasts, trees, and elves. Her elves embody three sorts of wild things: wildlife (wood elves), the wild cosmos (high elves), and the inner wild (drow). As threats from the Queen of Hell and the Orc Lord loom, the Wild Queen's dreams have become disturbing. As a result, wildlife across the land has spontaneously become more aggressive. When the Queen is in a good mood, she's an angel, but there's a reason she's called the *Wild Queen*, and woe to those who find her in a bad mood.

ONE NEW SORCERER TALENT

The High Druid isn't one of the icons we originally associated with sorcery. I'm not all that sure she *had* to be excluded; I think in earlier drafts she was part of the sorcerer's mix. I believe we cut her out of the loop while we worked on how we were bringing the druid into play.

Which means that a talent for sorcerers devoted to the Wild Queen will also work fine for sorcerers in core campaigns who want to be associated with the High Druid.

GATHER WILD MAGIC (REPLACES GATHER POWER)

You cannot take this talent unless you have at least a one-point icon relationship with the Wild Queen (or the High Druid or Elf Queen in core campaigns).

This talent replaces all the benefits you would get from the standard sorcerer class feature ability to gather power with a new set of benefits. All the rules for gathering wild magic work the same as gathering power (core 13th Age rulebook, page 135)—mainly you gather wild magic so that you can empower your next sorcerer spell to deal double damage.

But since you spent a talent to be able to gather wild magic, the minor benefits you roll are better than the chaotic benefits the sorcerer normally rolls.

Gather wild magic: This option replaces the chaotic benefit of the sorcerer's Gather Power feature with new benefits. Since we're providing feats that improve the benefits, we're going to break out the wild magic benefits differently than the core book handled the chaotic benefits.

The benefit you gain from the roll is based on what tier you've reached (based on your level). Each tier lists the full effect; don't add effects from lower tiers to it.

Adventurer Feat: You get access to the adventurer feat benefit listed under each of the three cyclic benefits. (In other words, you only need to take three feats to get all possible benefits from the Gather Storm talent, one adventurer-tier feat, one champion-tier feat, and one epic-tier feat.)

Champion Feat: You get access to the champion feat benefit listed under each of the three cyclic benefits.

Epic Feat: You get access to the epic feat benefit listed under each of the three cyclic benefits.

1–2: Queen's Protection

Bark from the trees, stone from the earth, the Queen's shields.

Adventurer Tier

You gain a +2 bonus to AC until the start of your next turn.

Champion Tier

You gain a +2 bonus to all your defenses until the start of your next turn.

Epic Tier

You gain a +3 bonus to all your defenses until the start of your next turn.

Adventurer Feat Benefit: If you are staggered, gain temporary hit points equal to your Charisma modifier.

Champion Feat Benefit: If you are staggered, gain temporary hit points equal to double your Charisma modifier and attempt a hard save (16+). If the save succeeds, you can heal using a recovery as a free action.

Epic Feat Benefit: If you are staggered, gain temporary hit points equal to triple your Charisma modifier and attempt a normal save (11+). If the save succeeds, you can heal using a recovery as a free action.

3–4: Queen's Blessing

Life finds a way to endure.

Adventurer Tier

One nearby ally of your choice can attempt a hard save (16+). If the save succeeds, that ally can heal using a recovery as a free action.

Champion Tier

One nearby ally of your choice can attempt a normal save (11+). If the save succeeds, that ally can heal using a recovery as a free action.

Epic Tier

One nearby ally of your choice can attempt an easy save (6+). If the save succeeds, that ally can heal using a recovery as a free action.

Adventurer Feat Benefit: If the save fails, the ally gains temporary hit points equal to your Charisma modifier.

Champion Feat Benefit: If the save fails, the ally gains temporary hit points equal to double your Charisma modifier.

Epic Feat Benefit: If the save fails, the ally gains temporary hit points equal to triple your Charisma modifier.

5–6: Queen's Wrath

They can die.

Adventurer Tier

Deal 10 psychic or thunder damage to a random nearby enemy.

Champion Tier

Deal 25 psychic or thunder damage to a random nearby enemy.

Epic Tier

Deal 50 psychic or thunder damage to a random nearby enemy.

Adventurer Feat Benefit: The damage is ongoing damage, easy save (6+) ends.

Champion Feat Benefit: The damage is ongoing damage, easy save (6+) ends, or normal save (11+) ends if you are staggered.

Epic Feat Benefit: The damage is ongoing damage, easy save (6+) ends, or hard save (16+) ends if you are staggered.



That wraps up the mechanical additions. Read on for history notes and the original questionnaires Jonathan distributed to us players. The questionnaires gave us a lot to talk about before we started creating our One Unique Things and character backgrounds.

7 ICONS & ANCIENT HISTORY

Before the 1st Age, the Queen of Hell was the tyrannical Wizard Queen. She was overthrown by the Great Gold Wyrms, Dwarf King, Wild Queen, and Orc Lord. The first Orc Lord turned on his masters and ended the 1st Age, and no Orc Lord has been seen since, until now.

The combined power of the original icons had been enough to kill the Wizard Queen but not enough to entirely destroy her. She conquered the land of the dead, called herself the Death Queen, created undeath, and unleashed it on the worlds, in another age. In a later age, the Death Queen went on to conquer the Abyss, assumed the title Queen of Hell, and opened a breach into the world. The Great Gold Wyrms sacrificed himself to close the Abyss, but that age fell to the demons that had already escaped.

How long ago did that go down? It's up to you, or do as we do and leave things vague so your players can improvise.

QUESTIONS BY RACE

Dwarf: The Queen of Hell has abducted your queen, and your king has committed himself to a life of battle. How have the dwarves reacted to all this? For that matter, what was the queen like before she got abducted? Good queen? Bad queen? Crazy queen or sane?

Elf, Silver: You embody the inner wild, both the interior of the land and the secret compartments of the mind. In defense of the Empire, what's the one important job that is best handled by drow? Have your people actually been able to handle that job, or have other people gotten in the way? (And yes, we use silver elf because in this setting, you may indeed be more silver than dark. There's enough darkness already!)

Elf, High: You embody the wild of the cosmos, the great order that defies mortal logic. What does that really mean, and just how different than humans and other races are you? How do human scholars regard the scholarship of high elves? Can humans even comprehend what's written in your stars and silver script? If not, how have you high elves bridged the gap?

Elf, Wood: You embody the wilds of nature. What are some ways that wood elves cope with the stresses of life in or around a human city? Along a different path, some people say that it was wood elves who were twisted to create orcs. Is that crazy talk, or is there something there? If so, does that mean the Orc Lord is a personal enemy of all wood elves, or are there more important problems?

Gnome: Gnomes are often overlooked by the great and powerful, but dangerous times have prompted them to take surprising measures. What have the gnomes done that has surprised everyone else?

Half-Elf: The divide between the elf world and the human world is wide—probably a lot wider than in core 13th Age. Is the history of half-elves the same as in the core Dragon Empire, or is there some other story behind your people? Whether or not you create a new story for half-elves, what do you love about your heritage? What do you hate about it?

Halfling: The promise of danger has halflings everywhere in high spirits. How do you demonstrate your eagerness for battle and adventure? Or is that entirely incorrect, and most halflings, aside from you, huddle in Twisp and Burrow and hope all this trouble blows over soon?

Half-Orc: As fears of the Orc Lord increase, so does hostility toward half-orcs. What is the inflammatory rumor that humans spread about half-orcs? What part of that rumor is true?

Human: The Empire prospers thanks to the Hierophant. How has the Empire's prosperity helped you and your people?

QUESTIONS BY CLASS

Barbarian: Your people are the enemies of the Empire. Your presence in a city causes more stir than a half-orc (and even more if you are a half-orc). How do barbarians manage among "civilized" people? If this isn't your picture of the situation, how do you see barbarians as an element of the functioning Empire, and which icon helped make that so?

Bard: People turn to bards to help them make sense of a world that seems chaotic and dangerous. What ancient, mighty song do you know that seems to fit the circumstances that the Empire is in today?

Chaos Mage: We haven't tinkered with the chaos mage mechanics as they'd need to be tinkered with for the *7 Icons* campaign, partly because Jonathan wasn't going to welcome one into the campaign. So the real question here is probably: can you and your GM figure out how to translate the icon-mechanics embedded into the chaos mage into a *7 Icon* framework?

Cleric: The Hierophant unites the divine and the arcane, and both clerics and wizards support her magically. How do clerics think of their own magic compared to that of wizards? Are there secrets that wizards never get to hear?

Commander: The paladins of the Golden Order are the heroes of the Empire, representing the ideals of virtue in battle. Your commanding presence in battle is doubtless going to be compared to theirs. What's your relation to the Golden Order and the Imperial military in general? Do you have secrets they've never learned? If so, where from?

Druid: The Wild Queen's dreams have become disturbing, and nature is spoiling for a fight. What is the druids' role in that fight?

Fighter: The Imperial ideal of the warrior is a paladin, and that's not you. So where do you fit in?

Monk: Which icon, if any, is most closely related to your discipline or lineage? If none of the living icons are relevant, is there a vanished icon who helped create your style?

Necromancer: We touched on the questions you're going to face in the "Queen of Hell" section above. For extra credit, what trace of the occasional grace possessed by the Diabolist and the occasional sanity possessed by the Lich King has trickled over to the Queen of Hell?

Occultist: You're the only one, so we won't tell you what questions you'll pose for the world.

Paladin: Paladins are the beloved, elite guardians of the Empire. What is it about you that has led to you joining a bunch of adventurers instead of operating as a regular paladin in the Golden One's service?

Ranger: You are connected to the Wild Queen even if you're not an elf, and especially so if you are one. In the ongoing conflict between the Wild Queen's domain and the civilized world's fenced & cultivated land, have there been moments or special places that at least temporarily balanced the fight?

Rogue: The Prince of Shadows has a decidedly dark aspect, as the Black Dragon of the Three. What trait of the Prince do even his enemies admire?

Sorcerer: Sorcerers gain power from five of the seven icons (all but the Orc Lord and Dwarf King). Now that conflicts are heating up, are sorcerers' spells being affected? Are sorcerers drawing from multiple icons suddenly finding themselves torn by unconscious schisms? Is your own magic fluttering in the war winds?

Wizard: The Hierophant unites the divine and the arcane, and both clerics and wizards use their magic to support her. How do wizards think of their own magic compared to that of clerics? Is there a constant and agreed-on relationship, or is the balance in flux?