

Escalation

THE 13TH AGE FANZINE | FALL 2019

THE DIVINE

7

PATRICK
DRAGON EMPIRE
PANTHEONS
JOYNT



FRONT MATTER

Everything ends as they say. Escalation has been a fun and entertaining endeavor, but my time as co-editor and layout artist for it has come to an end. When James Done asked for someone to pick up the layout reins, I jumped at the chance. Originally, I thought I'd be doing nothing more than getting the articles that were already done out to the world. Here we are, two years, seven issues and two special edition modules later.

It has been amazing to watch the fanzine grow into the 124-page beast it has become. That's all on you, the 13th Age community. Your love for the game and all your hard work made this modest newsletter into something special.

I leave Escalation in the capable hands of Tim Baker and his new team, but I'm not going anywhere. I'll be around and very interested to see what new heights he and his squad take Escalation to.

Until we meet again. 🍷

Sherm Sheftall | November 2019

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IMPERIAL DISPATCH



I have a soft spot for divine characters. This wasn't always the case, however. I believe my perception changed in the mid-aughts when I began playing World of Warcraft, and my character was a priest. When I rediscovered tabletop RPGs years later, that priest from Azeroth inspired my D&D character, a half-elf cleric of Moradin. A year and a half later, my wife created her first character, and decided to play a half-succubus/half-demigod paladin. Both of our characters were closely tied to deities of the Nentir Vale setting, and the divine has had a place in my games ever since.



That's why I was excited to explore divine themes in this issue. We dive into pantheons that you can use in your 13th Age game. Signs of the gods are manifested in their followers in the world. New barbarian talents expand the class and add complexity. God Time and heroquesting is discussed for our Glorantha fans. ASH LAW presents new divine spells, magic items, and flavorful options from the overworld. John Marvin provides sample gods from *Gods and Icons*. And remember, in a world where the gods (potentially) fuel the magic of their followers, these articles aren't just for clerics and paladins in your party. We sought to include content that's useful for world building and for PCs of all varieties.

If you want deities to take a more active role in your game, this is the issue for you. If your gods are more distant, there are some mechanical options that you could re flavor with a more mundane origin, too. As always, I'm incredibly thankful for all of the passionate fans who provided articles and artwork for this issue. Thank you for keeping the fanzine going strong. 🍷

Gratefully yours,

Tim Baker

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RAGE BY THE LIGHT OF THE MOON

BY BENJAMIN L. EASTMAN

In both roleplaying games and popular culture, werebeasts are portrayed as cursed monsters who are ruled by the lunar cycle. While they are upstanding citizens most days of the month, they lose control during the full moon. While not presented in the Core Rulebook, there are many ways that werebeasts have arisen in the Dragon Empire.

Werebeasts were first presented in Chapter 4 of *13 True Ways*, which postulates two reasons for their presence in the world:

- One source of lycanthropy is as a virulent curse that develops after you've been bitten by another werebeast. Once bitten, you rapidly devolve into a monster that wants to sink its teeth into anyone who crosses your path on a full moon.
- Another source is ritualistic. As a blessing during the 6th Age, the High Druid taught rites to the elite that granted the power to shapeshift. While that age ended long ago, werebeasts still exist at the edge of society as loners or travelers.

Section 2 of the *Book of Ages* presents a previous epoch of werebeasts—the Age of the Howling Moon. In this age, the Emperor contracted lycanthropy that could only be controlled by potions brewed by his personal doctor. Once the Emperor's secret was revealed, many nobles intentionally contracted this curse as a status symbol. When the supply of potions ran out, the age ended on one bloody



Art: Rick Hershey

moonlit night when all the nobles ran riot across the face of the Dragon Empire.

Descendents of lycanthropes from this forgotten age still contain traces of their ancestral power. Called beastblooded, this race is presented as a character option in the Book of Ages.

One of my favorite things about 13th Age is the flexibility built into the system. GMs and players are encouraged to take different approaches to help tell a compelling story. If I want to play a character that is tinged by lycanthropy, beastblooded are certainly an option – but what if I wanted to play a different race that was nevertheless marked with lycanthropy?

Instead of handling lycanthropy as a racial option, I decided that barbarians could use their link to the moon to channel the power of werebeasts. Such barbarians could be the children or grandchildren of true werebeasts, or they may even use their rage to manage the endemic curse of lycanthropy. Many of these barbarians view this as a blessing instead of a curse.

Oppressed peoples often find strength and identity through religion. While 13th Age takes a hands-off approach to faith, I feel that it's also fair that some of these barbarians revere the Moon as the reflection of the divine – and perhaps because of the power it bestows upon them.

Designer Note: *The barbarian class provided in the Core Rulebook is presented as simple and straightforward to play. While this is great for new and casual players, it may limit how much the class is played. Players who start out with a barbarian may later wish to play another class with more complexity, while more experienced players may eschew this class entirely.*

To remedy this, the barbarian talents presented in this article are more complicated than their counterparts in the Core Rulebook. While still simpler than the powers, spells, or talents granted by other classes, these talents still provide some added crunch to the class.

BARBARIAN TALENTS

In addition to the talents in Chapter 4 of the 13th Age Core Rulebook, you can select the following when you select class talents.

ADVENTURER TIER TALENT

LUNAR BLESSING

You have a natural weapon that reflects the werepower that you channel. As a quick action, you can manifest and retract your natural weapon. On the turn that you choose to rage, you may instead manifest as a free action. Select one heritage option from the list beginning on the next page.

Mauling Grasp (Werebear): Barbarians descended from werebears tend to be good-natured loners — just as long as you don't upset them. Remarkably tall and prodigious sleepers, their bodies are generally covered with thick, matted hair.

Natural Weapon: You grow claws that deal 1d10 damage. Together, your claws count as a two-handed weapon. Like other two-handed weapons, you can't make claw attacks while using a shield.

Special Attack: Once per battle when you use your claws to attack an enemy, that enemy is stuck until the end of its next turn.

Adventurer Feat: *After making the special attack, you can use this enemy for cover from attacks. You gain +1 AC while this enemy is stuck.*

Champion Feat: *When you use your special attack, gain 30 temporary hit points.*

Epic Feat: *You can use the special attack twice per battle, but only once per round.*

Elongated Tusks (Wereboar): Barbarians who are descended from wereboars are stubborn and difficult to get along with. They commonly have a pronounced underbite with prominent lower teeth, and their thick tufts of hair are covered with bristles.

Natural Weapon: You grow tusks that deals 1d8 damage.

Special Attack: Once per battle when you use your tusks to attack an enemy that

you weren't engaged with at the start of your turn, the enemy is dazed until the end of its next turn.

Adventurer Feat: *You can choose to make your special Elongated Tusks attack against the target's PD.*

Champion Feat: *When you hit with your special Elongated Tusks attack, the enemy is weakened.*

Epic Feat: *You can use Elongated Tusks twice per battle, but only once per round.*

Razor Claws (Wererat): Throughout the ages, wererats have been the most prevalent of all the werebeasts; accordingly, barbarians descended from wererats are more comfortable in cities than the wilderness. They often have scraggly beards, raised noses, and long fingernails.

Natural Weapon: You have two claws that each deal 1d6 damage.

Double Weapon Fighting: If your first natural weapon attack is a natural even hit or miss, you can make a second natural weapon attack as a free action.

Adventurer Feat: *Your second attack gains a +2 attack bonus if it's against a different target.*

Champion Feat: *Once per battle, you can make a second weapon attack after a natural odd roll.*

Epic Feat: *If you hit the same enemy with both your first and second natural attacks in the same round, the enemy is stuck until the end of its next turn.*

Racking Paws (Weretiger): Barbarians descended from weretigers are fiery, impulsive, and fearless. They often have rich beards, well-manicured fingernails, and enjoy their steaks prepared quite rare.

Natural Weapon: You have a claw attack that deals 1d8 damage.

Special Attack: Once per battle when you attack an enemy that you weren't engaged with at the start of your turn, the enemy is dazed until the end of its next turn.

Adventurer Feat: *You get a +2 bonus when you make your special Racking Paws attack.*

Champion Feat: *The enemy is dazed longer (normal save ends).*

Epic Feat: *You can make two special Racking Paws attacks per battle.*

Ravenous Jaws (Werewolf): Barbarians whose blood seethes with the frenzy of werewolves are often the most bloodthirsty of the werebeasts. They frequently develop grey or white hair at a young age, and tavern owners quickly learn that they are voracious eaters and drinkers.

Natural Weapon: You have a bite attack that deals 1d8 damage.

Special Attack: Once per battle declare when you're using Ravenous Jaws before making a bite attack. If your attack hits, the target is vulnerable (normal save ends).

Adventurer Feat: *If the escalation die is 4+, the target is vulnerable and hampered (normal save ends both).*

Champion Feat: *If the escalation die is 4+, the target is vulnerable and dazed (normal save ends both).*

Epic Feat: *If the escalation die is 4+, the target is vulnerable and weakened.*

Designer Note: *While raging, the vulnerable condition may be less useful to the barbarian because the Barbarian Rage class feature changes how critical hits are determined. When a barbarian uses Ravenous Jaws, however, that enemy is vulnerable to all attacks, making the werewolf-descended barbarian a good team player.*

CHAMPION TIER TALENT

LUNAR ENHANCEMENT

As you fight more powerful foes, your lunar blessing grows stronger as well. If you choose this talent at 5th level, you must choose the ability that corresponds to the heritage you selected at 1st level.

Tenacious (Werebear): Once per battle when you are hit by an attack that targets your PD, you can make the attacker reroll the attack.

Champion Feat: *Once per day, you can use Tenacious when an attack targets your MD.*

Epic Feat: *If your enemy misses when it rerolls, you can heal using a recovery as a free action.*

Stampede (Wereboar): Once per battle, you ignore one non-mook enemy or up to 1d3 mooks that move to intercept you.

Champion Feat: *You deal miss damage to enemies that unsuccessfully try to intercept you.*

Epic Feat: *You can use Trample twice per battle, but not in the same round.*

Slippery (Wererat): When you disengage, you always roll an easy save (6+). You still incur penalties as normal, such as disengaging from more than 1 enemy or being grabbed.

Champion Feat: *Whenever you successfully disengage from one or more enemies on an 11+, you deal miss damage to one of those enemies that you choose.*

Epic Feat: *Once per battle, you can make an enemy reroll an opportunity attack against you. The enemy must use the result of the second roll.*

Bounder (Weretiger): Once per battle when the escalation die is 4+, you can engage a far away enemy with just a move action. (Your GM can tell you that an enemy is unreasonably far to reach – some wizards like to stay very far from the fray).

Champion Feat: *You can use Bounder when the escalation die is 3+.*

Epic Feat: *You can use Bounder when the escalation die is 2+.*

Snatcher (Werewolf): Once per battle, you can make an opportunity attack against an enemy that successfully disengages from you.

Champion Feat: *Once per day, you can use Snatcher against an enemy that fails to disengage from you.*

Epic Feat: *If you kill the enemy that you attack with Snatcher, you recover 20 hp.*

EPIC TIER TALENT

Moonjinx

Once per day when you hit an enemy with your natural attack, you give your enemy a taste of your curse. Whenever that enemy makes an attack roll, it must roll 2d20 and take the lower result (normal save ends). If both attack rolls would hit, the enemy deals an additional 50 damage.

Epic Feat: *The enemy must make a hard save to end Moonjinx.*

YOUR ICON RELATIONSHIPS

The High Druid views you no differently than werebeasts and beastborn and expects the same loyalty. Because of this view, other icons often view you with suspicion and disdain. It is not uncommon for you to have conflicted or negative relationships with many of the icons.

The following are suggested relationships that you may have with each of the icons. Feel free to substitute your own great ideas in place of these.

- **The Archmage** has long studied the moon as a source of arcane power and believes that your “curse” may actually be arcane. (Conflicted)
- While he doesn’t trust you, **the Crusader** employs you and your brethren as a shock troops when assaulting the deepest hellholes. (Conflicted)
- **The Diabolist** proclaims that you are possessed, and the High Druid has misled you. Some of your brethren have become convinced that this is true and serve the Diabolist. (Positive)
- **The Dwarf King** suspects that the fall of the derro was caused by the bite of the werebeast. He won’t take the risk that you will corrupt his kin in the same way. (Negative)
- **The Elf Queen** has the same mystical connection to you as her own people. None of the elves have bothered explaining why. (Positive)
- Fearing that this age will end like the Age of Howling, **the Emperor** seeks to exterminate you and your brethren. (Negative)
- There are those who preach that the scales of the **Great Gold Wyrms** glint in the light of our goodness like the moon reflects the rays of the sun. Some of

your brethren take solace in this interpretation and serve **the Great Gold Wyrms**. (Positive)

Some have even taken to divine supplication. (Conflicted)

- **The High Druid** considers you to be a different kind of lycanthrope. When called, you are expected to answer. (Any)
- **The Lich King** wishes to distill your blood to create a better vampire. While he has offered you vast riches, he is silent about the amount of blood this might take. (Conflicted)
- Everything will be okay as long as **the Orc Lord** doesn’t learn the secret to your rage. (Negative)
- Because you draw your power from the moon, **the Priestess** views you and your brethren as tools of darkness. She searches for a cure for your “disease.” (Negative)
- **The Prince of Shadows** can relate to those who have stolen the abilities from others — even animals. Plus he can always find a use for someone with the traits of a rat. (Positive)
- **The Green** appears in the dreams of you and your brethren — but why would that be? (**The Three**) (Conflicted) 🎲

DRAGON EMPIRE PANTHEONS

BY PATRICK JOYNT

THE PANTHEON OF WORMS AND ECSTASY

The Pantheon of Worms and Ecstasy is one not just of the harvest, but of the cycle of life and death. Specifically, as in many small pantheons, these gods are orientated around a family whose interactions with each other tell us the laws and lessons we should know:

- The Elder Devourers, X'tha and Yth'Tch, circle the world eternally, having created Dance and Chillithin. They are drawn to the world by the havoc their children bring, eventually forcing their children (and grandchildren) to cease their wild ways or risk the wrath of their creators. There is no worship of the Elder Devourers, merely warding and awareness.
- Chillithin, brother of Dance, and first of the gods. Chillithin claimed all of the world as his own, and swept it up in the first harvest, but in a bitter lesson learned that there was nothing left but ravaged lands for him to claim the next year. It was in this error that Chillithin learned wisdom and temperance and became not just eldest, but first of the gods.
- Worshipers of Chillithin are commonly savage but noble warriors and conquerors: the war-leaders of their tribes who listen with an open ear to the guidance of their tribe's dreamers and mystics.
- Dance, sister of Chillithin who is also mother (by unknown seed) to Storms. Dance was born in the wake of Chillithin's first great harvest, a natural response to the destruction



that Chillithin had wreaked on the world. Dance brought life to the world again: the mad ecstasy of a thousand copulations bringing a great, green bloom to all land.

- However, even as Dance's passion cooled, her great work threatened to overtake the world itself. Chillithin intervened, harvesting that which grew too far while Dance rested, even as Dance then brings growth once more once her energies return. Thus, the two sibling gods bring life and death, passion and despair, even as their parents look hungrily on the world they build.
- Worshipers of Dance are often sacred seers, ambassadors to dire powers, or other tribal roles that require comfort with the blend of madness and insight that a god's passion can bring.
- Shortly after their creation, a strange god of military mien took Storms, the child of Dance, to the sky. Allowed freedom they had never been offered in their mother's grip, Storms wreaked havoc across the surface, changing the face of the world forever. Before their energy was exhausted, the great waterways were carved forever into the world, the great mountains raised up, and the terrible fires burned into their pits. Storms, more than any before, brought the gaze of the Elder Devourers towards the world with its madness and destruction.
- As the riot of their destruction calmed, though, those gazes lost focus. For while Storms had destroyed all that was, they had brought about a new world, and that Creation was anathema to its grandsires.
- However, knowing that their activities risked bringing their sires and grandsires, the Elder Devourers, ever closer, Chillithin, Dance, and Storms took their worship to the shadows. No longer would the nature of Storms' power be declared, but would rather become metaphor for the wise. Dance and her ecstasy a reward for the cultist who could find and believe. And Chillithin, who it is rumored has had many children and devoured all those who disappoint him ... it is perhaps best to only howl Chillithin's name in the heat of combat, when so many souls are being claimed that yours will not stand out in His hungry eyes.

Nickname: Ecstasyists, Worms, Dancers

Symbols: Twin worms circling each other (warding); a fanged maw, open (Chillithin); three lightning flashes in a field (Storms); the eye of the enlightened (Dance)

Domains: Although mechanically they are the same, the Ecstasyists do not see "Domains" but Gifts. Thus they are granted Strength by Chillithin, Ecstasy (Love) by Dance, and Knowledge by Storms. However, some few hear the call of the Elder Beings, and know that all hinges on denying them. They know the Gifts of Survival, the ways

of denying and driving away those things that call the Outer Nowhere “truth” and even “home,” if such things knew language.

DOMAIN: SURVIVAL OR ANTI-EXTERNAL

Externals (extra-planar entities) are vulnerable to your attacks. This has the side effect of making these holy warriors quite effective against Elementals, Devas, Daemons, and the like, but they consider using this blessing against “mere” intrusions, as opposed to actual reality-destroying effects of the Elder Devourers, to be sacrilegious. (Players, work with your DMs to effect this category in your game—you’re after reality-destroying Chaos Beasts, not Fire Monsters.)

Invocation of Survival/Anti-External: When you cast a Daily Cleric Spell this battle, roll a d6. If you rolled less than or equal to the number of non-mook Externals killed or one-tenth the damage dealt to Externals by you and your allies (your choice), you regain the use of that daily spell after the battle.

Adventurer feat: *If your attack already deals the damage type the External is vulnerable to, gain the following bonus damage: Adventurer Tier +1d6, Champion Tier +2d6, Epic Tier +3d6*

Champion feat: *Once per battle as a quick action, you may reduce the defenses of an External target by 2 for all of your effects and attacks as you reduce its grip on this world. This lasts until the end of your next turn.*

Epic feat: *Your Champion feat applies to allies’ effects and attacks as well.*

Paladins of Worms and Ecstasy who favor Chillithin often favor Implacable, Paladin’s Challenge, and the Way of Evil Bastards, allowing them to personally go toe-to-toe with anything they find objectionable.

The rare Paladin of Dance is likely to have taken a Divine Domain: Trickery, Fearless, and Lay on Hands, as they move between the seen and unseen without fear, encouraging and healing their companions as they stand in front of them.

Paladins of Storms are frequently holy warriors in name and Fighters or Barbarians by training, but those who are actually Paladins by class typically favor Clerical Training (and with that, a lightning-themed Javelin of Faith is common), Bastion, and Lay on Hands – devoted defensive walls, ready to hold up the world and the community they care for. Paladins of Storms are the gray-bearded, serious counterpoints to the manic wild child most think of when they think of Storm worshippers.

PALADIN TALENT

Astral Sink

You gain +2 to all defenses against Externals (extra-planar entities) and their attacks. This has the side effect of making you quite effective against Elementals, Devas, Daemons, and the like, but using this blessing against “mere” intrusions, as opposed to actual reality-destroying effects of the Elder Devourers, is sacrilegious. (Players, work with your DMs to effect this category in your game—you’re after reality-destroying Chaos Beasts, not Fire Monsters.)

Adventurer Feat: *You gain a +1 to attack vs. Externals*

Champion Feat: *You gain +1d8 damage vs. Externals*

Epic Feat: *As a free action, teleport to anywhere you can see to engage an External. This does not incur an attack of opportunity. You must be certain that your target is an External.*

Wonderous Item: Goggles of Planar Truth: When wearing these “goggles” crafted in the form of a primitive wooden mask, you can see the true nature/home plane of any creature in your line of sight, regardless of any illusions protecting them of less than Epic Tier. Epic Tier illusions require an investigation skill check of some kind (“Investigator,” “Bodyguard,” “Priestess’ Spyking,” or “Eyes of the Pirate Queen” all sound like applicable backgrounds) at Epic DC (25) to penetrate.

IN MY DRAGON EMPIRE

- The Pantheon of Worms and Ecstasy is one of primitive and powerful passions, typically found amongst the barbarian tribes of Moonwreck and into the Deep Wastes, beyond even the maps of the world. However, it has found a powerful following in the Priestess’ temples, where complex politics and relations are sometimes best laid aside, and the simple routines of family serve as better guidelines. The pantheon is most often found outside of barbarian circles, however, in the near-feral warrior cadres of the Crusader, desperate for any guidance or hope in their constant wars against demons. Given the constant incursions of Things Beyond faced by those in the East, those rarities gifted with the Survival Domain are treasured indeed by the Legion of the Wall, although the Blue sees them as too much of a potential risk to be tolerated.
- The Pruning Five: A group of druids who have taken the Ecstasist viewpoint to heart, these five strike out at settlements along the edges of their woods whenever they feel that those settlements have gone “too far.” Tellingly, they never seem to manifest when a season’s growth is falling behind, but appear like thunder behind lightning after a good harvest or a healthy birth season.

- True Inquisitor Alaisdair, the Ruin Guard, is one of the better known members of one of the worst known organizations: the Inquisition. Alaisdair's focus is on finding the truth of the world in the hidden stories in previous ages' ruins – a quest that is supported nicely by the idea of all history being cyclic at a divine level. Unfortunately, that theory has only made him divinely prescient and worrisomely violent toward those who upset the ruins he claims as important.
- The Preacher is the simple title held by dozens of the Crusader's agents who move among the mobs and maintain order – and by that, she means Faith. There are simply too many in the rabble, from too many backgrounds, for any attempt at order of any other kind to hold. So Faith it is, and for a growing number of the Hordes that Faith is Ecstasist. To fight, live, and die to divine service is a message people destined for short lives on the front lines can truly be uplifted by.
- Samuel Goodeye, an Imperial Lawbringer and secret devotee of the Elder Devourers. Believing that all chaos and disorder stems from the disobedience of the younger gods and beings of the world, Samuel seeks out ways to bring about the consumption of the world by these great entities. He currently believes that the Stone Thief might be the key...

THE PANTHEON OF WORMS AND ECSTASY AND THE...

- Archmage: In general, the ordered view of the universe held by the Archmage doesn't hold with tribal godlings. However, more than a few of Horizon's best and brightest find particular interest in the particular efficiency of the Pantheon's worshippers in dealing with Externals (extra-planar entities) and abominations alike. There might be some truth to these claims of "Elder Devourers" in the Ecstasyists' ability to deal with such creatures.
- The Crusader: The Crusader both loathes the Ecstasyists for their numbers in the barbarian hordes and treasures them for the steel they provide many of his own forces. The Crusader's Truth Speakers and other morale agents commonly preach to these cadres of Ecstasyists while subtly changing the roles and lessons until devilish masters stand in place of Elder Devourers and worshippers boldly cry out for attention, instead of hewing to the shadows.
- The Diabolist: The Diabolist adores virtually all faiths, but has no place for one that teaches its followers how to keep out things like Elder Devourers. Control, absolutely. Simply dismiss and drive away? Inexcusable.

- The Dwarf King: It is a rare dwarf who doesn't hew to the elemental worship of the kingdom, and even for those dwarves, the lessons of the Ecstasyists' pantheon are too firmly rooted in hunter-gather modalities to typically come together. It is rumored that the duergar have taken to the pantheon with great enthusiasm, although whether that is to protect themselves from the influence of the Things that hunt them or to supplicate and worship them is an open question.
- The Elf Queen: The Ecstasyists have virtually no inroads in the elven bloodlines. The relationship of elven culture to the seasons and the harvest cycle is simply too different for the key lessons to typically resonate – and, it is said, elves look at powerful, chaotic entities such as the Great Devourers with much less fear than men.
- The Emperor: The empire finds little value in tribal pantheons such as these. Most of their experience with Ecstasyists is in repelling charges led by their War Leaders and Mystics.
- The Great Gold Wyrn: The worshippers of the Great Golden Wyrn value most faiths that don't call for harming others, and generally regard Ecstasyists as just one of many faiths that can support or harry them in their missions.
- The High Druid: More than any other Icon, the High Druid and her followers have ensured that the Pantheon of Worms and Ecstasy thrives beyond the barbaric, war-torn Northwest of the Dragon Empire. Although druids and other servants of the High Druid usually interpret the looming threat of the Great Devourers as the consequences of the overgrowth of civilization, and the Gods themselves as metaphors for the cycle of Life Eternal, not as actual gods per se, the Pantheon nonetheless serves as a valuable teaching tool for many a druid who seeks to educate, rather than destroy, those who come too close to the wild with their civilization.
- The Lich King: The Lich King maintains a close relationship with one of the few priests of the Ecstasyists to seek and attain eternity as an undead. The best possible case is that the ancient ruler seeks to prevent the apocalypse of the Great Devourers coming; the worst is that it seeks to tame them. In no case is the Lich King finding religion a positive sign.
- The Orc Lord: The similarity between the Pantheon of Worms and Ecstasy and the Orc Lord's own Blood Sorcerers' Sacred Lineages are a matter of no small concern in the Northwest. How much can the barbarians of that region be trusted to fight against the orcs when the cultures share so many values?

- The Priestess: Beyond its token presence in the City of Temples, the Pantheon of Worms and Ecstasy finds itself as a lingua franca of faith and metaphor for many of the pantheistic servants of the Priestess. Its simple lessons of safety, consequences, and the risks of excess appeal to many of them as a set of metaphorical lessons and stories with which to discuss otherwise complex, potentially explosive topics.
- The Prince of Shadows: All faiths are equally welcome to the Prince of Shadows, but there is a certain fondness for one which advocates following one's passions subtly enough to escape retribution.
- The Three: Of all the icons, only the Three – and in particular the Blue – see the Ecstasyists as an existential threat. The Blue knows perhaps better than any that there are threats beyond even the Abyss, and views even the cautious dancing around the threats of X'tha and Yth'Tch as drifting too close to a conflagration that could consume the world. The Ecstasyists are forbidden in Drakkenhall, on pain of ... extensive discussion.

THE PANTHEON OF LIVING ICE

Your deities are ascended mortals, believed to be the first humans to have survived one of the brutal winter storms of the Northeast Islands without losing even a single family member. Your religion as a whole places tremendous value on chosen family, survival, and the importance of cultural bonds.

- Aros, the Youngest Child, the Unblinded Eye. Worshippers of Aros practice a carefully honed naivete, aggravating to some, meant to take in the entirety of the world around them without filter. They are commonly sought as fair arbiters in local conflicts, taking on their ceremonial roles and wearing their ceremonial masks to show their connection to the unbiased perspective of the young.
- Sirkka, the Grandmother, the Heart of Ice. Sirkka's lot are oriented towards survival of their chosen tribe at all costs. Few of her worshippers are younger than their 40th winter, but all of them carry the weight of hard decisions made for the good of the many. It is to the worshippers of Sirkka that the tribe turns when there are too many mouths and not enough food; when warriors have to be chosen to face a mighty foe; or any decision requiring the cold logic of the ice.

- Aarre, the Daughter, the Wild One. Worshippers of Aarre refuse the roles given to them, invigorated by pursuing their dreams above their duties, inspired by the tales of Aarre claiming a place of glory as a warrior, a trickster, and a hunter by nothing but her own derring do. However, they are tempered by the tales of her surviving her own overreach by the good will of her family, always reminding these lone wolves that strength ultimately flows from the pack.
- Raili, the Father, the Steady Stone. Raili's face is an occluded sky, a clouded mask, always hidden. Raili takes no sides in the conflicts between his family members and their pawns, but is always available to aid in the healing afterwards. His worshippers tend towards positions of power but never primary power; they are aides-de-camp, firm right hands, and seneschals par excellence.
- Lucas, the Son, the Shore from Sea. Lucas is a god of Duty, Familial Bonds, and Service – at great cost. Followers of Lucas are driven by all of their god's stories of heroic service to the family, but it is the death story of Lucas that drives his paladins and clerics to greatness. Carrying the soul of the tribe across a great sea, chased by pack ice, frozen down to the very bone, Lucas swam on, keeping the fire of the tribal soul above the water in one hand as he swam on, trusting only in his need to protect the tribe to see him to safety.
- With his last breaths, Lucas claimed the shore of the new land and placed the tribal soul safely on land. Only then did he allow the ice that had crept into his very heart to claim him and bring him to Death itself, the last and final of his many deaths in service to the tribe.
- Agneta, the Mother, the Hearth's Fire. Agneta offers insight and judgement but at no small potential cost – her decisions are final and without mercy. They are not without insight, for she has seen all of the follies of the tribe. They are not without empathy for pain, for she has seen childbirth. But they are fundamentally the judgment of the fire, burning away all impurities, allowing for cooling of emotions, and then returning to the fire until all that remains is a tempered truth.

Nickname: Family worshippers, the Family.

Symbols: A string of six slightly different stones (no Family member is identified separately from these strings; rather a particular stone is usually larger or otherwise indicated if the worshipper favors one particular aspect of the Family); ritual masks; long tables.

Domains: Community is clearly a core Domain to the Family, while almost any other

Domain might fall under the interest of one of their followers. The Family worshippers also tend to multiclass more than many clerics, seeing their work in many of the paths of power.

Paladins of the Family encompass virtually every combination of talents, although remarkably few end up taking Divine Domain or Clerical Training, opting instead to more typically devote themselves to the blade and the shield as their service.

- Aros: A great many servants of Aros are barbarians or barbarian/clerics, although in-character they simply identify as “priest” and their rages are flashes of “holy guidance.”
- Sirkka: Sirkka sees many fighter/clerics as well as wizard/clerics: those who have honed their prowess to a killing edge one way or the other are hers.
- Aarre: Rangers and rogues walk behind the mask of Aarre as often as clerics do, seeking out the ways that others will eventually follow.
- Raili: Commanders and clerics par excellence, followers of Raili serve in every way they can find. One day the Occultist will wear Raili’s mask, and that will be a day of service indeed.
- Lucas: The chosen Mask of Paladins and many of the Family’s “pure” clerics, Lucas inspires self-sacrifice and survival in equal measure.
- Agneta: Clerics of Judgement more often than anything else, those who wear Agneta’s face might also wear Strength and Community – core virtues of the Faith.

DOMAIN: AUTHORITY

Once per turn when an enemy attacks you, you may “mark” that enemy as an interrupt action. You may only have one “marked” enemy at a time. If you mark another enemy, the previous mark goes away. You get a +1 to attack this marked target with spells.

Adventurer Feat: *You may mark an enemy who attacks you or a nearby ally*

Champion Feat: *+2 to attack*

Epic Feat: *Once per day, two allies gain this attack bonus*

Wonderous Item: Table for Six: An oblong, heavy wooden table with just enough room for six to sit elbows bumping each other, the Table for Six is a tool for diplomacy from a different age, if not a different continent or world altogether. Its magic summons food and drink from menus long forgotten on dishes made of substances never seen, clearing them all away just as easily as it summons them (and they vanish if taken).

But more importantly than how strange the food and drink is is how good the food and drink is. It’s easy to sit and eat whatever you get, to relax just a bit, and to enjoy a meal

with the people you're with. The Table for Six's exact magic is unknown, but many a trenchant disagreement has found itself made up over the table's strangely jiggly desserts, its blacker-than-night puddings, its sour beers....

The Table for Six grants all who eat together a five point background, Dinner Party Friends, for the extent of the time that they eat together at the table, which becomes a one point background, Dinner Party Friends, when they leave it.

IN MY DRAGON EMPIRE:

- The Pantheon of Living Ice is fairly new to the Dragon Empire, having come with a small group fleeing the mysterious islands rumored to be northeast even of the Gray Towers. However, as the survivors of that group acclimated to their new home, they proved themselves to be heroes worthy of song all – a thing they considered foreseen, as just enough of them had survived the passage to embody each of the sacred roles. With these heroes at the forefront of many minds, no few city councils, war cadres, and even adventuring panoplies have taken to wearing the Faces of these gods to resolve business, even if they lack the strength of faith that brought the original six alive across the Great Water.
- Thon Brascar is the most well-known of the Family, being one of the Original Six who brought the faith across the water. She now sits at the Priestess' right hand, administering the bureaucracy of Santa Cora, wearing the mask of Raili alongside her Janissary honors and deep worry lines. With the recent death of her son in Drakkenhall's limits, worries have begun to grow of conflict between the halls of Gods and Dragons.
- Nonus Coruncanus Brascar is perhaps second-best-known of the Family, husband to Thon and traditionally wearer of Lucas. He went west to establish himself on this new continent, fighting as a gladiator to present himself as a choice recruit for the Imperial Legions before being recruited to fight orcs in the Northwest. He fights there still, commanding thousands from the front, his progress held in check by his need to put himself in the most deadly of predicaments, but his legend growing all the more for that. Some Legion prognosticators worry how many soldiers might follow if Brascar was to walk....

- The Children’s House: run as a cooperative effort between various halfling communities and the Family, the Children’s House is an orphanage that places a gate between the child and their past. Only children too young to know where they came from are allowed, and no knowledge of their past is given to them. All are raised as equals, or at least given equal chances to stand out. Those who do not are subtly relegated to a life among halflings, while those with the heart for leadership and the soul for Faith are even now being groomed for leadership.

THE PANTHEON OF LIVING ICE AND THE ...

- Archmage: The Archmage is extraordinarily suspicious of these foreign gods, viewing them as little better than another set of Externals posing yet another risk to the wards that are so delicate already.
- The Crusader: The Crusader views these “gods” as he views most: another potential food source for his masters once the immediate problems of the world are dealt with.
- The Diabolist: The Diabolist finds the Family’s worshippers’ focus on community and mutual care to be intolerable. If people don’t feel like shamed outcasts, who will do anything for power, revenge, or whatnot (so many mortal reasons, so little time)? The extent of her interactions with circles of Family worship is that she has begun extending agents into some in an effort to steer one, if not more, of the godlings to her service.
- The Dwarf King: Family worshippers who gain a dwarven ear will find many similarities between their ethics and the Codes of the Dwarven Nation. However, that cultural exchange has yet to occur, so it is an open question as to whether it will be two cultures being so similar that they mesh painlessly, or so similar that they forcibly repulse each other. Most hope that one wearing the mask of Sirkka, the Grandmother, will make the contact – grouchy but fair seems like the best chance for peace.
- The Elf Queen: Wearing iconic roles is integral to the elven understanding of the world, providing a key means of staying attached to the world when the chaos of their homeland threatens to grow too great even for their passionate minds. Many elves have picked and chosen elements of the Family pantheon to expand the selection of masks they can don for such purposes. Outsiders would be surprised how often Agneta’s mask is worn to provide final, ordered judgements.
- The Emperor: The Pantheon of Living Ice has found an (ironically) warm reception in the empire. Its focus on community well-being and responsibility

reinforces imperial ethics, while its harsh but fair system of judgement echoes imperial law. A priestess of Agneta even now serves as the Administrator of Santa Cora on the Emperor's behalf, while a priest of Lucas leads a significant contingent of the Northwestern Legions.

- The Great Gold Wyrm: The Pantheon of Living Ice is, at heart, too cold-blooded for the Great Gold Wyrm. Too much of their faith is hard-edged, unwavering, and lacking in compassion for the servants of this fundamentally merciful, selfless Icon. Although there has been no explicit conflict, it seems inevitable that a Paladin of the Wyrm and of the Family will find themselves on the same side of a conflict but in potentially violent opposition over how to resolve it. If any of the Family might find peaceful resolution with the Wyrm, it is likely the Child, Aros, whose deliberate naïveté mirrors the carefully fostered appreciation of the world seen in the servants of the Great Gold Wyrm.
- The High Druid: The High Druid finds little of value in this calcification of the pack and its truth regarding how families survive together: with fangs bared.
- The Lich King: The Lich King and his followers tend towards believing in their own wisdom above any others', and so do not resonate well with a faith based on shared decision-making and community bonds.
- The Orc Lord: The Orc Lord knows Family worshippers only as yet another set of godlings he must crush to progress his plans.
- The Priestess: As one of the Faiths of Mystery, neither Light nor Dark, the Family occupies a strange place in Santa Cora and in the Priestess' heart. On one hand, the imperial administrator of the city is a Family worshipper and has brought with her council of five other worshippers: a calm to the city even as more strange divinities appear. On the other hand, they are foreign gods, and their goals are unknown. Like many of the Faiths of Mystery, they are given a place at the Priestess' table as much to be kept an eye on as to be welcomed.
- The Prince of Shadows: All faiths are equally welcome to the Prince of Shadows, but there is a certain fondness for one in which the blame can continually be passed to another. And he finds Aarre invigorating – more than a few Family worshippers find themselves as much on the path of the Prince as the Priestess when they wear the mask of the Wild One.
- The Three: Family worship has almost no grip in Drakkenhall or with the servants of the Three as a whole. Its gods and their metaphors are simply too tied into humanoid cultural cycles to register meaningfully with the draconic, goblinoid, and whatnot races of the Three. 🎲

RITUALS OF FAITH

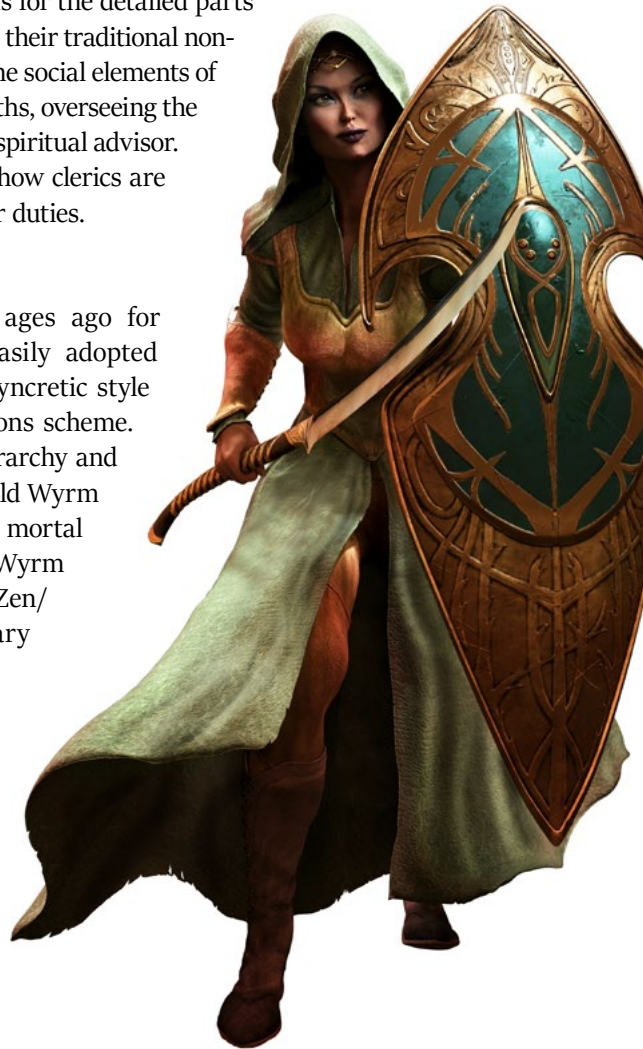
BY BRIAN ROGERS

While 13th Age focuses on combat spells for the detailed parts of its rules, it allows clerics to perform their traditional non-combat duties via rituals. This lets PCs fulfill the social elements of the cleric's role: acting as a divine witness to oaths, overseeing the boundary between life and death, and being a spiritual advisor. It's worth taking a moment to consider both how clerics are organized and how rituals assist them in their duties.

CLERICAL ORDERS

The Emperor established clerical orders ages ago for bureaucratic control, and the populace easily adopted them. They predate the Priestess, but her syncretic style happily absorbed them into a broader religions scheme. The Crusader prefers them as they bring hierarchy and command structure to religion. The Great Gold Wyrn dreams some into being as seed crystals for mortal ideals. (In My Dragon Empire, the Great Gold Wyrn created the Monk class, so his orders are Zen/Tao flavored; Your Dragon Empire May Vary (YDEMV).)

To leave player space to create, it's best to limit details provided here for orders to their patron, domains, motto, and a symbol that hints at ritual objects.



Community Orders: The most common orders, there is usually one in each town.

- ***The Crown Abbeys*** (Emperor; Community, Leadership, Sun): “The Empire’s light banishes darkness.” Symbol is a spear bound within a sheaf of wheat, over a sun.
- ***The Hearth Order*** (Priestess; Lore, Love, Community): “Without each other, who are we?” Symbol is an arched hearth with a batch of grapes on the keystone.
- ***The Pillars of Faith*** (Crusader; Justice, Protection, Life/Death): “We hang together, or we hang separately.” Symbol is a six-sectioned pillar supporting a bastard sword.
- ***The Glittering Choir*** (Gold Wyrn; Beauty, Protection, Strength): “Raise your voices in chorus, set your backs to the labor.” Symbol is a bull’s horn (instrument or not) on a cord woven of two leather strands and one woolen one.

Martial Orders: These orders have a few strongholds but mostly travel with the army.

- ***The Crown Hospitallers*** (Emperor; Healing, Justice, War): “The Empire’s aegis upon its travelers.” Symbol is a road with overhanging tree, ripe with fruit.
- ***The Swordbearer’s Legion*** (Crusader; Strength, Anti-Undead, War) “This is the line of division.” Symbol is a longsword held at the ricasso, point down (forming a cross-shape); the tip to the midpoint of the blade are red, the rest is silver.

Itinerant Orders: These orders have scattered buildings where the traveling clerics meet.

- ***The Migratory Flock*** (Priestess; Healing, Life/Death, Knowledge): “Like blood, truth must circulate.” Symbol is three birds – owl, raven, hawk – wings touching to form a circle, with three overlapping circles within that.
- ***The Enlightened Voices*** (Gold Wyrn; Lore, Beauty, Trickery): “Gods did not give us our intellect to not use it.” Symbol is a staff bisecting a circle where one half of the circle is a rose, the other half is a flame.

There are no rules for PCs entering orders, but it makes sense to have at least one domain or a positive icon relationship with the patron. Negative patron icon relationships might mean PCs are outcasts, probably tied to their One Unique Thing. Ambivalent points might be evidence of the PC being on one side of a political schism in the order.

BINDING OATHS

A key clerical duty is bearing witness (and, by extension, the gods bearing witness) to the swearing of oaths. When the cleric expends a spell in a ritual, the PC is expending a resource to gain an in-game benefit from that oath. Sometimes this is social, where binding the oath between powerful people lets you ask them for story favors, but other times there are more tangible benefits. Here are some guidelines.

- **Duration:** By ritual length. Minutes = moon phases (full, waning, new, waxing; about 1 week/minute), Quarter hours = months, Hours = years. Some story ideas have multi-day rituals for oaths that last decades.
- **Willingness:** Even if you think you're lying, the oath still holds if the ritual works. Make sure players know that. Binding Oaths reduce player agency to increase story drama. If the players don't buy into that, don't use Binding Oaths.
- **Sidedness:** Most Binding Oaths are multi-sided – the wedding party agrees to be true, the master promises to teach and the apprentice to work, the attendees at the peace conference all promise to not attack – but evil clerics happily use one-sided Oaths. Those should exist between NPCs as indicators of evil intent, and only with an NPC having dominion over the PCs when everyone is good with that story beat.
- **Effect:** Highly dependent on the spell used. In general (for 1st level spells),
 - * Bless creates an unbreakable oath for the duration – the NPCs simply can't break their word; PCs must make 2-4 hard saves (16+) to do so.
 - * Javelin of Faith and Spirits of the Righteous are sticks: break your word and take maximum damage from the spell as a critical. Breaking your word may be a death sentence, but you can do it. (Generally, Javelin targets plentiful oath takers, while Spirits is one or two targets.)
 - * Cure Wounds, Hammer of Faith, or Shield of Faith are carrots. You gain extra health, fortitude, luck, etc. to help you fulfill your oath while you keep at it. Any combat effects are held in abeyance until needed, or until the PC abandons the oath (in which case it fizzles with no effect). A PC can only be under one of these oaths at a time.
 - * Turn Undead is rarely used for oaths, but generally makes it easier for an oath-maker to resist an undead's non-damaging special abilities. (In My Dragon Empire, vampires have charm powers with long term story effects, which these rituals are handy at blocking/ending. YDEM.V.)

Examples:

- **Marriage Vows:** from the four-minute Shield of Faith of the Enlightened Voices where cords are twined around the young lovers' wrists to assist their elopement, to the hour-long calling of the Spirits of the Righteous the Swordbearer's Legion performs by exchanging silver rings and joined gripping of a knife blade that will leave an aggrieved widow or widower free to find a

more faithful partner, to the four-hour long Blessing giving a firm foundation of fidelity by the Community Orders (usually requiring the attendee's oaths and items of various colors, ages, and provenance), to the four-day Javelins of the Faith of the Crown Abbeys ensuring cooperation between noble families as treachery wounds parents and spouses alike, these are core clerical duties.

- * **Story Hooks 1:** The PCs are tasked with making sure a marriage ritual is completed (or seeing that it isn't!) for political purposes. They may have to guard the door for an hour, or ride herd on dueling families for the better part of a week.
- * **Story Hooks 2:** The PC bard had a master plan to seduce the queen's cook to get access to the castle, only to find he married a week earlier and literally cannot stray – do they wait until the month-long oath passes or develop a new plan on the fly?
- **Obedience Vows:** The Crusader has clerics bind recruits in three-year Blessings of strict obedience to their superior officers, who in turn swear to their superiors, until the generals are swearing to the Crusader. (These are two-way vows, as the Crusader never spends a soldier's life unnecessarily (YDEM V).) The Crown Abbeys set convicted felons to work for the community for a season after they swear an oath under Javelins of Faith, knowing that corporal punishment hinders any escape. The Hearth Order and the Glittering Choir often swear to complete a construction under a Hammer of Faith and find the strength of their hammers and backs greatly improved.
 - * **Story Hooks 1:** The PCs are approached by a shady figure who offers a too-good-to-be-true scheme. The PC cleric decides it's worth spending a spell slot on a Blessing for some certainty. For the next week they are all in this together. Alternately, have the thief bring her own cleric to ensure the PCs are comfortable taking on the adventure.
 - * **Story Hooks 2:** Members of a Diabolist resistance cell swear an oath not to betray their comrades. Knowing this, she places them in suspension for a month before trying to question them. The PCs have that long – and no longer – to rescue them, or the entire resistance is burned.
 - * **Story Hooks 3:** The PCs learn a dragon cult leader made his lieutenants swear a one-sided death-oath: if he dies, they all die. If the PCs can dispatch the cult leader, they cut off all the hydra's heads at a stroke.
 - * **Story Hooks 4:** The PCs buy their way out of imprisonment by agreeing to take on a suicidal task, knowing that the oath means they are just as dead if they try to run. This removes the classic suicide run problem of the PCs just slipping their guard to jump on a ship.

- **Blood Promises:** The PCs can swear an oath to collectively complete a task with Cure Wounds, Hammer of Faith, Shield of Faith, or Turn Undead. When the GM determines that all is lost – somewhere between one to all-but-one PCs being dead – the gods intervene to help the survivors see it through. Blood Promises facilitate pleasing endings in one-shot games. They also let the PCs set up an advantage at the end of one “day” that the GM controls the timing of, as they tackle a nigh-impossible challenge. Don’t use these unless everyone can handle an “I alone escaped to tell thee” story.

PSYCHOPOMPS AND EXORCISTS

Clerics don’t just fight undead: they protect newborn spirits, prevent untimely deaths, and guide souls to their reward. The Pillars of the Faith prevent disease from weakening a town’s defenses with the blood of survivors. The Crown’s Hospitallars shield the villages they pass through from future harm, reminding people of the Blessed Emperor’s protection. The Enlightened Voices facilitate many deathbed reconciliations.

- **Cure Wounds:** An annual hours-long ritual will bless with good fortune, where each resident’s first accidental damage is blunted. A similar hour-long ritual immunizes a congregation of a house of worship from a disease. With a few minutes, the cleric can forestall death, granting aged or ill parishioners a chance to see loved ones a final time or complete a will and testament.
 - * **Story Hooks 1:** The PCs enter a town where a demon-worshipper is dying. The foul spellcaster cackles at their final vengeance, that missing children had been cursed into animal shapes until the spellcaster saw them again. The GM figured this for a race to find the animals before dawn. Instead the PC cleric’s ritual holds the death in abeyance, buying the PCs time at the cost of some powerful healing.
 - * **Story Hooks 2:** As a plague outbreak looms, the PCs race a survivor of the first decimated town down the line to immunize the citizenry as a firebreak to save the province. Of course, the cleric must still have her Cure Wounds memorized at that point...
- **Turn Undead:** Clerics are called on to perform exorcisms when malefic forces possess an innocent. Graveyards must be consecrated so the spirits of those buried within remain safely in the afterlife. If dark forces are threatening a family, a ritual can protect them, denying the creature its targets.
 - * **Story Hooks 1:** Protection rituals require that casting occurs at the evil’s strongest point (ostensibly so the cleric knows the ritual will hold against the creature’s worst; in reality, so rituals don’t drain dramatic tension).

Hence the exorcist must face the possessed creature, the consecration of the graveyard must be at midnight, etc. The PC cleric can be approached to handle these tasks once the local cleric has failed or the situation is out of control.

- * **Story Hooks 2:** Rituals can shift the threat from innocents to the PCs. If a threat is targeting a particular person/family/town, players can feel stymied by those additional people at risk. They can expend their Turn Undead to remove those strategic concerns, at the cost of facing the full force of the enemy's outrage.

SPIRITUAL ADVISORS/DIVINERS

Finally, clerics serve as spiritual advisors for their community. The Crown Abbeys strive for truth and restoration of comity inside the community. The Hearth Order guides to reconciliation between the aggrieved as a path to peace and love. The Pillars of Faith will not allow injustices to fester and demand penance. The Glittering Choir quietly guides people to harmony. All of this requires the revelation of truth, confession of guilt, real repentance, and acceptance of same.

You can't develop story hooks on this clerical function, because the act of being a spiritual adviser or diviner is the story hook. They provide roleplaying opportunities or information dumps as NPCs come to them for advice, but they are still story hooks. Even when it's a PC going to an NPC cleric for advice, that cleric is providing a story hook. This means they aren't rituals as there's no cost.

When a PC Cleric prepares a divinatory ritual, ask why the players are doing this.

- They are lost/confused: Make it an interesting moment for the PC as you clarify the story hook... at no cost. If the disquiet spirit wants to know who killed it, but the players are trying to figure how they can fight it, the "ritual" clarifies they're in a murder mystery, not Ghostbusters.
- They want a shortcut to get to the "exciting" part: They're deciding it's worth a resource to save time. Give them about half the clues immediately and recalibrate the adventure so they can possibly catch the enemy unawares.
- They think they've figured out what's going on, but want a tactical advantage: If they can identify what's really going on, give them an infodump of the ultimate enemy's plans, motivations, and weaknesses before the final fight. If they're guessing wrong, reveal the real solution (a "Wait, he's the killer?!?" moment) and jump to the endgame while giving the PCs a slight advantage. They spent game time investigating and expended a resource, so give them something even if they were wrong.

Rituals and orders give cleric PCs more grounding in your Dragon Empire, opening them to dramatic potential far outside their combat prowess. 🐉

THREE PANTHEONS AND THREE GODS

BY JOHN MARVIN

These gods are fantastic to add into your game if you want to bring a little history and conflict into your world.

THREE PANTHEONS

These pantheons are designed to show the repeated conquest of your gaming world.

The first people worshiped the Old Gods and called themselves Spirians. These people were conquered by followers of the Thirsty Gods. Those who did not switch to the new faith were pushed into the wild places where they still revere the old gods. Most elves (and elven icons) follow the Old Gods, as do the druids (and their icons).

The followers of the Thirsty Gods call themselves Reknarites. They took the major population centers until they were in turn conquered by people who followed the Bright Gods. Those who did not convert drew together in enclaves, and many cities still have a significant Reknarite population. Most dwarves (and dwarven icons) follow the Thirsty Gods. Some Reknarites have become fanatical anti-hell warriors (and their icons) and take the fight to the minions of hell wherever they may be.

The worshipers of the Bright Gods call themselves Lightbringers. They came in, took the best land, and now run the empire. Most humans follow the Bright Gods. Lightbringers build amazing cathedrals and help educate the people. Leaders of the empire (and their icons) follow the Bright Gods.

Each pantheon has good and evil deities and followers to match. Many people work together across religions lines, but not all. If your PCs are exploring an ancient temple, it's likely to be to the Old or Thirsty Gods. If they walk into a local church, it's likely to be dedicated to the Bright Gods.

THE GODS

Katalua: The Destroyer (Bright God)

Katalua (CAT ah loo ah) is the destructive force of the end of life. She unbinds the soul from the 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. The Thirsty God Koatiri greatly influenced Katalua as she is worshipped 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. She holds a key and a sword in her hands.

Alternate Names: The Destroyer

Balamet: The Warrior Cat (Thirsty God)

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.



Art: Nikole McDonald-Jones



Art: Nikole McDonald-Jones

Faith

- In mainstream Reknarism, Balamet is seen as a martial spirit who often carries warnings. 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

- Reknarites 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 Vixen: Tullet (Old God)

The Vixen is probably the best known and preserved of the Old Gods. 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 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 a questioner, cutting a soul free in order to test it.

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.



Art: Justin Wyatt

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.

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SIGNATURE ITEMS

BY PATRICK JOYNT

How do you define a city with trinkets?

- Single-use magic item creation is limited almost entirely by wealth and the availability of magic users. Single-use magic item reliability relies on the availability of well-trained magic users and meticulous systems of production.
- Perhaps predictably, Axis' military forces are superbly equipped with healing "potions" which are closer to solid rations dispensed from a cunningly engineered quick-dispenser worn at the waist. Contrast that with the murky "potions" that Blue Sorcerers source at their own expense and you begin to see the difference that "trinkets" make in the life of a city-state.



Art: Patricia Baker

At the ground level, trinkets matter more

- Two magical items speak to the nature of rule in Axis and in Drakkenhall in particular: selfsticks and sirens.
- Selfsticks are simple, foot-long sticks made of light wood that the owner can, with a command word, cause to disintegrate. When they do so, any vested enforcer of the law of Axis can see an aura upon the selfstick user. This aura reveals their legal status in Axis and current health. The effect lasts for a few days, typically. Selfsticks are created en masse and distributed to citizens and slaves alike so that, in case of an emergency situation, order can be maintained.
- Sirens, on the other hand, speak to the very nature of life in Drakkenhall. In order to accept a license to build in Drakkenhall, you accept certain magical terms in addition to certain “legal” ones. One of those terms connects your structures, no matter the material, fatally to these sirens. Mud, wood, brick, or magical metal – if a properly ordained servant of the Blue crafts a siren and activates it, and you don’t stop them before it finishes its eponymous horrible noise, your building is coming down. Such is life in Drakkenhall – even the buildings kneel before the Blue.

Glitterhaegen and Shadow Port have their own noteworthy local craft items

- Glitterhaegen locals are loathe to share the best places to purchase a good natural eye, in part because tourists and visiting merchants are the very people a natural eye are intended to let you take advantage of. Created by a few rare druidic forge crafters, natural eyes are perturbingly realistic eyes which when ingested grant the user an hour or so of acute awareness of every twitch, movement, breath, or other minutiae in any humanoid they focus on. Naturally, this gives some advantage in any form of negotiation. Victims of these items are given to calling them predator’s eyes.
- Perhaps as predictably as Axis arms, Shadow Port does its best to ensure any and all visitors get access to impregnable purse oil, an oil (naturally) that renders the opening of any purse or bag as secure as a vault for an hour. Emboldened against theft, visitors are perhaps less careful than they should be and fail to notice razor sharp blades cutting the bottom of their purses, jewelry being bumped off of them in a handshake deal, or their purse simply being lifted entirely to be opened later at leisure. And even if all that fails, the oil itself leaves a scent that trained beasts can follow for miles, retrieving the purse while its owner sleeps peacefully.

What is the signature of a blend?

- Concord prides itself on its extensive blend of cultures, but a local creation stands out. Although a product of Santa Cora, proud ears are a favorite of the tenser meetings of Concord. Too expensive for regular use, proud ears not only grant the user comprehension of a specific language (set at creation with the aid of a speaker of that language), it creates the illusion that the user is fluently speaking the language. Native speakers of the language both see and hear someone speaking their own tongue. Given how many decision makers in the elven and dwarven communities in particular are monolingual, its arguable that proud ears are as integral to Concord as nails and lumber.

Peace above all

- Santa Cora's peacekeepers serve to, well, keep the peace, but are organized in the manner of the bureaucracy there - along the lines of the Gods of the Dark, the Light, and the Mysteries. How a squad of peacekeepers is equipped varies wildly, depending on the Order they serve.
- Lighthouse guards are granted righteous guardian tokens. These can be snapped in half, filling a large area with a hazy smoke. This smoke contains thousands of motes of semi-sentient light that judge those who are in the conflict or merely bystanders. They then defend those caught up in a battle that isn't theirs, granting anyone not actively in a combat +4 to all defenses until they can flee or the combat ends.
- Shadotower guards are granted final answer tokens. Snapped in half, these grant the warriors of the tower a perfect understanding of the relevant laws and the information available to them, allowing them to act as judge, jury, and executioner on the spot. There is no recourse or appeal.



- Mysterykeeper guards have a variety of answers to diverse situations, none so common as to be quantifiable.

Death and birth

- On the undying island of the Lich King, status is being perpetually rewritten as the Eternal Peerage struggles amongst itself for the scraps of power their lord spares for them. The vassal's writ removes one from the book of status altogether for a short period, granting one the altogether terrifying status of outsider. Used historically as often for the freedom to say just awful, nasty things without repercussion as to assemble (re)kill squads to eliminate entire other noble lines with just as little repercussion, the vassal's writs are tracked as closely as any scroll of turn undead might be (although they are considered far less crass).
- New Port barely has a signature drink, let alone a signature single-use magical item. However, as a place to acquire true magic items, it has rapidly developed a reputation that outmatches its age. Full of scrappy, upstart adventurers, merchant would-be princes, and actual would-be princes, New Port is also just recovering from an attack by the Stone Thief that left it battered but saw numerous escapees – and they brought with them powerful treasures thought long lost.

Sit a while, and listen (to the screams)

- Old Town, Twisp, and Burrow are locked in a conflict that is ages – millennia – old, and unlikely to be resolved soon short of bloody war. And even then? The losers will die, cursing the winner's cause.
- Do. Not. Claim a favorite type of pie in these cities. Don't do it. Just don't get involved. And if you must, do it with a swift gulp of a draught of affability, a sweet mead that leaves the imbiber as generally likable in their behavior as the halflings of Three Towns themselves. But oh, the morning after ... (unless you're a halfling, in which case this item simply functions as a strong mead, regardless of your temperament).
- First Conquest understands sacrifice. The twin brands of service allow one user to activate their brand, re-igniting it, to take from themselves and give to the user of the other brand all basic bodily needs for 24 hours. For one day, the other user won't need to sleep, eat, drink, or use the restroom – but the first user will find no relief, no matter how they indulge.

The pit and the wall

- Where the Diabolist calls home changes from week to week and day to day, but she has a few regular hellholes. And while, if anything, a defining feature of being around the Diabolist is that you can have any magic item you want ... for a price ... a common item that doesn't exactly cost your soul is the negotiator. A bit pricey for most, the negotiator clears a roughly ten-foot by fifteen-foot space and creates a lovely if not sumptuous room complete with a musician, fresh finger food, and mild aromas reminiscent of the potential client's favorite memory. The Diabolist is always happy to sell her servants these trinkets – or to meet in one. Just don't ask what that aroma is.
- The Sea Wall has held, even as it's rebuilt further and further inland, for ages. The soldiers there don't consider lockets of home to be a "signature" magical item, but Axis and Horizon consider their production as important to the Eastern Theater as healing potions and swords. Small lockets in the shape of the imperial mark, when held to a soldier's temple and a word of power spoken, they bring soothing visions of the West, of the Empire, and of all that the soldier fights for. As many soldiers owe their sanity to these lockets as owe their lives to a cleric's healing spells.

Flowers and stone

- Leaving the Elven Court can be brutal for many of elvenkind. The chaos of their near-realm fades and the reality of the Dragon Empire intrudes, and for many



Art: Patricia Baker

an elf, things are simply too ... cold. Their embrace made real channels the chaotic bounty of the ruler of the Elven Court, extending the reality-warping effect of the court much farther and only gradually allowing its effects to fade. Of course, some unscrupulous users have found these cloaks have other purposes when used farther afield, on non-elves, or both....

- Dwarves place a high value on drink and attach commensurate importance on tracking individual wrongs done and righted to a high degree of accuracy. Often, those wrongs and rights accrue while said drink is poured as well. A dwarven spirit of challenge addresses both needs, functioning as a strong dose of spirits, and at the same time granting the user perfect recollection of all of their grudges and the status of said grievances. 🍷



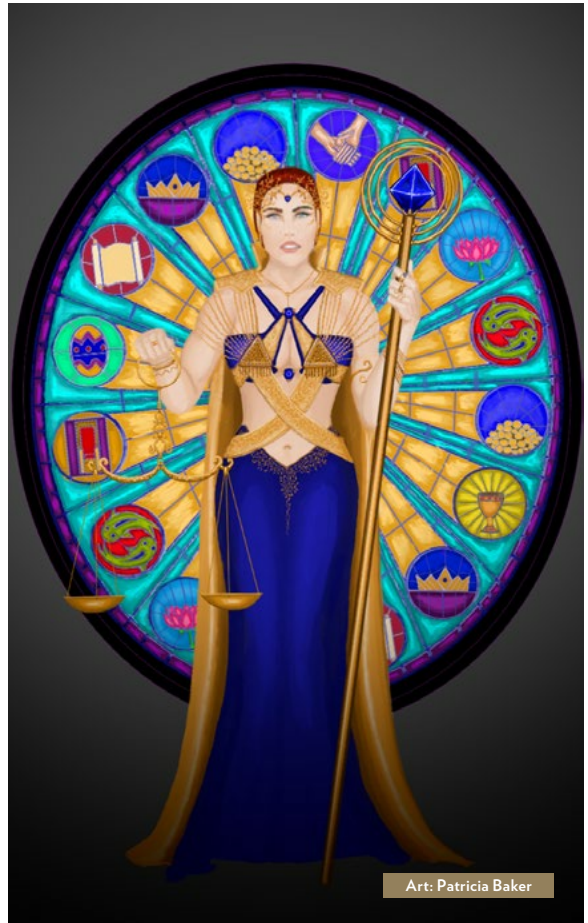
THE CONDEMNERS

BY JOHN MURPHY

The Church of Providence embraces success, claiming that victory and wealth are the result favoritism of their goddess and the evidence of righteous living. Conversely, those that are destitute, poor, and struck by misfortune have earned that scorn due to their lack of faith and immoral living.

I've set the Church in Glitterhaegen, but I think the Church of Providence could find a home in any city, especially if wealth and commerce are important.

The Church of Providence is a new sect in Glitterhaegen, worshipping a lesser known goddess of light, Sharnu. Several years ago, Lemuel arrived from Santa Cora preaching a new doctrine: his deity's favor and blessing was bestowed on those that followed her will. Success in the material realm was a sign of Sharnu's favor, while failure was a sign of moral shortcoming. A moderately successful trading house run by the Grimberg family became followers of the sect, and shortly after saw their fortunes grow as they were able to conduct several successful ventures at large profit. Lemuel encouraged the



Art: Patricia Baker

traders, preaching that they deserved the success that had come their way as a reward of their piety and virtue.

Other Glitterhaegen trading houses desired the same advantage that had come to the Grimbergs and became supporters and followers of the Church of Providence. Yet while the Church was quick to give praise and doctrine that reinforced the Trading Houses, it was equally quick to condemn and scorn those it felt fell short of their moral standards. At first, it was obvious purveyors of no good, demon cults, and thieves that were targets of the Church's judgement. But soon it spread to the destitute and unfortunate of the City of Coins. Their vocal scorn of the least fortunate earned the Church of Providence the nickname "the Condemners."

Even more recently, the Church's judgement turned on one of the trading houses, the Vonklerks, famous for its skilled scribes and accountants. Though they had paid homage and support to the Church, Lemuel began to question and condemn them for having worshippers of the Great Squid, the God of Ink, in their ranks. Despite pressure to condemn and remove any of these believers from among their family and employ, the Vonklerks refused. After several business ventures went sour, other trading houses began to end dealings with the Vonklerks, and soon the family's enterprises collapsed. Shortly after, when the Grimberg patriarch attempted to intervene on behalf of the Vonklerk family, he was revealed to be an adulterer, and as result condemned by the rest of the family, removed from all business functions, and his position as the head of the enterprise supplanted by his daughter. The Church had revealed itself to have great influence and power in Glitterhaegen.

RUMORS AND SECRETS

Lemuel was born among a group of poor scavengers, barely scratching out an existence along the Sea Wall. Imperial defenders evacuated them to Santa Cora after most of Lemuel's community was decimated by the attack of a particularly vicious monster from the Iron Sea. Supported by charity, Lemuel fell in with various sects and developed as both a theologian and pastor. He came across various sources making reference to an ancient goddess of light, Sharnu. He put together the sources and filled in the blanks with his own beliefs. In Santa Cora, he could not stand out amongst the myriad of faiths and philosophies, but in Glitterhaegen he has found a home for his doctrine.

The Orc Lord is the Angel of Wrath that Sharnu has brought back to punish and destroy the evil that has taken root in the Dragon Empire. His invasion will destroy the weak and corrupt and leave the Empire fresh for the dominion of the true believers.

HOOKS

The PCs, fresh off a successful adventure defeating the forces of evil, are approached by Lemuel. He is full of praise and wants to let the PCs know that Sharnu supports and praises their efforts. He offers a one time blessing, Grant Condemnation, giving each PC a single use of Smite during the session. A paladin can double the effect of smite once in the session.

Later, one of the PCs suffers the effect of a curse from a spiteful enemy. Lemuel expresses that Sharnu could cure it, but he needs a relic – a chalice that was recently stolen from the Church. The culprits are a group of thieves from Shadow Port who, as a front, run a charitable arm of a heretic goddess of kindness that ministers to the destitute. If the PCs strike them down and recover the chalice, he will help them. Of course he will offer the Grant Condemnation blessing again for their assault against the heretics.

That might get the PCs to balk or question the request of the Condemners, but if not, the next request from the Church will put the PCs at odds against icon allies, friends, or family. Once the PCs refuse Lemuel, he condemns them and calls upon the Angel of Judgement of his sect to destroy the PCs.

The angel's trick is the "Scales of Judgement." Pick one PC that has the largest positive, or at least conflicted, icon relationship with an "evil" icon. It could make a good consequence for a recent 5 on a spent icon advantage, or for a PC that made memorable use of evil icon relationships in the past. When that target is singled out for the first Scales attack, their targeting is perhaps no surprise.

However, the next round the angel targets for broader effect of the aura and hits PCs who have relationships with "good" icons. Perhaps this will catch the PCs a bit off guard.



Art: Patricia Baker

SHARPU'S ANGEL OF JUDGEMENT

Double-strength 8th-level wrecker [celestial]

Initiative +13

Vulnerability: negative energy

Sword of Pairing +13 vs. AC−76 holy damage

[C] Scales of Judgement +13 vs. MD−20 holy damage, plus an effect depending on the target's icon relationships until the end of the battle or the target uses an icon advantage to end the effect.

Icon of Greed: a positive/conflicted relationship with the Emperor, Lich King, Dwarf King, Prince of Shadows. Your greed betrays you: every time the target rolls a natural 14-19, they take that amount of damage themselves.

Icon of Forbidden Knowledge: a positive/conflicted relationship with the Archmage, Diabolist, the Three, Elf Queen. Purge your mind of evil: the target cannot use one spell, talent, or other ability of the angel's choice.

Icon of Heretical Belief: a positive/conflicted relationship with the Priestess, High Druid, Crusader, Great Gold Wyrn. Repentance: the target is confused for one turn, then vulnerable to holy damage until the end of the battle.

Special: The target can only be affected by one judgement at a time, and only once for each icon.

Limited use: 1/round, as a quick action.

Aura of Awe: While engaged with this creature, enemies with 48 hp or fewer are dazed

AC 24

PD 18 **HP 288**

MD 22

LEMUEL OF SEAWALL, PASTOR OF THE CHURCH OF PROVIDENCE

6th-level spoiler [humanoid]

Initiative +8


Rod of Castigation +10 vs AC—21 damage and target pops free

[Special trigger] R: Shame of the Recreant +11 vs MD—10 ongoing damage, and the target is dazed (save ends). The target must have previously accepted the Grant Condemnation gift.

Sharnu do not forsake me: The first time Lemuel is staggered in a battle, he regains 25 hp.

AC 21

MD 21 **HP 90**

PD 15 



THE TEMPLE OF THE EBON TRIAD

BY JEB BOYT

The Ebon Triad are honored by an ancient cult, dating back to the First Age, if not before. Favored by mages, sages, and other magical practitioners. The Triad most often represents the future, present, and past, portrayed as maiden, mother, and crone, though the Triad is susceptible to many interpretations. In addition to mystical and arcane knowledge, the Triad is known for herbal knowledge, magical protection, night mysteries, and the recovery of lost objects. A small shrine to a beneficial, protective version of the Triad can be found in many households and villages.

The learned worshippers of the Triad have freely interpreted them in a multitude of ways, associating them with many different gods, including:

- Hebe, Hera, and Hecate
- Persephone, Demeter, and Hecate
- The moon goddesses: Artemis, Selene, and Hecate
- Selene, Artemis, Persephone
- Muses of song, practice, and memory
- The Fates: Spinner, Weaver, and Cutter
- Inanna, Ishtar, and Astarte
- Thoth, Isis, and Heh
- Skadi, Freyja, and Frigg
- Urdr (Past), Verdand (Present), and Skald (Future)
- Ushas, Lakshmi, and Kali
- Sehaime, Ioun, and the Raven Queen
- Ezric, Luthic, and Greatmother Geyah
- Yuanshi Tianzun (Treasure of the Tao), Lingbao Tianzun (Treasure of the Scriptures), and Daode Tianzun (Treasure of the Master)

A recent interpretation has been to see the High Druid, the Priestess, and the Elf Queen as embodiments of the Triad, often equating them with Artemis, Athena, and Hecate. It is not clear if the icons themselves favor this interpretation or even if advancing it might serve their interests. It seems likely that some icon is promoting this interpretation.

There is also a dark, vengeful interpretation of the Triad as succubus, medusa, and hag. This Triad has been embraced by some female mages that are frustrated and wrathful at ill treatment, exclusion, or slights that they have suffered from the mages, mostly male, in the Archmage's bureaucracy. This cult takes more interest in actively challenging the bureaucracy. The Priestess does not favor their approach, so they tend to have a complicated relationship with her.

Some insist that the Triad is three aspects of one god, often Hecate, or that each of the gods in the Triad in turn has three aspects. It can all be very confusing, and the followers of the Ebon Triad enjoy debating these questions at length.

The principle domain of the Ebon Triad is Knowledge/Lore. Other domains popular among the priesthood include Love/Beauty, Trickery/Illusion, and Anti-Undead.

TEMPLES

Temples to the Triad are typically found in cities. The temples are more like libraries, with the walls of the sanctuary lined with books and artifacts. The larger temples may have one or two full-time priests. The smaller temples are more often in worshipers' homes or in academies. The temples are welcoming to all who honor the Triad in any manner. They serve as gathering places for scholars of the arcane and for mages, sorcerers, and others that are out of favor with the Archmage or the Blue.

Shrines to the Triad can vary from simple sculptures of clay or wood to fine sculpture or monumental works carved into the side of a cliff. In the houses of nobles, the shrines are often found in gardens or out-of-the way hallways. Roadside shrines protected by a simple shelter are most often found at crossroads. Many temples to the gods identified with the Triad will have a shrine in one corner.

THE PRIESTHOOD

The priests of the Ebon Triad are often former mages or sages. Most have found their own path to the priesthood. The priests can serve as information brokers, providing introductions to others or assisting in research. Occasionally, a paladin is called by the Ebon Triad, typically to pursue a quest for lost knowledge or to find an artifact.

THE EBON TRIAD IN THE DRAGON EMPIRE

The temples of the Ebon Triad can be found in cities throughout the Empire. They are typically found wherever there is a community of mages, even in cities outside the Empire. The following are notable temples in the Empire.

Axis The temple of the Ebon Triad has a reputation in Axis as the place to go for a second opinion when someone doesn't want to go to the Archmage for help or doesn't like the answer that they received from the Archmage's agents. Many sages in the imperial bureaucracy maintain good relations with the temple as a way to gauge the advice that they receive from the Archmage's bureaucracy. In turn, the agents of the Archmage in Axis work diligently to undermine the work of the temple and its worshippers. The relations between the Archmage's agents and the temple are more strained and difficult in Axis than anywhere else. The temple priests in Axis have to be masters of diplomacy. Many residences include shrines to the Triad.

Concord As the city closest to the Queen's Wood, the temple in Concord is a center for elves associated with the Ebon Triad. In Concord, the Ebon Triad is often seen as reflecting the three shards of the elven people.

Drakkenhall There is no permanent temple in the city of the Three. But there is a clandestine group of mages and sages that honor the Ebon Triad, meet in secret, and correspond with temples elsewhere. The Black and the Blue see the temple as a nest of spies, which is a valid interpretation. There is also a splinter cult that sees the Three as a manifestation of the Ebon Triad. This cult is most popular in Drakkenhall and can be found in other cities around the Midland Sea, particularly where there are dragonspawn. Some priests suspect that the cult is promoted by the Black as part of a disinformation or counter-espionage campaign.

Forge In the dwarven capital and other holds, the Ebon Triad is venerated as three aspects of the goddess Berronar: Morningstar (maiden), Truesilver (mother), and Eveningstar (crone). The temple in Forge has the favor of the Dwarf King as he enjoys playing them off of the Archmage and often calls on the temple to aid in researching the history of past ages and in locating lost dwarven artifacts.

Horizon The main temple is located in the subcity. It is the largest and oldest of the temples. Some say that the temple was one of the first buildings in Horizon. There are many other temples and shrines to the Ebon Triad throughout Horizon. The bardic college has a small temple honoring the Muses.

Santa Cora The temple is in the Old City and has been there since long before the Cathedral. The Ebon Triad has not been welcomed into the Cathedral. After all, the Priestess relies on the support of the Archmage. But many of the gods identified with

the Ebon Triad are part of the Cathedral, and small shrines to the Triad displaying the favored gods are scattered throughout the Cathedral.

Starport The temple of the Ebon Triad in Starport is said to have one of the best libraries on the history and nature of the Overworld outside Horizon. Some say that it is superior, as the collection in Horizon is more dispersed and disorganized due to infighting among the mages and shifting political attitudes from Archmage to Archmage.

THE EBON TRIAD AND THE ICONS

As an ancient religion and keeper of arcane knowledge, the temple of the Ebon Triad often finds itself involved in the schemes of one icon or another.

Archmage As critics of the Archmage, the temples of the Ebon Triad tend to attract worshipers who don't agree with the Archmage for one reason or another. This includes both those who have a conflicted or negative relationship with the Archmage as well as sorcerers, wild mages, and other unorthodox practitioners of the arcane arts. When a new Archmage takes office, the temple often gains favor for a time until the Archmage consolidates their position and grows tired of the temple's persistent questions and criticism.

Crusader There is a group within the temple that holds that the first Crusader was a trusted lieutenant of the Wizard King, who betrayed his master. Consequently, they seek to work with or in support of the Crusader. Others disagree and argue that the Crusader cannot be trusted.

Diabolist As priests of the Ebon Triad have open, inquiring minds, they are more welcoming than most to agents of the Diabolist. Some say that the priests are fools and that they risk the Diabolist corrupting or taking over the temples. Many inside the temple say that the information that the Diabolist has on demons, hellholes, and other matters in her portfolio is worth the risk. Whether the priests will be successful at keeping the Diabolist at arms length or be undone by their hubris remains to be seen.

The Emperor The Ebon Triad often have a conflicted relationship with the Emperor. They can be eager to provide counsel to the Emperor, and some Emperors have even sought them out, granting priests from the temple positions at court. But the Archmage is the arcane guardian of the Dragon Empire. So, in most instances, the Emperor defers to the Archmage's advice. Consequently, agents for the Emperor will often covertly approach the temple for advice. However, the watchful agents of the Archmage can even make that difficult.

Lich King The temples of the Ebon Triad claim that they were some of the first opposed to the Wizard King and that they warned that he would return long before he did. Many outside the temple think the priests are insufferable for constantly bringing this up, but they begrudgingly note that it shows that the predictions of the priests are right more often than not. Opposition to the Lich King is one of the most defining aspects of the Triad's theology and practice.

Prince of Shadows A multi-faceted deity susceptible to multiple interpretations? What is there for a trickster icon to dislike? If the Prince and the Triad have a conflicted relationship, it is only because they are both playing hard to get.

RELICS OF THE EBON TRIAD

Over the ages, the temples of the Ebon Triad have collected a wide range of magical items. Almost anything could be stored on a high shelf or in a chest somewhere. Here are some magical items that are characteristic of the Triad.

BOOK

Adventurer Tier

Hymnal of the Ebon Triad (recharge 16+): Allows the use of one of the following bard songs and spells: battle chant, befuddle, or song of heroes (13A p. 88-89).

Quirk: Tries to get others to sing in three-part harmony.

Champion Tier

Tome of the Triad A mystic book on the many interpretations of magic. Gain a bonus feat related to magic.

Quirk: Whenever there is a minute to sit down, the character will take out the book and begin to flip through its pages in search of further mystical insights.



CLOAK

Adventurer Tier

Three-Fold Cloak (recharge 12+): Allows the wearer to appear either more youthful or more aged.

Quirk: Will talk at length about the changes and stages of life.

HOLY SYMBOL

Champion Tier

Sign of the Ebon Triad (recharge 12+): A holy symbol that allows the wearer to change a roll of a 5 on a negative or conflicted relationship with any icon to a relationship with the Archmage or Priestess.

Quirk: Prone to engage in theological debates about the changeable, syncretic nature of the gods and their relations to the Icons.

Symbol of the Ebon Triad (recharge 12+): A holy symbol that allows the wearer to reroll any icon result of 1 as a conflicted relationship with either the Archmage or Priestess.

Quirk: Will talk at length about intrigues that may involve the Archmage or the Priestess.

NECKLACE

Champion Tier

Diplomat's Chain (recharge 12+): A necklace that grants the wearer the Smooth Talk talent (13A p. 128).

Quirk: Loves to hear themselves talk.

RING

Champion Tier

Signet of the Ebon Triad (recharge 12+): A ring that grants advantage on any check relating to arcane research, the history of magic, or the Archmage's bureaucracy.

Quirk: Pompous, particularly around mages.



SHIELD

Adventurer Tier

Shield of the Ebon Triad (recharge 12+): A shield bearing an image of the Triad. Allows a roll for rune effect for armor.

Quirk: Loves to talk about the multiple variations of the Ebon Triad.



STAFF

Champion Tier

Staff of the Ebon Triad (recharge 16+): A dark wood staff with its head carved to display the Triad. Provides advantage on recharge checks (but not on itself).

Quirk: Wielder sometimes can't help but skip while walking.

WONDROUS ITEMS

Adventurer Tier

Satchel of the Ebon Triad An otherwise normal cloth or leather bag that has an inner compartment that can only be opened by the person the bag is attuned to. The compartment will hold one large spellbook or two small notebooks, keeping them safe from the elements.

Quirk: Secretive, always hiding things. 🎲



WE ANSWER TO ΠΟ ΜΑΡ: THE DIVINE

BY PATRICK JOYNT

THE DIVINE

Distinct from any humanoid religious camp, unrelated to the animals of the Wild Wood, a divine tiger stalks New Port. To look upon it is to know, simply and purely, that there are higher realms – and that you are not holy enough for them yet, but might one day be. There is a purity in the kill, as well.

The Divine, as it is called, has interlocutors who bring its will to those around it – a trio of devas who struggle daily to keep its dreamlike essence from penetrating too deeply into the earth around it.

They cannot cage The Divine too tightly, however, or its holy light will be snuffed, and evil will crow another victory in a world too full of them.



THE DIVINE AS HEROIC ICON

The Divine's notion of purity is that of championing justice and kindness, the purity of the upright soul. Violence is meted out in a whirlwind, but there is a terrible precision to it – a dreadful beauty. The Divine's organization is a force for unalloyed good, but the icon and its servants are still predators – they make little time for charity or to help those left behind after their Hunts.

THE DIVINE AS AMBIGUOUS ICON

The Divine and its judgement is as unpredictable as nature itself. The dream-like state that surrounds it is stronger than ever, leaving people incredibly vulnerable to its soul-searching and judgement – it all feels so natural to have a giant tiger stare deep into your eyes and communicate clearly what you must do to cleanse your soul (or be eaten). But for all the dreams that follow it, so too does blood. It might seem to be focused on saving innocent lives one week, only to slay an upstanding priest for reasons only it knows the next. Its organization mixes intelligence gathering and the execution of the results of that intelligence gathering (Hunts).

THE DIVINE AS VILLAINOUS ICON

The Divine holds the mortal world to a standard of purity that is meaningless and unachievable for mortals – and knows it. Everyone fails, leaving everyone subject to its violence and to its judgement. Those who serve it are those whose souls are pure only in their dark, black evil – the only way in which a soul might face The Divine’s judgement and not be found wanting for purity.

Quote

Rrrrrrrrrgrrrrrgrrrrrrr

“Their holiness doesn’t approve of slavery, you see. Best to free them all.”

Usual Location

The Divine stalks the streets of New Port, close to its rival and ally the Priestess, while bringing sacred light and holy blood to the new-born city.

Common Knowledge

The Divine radiates a powerful sense of certitude and even fatalism around itself, leaving those who see holiness in its presence shaken and those who see only holy judgement stuck in place even as The Divine charges them....

Adventures & the Icon

Many particularly ferocious adventurers find a kindred spirit in The Divine, but so do many of the most caring of healers of spirit and flesh. Through its deva speakers and Dream Hunts, The Divine regularly assembles Divine Packs to bring down its enemies.

Allies

The Priestess’ connection to the Holy makes her a natural ally, although her willingness to deal with the Gray and the Dark strains the relationship. The High Druid, despite rumors of corruption, remains tightly bound to The Divine, and will act to defend it on a moment’s notice. Most surprisingly, The Divine and the Red seem to have a certain begrudging respect – perhaps that of two predators eager for the day when the final challenge between them will come.

Enemies

There can be no foe viler to The Divine than the Lich King and his disruption of the natural flow of energies to and from this world and the next. Perhaps unsurprisingly, The Divine's agents are also regularly sent to stalk and destroy the Diabolist's. It is widely rumored that she has begun to tire of "New Port's bad kitty."

History

Merely centuries old, The Divine was born in the tumult of New Port's own creation and is as much a strange new factor in the world as the city itself. Some say it was the martyrdom of a saint that brought The Divine into the Dragon Empire; other, more realistic or cynical voices say that the difference between The Divine and a familiar to the Priestess seem like mere bookkeeping marks.

The True Danger

Purity in the hands of an ultra-violent, super-powered monster with an army of fanatics behind it? Seems like nothing could go wrong.

HOW TO FIT THEM INTO THE DRAGON EMPIRE

Played dark, The Divine could simply replace The Crusader, and the Dragon Empire would be about the same. One group of fanatic, uncompromising warriors work fine to replace another – make The Divine a white tiger and it even fits the aesthetics of the frozen north instead of New Port just fine. If that requires a bit more "gray" than you're happy with for a divine icon, consider the fairly straightforward replacement of The Priestess. Both are new icons, and there are long traditions of religious leaders being interpreted by their loyal cadre of followers.

Introduced as a 14th icon, tension will inevitably boil over between The Divine and its enemies, but given its demands of purity and bloody nature, even allies can find themselves hunted. More civilized icons such as the Emperor and the Archmage might simply find its savage, chaotic nature unacceptable in the empire, driving The Divine to destroy the High Druid and claim the Wild Wood as its own territory to escape the boundaries of the empire. In an ideal scenario, The Divine could be convinced to turn its aggression upon the Orc Lord's hordes and not get caught up in a mutually destructive struggle to the death with the Crusader and the Diabolist along the way.

THEMES

- Dreams
- Unreality
- Purity
- Hunts
- Victimhood
- Protection
- Packs/family
- Destruction/razing
- Cruelty
- Violence



Art: Patricia Baker

THE DREAMING SOLDIERS

Niel Cenka, a young human, discovered The Divine decades ago, and, it is rumored, plucked the blade of black obsidian from its ribs that had pinned it to the ground for decades prior. Now inseparable, Niel lives unaging and holy at The Divine's side, closer to it than its deva keepers – and, rumored, deadlier. Niel makes clear to any who ask that he serves to help interpret the will of The Divine and to see that those who would disrupt its sacred dreams are found and brought, however best, to peace. However, he also makes this clear to any who don't ask, any who come nearby, and any who might happen to pass within earshot, to the point where he is known as “the Tiger's Roar” in many districts. His desire to see those of sufficient purity brought into The Divine's service (for their own reward) and those not of such purity to be given a chance to change (for their own safety) regularly takes a dangerous turn.

The loyal, holy Niel has never let go of the Talon of Ineffable Pain since removing it from The Divine's side. He used it first to execute the cambion master assassin who had left it to bind The Divine, and has used it faithfully ever since when the raw, bloody nature of tooth and claw are too direct.

Free-form ability: Judge souls. Niel has a tremendous, potentially supernatural ability to judge someone's true nature – admittedly, along his own belief system of being “pure” or not. Nonetheless, attempting to lie to or otherwise fool the young man is a mistake, unless you want to see great yellow eyes bearing down on you.

The Judge

If multiple levels higher than the protagonists, Niel serves as a buffer between them and The Divine, largely for their own safety. He can provide spiritual guidance, but if the group includes “edgy” types, then he’s likely to call for them to submit to judgement themselves and lay down a heavy (mandatory) cleansing demand.

Don’t hesitate to use him to clean up loose threads or eliminate red herrings that have proven to be more trouble than they’re worth. Niel is plugged directly into Something Else, and while The Divine might be more rumor than reality, he definitely has insight most do not. This is also a great chance to have dead NPCs get some last words in, open up the idea of communicating with other planes, or otherwise shamelessly get weird. The Divine is Plugged In, and Niel is his #1 guy.

The Prosecutor

If the protagonists are the same level as Niel, he’s more likely to turn to them for help hunting down followers of the Diabolist than to serve as a “guide.” After all, they can talk to an icon as well as he can (although he’s willing to intercede, but much less likely to judge directly – let them take their failures up with The Divine). Most importantly, he will want them to find and retrieve servants of the Diabolist who can exorcise their own creations. The Priestess’ servants have proven too weak, and he needs someone to help him rid his master of Valist before the daemon strikes!

The Defendant

If the protagonists are higher level than Niel, he’ll still turn to them for help hunting down followers of the Diabolist, but it won’t take them long to realize that something is up: Niel is long gone, and the cambrian master assassin has been riding the body from the sword since his “assassination” while he tries to figure out how to finish The Divine job. The “exorcism” is his ticket out.

13 Things to Observe, Surmise, Guess, Hear, or Overhear about Niel

1. “Saw him cut a minotaur in half with that sticker o’ his.”
2. Niel is usually standing next to a giant tiger with his hand on its flank. That’s noticeable.
3. Niel is a series of young boys, each of them sacrificed on a regular basis to the horrible bloodthirst of the so-called “Divine.”
4. Niel is reborn with the death of each criminal The Divine kills, that’s why he’s still so young.
5. Niel is the Emperor’s bastard son, which is why the Empire allows his pet tiger to wander around the city killing people.
6. Niel’s eyes are each an incredibly rare gem, allowing him to see directly

through flesh and into souls, but denying him forever the pleasure of seeing another's flesh and wanting it.

7. Since his partnership with The Divine, Niel has eaten – can only eat – flesh. When The Divine slays a living being, Niel must partake.
8. “Don’t worry about that Niel, believe me. ‘Purity’ seems like it also includes pure, delicious lust, darling. I see him every six days and he pays like a drunken sailor.”
9. The Trust pays Niel to keep a close eye on The Divine, just as they keep a close eye on all the icons. Investments must be made.
10. Niel doesn’t age because dybbuks don’t age. There hasn’t been a “Niel” since The Divine lashed out in agony and fear at whatever was manipulating the thorn in its side. In fact, has a dybbuk ever taken a Tiger?
11. Niel has this whole thing organized so he can keep up those childish good looks. Think those are right? Think those are “pure?” Who stays looking young forever? That’s right! Monsters! There should be a hunt. A Niel hunt!
12. Niel pays the rare bills that The Divine’s followers accrue in a currency always marked in blood.
13. Niel is actually a familiar, but a divine one – The Divine’s. Just as we know sparrows and foxes to be familiars, the gods have men.

D’ardu fled Drakkenhall at the end of the usual life of a kobold – years of being spit on had told him that even if he only had a few weeks left, at least he could spend them doing good somewhere better. This utterly unique thing, this kind kobold, was spared The Divine’s claws by Niel’s careful eyes. Niel saw that there was more than simply a monster outside the Drakken District, and he weighed D’ardu’s soul and found it to be stolid. Since then, D’ardu has lived several years in the service of The Divine, making him an ancient by kobold standards – if still a fool by those same standards.



Art: Patricia Baker

D'ardu is still driven by an almost animalistic need to do good, making him a fool by most civilized standards, but he does so from the perspective of one who cut his teeth on the streets of Drakkenhall, making him quite a bit less foolish. Acts that would see other followers of The Divine cast out if not killed outright are given free pass for D'ardu. Scholars wonder if there is not a simple purity to the malice of even a kind kobold's heart?

Free-form ability: Dirty tricks. No, dirtier. Kobolds can get into all sorts of places. No one really notices them in the major cities. They're smaller than you think, and they have clever little fingers. This one happens to be a religious fanatic, utterly fearless, and has (relative) lifetimes of experience behind him. His dirty tricks are limited to the "horrible physical trap" variety, not the "social trap" variety.

Kind Old Kobold

If multiple levels higher than the protagonists, D'ardu can be a valuable guide and ally nearly anywhere or to nearly anywhere in the empire. He travels widely, is well versed in the seedy underside of said nearly anywhere, and wants heroism to get done. He believes in it. That noted, he doesn't truck with what he sees as "foolishness," so if the protagonists are bringing him a problem that could be solved by slitting a bad guy's throat, he's likely to be irritated they aren't out there slitting throats already. Use D'ardu to illustrate the universality of good but the deeply alien nature of a kobold. If you're feeling like getting into it, social commentary wise, consider having him be an elf or other "good" race instead. Anything that puts The Other in focus works.

Filthy, Filthy Dragon Creature

If a foe to the protagonists – for example, if they were judged and decided against a tribute quest (or being eaten), prepare to be annoyed to death. Food? Glass in it. Bedding? Heck, also glass. You know what, expect glass for a while to be honest. And once you're done with glass, might be wise to see if there are buckets of molten liquid waiting when you open a door. D'ardu is fast, well-travelled, driven to survive at all costs, and vicious. As a foe, he is almost certainly going to stick around for levels, just costing the players recoveries when they need them most.

13 Things to Observe, Surmise, Guess, Hear, or Overhear about D'ardu

1. D'ardu is the code name for a network of kobolds, each more vicious than the last one. They train each other in ways to hurt decent folk.
2. "I never saw the like – little kobold dove in, grabbed my baby, got her out of the stormy river, swam her back to the shore like it was nothing. Same size as the baby! But, you know. Armed. Fair armed."

3. Without The Divine, D'ardu would lose what little grip on morality he has. If the icon ever returns to the heavens, D'ardu would simply murder until he was put down.
4. The Archmage's best have learned to watch for glass in their food following an "unauthorized" attempt to put down The Divine. D'ardu doesn't go to Horizon anymore, though.
5. D'ardu lives longer than any other kobold the same way Niel lives so long. Monsters! Where's that hunt!?! Monsters! Why doesn't anyone listen to me! Just like the Emperor, they're monsters!
6. D'ardu isn't chromatically affiliated but is a silver kobold.
7. D'ardu will do things considered vile but won't harm children of any race.
8. D'ardu has a magical device that allows it to walk as a human. Be good, children, for the person next to you could be a vengeful kobold!
9. D'ardu is just as cruel as the next kobold, but since it serves The Divine, we all pay lip service to it being "the kind kobold." My Jenny vomited blood and died thanks to "the kind kobold."
10. With less than a year of life left, D'ardu is growing desperate for more – to the point where it's been seen speaking to representatives of the Diabolist.
11. There is almost no chance that D'ardu isn't a code name, given how likely it is that a kobold is decent, would accept a chance to leave Drakkenhall, and do something vaguely like good. Plus, well, all kobolds look alike to humanoids.
12. D'ardu only lives thanks to dwarven necromancy.
13. D'ardu craves death, but until he has punished enough enemies of The Divine, he will not be allowed that magical sleep.

Valist Haagtor will tell you of the great evils it has done, of the great horrors it has founded, and of the great terrors it has wrought. But then it will tell you, in a rasping voice only a daemon truly can master, that it put all that behind when it found peace in The Divine's eyes and hope flared in its daemoniac heart. Valist is The Divine's First Hunter, leading many of the short-lived Divine Packs in their efforts to find and run down enemies of their master. However, it is also The Divine's First Sage, having displaced one of the three devas in that role in a surprisingly quick duel of knowledge upon its conversion. Valist relies upon adventurers and traders to keep him apprised of the goings on of the world outside New Port, as well as to advance its own causes in the world – because "purity" requires a great many things, some quite, well, impure. Many say Valist is only waiting for a chance to betray the holy tiger, but if so, it has done a tremendous job of making itself invaluable.

Free-form ability: Free Daemon. Valist is a daemon of considerable power who has been unbound from any restrictions or strictures that once bound its power, and then given the power to investigate anything and hunt anyone on behalf of a particularly bloodthirsty icon. It is as subtle as a sledgehammer to the gut and just as bloody.

Recruiter

If several levels above the players, Valist is most likely to want to groom them as problem-solvers and problem-slayers. Of all The Divine's servants, it is the most like a traditional old man in a tavern, full of problems for heroes to solve. Use him to introduce color to The Divine's organization – if it sends the protagonists off to wipe out an innocent druid circle, that tells them something. If it turns out they're blood druids, regularly sacrificing actual innocents to protect their circle ... that tells them something else. Either way, the protagonists have a decision to make as to whether they're willing to be hired blades for a daemon or not.

If they find its requests so distasteful as to attack, Valist will simply teleport away. It has a deep and abiding distaste for personal violence outside of the holy rituals of The Divine Packs and their hunts of the impure. It's unlikely to unleash these against protagonists of this level, however, finding the idea a bit grotesque – sending a tiger to catch a mouse. More likely, it'll send adventurers of their own level after them, spending the time and energy to recruit a set of catspaws who serve as dark mirrors to the protagonists' own abilities.

Hunter

If the protagonists are roughly the same level as Valist, it is likely to see them as threats and rivals. Despite its free status, Valist cannot shake its daemonic instincts to see equals and begin to plot ways to put them beneath him in some way. They can expect to find rogues following them to find out their secrets and shame them if they're attempting to ingratiate themselves with The Divine. Full Divine Packs will hound them directly if they're attempting to work against The Divine ... or Valist.

13 Things to Observe, Surmise, Guess, Hear, or Overhear about Valist

1. Freedom has a cost – Valist's daemonic “type” changes at random times, leaving him suddenly possessed of great power or little more than a bone imp barking orders.
2. Wearing the title once held by a deva isn't an “honor” for the daemon, but instead a sort of spiritual purgation moving through him and burning away what it once was by inches. Given centuries, four devas will hover around The Divine, representing the sacredness of the geometries at last.

3. Valist walks New Port in the day in the shape of a gnome woman, listening for news and rumors that might give it an edge in its ongoing conflict with the Listeners and Whisperers of the Prince of Shadows.
4. At dawn and dusk, Valist's power caves and surges, respectively.
5. Valist is the only follower of The Divine given leave to pursue a vegetarian diet. This permission extends even on sacred feast days and, it is rumored, even at the bloody end of sacred hunts.
6. Valist is a spy for the Crusader. Its front of "freedom" is a deep cover constructed by its master in that dark army, and it is tasked with finding a weakness in The Divine so it can be crushed before it poses a threat to the Crusader's Dark Gods.
7. Valist is a spy for the Diabolist. Its freedom was bought from that dark trader well before it encountered The Divine, and now it is tasked with finding a price The Divine could be tempted to pay.
8. Valist is a spy for the Priestess. Its "freedom" and very daemonic nature are all shadowplay, tricks by a god of illusion, to create a perfect infiltrator. The cleric at the heart of the illusion is tasked with finding a way to bind The Divine to the Priestess' will – or see it banished.
9. Valist's role as First Sage began as a spymaster, but Valist has taken it further than any angel could. Its tendrils are sunk deep into every part of New Port.
10. Valist's role as First Sage keeps him so focused on exploring the Mysteries that it's effectively abandoned the earthly intelligence elements of the role, leaving The Divine's organization effectively blind in New Port.
11. Valist consumes only magical items – true magical items sustain him for years against the entropic effects of our reality.
12. Valist is merely a mortal who has been in The Divine's presence too long.
13. Valist uses equipment of bronze and bone almost exclusively. 🎲

THE SEVERANCE

BY ULF BENGTSSON

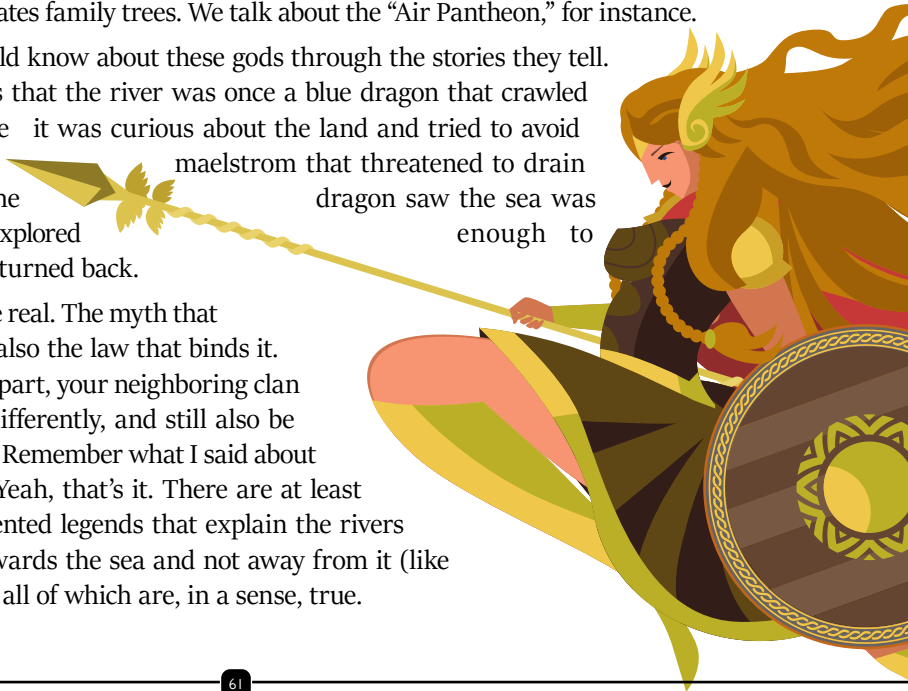
UNDERSTANDING GLORANTHA

The first and most fundamental thing one must understand about Glorantha is that it is a world governed by magic. Our modern science and logical reasoning cannot help us understand it at all. Instead it will most likely be a hindrance, prompting you to ask questions that are, in effect, invalid, because they come from a world where logic and science rule, and not magic.

Everything in the world is governed by these magical principles and/or powers called runes. These runes manifest in people, creatures, things, and gods alike, and influence the world accordingly. The gods are said to have or control the runes they are associated with, but in a sense they also are these runes. Runes are also shared between gods in the sense that this creates family trees. We talk about the “Air Pantheon,” for instance.

The people of the world know about these gods through the stories they tell. The fisherman knows that the river was once a blue dragon that crawled out of the sea, because it was curious about the land and tried to avoid being eaten by the maelstrom that threatened to drain the sea dry. Once the dragon saw the sea was safe again, and it had explored enough to satisfy its curiosity, it turned back.

Stories such as this are real. The myth that explains the world is also the law that binds it. And, this is the tricky part, your neighboring clan might tell the myth differently, and still also be true at the same time. Remember what I said about your so-called logic? Yeah, that’s it. There are at least four different documented legends that explain the rivers and why they run towards the sea and not away from it (like they did in the past)... all of which are, in a sense, true.



The elders (on your Clan Ring) have stories like this for just about everything, to keep the world in check.

GOD TIME

The creation of time is part of the cosmic compromise that quite literally separated gods from mortals. The gods exist in what is called “God Time,” which is a little misleading because it is a place before time was even a thing. Time doesn’t exist on the God Plane. So there are no before and/or after events in the stories about the gods. Everything exists in some sort of perpetual “now” or quantum state, if you will. Again, this will mess with your “logical” way of thinking, and you might find yourself asking, how could this happen after that happened? Just remember that it didn’t. It just happened. Cause and effect doesn’t always line up the way you expect it in God Time.

HERO PLANE

In between the God Plane and the World of Mortals lies the mythical shadow that binds them together called the “Hero Plane”. The Hero Plane is like a collective repository of stories and myths that mortals use to connect to the gods. When people in the world enter the Hero Plane they participate in these myths and re-enact important events. This happens during religious rites and ceremonies, where participants are sent into the Hero Plane and get to personify the different characters in the myth. This is done to reinforce the order of the world or to introduce important change, and is called “heroquesting.”

HEROQUESTING

The first such journey most Heortlings participate in is their coming of age ritual. Somewhere around the age of fifteen, most Heortlings wake up in the middle of the night to find themselves surrounded by adults wearing masks representing the gods most important to the clan, possibly some ancestors, and maybe the clan wyter (the protector spirit of the clan) as well. They are brought, sometimes blindfolded, to the clan holy place, and a ritual is enacted to send them into the Hero Plane. Once there, they will partake in an adventure, and when they re-emerge into the Mortal World, they are adults. They tell the God Talkers about what they experienced on the other side, and in turn, the God Talkers will interpret the signs and tell them about their destinies and what runes affect them. This is a classic initiation rite, with a very real liminal stage. The “change” it created in this case is to make adults out of children.

INCONSISTENCIES AND CONTRADICTIONS ARE A FEATURE!

If you can understand this, you are in perfect shape to understand everything else about Glorantha:

- Embrace contradiction.
- Accept myths as the glue that binds and explains the world and are quite literally what connects the mortals to the gods.
- Don't be afraid to improvise or make up your own myth.
- Heroquesting has been described as "LARP-ing so hard that you change the world!" Keep that in mind, and you have a surprisingly accurate idea of what it is.

The "illogical" discrepancies and contradictions you will inevitably find in Gloranthan lore is a feature, not a bug! Usually in published material, when there's a difference in how people tell a certain myth, it is explained as, "We know the secret (true) version of this mystery! This makes us better and more powerful than our neighbors!"

Once you realize that this is the case all over, you start to see how it all fits together.

"You know the story about the river, son? Well now that you are an adult, let me tell you our clan's secret! Only our clan knows this, and that is why we are special."

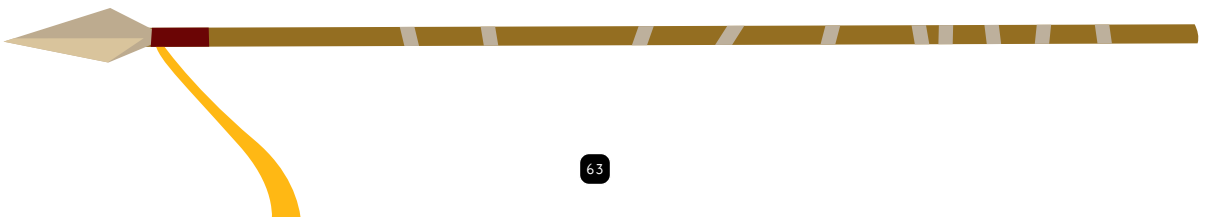
Again, embrace the contradictions! Don't fight them.

And if you ask, *"But if this is the 'true' story, how come the magic of your enemy works at all? I mean, that would mean they are doing it wrong, right?"*

The God Talker of your clan would explain to you, "Yes, they are doing it wrong, and that is exactly why our enemies' magic is not as potent as ours." In game terms, of course, both versions probably work just as well. Maybe your version has a quirk that makes it special, but not by much. Perhaps it just looks different.

Extend this line of thinking to all things in the world, and you are on the right track. Want to know where ducks came from? Depending on who you ask, you will get different stories, different myths. The ducks themselves tell one story, but the Humakti initiates among them might tell it differently, because they "Know the Secret." Human clans around the ducks may also have contradicting stories about how the ducks came into the world. It's all fine.

Thinking like this makes it so much easier to come up with your own local myths – your own stories for your clan. Don't be afraid to just make stuff up.



THE SEVERANCE

There are a number of slightly differing accounts in the sources for how and why Humakt severed his family ties to Orlanth. They all agree that it had to do with Death, but some are very fuzzy on the details.

One story claims Orlanth begged Humakt to lend him Death because he needed it. Humakt refused until Orlanth invoked their kinship and said since they were family, Humakt had to help him. His loyalty to family required him to help. So he did, and when Orlanth made a big mess out of things, Humakt understood that family ties were something he would have to get rid of to be able to be a just Death Keeper.

Another story says that Humakt refused, and that Orlanth stole it from him anyway (in some versions, he asked Eurmal to help, in others, this whole plot was Eurmal's to begin with). When he made a mess of things, Humakt severed his kinship, in part to save face for Orlanth, stealing from kin being a worse crime than stealing from a stranger.

Another version is that Orlanth begged Humakt, and Humakt realized he had to comply according to family loyalty, so he severed his ties to become free from that obligation. Then, Orlanth (or Eurmal) stole Death anyway.

Even when trying to find more details about exactly what severance means, there are different accounts. Most simply say Humakt "used Death on his family ties." But there is one story that tells it a little more explicitly, and it explains that Humakt had to kill Orlanth.

This is the Humakti initiation rite, and can be run as a short heroquest of sorts. The change to be achieved is severance of the family ties and the status of kinship between the Humakti and his clan. Through this rite, the Humakti will essentially become a stranger.

"Theft between the Storm kin was forbidden, and since Orlanth broke that bond Humakt severed their brotherhood forever. He set out across the world alone to recover Death. It had spread everywhere and the world was full of those poor creatures who were its victims, for they had no place to go. The living and the dead mingled and caused uproar and terror everyplace. Humakt separated the living from the dead and collected the latter into his special place, which is now called the Underworld. With each entity that he recaptured Humakt regained more of the Old Death and put it under his control, creating Death. The smaller entities were easy, the moderately powerful ones more difficult, but he got them all. At last Humakt confronted his greatest foe: his own former brother who had robbed him of Death and begun this disaster. Orlanth was King then, and so he resisted, insisting instead upon obedience. But Humakt enforced his own Justice which was stronger, and so killed Orlanth too. But Humakt showed the secret of his honor and justice and let his brother arise again through the Lightbringer's Quest. Afterwards Orlanth acknowledged Humakt's proper place among the gods of the Pantheon."
- Book of Heortling Mythology p.32

1. Kin in the wrong, argument, and split

Your ill-tempered, irresponsible, and disrespectful brother has messed up. Because of his recklessness, Death is spreading everywhere and the dead walk with the living, spreading terror and more death in their wake. Refusing to take any responsibility for his actions, you have to clean up his mess. (Think Zombie Apocalypse)

2. Journey alone to right the wrong

* ***Encounter 1***

Travelling to the city where Death now rules, you see people fleeing in panic the other direction. Some are chased by the dead, and you encounter a dead merchant and his dead entourage.

* ***Encounter 2***

Entering the City of the Dead, you are immediately identified as someone who is here to reclaim Death. You are attacked by the Dead City Guards.

* ***Encounter 3***

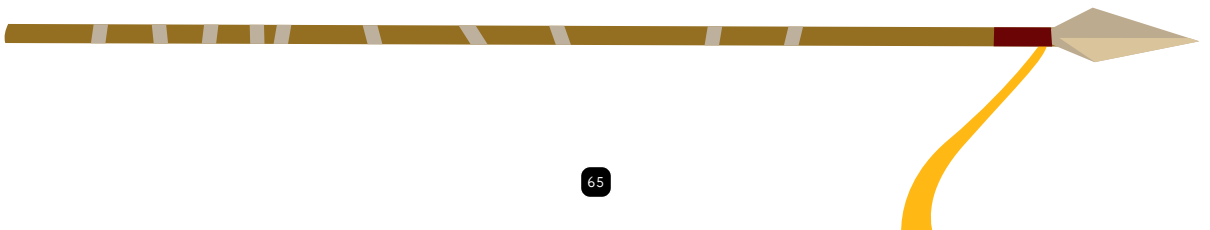
Approaching the Dead King's Court, you finally defeat the ruler of the Dead and restore peace to the city.

3. Return to and kill kin

Returning home, you find your brother and explain all the trials you had to go through because of him. He shows no remorse or sense of responsibility and doesn't even thank you; instead he proclaims himself king of the city you just cleansed and demands your obedience. You lose your temper and kill him, thinking maybe Death can teach him a lesson (Encounter 4). In doing so, you regain the final piece of Death that your brother clung to, and now you are whole again. You are Death.

4. Forgive and return kin to life

You enter the Underworld and talk sense into your brother. In Death, he finally sees the error of his ways and asks for your forgiveness in the respectful way you deserve. You give it to him and bring him back. But you explain to him that even though you forgive him, you can no longer be brothers. From now on, he will have to take responsibility for his own actions, and you will not be there to help him. This completes the severing. 🗡️



AND BY THESE SIGNS SHALL YOU KNOW THEM...

BY ASH LAW

The party has lucked into meeting some friendly religious types. As the GM, you've decided that the religious types worship at the Temple of the Smith God. Great. But what are they like? What does the religion look like from the outside?

...and hey, if you are a player, you can use this chart to flesh out the religion of your character.

Religion and the culture around it rarely looks strange from the inside—often it is what the character has grown up with. Of course they spit on their firewood before burning it as a mark of respect for the elements, and naturally they never look into the eyes of a duck, and they'd never even consider going on a journey without first looking for a cloud of an auspicious shape—how odd not to do those things.



Roll three times, discard duplicates or contradictions.



Followers Have A Special Accessory

Roll d12: 1=Scarves, 2=Bag or pouch, 3=Belt or cummerbund, 4=Sandals (*just like the prophet wore*), 5=Big distinctive boots, high-heels, or platform shoes to avoid touching sinful world, 6=No shoes—everybody barefoot to show humility, 7=Gloves to avoid contamination by an imperfect world, 8=Kilts and skirts, no trousers or leggings, 9=Trousers or leggings only—no dresses, kilts, or skirts, 10=Robes and dresses for everybody, 11=Waistcoats (*with lots of tassels, lots of pockets, or embroidered*), 12=Religious symbol not just for clerics—it is on rings, necklaces, earrings, tattoos, etc.



You Can Spot A Follower By Their Hair

Roll d12: 1=Very short, 2=Shaved bald, 3=Shaved into a pattern (*perhaps like a monk's tonsure*), 4=Uncut, 5=Long and worn in an elaborate braid, 6=Dyed (*see entry #3 for color*), 7=Long beards, 8=Braided beards, 9=Dyed beards, 10=Prominent mustaches, 11=Everybody clean-shaven, 12=Ribbons.



Color Has A Special Significance In This Religion

Roll d4: 1=Banned as sinful, 2=Holy and reserved for the priesthood, 3=Used everywhere as a sign of faith, 4=Used to dye hair and in hats, so it can be seen from above.

Roll d12: 1=Red, 2=Orange, 3=Yellow, 4=Green, 5=Cyan, 6=Blue, 7=Purple, 8=Magenta/Pink, 9=Black, 10=Grey, 11=White, 12=Brown.



Special Hats Or Hair-Coverings Feature In This Religion

Roll d8: 1=Shawls, 2=Turbans, 3=Skullcaps, 4=Headbands, 5=Wide-brimmed hats, 6=Tall hats, 7=Highly decorated hats, 8=Hats forbidden.



The Faithful Adhere To A Special Way Of Entering Buildings

Roll d8: 1=Short ceremony involving bowing, 2=A blessing must be said, 3=No entering homes without invitation, 4=Must remove shoes before entering home, 5=Must walk thrice around a building before entering, to confuse evil spirits, 6=Must enter backwards, 7=Must leave through different door than they entered (*hesitant to enter rooms with only one door*), 8=Stops at threshold to honor household gods/spirits/etc.



Eating Or Drinking Is Different For The Faithful

Roll d12 twice, discard duplicates: 1=Short phrase muttered before each bite, 2=Short prayer before meal, 3=Elaborate prayer before ceremonial meals at set times—actual proper meals are normal, 4=Loud song before meals, 5=Cannot mix certain foods (*roll d4: 1=No fish and beast in same meal, 2=No grain and dairy together, 3=No putting different types of food into mouth at same time, 4=Must finish food in special order to avoid sinning*), 6=No alcohol, 7=No hot drinks, 8=Food must be prepared in special way to avoid sin of impurity, 9=Certain spice either forbidden or encouraged, 10=Leaves aside some food from meal as offering to gods, 11=Only eats with one hand (*roll d4: 1=Other hand is impure, 2=Other hand must be free to use a weapon, 3=Other hand is kept free to make blessing signs over food, 4=Other hand is “held” by god while eating*), 12=Special food-based ceremony is part of culture (*roll d4: 1=Breaking of bread, 2=Sharing of salt, 3=Tea ceremony, 4=Blessing of water*).



When Believers Build, Their Architecture Emphasizes Certain Elements

Roll d12 twice, if you get a duplicate then it is all-important in their architecture: 1=Domes, 2=Spires, 3=Archways, 4=Mazes (*probably as patterns in architectural elements, but maybe in street or building layout too*), 5=Braids and knots as decoration, 6=Animal carvings, 7=Geometric forms (*direct representation of actual objects, people, animals, etc. in their art is rare*), 8=Bridges and stairs, 9=Statues, 10=Holy symbol everywhere (*including building layouts*), 11=Fountains, 12=Courtyards and gardens.



This Religion Is One Of Scholars

Roll d12 twice, discard duplicates: 1=Temples are also libraries, 2=Everybody is highly literate and educated, 3=Everything is recorded somewhere, 4=The faithful are fluent in many languages, 5=Priesthood are only ones that can read the holy book, 6=Inks take the place of water and oil in other faiths (*anointing with ink, drinking ink, blessing with ink, etc.*), 7=Holy book memorized by end of childhood, 8=Songs record history, 9=Books have elaborate illumination and illustration, 10=Arithmetic venerated, abacuses and slide-rules are common items, 11=Astronomy and astrology important, telescopes on many rooftops, 12=Mechanically minded, correct time is important and clocks are common.



Cleanliness Is Next To Godliness

Roll d12 twice, discard duplicates: 1=Communal foot washing, 2=Bathing part of worship, 3=Must shun unclean individuals and situations, 4=Special corpse-handling requirements, 5=Ceremonial hand-washing before prayer, 6=Special perfumed oils used when washing hair/body/beard, 7=Regular changes of clothes throughout day, 8=Cleaning of objects important, 9=Cleaning temple part of worship, 10=Must carry cloth for cleaning certain objects (*weapons, cutlery, books, etc.*) before handling, 11=Certain part of body considered unclean, must be concealed, 12=Certain type of animal considered unclean, cannot be handled or eaten and must be shunned (*or perhaps it is too holy to kill*).



Prayer Is A Major Feature Of This Faith

Roll d12 twice, discard duplicates and contradictions: 1=Loud, so god (*and nonbelievers*) can hear, 2=Silent, 3=Bowing during prayer, 4=On knees, 5=Special hand-gesture during prayer, 6=Must be facing certain direction (*roll d6: 1=North, 2=East, 3=South, 4=West, 5=In direction of holy site, 6=The sun/moon/etc.*), 7=Singing, 8=Dancing, 9=At set times (*might be preceded by call to prayer*), 10=Involves a sacrifice, 11=Written down (*roll d6: 1=Then burned, 2=Then buried, 3=Kept in book, 4=Then eaten, 5=Given to priest at earliest opportunity, 6=Then erased*), 12=Prayer is absent from this religion, followers either believe that their fate is set or that it is presumptuous to commune with the divine (*or perhaps it is considered very dangerous to attract the attention of the gods*).



Hurray! It's [Insert Major Festival Here] Time!

Roll d20 four times, combining the results and rerolling duplicates: 1=Gift exchange festival, 2=Feasting, 3=Lots of singing, 4=Silent contemplation, 5=Processions or carnivals, 6=Dressing up in costumes, 7=Confectionary in a symbolic shape, 8=Masks, 9=Involves fire (*roll d10 twice: 1=Burning an effigy of a person or monster, 2=Watchfires, 3=Fireworks, 4=Burning food as a sacrifice, 5=Burning an effigy of an object, 6=Burning of prayers, 7= Paper lanterns, 8=Lots of candles, 9=Leaping over fire or fire-walking, 10=Carrying a dangerous burning object as a show of faith*), 10=Games with prizes (*roll d6: 1=Team sport, 2=Party games, 3=Board games, 4=Public contests of skill and/or strength/endurance, 5=puzzles and riddles, 6=Singing/music contests*), 11=Tricks, surprises, and jokes, 12=Regularly occurring festival—happens several times a year, 13=Veneration of an animal not usually associated with the faith (*for example followers of a smith god venerating frogs*), 14=Plays (*roll d4: 1=Religious plays, 2=Re-enactment of heroic myths, 3=Plays for kids, 4=Plays strictly for adults*), 15=Decorating of homes, 16=Ceremonial violence (*roll d6: 1=gladiatorial matches, 2=mock battles involving colorful dyes/mud-slinging/snowballs, 3=wrestling or boxing, 4=hurled insults, 5=Public sacrifice of animal or enemy, 6=Running of the bulls or similar*), 17=Themed around an emotion (*love, fear, gratitude, etc.*), 18=Features nonsensical rules (*you can't look at a bird during the festival, no eating fish until after sunset, etc.*), 19=Fasting, 20=Abstaining from something.



Roll Twice Again With A D10

Roll d4 to find out why: 1=Some rules are different for different genders, 2=Some rules are different for adults and children, 3=Some rules are different for different social castes, 4=Some rules change according to the season. 🎲



ALIGNMENT CHECK

BY ASH LAW

Alignment started early in our hobby as an easy way of dividing up teams of fantasy wargamers. Good creatures vs. evil creatures, the forces of order against the forces of chaos, and so on. It soon became an important part of early games, a way to set the moral compass of often short-lived characters, and a reason to adventure. As games evolved that had a less adversarial dynamic and began to favor character story over sudden death, alignment evolved to become part of a cosmic system of gods. As games have entered the modern age, alignment has become optional to many games and only a minor part of most others.

13th Age honors the past by giving the option of alignment for icons, and thus perhaps those that follow or fight them. What alignment is your character in their heart of hearts? See which statement best fits your character....

ADVICE ON USING ALIGNMENTS IN 13TH AGE

Option 1. Ignore them.

Option 2. Assign alignments to icons, probably using the chart in the core rule book. Instead of having relationships with an icon, some of the character's icon dice are assigned as positive relationships to either good or neutral or evil, and the rest as positive relationships to lawful or neutral or chaotic. If a die comes up 5 or 6, all icons of that alignment are in play (for example, if a 6 came up on a die assigned to "good," then help could come from any lawful good, neutral good, or chaotic good icon).

Option 3. Alignments are shorthand for morality, and can be detected as auras around people and some places, objects, and magic items. Only clerics and paladins can detect alignments, and it requires concentration to do so (though for some places or people, it requires concentration to block out the aura of good/evil). Characters can spend an adventurer feat to learn how to conceal their alignment aura, and some NPCs have that ability too.

LAWFUL GOOD

Laws are the rules we make to protect everybody, traditions that have stood the test of time. There are some laws that are unjust and that need changing, but overall the system works. There is no better way to run a society than accumulated and codified wisdom.

I'm a hero because I protect society by upholding the law.



LAWFUL NEUTRAL

Laws. Traditions. These are what a society is. They ensure that tomorrow is much the same as yesterday, that everybody knows what to expect and how to act. Without our wise and time-tested traditions, we'd have anarchy.

I'm a hero because I safeguard our future by honoring our past.



LAWFUL EVIL

Laws are made by the powerful, to protect the powerful. One day I'll have power, too. Until then, I'll work to change the laws I don't like and promote the laws that help me. If I must turn a blind eye to wrongdoing now and again to get ahead, then I will—it's not like I'm breaking the law. I'm just letting others get me what I want—although it's usually safer and easier to use the rules of society to my own advantage. ***I'm a hero because my success gives others something to aspire to.***



NEUTRAL GOOD

Society needs rules to regulate its worst impulses, to protect the weak from the strong.

However, sometimes we must break society's rigid laws for the good of society. It's true that I support the laws that help us get along with each other, but I don't feel bound by laws I don't agree with.

I'm a hero because I always try to do the right thing, even when it is hard to tell what the right thing is.



TRUE NEUTRAL

For the most part, I keep my head down and go with the flow. I won't go too far out of my way to help others, but I also try to avoid hurting others. Wouldn't it be nice if we all just got along, and everybody left me alone to do my thing? I keep out of others' business and expect the same. Of course, I'll step up when some fanatic threatens my way of life and that of those I love.

I'm a hero because I don't cause problems, I solve them.



Art: Rick Hershey

NEUTRAL EVIL

I stand up for what is right—at least what is right for me and people like me.

There are a lot of degenerates that want what we have, want to take it from us—we need laws to protect our way of life from others, but we don't need many laws for ourselves because we aren't like those others. Laws are needed to keep the scum in line, but I'm free to do as I think best to keep me and mine safe and prosperous.

I'm a hero because I protect my people, no matter the cost.



CHAOTIC GOOD

The world is unfair and cruel, but we don't have to be. We give meaning to our own lives, shaping them as we will. My freedom comes with the responsibility to ensure that others are also empowered to live their lives and seek their own meaning.

I'm a hero because I work to make the world a better place for everybody, even those who disagree with me.



CHAOTIC NEUTRAL

I should be free to do what I like, when I like, how I like. Freedom is the most important value in life, everything else is secondary to that. Some call me a rebel or revolutionary, others call me a criminal or deviant, but I'm too busy doing my own thing to care about what others think.

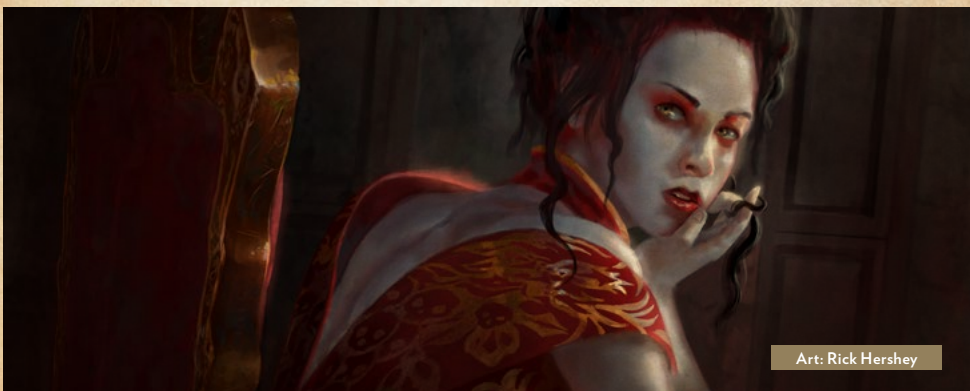
I'm a hero because I show others what true freedom is.



CHAOTIC EVIL

I take care of me and mine. I'll help others when it doesn't hurt me, sure, and especially when it benefits me—but ultimately, I'm a survivor and I'll do what needs to be done. If others get hurt because they get in my way, that's not my fault. Laws are traps for sheep, shackles for slaves and fools. The individual is paramount, the strong will survive, and I'm stronger and more cunning than everybody else.

I'm a hero, the hero of my own story—I stand strong and proud. 🎲



Art: Rick Hershey

DIVINE DOMAIN SPELLS

BY ASH LAW

The following are a collection of spells directly linked to cleric domains. You don't have to have the associated domain to take the spell, but having the associated domain means that you can easily recharge the spell once it is expended.

For these spells, what you call a domain matters. For example: if you call the Life or Death domain Life then you are better taking Blessing of Vitality, as Orison of Endings is better suited for clerics who serve gods whose domain is Death.



Beneficent Smite

You call on your deity to punish the wicked and reward the righteous.

Ranged spell

Recharge 6+ after battle (automatic recharge and can be cast as a quick action when your Invocation of Healing is active)

Target: One nearby ally, and one nearby enemy

Attack: Wisdom + Level vs. PD

Hit (enemy): 2d8 holy damage.

Hit (ally): The ally heals HP equal to the damage you dealt to the enemy or equal to your level, whichever is higher.

3rd level 3d8 damage/heal

5th level 5d8 damage/heal

7th level 7d8 damage/heal

9th level 12d8 damage/heal

Adventurer feat: *You roll twice to hit your ally, taking the better roll.*

Champion feat: *You can target yourself instead of an ally.*

Epic feat: *The attack against the ally automatically hits.*

Canticle of Mercy

Injustice anywhere is a threat to justice everywhere.

Close-quarters spell

Recharge 11+ after battle (automatic recharge when your Invocation of Justice is active)

Free action to cast when a nearby ally is hit by an attack

Target: The nearby ally who has just been hit by an attack

Effect: The ally may immediately take a standard action. If the action is to rally (spend a recovery to heal), then the ally can roll their recovery twice and take the better roll. If the action is to disengage and move away from the enemy, the disengage roll automatically succeeds.

Adventurer feat: *When you cast this spell you and the ally gain +1 AC until the end of your next turns.*

Champion feat: *When you cast this spell you and the ally gain +1 PD until the end of your next turns. You can now trigger/target this spell by/on a nearby or far away ally who has been hit, not just a nearby ally.*

Epic feat: *The bonus to AC and PD last until the end of the battle. You can now trigger/target this spell by/on a nearby or far away ally who has been attacked, regardless if they were hit or missed by the attack.*

Damn



An eye for an eye.

Close-quarters spell

Recharge 16+ after battle (automatic recharge when your Invocation of Vengeance is active)

Free action to cast when you are hit by an attack

Target: The enemy who attacked you

Attack: Wisdom + Level vs. PD

Hit: 2d10+2 holy damage.

Miss: Roll to recharge the spell immediately, if the immediate recharge fails you still get to roll the normal recharge after battle.

3rd level 3d10+3 damage

5th level 6d10+6 damage

7th level 9d10+9 damage

9th level 13d10+13 damage

Adventurer feat: *If you miss, the immediate recharge roll is 11+.*

Champion feat: *If you miss, the immediate recharge roll is 6+.*

Epic feat: *If you miss and then fail the immediate recharge roll, the target takes twice your level ongoing fire damage.*

Exalted Visions

You pray for knowledge of the future, hoping that the vision you receive helps you and your allies strike true.

Close-quarters spell

Recharge 11+ after battle (automatic recharge when your Invocation of Knowledge is active)

Quick action

Target: Yourself

Effect: Flip a coin and call it—if you call the outcome correctly the next attack the target makes automatically crits. If you call the outcome incorrectly the target becomes dazed (-4 to hit) until after its next attack.

5th level You can target yourself and an ally, but you only flip one coin.

9th level You can target yourself and 1d3 allies.

Adventurer feat: *Roll for the attack that automatically crits—if the d20 attack roll would result in a crit then it is a double-crit (deals x3 damage).*

Champion feat: *Pick one target before you flip the coin—if you don't call the flip correctly the target doesn't become dazed.*

Epic feat: *Once per day change the flip of the coin with respect to one target.*



Forgotten Lore

Your studies have prepared you for this—but a quick prayer for guidance never hurts.

Close-quarters spell

Recharge 18+ after battle (automatic recharge when your Invocation of Lore is active)

Effect: Pick a creature type from the following list (beast, demon, devil, dragon, giant, plant, spirit). Until the end of the battle you roll twice for attacks against that type of creature and take the better roll.

3rd level Casting this spell is a quick action.

5th level Add aberration to the list.

7th level Add construct to the list.

9th level Add humanoid to the list.

Adventurer feat: *Once per battle when you cast this spell, as a quick action on your turn you can confer its benefits on one nearby ally until the end of the ally's next turn—but you must be able to give advice to them.*

Champion feat: *As per adventurer feat, but twice per battle (either the same ally or two different allies). It is a quick action to give advice to one ally on your turn, or two quick actions to advise two allies at once.*

Epic feat: *Once per battle when both d20 attack results would be a hit, you crit.*

Glory of Life

Your touch brings life.

Close-quarters spell

Recharge 11+ after battle (automatic recharge when your Invocation of Life is active)

Target: One ally you are next to

Effect: Until the end of the battle the target rolls a save at the end of each of its turns—on a success it heals 2d4 HP.

3rd level 2d6 HP.

5th level 3d8 HP, and casting the spell is a quick action.

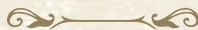
7th level 3d10 HP.

9th level 3d12 HP.

Adventurer feat: You can also target yourself.

Champion feat: If the save roll is 16+ the target heals double that turn.

Epic feat: Add the escalation die to the save.



Hallowed Ground

You call on your deity to reap a different soul.

Close-quarters spell

Recharge 18+ after battle (automatic recharge when your Invocation of Death is active)

Target: One nearby enemy with 20 HP or fewer.

Attack: Wisdom + Level vs. PD

Hit: You or a nearby ally stops making death saves or last gasp saves and heal HP equal to your level. The target starts making last gasp saves or death saves (even if they have positive hit points, if they fail the final death save they die).

Miss: You or the nearby ally heal 1 HP.

3rd level 30 HP or fewer

5th level 50 HP or fewer

7th level 75 HP or fewer

9th level 125 HP or fewer

Adventurer feat: You can cast this spell on your turn while helpless, unconscious, or dying—this breaks the normal rule that says you can't take actions while in such situations.

Champion feat: Once per level you can make this spell automatically hit its target.

Epic feat: Once per level you can cast this spell if you are dead, provided you died during the battle. Casting the spell restores you to life, and the target must make death saves. However, if the target succeeds on a death save you drop dead again, regardless of your hit points.

Intercession of Adoration

Love is all you need...

Close-quarters spell

Recharge 11+ after battle (automatic recharge when your Invocation of Love is active)

Effect: Until the end of the battle whenever an ally is next to you or engaged with an enemy you are engaged with they gain +1 to attack, and you gain +1 AC for each ally next to you at any moment (two allies next to you means +2 AC, three allies means +3 AC, and so on).

3rd level Casting this is a quick action

5th level Until the end of the battle it is a quick action for allies to move next to you, instead of a move action

7th level The bonus to AC also applies to your PD

9th level The bonus to AC and PD also applies to your MD

Adventurer feat: *Until the end of the battle allies next to you gain +1 to their saves.*

Champion feat: *Allies who make ranged attacks against enemies engaged with you gain +1 to that attack.*

Epic feat: *When an ally next to you kills an enemy that has hit you this battle since you cast this spell, that ally heals HP equal to that enemy's level. Each ally can only heal once from this epic feat each battle.*



Lament of Beauty

The divine light of your god fills you, making you almost too beautiful to look at.

Close-quarters spell

Recharge 16+ after battle (automatic recharge when your Invocation of Beauty is active)

Target: One nearby enemy

Attack: Wisdom + Level vs. MD

Hit: Until the end of the battle whenever the target hits you with an attack, they take psychic damage equal to half the damage they dealt you.

Adventurer feat: *If you miss you do not expend your standard action.*

Champion feat: *If you miss you deal psychic damage to the target equal to your Level + Charisma modifier.*

Epic feat: *If the enemy dies from the psychic damage of this spell, the spell automatically recharges at the end of the battle.*

Mantle of Celestial Armor

You call on your deity to protect you, while knowing that heaven helps those that help themselves.

Close-quarters spell

Recharge 16+ after battle (automatic recharge when your Invocation of Protection is active)

Quick action

Effect (while wearing heavy armor): Until the end of the battle, each nearby ally gains +2 AC. Moving far away from you ends the effect, until they are once again nearby.

Effect (light armor): Until the end of the battle, each far away ally gains +1 to all defenses (AC, PD, and MD). Coming nearby to you ends the effect, until they are once again far away.

Effect (no armor): Until the end of the battle you gain an AC bonus equal to the escalation die value on the turn you cast this spell.

Adventurer feat: *If you are using a shield increase defense bonuses granted by this spell by 1.*

Champion feat: *Count yourself as a nearby ally for the purposes of this spell.*

Epic feat: *When you cast this spell, each nearby engaged enemy must save (11+) or pop free.*



Needs of the Many

...outweigh the needs of the few.

Ranged spell

Recharge 18+ after battle (automatic recharge when your Invocation of Community is active)

Quick action

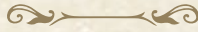
Target: You, and all nearby allies

Effect: All targets spend and roll a recovery but do not heal (yet). Record the total HP value of all rolled recoveries combined—this is the ‘communal healing pool’. Whichever nearby or far away ally (including you) has the lowest current HP heals from the communal healing pool, depleting it as they heal. If HP is left in the communal pool, whichever ally (including you) has the current lowest HP heals next, then if HP is left the PC with the lowest current HP heals, and so on, until either you and all allies are healed or the communal healing pool is reduced to zero.

Adventurer feat: *All targets gain +1 to attack until the end of the battle, provided they are nearby you (the bonus stops as soon as they are no longer nearby you and switches back on when they are once again nearby you). You do not gain this attack bonus. If you are helpless or otherwise unable to take actions, your allies do not gain the +1 attack bonus.*

Champion feat: For every ally that currently gains a +1 attack bonus from this spell (due to the adventurer feat) at the end of your turn, you heal 2 HP.

Epic feat: Add your Charisma modifier to each target's recovery roll.



Orison of Potency

Your god lends you strength and fortitude far beyond that of mere mortals.

Close-quarters spell

Recharge 18+ after battle (automatic recharge when your Invocation of Strength is active)

Target: You or one nearby ally

Effect: When the escalation die is 1 any weapon attacks the target makes that roll d4s for damage roll d6s instead. When the escalation die is 2 any weapon attacks the target makes that roll d4s or d6s roll d8s instead. When the escalation die is 3 any weapon attacks the target makes that roll d4s, d6s, or d8s for damage roll d10s instead. When the escalation die is 4+ any weapon attacks the target makes that roll d4s, d6s, d8s, or d10s for damage roll d12s instead.

3rd level Casting the spell is a quick action

5th level When the escalation die is 5+ any weapon attacks the target makes that roll d4s, d6s, d8s, d10s, or d12s for damage roll 2d6s instead

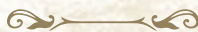
7th level When you cast the spell, until the end of the battle the target treats the escalation die as though it were one higher

9th level When you cast the spell, the escalation die goes up by 1 (to a maximum of 6)

Adventurer feat: If the spell fails to recharge after battle, the target regains a spent recovery.

Champion feat: When you roll to recharge the spell you and the target also heal an amount of HP equal to the recharge roll (or if you are the target you heal double the recharge roll amount).

Epic feat: When you cast this spell the target's recovery dice go up one die type until the start of the next battle (d8s become d10s, d10s become d12s, d12s become 2d6s).



Radiant Halo

“So... very... bright!”

Close-quarters spell

Recharge 11+ after battle (automatically recharges and is cast as a free action when your Invocation of Sun is active)

Effect: Until the end of the battle, at the start of your turn non-mook enemies engaged with you take holy damage equal to your Wisdom modifier.

3rd level Wis+1d4 damage.

5th level Wis+1d6 damage.

7th level Wis+1d10 damage.

9th level Wis+2d8 damage.

Adventurer feat: *When you cast this spell, any nearby mooks take damage equal to your level.*

Champion feat: *Instead of enemies taking damage at the start of your turn, you can choose on your turn to delay the halo's effects until the end of your turn.*

Epic feat: *Enemies vulnerable to holy damage take double damage from this spell.*



Refrain of Light

The best disinfectant is sunlight—that goes double for dealing with the undead.

Close-quarters spell

Recharge 11+ after battle (automatic recharge when your Invocation of Anti-Undead is active)

Target: 1d3+1 nearby undead enemies, or 1d3 far away undead enemies in a group.

Attack: Wisdom + Level vs. PD

Hit: 1d10 holy damage, and if it is the first hit with this spell you or one nearby ally heals using a free recovery.

Miss: Half damage.

Special: If you can cast this spell and are free to do so (you have it ready to cast) but choose not to cast it, at the end of the battle you may cast it to heal using a free recovery.

3rd level 2d8 damage + first-hit-heal

5th level 2d10 damage + first-hit-heal

7th level 4d10 damage + first-hit-heal

9th level 6d10 damage + first-hit-heal

Adventurer feat: *If you miss against every target, you or a nearby ally can spend a recovery to heal.*

Champion feat: *When you cast this spell, until the end of the battle your melee attacks against undead go up by one die type (d10s become d12s, d12s become 2d6s, etc) and deal holy damage.*

Epic feat: *When you cast this spell until the end of the battle you treat critical hits against you by undead enemies as normal hits.*

Trickster's Prickle

You call forth divine beings that dart around your enemy, jabbing and poking it—in an effort to escape the torment it is likely to hit itself.

Close-quarters spell

Recharge 18+ after battle (automatic recharge when your Invocation of Trickery is active)

Target: One nearby enemy of 20 hp or fewer

Effect: Until the end of the battle the target attacks itself on its turn, save (11+) ends. If the target gets multiple attacks on its turn, it must use at least one attack against itself, but can use the others against enemies. If the target is hit by anyone other than itself, the effect ends.

3rd level 30 HP or fewer

5th level 50 HP or fewer

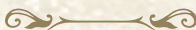
7th level 75 HP or fewer

9th level 125 HP or fewer

Adventurer feat: *While attacking itself, the target adds the escalation die to its attack rolls.*

Champion feat: *While attacking itself, the target adds your Charisma modifier to its damage rolls.*

Epic feat: *While attacking itself, the target's crit range expands by three (usually to 17+).*



Untempered Illusion

“Ooh, look over there!”

Close-quarters spell

Recharge 11+ after battle (automatic recharge when your Invocation of Illusion is active)

Quick action

Effect: Pick a battlefield landmark (a doorway, boulder, tree, etc). Until the end of the battle enemies nearby the landmark perceive it to be something else, something that they desire to be near. You don't control what your enemies perceive the landmark to be—it could be a pile of gold, their favorite food, somebody that they need to protect, even an illusion of you taunting them making them want to get closer to attack the false you—and each enemy could end up perceiving something different. Enemies nearby the landmark must succeed at a save (11+) at the start of their turn or use a move action on their turn to get as close to the landmark as possible. Enemies that can see through illusions are immune to this spell.

Adventurer feat: *If one mook in a mob fails the save, then the save becomes difficult (16+) for any mooks in the mob yet to roll their save that round.*

Champion feat: All mooks roll difficult saves (16+) against this spell's effect.
Epic feat: Far away mooks are affected by this spell, not just those nearby the landmark.



Wargasm

“Blood for the blood throne!”

Close-quarters spell

Recharge 18+ after battle (automatic recharge when your Invocation of War is active)

Quick action

Effect: Until the end of the battle the crit range for all participants in the battle (you, all allies, and all enemies) expands by the escalation die value—when the escalation die is 1 everybody's crit range expands by 1 (usually to 19+), expands by 2 when the escalation die is 2 (usually to 18+), and so on. This battle when you crit you deal triple damage (this doesn't affect your allies or enemies who still deal double damage on a crit as normal).

Adventurer feat: *When you cast this spell, you treat critical hits against you as normal hits until the end of the battle.*

Champion feat: *If you choose to cast this spell as a standard action instead of a quick action, one nearby ally benefits from the adventurer feat too.*

Epic feat: *When you cast this spell, you treat critical hits against you as misses until the end of the battle.*



Exemplar's Parable

Your word is as law, to hear you is to obey, for you speak with divine authority.

Ranged spell

Recharge 18+ after battle (automatic recharge when your Invocation of Leadership is active)

Target: A nearby mob of mooks


Attack: Wisdom + Level vs. the highest MD in the mob

Hit: You control the mob of mooks until the start of your next turn.

Miss: You do not expend your standard action this round by casting this spell.

Adventurer feat: *The recharge becomes 16+.*

Champion feat: *The recharge becomes 11+.*

Epic feat: *If you miss the spell automatically recharges at the end of the battle. *

ONE HUNDRED TWENTY BLESSINGS UPON YOU!

BY ASH LAW



So you are working for a god. You are a paladin or a cleric—maybe even a druid, a sorcerer, or a ranger. Perhaps you are a simple barbarian, who through your actions upholds the laws and traditions of your deity, or a fighter who tithes regularly.

Well you are in luck. Here are 100 minor blessings that you can receive in lieu of treasure, or in exchange for giving your treasure to your temple/church/collection-of-standing-stones. These blessings are not as good as a magic item, but are unusual and occasionally useful. Some are party tricks that you can use to prove that your god favors you. Others make your life easier. Some just prove that the gods move in mysterious ways.

Oh, and if you roll 100 you get to roll on the major blessings table. Now these are equivalent to a magic item in power, but you don't need to attune to them. Of course, if you are the lucky 1% of blessed characters that get a major blessing, then you'd best do the will of your god, or you are likely to lose the blessing until you do penance.

D100 MINOR BLESSINGS

1. At-will you can strongly magnetize your body, causing metal armor to stick to it and small ferrous objects to leap to you. This isn't very useful in battle (you'd have trouble drawing your sword or moving in armor, and would attract weapons to you), but you can use it to perform tricks like making arrowheads slide along a table by moving your hand underneath it or finding fake gold coins that are just tin painted gold.
2. Bad smells no longer bother you. Perfect for adventurers who like looting monster corpses.
3. Buildings you enter start to become tidier and cleaner, and even begin repairing themselves. This is the work of invisible angels who follow you about, fixing stuff up while nobody is watching.
4. By blowing steadily on an object, you can coat it with salt. Blow on an object for long enough and you can encase it in a salt crystal.

5. By rubbing metal against your skin, you can undo and reverse tarnish, rust, and corrosion.
6. Curses on you somehow always benefit you. A witch curses you with baldness just before that becomes the style, the curse on a lost treasure turns you into a mindless ooze moments before a brain-eating monster bursts into the room, and so on. As soon as a curse stops being beneficial it starts to wear off.
7. Your hands now have two middle fingers, two index fingers either side of the middle fingers, and two thumbs on either side of the palm. Followers of your faith recognize you by your hands as divinely favored.
8. From now on, you are blessed with good luck when it comes to taverns. No matter how bad the food normally is, or how lice-infested the beds, you'll always get unusually good accommodations and food. Your luck doesn't extend to your companions—you'll just end up with the one louse-free bed and plate of accidentally good food.
9. If you strike your index finger along a rough surface, you can create a small flame just like a match until it is blown out or otherwise extinguished. That fingertip is immune to normal fire.
10. Instead of blood, you bleed milk and honey. You also cry honey-sweetened milk. In fact, all your bodily fluids are milk and honey.
11. Instead of sleeping/resting, you die, and a new you dramatically bursts forth from the remains. The new you is exactly identical to the old you, down to memories and icon relationships. While this is both restful and time-saving, it does create a lot of clean-up afterwards.
12. Livestock and other tame farm animals obey you—you can command pigs to go for a swim, goats to dance, chickens to march, cows to sing, and so on. You can issue commands to farmyard cats, but although they will understand you they are cats and do whatever they wish.
13. No matter how much you eat, you are never over-full or nauseous. Given enough time and the right cutlery, you could eat an elephant.
14. No matter the conditions, you always get restful sleep. Chained upside-down by your toes in the hold of a pirate ship during a storm? No problem, you'll sleep like a baby.
15. Once per day, mice appear to extol your virtues via song and choreography.
16. Once per day, you can create a temporary fresh-water spring by striking rock. It doesn't have to be rock, you could strike a tree or an anvil, and your god would make water burst forth too, but rock is traditional.
17. Once per day, you can divide a body of liquid—you can part ponds, divide bowls of soup, create crossings of rivers, etc. The parting of the water only lasts a few minutes, you'd best run across that riverbed quickly.

18. Rather than getting worn and dusty, clothing you wear slowly becomes cleaner and mends itself. If you wear a set of clothing long enough, it starts to “upgrade” itself, becoming fancier.
19. Rocks won’t willingly harm you—slingshot stones swerve mid-flight to avoid you, avalanches stop politely, and if you stub your toe on a rock it apologizes to you. Rock elementals might still fight you, but you can speak their rumbling language and might be able to convince them you are a friend.
20. Statues and paintings animate to talk to you. They have personalities and interests similar to those that they are modeled after or are supposed to represent. Most of them just pass the time of day, but statues of saints of your faith sometimes pass on messages, and representations of demons and suchlike cower from you and ask you not to hurt them. After you have passed out of their vicinity, the statues and paintings return to their normal inanimate states and positions.
21. The wind is your friend—you can ask it to blow harder or softer, change direction, fetch clouds, etc. Useful for farmers and sailors.
22. This blessing is different for followers of different gods. [If your god is “lawful”] You can impart a new category to any object by declaring it so—for example you could say that a particular tankard is very “goblin-y,” a door “shifty-looking,” or that a certain weapon is a “girl’s sword,” and from then on everybody who sees the object will agree that the object is indeed such a thing despite it being identical to other objects of that type. The effect wears off after a couple of days, and you can impart a category to an object once an hour. [If your god is “chaotic”] You can miraculously change one small thing into a very similar thing—a silver coin into a higher-denomination gold coin, one playing card into another, a daisy into a rose, and so on. You can change one object an hour, and the change lasts a couple of hours. [If your god is “neutral”] At the top of every hour, flip a coin to see if you get the lawful blessing or the chaotic blessing that hour.
23. Through force of will and a lot of facial straining and grunting, you can grow hair very rapidly—about an inch per hour of gurning. Grow a long beard in a day, or change your haircut overnight.
24. What does your god use as small animal servants—doves, ants, squirrels, dogs, cats, butterflies, slugs? Whatever it is, they understand you when you speak, and recognize you as an ally.
25. When a coin is flipped near you, it always lands as you call it: “heads,” “tails,” or even “edge.” If a coin is flipped and you refuse to call it (or are forced to remain silent), then it just hangs mid-air, spinning until somebody grabs it or you call it.
26. When you are hungry, ravens deliver you food and water. Sometimes they bring other useful things, but you can’t depend upon it.

27. When you sing, your lips glow with a golden light. Sing loud enough, and you won't need a lantern; hum quietly to yourself, and you can read in the dark by lip-light.
28. When you strike the right pose, your theme song plays.
29. You always get the joke. Even if it is carved on an eon-old obelisk in a dead language, or being told by telepathic beings, or is whispered too quietly to hear—you understand the joke and think it is funny.
30. You always know the names of people that you meet.
31. You always smell great. Just your god's way of saying "thanks."
32. You are a miraculous ventriloquist—you can make fish appear to be talking, match your thrown voice to the mouth-movements of a grazing cow, etc. This blessing doesn't let you do people (including humanoid monsters, giants, dragons, etc.), but almost anything else with a mouth is fair game.
33. You are able to levitate 6 inches off the ground while meditating.
34. You are blessed in that others believe mundane actions taken by you to be miraculous. Wow—you opened a door that was previously stuck! Amazing—you drank that whole stein of ale in one sitting; surely it's a sign! Denying that what you did was divine leads those amazed by your actions to praise your humility, and others trying to disprove your divine nature are ignored. You can't control who is impressed by your "miracles" (though usually it is rubes and hicks) or what they are impressed by (usually stupid stuff).
35. You are blessed with a supernatural ability to catch fish. You don't even need fishing equipment or bait—you can coax them into jumping into your lap just by making encouraging gestures.
36. You are blessed with supernatural craftsman ability—give you tools and raw materials, and you can build almost anything and do it in record time, but only if you work in privacy. Actually, it is invisible angels aiding you while others aren't watching.
37. You are immune to ingested poisons, etc.—in fact they are delicious to you. Cyanide in your drink is a treat, sprinkle some crushed glass on your toast for a crunchy snack.
38. You are never lost for long. Trackless wilderness, shifting maze, blizzard—if you just keep moving you'll arrive where your deity wants you to be (and perhaps even where you were trying to get to).
39. You are unusually buoyant, so much so that your companions can use you as a flotation device. You'll need to put a lot of rocks in your pockets to get below the surface.
40. You attract small friendly animals—cats approach you to rub against your legs and purr, dogs follow you about wagging their tails, and songbirds flock to places that you stay to provide a tuneful chorus.

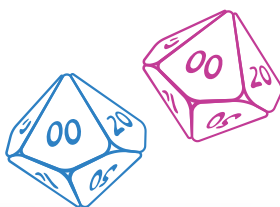
41. You become the ultimate cook and mixologist—with just a handful of damp leaves, some moldy berries, a colony of bugs, and puddle-water, you can produce a meal fit for a king, complete with beverages.
42. You can cause fire to run backwards by concentrating—the un-fires suck in light and restore burnt objects to their pre-fire conditions. Even candles run backwards, sucking in soot and re-forming from their wax run-off. Un-burning a living creature hurts as much as it getting burnt in the first place (you can remove scars and restore burnt-off limbs, but can't use this blessing to restore hit points lost to fire damage).
43. You can cause fruit trees to bloom and produce ripe fruit with only verbal encouragement. In an hour, you can have enough fruit to feed the party for a day.
44. You can cause plants that displease you to wither by admonishing them loudly. The withering takes an hour or so to take place after you have yelled at the plant, so if it does work on a plant monsters (and often it doesn't), it won't happen quickly enough to matter in combat.
45. You can change your physical gender at-will; for you, it's as quick and easy as blinking. Onlookers might be started if you do it in public, and very startled if you set up a stroboscopic effect by switching rapidly.
46. You can expel a cloud of petals like a dragon roars fire. The petals are not harmful but might startle an enemy (quick action once per battle, stuns enemy (easy save ends, 6+) on d20 roll of 19+).
47. You can hold conversations with your own reflection—it is usually complementary, offers you the advice that you'd offer yourself if your situations were reversed, and knows everything you know (and no more). Your reflection can briefly reach out to brush dust off your shoulder, etc. You can duet with your reflection, but it is a slightly better singer than you and prone to showing off.
48. You can make dust and sand that you touch glow for an hour.
49. You can make fires nearby burn with unusual colors, and make images appear in the flames.
50. You can miraculously change the color of clothing nearby, though the change is temporary, ending soon after you and the clothing are no longer in the same room.
51. You can miraculously hide simple foodstuffs on your person—loaves, fishes, that sort of thing. You can hide enough to feed a multitude of people.
52. You can perform some very minor miracles—turning red wine into white, or white wine into red. You can also do a milk-chocolate/dark-chocolate miracle, white-bread/brown-bread, and so on.
53. You can perform small miracles involving snow and ice—you can conjure up snowballs, freeze drinks with a touch, create localized tiny snow clouds, etc.

54. You can play anything as a musical instrument and get a tune out of it. Anything.
55. You can polymorph your own head at-will. You can't use it to disguise yourself as another humanoid, but you could turn your head into a large hand, or a locked chest, or a mirrored ball. No matter what you turn your head into, it remains flesh-and-blood and if you open your mouth or eyes it looks weird.
56. You can see right through disguises, and instantly spot polymorphed or magically disguised creatures. You are still as vulnerable as normal to illusions hiding pits, camouflaged creatures, hidden traps, etc.
57. You can set your head on fire at-will. Your skin will blacken and crisp, your eyes bubble out of your face, smoke will pour from your mouth, and so on until your head is just a burning skull. Despite the fire and smoke and melting/burning flesh you remain unharmed and can see/hear/speak as normal (though you might need to speak up over the crackling sounds of your skin cooking).
When you end the effect onlookers will be amazed to see your head intact and unharmed. It's not an illusion, it's a miracle—the fire and smoke are real, and you'll need to pick crispy-cooked brain-goo off your shoulders afterwards.
58. You can shape glass just like wet clay. You can turn this ability on and off at-will.
59. You can speak and understand the universal language of humanoid babies. Most of them have nothing interesting to say, but still it is occasionally useful.
60. You can stack decks of cards with an ability far beyond those of mortals, if you have enough cards you could make a sturdy ladder that could hold your weight, or a small hut. Of course, it is still just card stacking—a stiff breeze and the whole thing comes tumbling down.
61. You can take your head off your neck, while still alive and seeing/thinking/talking/etc., and still controlling your body. It's not an illusion, it's a miracle—your head really does detach. Only you can remove your head, getting punched in the face won't knock your head off (not unless it is a giant punching you).
62. You can turn and sand wood with your palms, carve it with your nails. Given enough time, you can fell trees by punching them.
63. You can turn nearby milk into cheese, or cheese into milk, just by willing it so.
64. You can turn water into sugar-enriched fizzy apple juice, mud into chocolate, sandstone into sponge-cake, pebbles into candy, and so on. Sadly this blessing doesn't allow you to produce party hats too.
65. You can walk on water. You can't stand on water, nor crawl on water, nor jog or run on water—just walk. If the water's surface isn't still, you'll need to keep your balance while maintaining a steady walking pace.

66. You cannot directly tell a lie, but you can phrase things in a misleading way or leave out vital information to deceive others. Others cannot lie directly to you but can still lie to your companions in front of you; and others can still tell you misleading truths or leave out vital information.
67. You develop a small pair of eyes in the back of your head. When you open the eyes in the back of your head, nobody can sneak up on you.
68. You develop marks on your skin, a harmless discoloration that eventually form into words. Congratulations, you are a walking book of prophecy and revealed wisdom. If the words are properly copied into a book by a high-ranking and faithful member of your religion, then the marks vanish. After the marks vanish roll three times on this table and pick the result that most interests you.
69. You don't need a pen and ink to write, just by concentrating on an object you are touching you can make words and pictures appear using golden ink or paint. Your divine calligraphy is always perfect.
70. You don't need to eat or drink. You'll still get hungry and thirsty if you abstain from nourishment; you become emaciated if you don't eat and drink at all for a long period—it just won't weaken or kill you.
71. You gain the ability to count stacks of coins at a mere glance, assess gems from a distance, and accurately calculate the worth of treasure piles with only a good hard look.
72. You have a halo, visible only to those faithful to your religion. For the faithful (which presumably includes you, too) the halo provides enough light to see clearly by, and marks you as chosen by the divine. Those who do not follow the same god as you can't see the halo or its light.
73. You have an innate sense of time and direction—you always know where the stars, moon(s), sun(s), etc., are relative to you, even when you are deep underground.
74. You have an unusually dexterous body part. Maybe you can write holding a pen in your belly button, or open locks by manipulating the picks with your nostrils.
75. You have been blessed with the ability to eat grass, shoots, leaves, and small twigs—just like a goat. Never again will you go hungry in the wilderness, provided there are plants to graze on.
76. You have perfect hair, forever.
77. You instinctively know how to perform the mating dance of any animal you eat.
78. You know the saying “everybody poops?” Well, not you anymore.
79. You lay eggs each morning, enough to feed you and the rest of the party for the day. If you don't need the eggs, consider selling them next market day—they keep for an unusual amount of time—although perhaps it's best if you don't advertise exactly where the eggs came from.

- 80.** You leave no evidence of your passing—no footprints nor trampled grass nor broken branches, no fingerprints, no telltale hairs or scraps of cloth or specks of blood. Even the ashes of campfires you set up are swallowed by the wilderness, and your name gets smudged out in the ledgers of tavern keepers and dock masters. Tracking you is very difficult—unless you are travelling with others who are leaving a trail.
- 81.** Your blessing involves you becoming a locus for minor pareidolia-style miracles. The stain on the ceiling above your bed will shift into the exact likeness of a famous saint; your god’s face appears on your toast whenever you burn it; if you spill your drink, it will flow so that it forms quotations from your faith’s holy book; and so on.
- 82.** Your blood crawls back into your wounds, and severed limbs crawl to you and try to reattach themselves. Provided you aren’t dead your body will put itself back together and regrow missing parts.
- 83.** Your blood is poison to others—vampires gag and sharks instantly spit you out.
- 84.** Your deity grants you miraculous escapes from dangerous situations. Drowning—you’ll be swallowed by a sea-mammal and spend a couple of days jammed into its lungs before it coughs you up onto land. Falling—an eagle will swoop in and carry you off to its nest. Trapped in a burning building—the floor will collapse and dump you into a bath full of water. This blessing doesn’t protect you from traps or combat but does allow you a save (11+) for most everything else.
- 85.** Your farts are always hilarious. Always. That doesn’t mean you can pass wind on command, but once per day you or an ally can reroll a failed Charisma-based skill check when you let one rip.
- 86.** Your god gifts you a divine sock-puppet with hilarious googly eyes. When you are operating it, it “comes alive” and speaks words of advice (good for a +4 bonus to Wisdom or Intelligence skill checks twice a day). When your hand isn’t in it, the best the sock-puppet can do is flop about and make muffled sounds. The puppet is actually an angel that is being punished.
- 87.** Your god gifts you with a weapon that you can summon at will. The weapon is indestructible, but other than that isn’t magical.
- 88.** Your god has granted you the ability to ride an animal associated with them—perhaps you can ride goats, or dolphins, or bulls. You need to provide your own steed, but provided it is the right kind of beast, you can ride it as though it were a trained horse.
- 89.** Your god rewards you with a divine servant. The servant can’t fight but acts as a cook, personal attendant, and porter.

90. Your nasal mucus is now an acidic gel, to which you are immune. The acid can eat through rope bonds in 2d20 minutes, steel bars in 2d10 hours. The acid isn't quick-acting enough to use as an effective weapon.
91. Your poop is supernatural-fertilizer. Make toilet on a seed at sunrise, and by sunset you'll have a small tree. If you eat a lot of berries, nuts, and seeds then your dung becomes a quick-grow garden even in a desert.
92. Your saliva is permanently on fire! This fiery liquid does you no harm, and if you spit, it the fire usually burns itself out before it can set anything else on fire. Still, sticking your tongue out is an impressive sight, you can coat blades with fire by licking them (a cosmetic effect only), and if you lick wood you can set it alight. You need never fear eating undercooked meat again, but you'll need to be fast to enjoy a cool drink.
93. Your nails contain gold and grow quickly. If you trim them regularly you can produce 1d10 gp of pure gold a week by burning off the alpha-keratin from the metal.
94. Your touch can make non-buoyant objects float, though not for long. The larger the object the shorter the time it will float—an iron axe-head might float for an hour, an anvil for a few minutes only.
95. Your touch cures madness, but you must maintain contact for an hour per month the victim has been mad for.
96. Your urine is highly flammable, like lamp oil. You could even use it as lamp oil, if you don't mind the smell.
97. Your voice now echoes impressively, and your hair becomes brilliant white. A useful blessing for would-be prophets.
98. It's always something new, like you are being fought over by a whole pantheon. At the start of each day, roll d100-3 to discover your blessing for that day (a roll of 0 or lower means you get no blessing that day).
99. Roll twice again. You are doubly blessed.
100. Oooh, your deity really likes you. You gain a major blessing!



D20 MAJOR BLESSINGS

1. Achieve enlightenment! You have +1 to MD (stacks with bonuses from magic items).
2. Add 2 to your highest attribute (increasing the associated attribute modifier by +1). If you anger your god, they won't reduce this attribute back to its non-miraculous level, but will instead curse you in some interesting way that will involve a redemption quest.
3. Death has lost its sting for you. You roll twice for each death save and take the better roll. If both saves pass you may still take your usual turn.
4. Miracles to the max. Roll 1d3+1 at the start of each day—you can pick that many minor blessings from that table (though not numbers 98, 99, or 100) that day, using them once each, that day.
5. Once per day, an angel heals you to maximum HP at the start of your turn. If you are staggered or dying, there is a chance (50%) that the healing will just restore you to half your maximum HP.
6. Once per day as a quick action, your god reaches down (or up), picks you up in their glowing (or shadowy/burning/terrible) hand, and moves you to a spot nearby or far away. This movement can't be intercepted.
7. One per day as a standard action, make an enemy mook convert on the spot to your faith and switch sides mid-fight. If the penitent mook survives the fight, it immediately leaves to do good works in the name of your god.
8. Supernatural luck! Every day, the first natural 1 you roll becomes a natural 20.
9. The next time you die, you are reincarnated in 1d6 days. You get to pick your new age, gender, appearance, etc., and your new race. Your class stays the same.
10. The next time you die, you are resurrected in 1d6 days. This doesn't count against normal resurrection limits.
11. You are now a living holy symbol! You gain +1 to attack and damage with cleric spells (champion: +2; epic: +3), and any spell you cast (from any class) deals holy damage in addition to its regular damage type(s). When you die, your skull becomes a holy symbol, with powers and a quirk agreed upon by you and the GM.
12. You gain an extra spell slot whose spell level is dependent upon your class level (1st to 5th level: extra 1st level slot; 6th to 7th level: extra 3rd level slot; 8th to 9th level: extra 5th level slot; 10th level: extra 7th level slot). You may pick any bard, cleric, sorcerer, or wizard spell for the slot when you gain this blessing—the extra spell slot is dedicated to that spell and you can't change it later. If the spell you pick deals damage, change the damage type to holy damage.
13. You gain armor of faith, a glowing aura that appears when you are in trouble. You have +1 to AC (stacks with bonuses from magic items).

14. You gain the ability to manifest a glowing shield (a quick action, lasts until the end of the battle). When you manifest and equip the shield you gain +1 AC and +4 HP (champion: +1 AC +10 HP; epic: +2 AC +25 HP). You take no penalty for fighting with the shield, even if you would do so with normal shields.
15. You gain the ability to manifest a glowing weapon (a quick action, lasts until the end of the battle). When you attack with the weapon, you gain +1 to attack and damage (champion: +2; epic: +3). Attacks made using the manifested weapon deal holy damage.
16. You gain the racial power of a race not your own. You can use either racial power, but not both during the same battle.
17. You have the power to resurrect 2d3 minor NPCs per level. The GM decides who the gods (or otherwise) have a strong claim on and won't let you bring back. Each resurrection costs you a recovery that you lose until the next level.
18. Your belief is strong enough to temporarily bend the laws of reality—you have +1 to PD (stacks with bonuses from magic items).
19. Your touch burns the wicked. You gain +1 attack and damage with unarmed attacks (champion: +2; epic: +3), and anybody who makes you become staggered or reduces you to 0 hp or fewer with a melee attack takes your level in holy damage (champion: 2x level; epic: 2x level).
20. Your touch cures disease, ends curses, removes warts, gives sight to the blind, restores hair to the bald, etc. You don't even have to be awake for this blessing to work. Once you are dead your bones will likely become relics that attract sick pilgrims hoping for a miracle. 🎲



THIRTY-TWO HOLY LAIR ITEMS

BY ASH LAW

So...you've donated to the church, built an orphanage (and helped fill it), rescued monks and nuns, and re-grouted the standing stones. Not to mention all those wicked evil-doers that you helped smite. Isn't it about time that you got something back?

These items don't require attunement, but might stop working if you stop acting so piously. They probably need a local priest to bless them every so often, you need to pay for a daily ritual to be performed, or they require regular blood sacrifices, so a monthly donation to the local temple wouldn't go amiss either.

Not all these items fit every style of religion—psalms and hymns and stained-glass windows don't historically mix with monoliths and blessed trees. Of course, you might decide that in your game most churches have holy trees in them, or that circles of standing stones have crypts beneath them.

There's nothing to stop you from installing more than one of certain holy lair items in your base of operations to benefit from them multiple times—it's up to you if you describe these as separate things, or as a much larger version of the standard item.

There are 32 holy lair items here, so if you need one at random roll a d4: 1 means the first d8 items (Belfry to Crystal Cave), 2 means the second d8 items (*Font of Holy-Water to Library*), 3 means the third d8 items (*Mandapa to Prayer Wheel*), and 4 means the last d8 items (*Psalms Reader to Torii*).

BELFRY

Lair Item – can also be installed in/atop a Clock Tower or as a stand-alone tower by itself.

Always: Possessed characters within the sound of the bells feel pain when they are rung. Once each day, a possessed character who touches the main bell gets a save (16+) to end the possession.

Suggested donation:
2000 gp & 100 gp monthly.

BLESSED DOME

Lair Item

Always: The walls of the lair cannot be breached by anything short of a huge dragon. The doors and windows are still vulnerable—but the walls are (more than) rock-solid.

Suggested donation:
5000 gp & 10 gp monthly.

BLOOD ORCHARD

Lair Item

Once per day: When a non-mook enemy dies in the lair (or the last mook in a mob drops), advance the escalation die.

Suggested donation:
100 gp & 2 gp monthly.

CHOULTRY

Lair Item

Always: Temporarily designate guests as party members for the purposes of lair items.

Suggested donation:
500 gp & 50 gp monthly.

CLOCK TOWER

Lair Item

Always: While in the lair, the party rolls twice for initiative and takes the best roll (humans roll four times).

Suggested donation:
2500 gp & 25 gp monthly.

CONSECRATED GROUND

Lair Item

Always: Evil creatures on consecrated ground must save at the start of their turn or be weakened until the start of their next turn.

Suggested donation:
50 gp & 50 gp monthly, per room or area.

CONSECRATED STATUE

Lair Item

Always: When the statue is built and dedicated (to the saint, deity, concept, etc. that it represents) pick a class—once per day, one member of that class can recharge a power when in the lair, recharging either a class power with a recharge roll or a magic item power that can recharge.

Suggested donation:
5000 gp & 5 gp monthly.

CRYSTAL CAVE

Lair Item

Once per day: An arcane spell caster (wizard, sorcerer, etc.) who is also faithful can regain an expended daily spell by resting in this cave.

Suggested donation:
10,000 gp & 0 gp monthly.

FONT OF HOLY-WATER

Lair Item

Always: Party members roll recoveries for healing twice while in the lair, and take whichever amount is higher. You must have anointed yourself with water from the font since you last entered the lair for the power of the font to work on you.

Suggested donation:
50 gp & 50 gp monthly.

GARGOYLE PERCH

Lair Item

Always: Your piety has attracted a “tame” gargoyle to your lair. It can warn you of approaching enemies and serves as a first line of defense against attack.

Suggested donation:
100 gp & 100 gp monthly.

GRAND OPHICLEIDE

Lair Item

Always: While in the lair, bards can start a new song on the turn that their previous song gets its final verse. Bards can use this massive organ as a magical implement (adventurer: +1; champion: +2; epic: +3), but it's not very portable.

Suggested donation:
750 gp & 10 gp monthly.

HALLOWED GARDEN

Lair Item

Always: Characters buried in the garden have their souls safeguarded—they cannot be damned to hell, raised as undead, etc. A dead character's soul goes to its final rest or awaits resurrection, rebirth, reincarnation, etc.

Suggested donation:
100 gp & 30 gp monthly.

HUGE ORNATE SYMBOLS

Lair Item

Always: Clerics, paladins, etc. gain +1 to spells and attacks while in the lair.

Suggested donation:
1000 gp & 100 gp monthly.

HYMN SCROLL

Lair Item

Always: When this scroll is attached above an archway, it prevents evil creatures from moving through or coming nearby the archway—they must move far away from it if they are forced nearby.

Suggested donation:
500 gp & 25 gp monthly.



LABYRINTH

Lair Item

Once per day: Teleport to another labyrinth in another temple, cathedral, etc. of the same faith. The two labyrinths must be of the same design—only two labyrinths can share the same design. The whole party can teleport at once, provided they walk the labyrinth together. The twinned labyrinths do not need to be identical in size or material—one could be a mosaic pathway surrounded by candles, and its partner made up of stepping stones on a lake, provided they are both of the same design and are both within sacred sites.

Suggested donation: 500 gp & 20 gp monthly, plus 10 gp per use per teleported character donated to the temple at the other end of the teleport.

LIBRARY

Lair Item

Always: Those that use the library gain +1 to knowledge skill checks involving religion, history, or prophecy.

Suggested donation:
100 gp & 15 gp monthly.



MANDAPA

Lair Item

Always: The party's disengage checks in the lair gain a bonus equal to the escalation die.

Suggested donation:
1000 gp & 20 gp monthly.

MINARET

Lair Item

Once per day: Recharge a magic item.

Suggested donation:
1000 gp & 2 sp daily (3 gp monthly).

MONOLITH

Lair Item

Once per day, per party member: Spend a recovery while in the lair to recharge a recharge power, or roll a save (11+) to regain a daily power.

Suggested donation:
500 gp & 10 gp monthly.

OBELISK

Lair Item

Always: Party members always know the direction to and distance from the lair.

Suggested donation:
500 gp & 1 gp monthly.

OBSIDIAN MIRROR

Lair Item

Always: *Phasing creatures cannot phase in your lair, and they are blocked by its walls. The mirror produces smoke when a creature (other than a party member) teleports into your lair.*

Suggested donation:

500 gp & 20 gp monthly.

OSSUARY

Lair Item

Always: *Undead adventurers have +1 AC.*

Suggested donation:

1000 gp & 20 gp monthly.

PENDULUM

Lair Item – must be installed beneath a Belfry, Clock Tower, Dome, or Minaret.

Always: *While the pendulum swings, telling a lie (or making an omission of fact designed to mislead) requires succeeding at an easy save (6+); liars who fail the save blurt out the truth after their attempted lie.*

Suggested donation:

500 gp & 40 gp monthly.

PRAYER WHEEL

Lair Item

Once per day: *Remove a curse, disease, or ongoing effect from whoever is using the wheel. If the person using the wheel is attempting to lift a curse or similar condition from somebody nearby, the effect is not automatic—they must roll a save (11+).*

Suggested donation: 200 gp & 2 gp monthly.

PSALM READER

Lair Item

Always: *When attached to a door in the lair, only a true believer who recites the correct portions of the holy book can open it. The door can still be broken down, but no set of lock picks will open the lock.*

Suggested donation:

100 gp & 25 gp monthly.

PULPIT

Lair Item

Always: *Party members gain +1 to charisma-based skill checks while in the lair.*

Suggested donation:

50 gp & 100 gp monthly.

SACRED POOL

Lair Item

Always: *All magic users can cast spells as rituals while in/near the pool. Ritual casters (those with the feat or who have it as a class feature) who expend a spell as part of a ritual roll a save (11+) to regain the expended spell.*

Suggested donation:

2000 gp & 10 gp monthly.

SACRED TREE

Lair Item

Once per day: *One party member rerolls a die roll (recovery, attack roll, skill check, icon relationship die, damage die, etc.).*

Suggested donation:

100 gp & 10 gp monthly.

SANCTIFIED CRYPT

Lair Item

Always: *Corpses in the crypt do not decay. They also don't become undead—unless of course that is your god's "thing."*

Suggested donation:
1000 gp & 2 gp monthly.

SPIRE

Lair Item – must be installed atop a Belfry, Clock Tower, Dome, or Minaret.

Always (if atop a belfry): *Possessed characters moan loudly when the bells ring, and turn to stare at the tower.*

Always (if atop a clock tower): *The adventurer with the lowest initiative roll (either in the lair or while out adventuring) gets a +2 bonus to their initiative.*

Always (if atop a clock tower with a belfry in/on it): *All adventurers gain +1 to initiative if within the sound of the bells.*

Always (if atop a dome): *The windows are now protected by the blessed dome's power too.*

Always (if atop a minaret): *Roll a save (11+), on a success you can recharge a second item's power.*

Suggested donation:
2000 gp & 5 gp monthly.

STAINED-GLASS WINDOWS

Lair Item

Always: *You can see invisible creatures while in the lair.*

Suggested donation:
1000 gp & 25 gp monthly.

TORII

Lair Item

Always: *Undead creatures cannot pass through this gate without making a promise to those within. The party could make one ghost promise not to attack them and another to tell no lies, and their vampire friend must promise to give money to the poor. If, while within the lair, the undead creature breaks the promise (or decides to break it), the monster is immediately hurled back through the torii. The undead creature doesn't have to agree to the adventurer's terms, but if it doesn't, it can't enter through the ceremonial gate.*

Suggested donation:
200 gp & 5 gp monthly.



WEAPONS OF THE GODS:

99 HOLY MAGIC ITEMS

BY ASH LAW

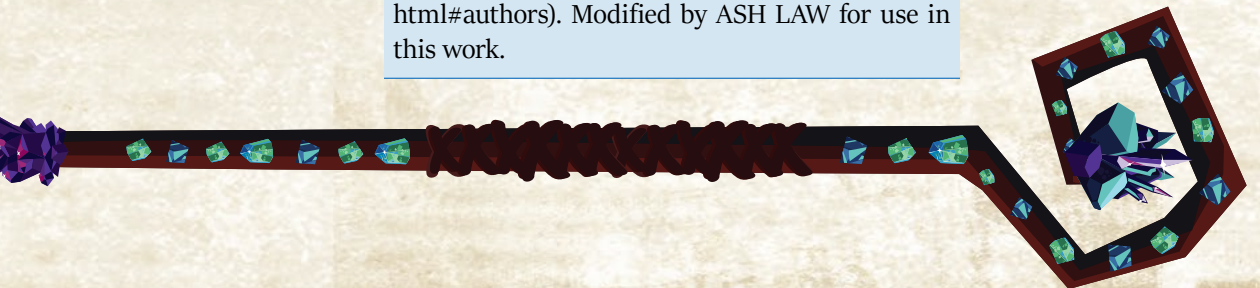
So you've raided the lost temple of a forgotten god—or maybe you are being rewarded by the followers of a religion or have received a gift from a god that you serve.

Here is a trove of 99 magic items, each themed to a god or goddess and their followers.

ADVICE ON MAGIC ITEMS

1. When adventurers find magic ammunition, have them find multiple arrows/bolts/etc. rather than just one. If they find just one arrow they'll hoard it and never use it—if they find a few they are more likely to use them. Also give them a chance to recover magical ammunition and use it again—perhaps a 1 in 4 chance.
2. Have magic items level with the party. A weapon that is Adventurer Tier becomes Champion Tier when the party does, and so forth.
3. Give some humanoid monsters magic items to make fights tougher (if the rules for the magic item don't quite work with the rules for monsters, go with the flow and fudge things slightly). Let the party know that one of the monsters has a magic item; it's usually obvious. Don't forget to allow time for looting afterwards.

Icons here and elsewhere based on those released under cc by 3.0 from game-icons.net: Lorc, Delapouite, et al. (game-icons.net/about.html#authors). Modified by ASH LAW for use in this work.



BEAR

A bear god or a god that wears the pelt of a bear? Bear gods are usually found among barbarian cultures. Sometimes they are also oak gods. Bear gods might also be associated with protection of family, beer, honey (and might have contact in myth with bee gods), and food. Bear gods in some cultures might also be gods of cattle, and if so will be bull gods instead of bears.

BEAR-SKULL HELM

Helmet

Always: +1 MD (champion: +2; epic: +3). Bear skull (recharge 11+): This battle you either have +1 to attack staggered enemies, or +1 to all your defenses (AC, PD, MD) against staggered enemies.

Quirk: Roars when angry.

MACE OF RAGE

Weapon, mace

Always: +1 attack and damage (champion: +2; epic: +3).

Bear's rage: Once per battle, reroll an attack and take the better attack roll.

Quirk: Heavy sleeper, especially in winter.

PELT OF STRENGTH

Light armor

Always: +1 AC (champion: +2; epic: +3). Bear's strength: You may reroll strength-based skill checks, but must take the second roll. If the second roll is a natural 1, the bear pelt loses its magic until you bleed on it (costs a recovery).

Quirk: Proud of own prowess.

BEE

Usually associated with industry, building, honey (and therefore maybe pleasure), and having a nasty sting. Instead of a bee god, you might be facing an ant god, termite god, or even a wasp god—which will reflect in how their followers view the world.

FUZZY SLIPPERS

Boots

Always: +1 to disengage checks and other fancy footwork (champion: +2; epic: +3).

Hidden sting: When you roll to disengage and fail, deal your level in poison damage to one enemy you are engaged with.

Quirk: Loves sweet things.

HIVE CROWN

Helmet

Always: +1 MD (champion: +2; epic: +3).

One with the hive: Once per battle as a quick action, see through an ally's eyes. On the same turn, you can cast a spell with them as the origin (they count as you for the purpose of anything in the spell that references "you," and you count as an ally for anything in the spell that references "allies").

Quirk: Doesn't respect privacy, nor expect it.



STINGER

Weapon, shortsword

Always: +1 attack and damage (champion: +2; epic: +3).

Poison sting: When you miss an enemy by 1 point (i.e., your attack total is 19 but its AC is 20), you deal your level in ongoing poison damage to the enemy (champion: miss by 1-2 points; epic: miss by 1-3 points).

Quirk: Defend what is yours with passion.

BUTTERFLY

Gods of transformation, flight, and summer. Might also be a moth, dragonfly, or another flying insect. Butterfly gods might also be gods of rainbows, youth, and summertime joy. Bees and butterflies are often paired together in myth, representing something peaceful yet very dangerous if roused.

CAPE OF TRANSFORMATION

Cloak

Always: +1 PD (champion: +2; epic: +3).

Cocoon: If you spend an hour wrapped in the cloak, you can emerge with a different appearance—you can't change your race, class, attributes, etc. but you can change your apparent age, gender, height, facial features, voice, etc. The change lasts until you next enter the cocoon.

Quirk: Concerned with how others see you.

SWIFTWING

Weapon, any ranged

Always: +1 attack and damage (champion: +2; epic: +3).

Float like a butterfly: You can make a standard action attack mid-move, instead of before or after your move action.

Quirk: Flighty.

WINGED HELMET

Helmet

Always: +1 MD (champion: +2; epic: +3).

Fluttering movements: Once per battle, move as a quick action after you move as a standard action. If the movement takes you into engagement with an enemy, the enemy takes 1d8 thunder damage.

Quirk: Keen for the dance of battle.

CAT

Cats usually represent self-sufficiency, indulgence and pleasure, hunting, and night. Might be combined with lion for lioness or tiger. Might also be bat instead of cat if it is combined with death or raven.

AMBUSH BLADE

Weapon, any bladed weapon

Always: +1 attack and damage (champion: +2; epic: +3).

Surprise attack: This weapon deals double damage if used in an ambush round prior to combat proper (triple damage if the attack is a crit).

Quirk: Sneaky, even in situations which don't call for it.

CLAW RING

Ring

Claws: You can transform your fingernails into silver claws. The claws count as daggers, and have an expanded crit range (18+) against were-creatures and dire-beasts.

Quirk: Jumpy around moving water.

VELVET BOOTS

Boots

Always: +1 to disengage checks and other fancy footwork (champion: +2; epic: +3).

Trackless as the night: When you move you leave no footprints, tracks, etc. and make no sound.

Grace (recharge 16+ after use): Take no damage from falling.

Quirk: Vain, like a cat.

DEATH

Gods of death are sometimes also gods of night, mystery, prophecy, destiny, or winter. They might also be gods of rebirth.

COFFIN NAIL HAMMER

Weapon, hammer

Always: +1 attack and damage (champion: +2; epic: +3).

Final strike: When one of the enemies in a battle is undead, the crit range of this weapon expands by 2 (usually to 18+) until the end of the battle.

Quirk: Sees morality as black and white.

FINGER OF DEATH

Wand

Always: +1 attack and damage (champion: +2).

Death touch: When you cast a ranged spell at a target you are engaged with, on a miss you deal double miss damage as negative energy damage.

Quirk: Cackles to self.

GLOOMGLASS

Wondrous item, hourglass

Your time has not yet come: When you roll initiative, swap your initiative with an ally—whoever ends up with the lowest initiative gains temporary HP equal to the difference between the two initiatives.

Quirk: Makes ominous pronouncements.

DOVE

Doves are usually associated with peace, serenity, and purity. If the dove and raven are counterparts, then they represent light and dark, knowledge and seeking knowledge, certainty and mystery. Doves might be associated with the sacred oak's strength or be a symbol of prophecy.

EGG OF SERENITY

Wondrous item

Gift from above: Once per day, you can crack the egg open to reveal an item—maybe a set of clothing, the key to a jail cell, etc. You don't know exactly what you'll get (roll a d6, with 1 being useful and 6 being amazingly useful) except that it is always white. When the egg has been cracked open it repairs/restores itself ready for the following day.

Quirk: Relies too much on luck, trusting in fate.

HEADBAND OF PROPHECY

Helmet

Always: +1 PD (champion: +2; epic: +3).

Prophecy revealed: Once per battle when an enemy rolls a natural 13, you can take an immediate standard action.

Quirk: Spoils surprises for others.

WHITE MANTLE

Cloak

Always: +1 PD (champion: +2; epic: +3).

Peaceful healing: Once per battle if you or a nearby ally doesn't attack on their turn (but were able to), at the end of their turn they heal using a free recovery.

Quirk: Always seeks peaceful resolutions, even in situations where it is painfully obvious that they are not going to be successful.

EAGLE

A god associated with eagles might be a storm god, a god of the air, a god of victory, or a sun god. Eagles are associated with war, and an eagle god might be the counterpart of a god represented by doves. If the dove is the counterpart of the eagle, then it is usually a symbol of femininity, and the eagle represents masculinity (though sometimes that is reversed).

CARVED EAGLE FEATHER

Symbol

Always: +1 attack and damage with divine spells or attacks (epic: +2).

Eagle eye: You have a +2 bonus to skill checks involving visual searches, spotting ambushes, etc.

Quirk: You like your meat raw.

EAGLE-BONE BOW

Weapon, any bow

Always: +1 attack and damage (champion: +2; epic: +3).

Hunter's cry: Once per battle when you miss, make another attack against the same target.

Quirk: Finds tall things to perch on.

EAGLE-FEATHER ARROW

Ammunition/Arrow

Always: Expands crit range by 1 (usually to 19+).

Eagle's swoop: As part of the attack with this arrow, move into engagement with the target.

FIRE

Fire gods are also often volcano gods, gods of the forge, or sun gods. Combined with storm gods and gods of victory, they might be regarded as gods of vengeance. Fire is associated with dragons and the light of knowledge.

THE BURNING BOOK

Book

Always: Gain resist fire 6+, or increase your fire resistance by 3, whichever gives you the greater fire resistance.

Knowledge of things past (recharge 11+): See the past, before something was burned—you could see the final minutes of a house before a fire burned it down, see who was near a campfire before it was lit, etc.

Quirk: Pyrophobia.

HALLIGAN'S END

Weapon, any axe, club, or mace

Always: +1 attack and damage (champion: +2; epic: +3).

Forced entry: Roll twice and take the better roll when forcing open a door, prying open a chest, etc.

Quirk: Enters and exits buildings dramatically.

RING OF FIRE

Ring

Snap spark: Snap your fingers to start a fire—light a candle or lantern, set a bonfire ablaze, etc. Once per battle, snap your fingers as a free action when an enemy attacks, reducing their attack die roll by 1 (you set their hair on fire, make their boots smolder, etc.). You can do this after you see their attack roll and know their attack roll total (so you can turn a natural 20 into a 19).

Quirk: Pyromania.

FISHER

A god of sailors on the sea or of fishers on lakes and rivers. Fisher gods tend to have a thing for “catching” others—either evangelists or slave-takers.

BARBED-CHAIN NET

Weapon, two-handed heavy

Always: +1 attack and damage (champion: +2; epic: +3).

Bring in the catch: Once per battle, make an enemy stuck until you're no longer engaged or you attack another target.

Quirk: Single-minded focus on goals.

PEARL NECKLACE

Necklace

Always: +1 bonus to saves when you have 10 HP or fewer (champion: 25 HP or fewer; 50 HP or fewer).

Pearl fisher: You can hold your breath indefinitely when you choose to.

Quirk: Pushes self to physical limits.

LEVIATHAN HOOK

Weapon, two-handed heavy

Always: +1 attack and damage (champion: +2; epic: +3).

Pin the foe: Enemies hit with this weapon become stuck until the end of the battle or you next make an attack with this weapon.

Quirk: Only eats fish.

FOREST

Could cross over with an oak god or could be a god of hunting or of primal mysteries. Forest gods are likely to be elven gods, too.

CLIMBING SPIKE

Weapon, dagger

Always: +1 attack and damage (champion: +2; epic: +3).

Arboreality: You never need to roll a skill check to climb or cling to a tree or wooden surface.

Quirk: Loves high places, especially tree-tops.

IVY-WOOD BOW

Weapon, short-bow or long-bow

Always: +1 attack and damage (champion: +2; epic: +3).

Weave through the trees: Your arrows can swerve around creatures and obstacles—provided you can see your target, you don't need a clear line of sight to hit it. While using this bow, you are treated as if you have the precise shot feat.

Quirk: Can't resist competing in archery competitions.

LEAFY CLOAK

Cloak

Always: +1 PD (champion: +2; epic: +3).

Blend in: You have a +1d4 skill bonus to sneaking about and hiding, or +1d6 if in a forest.

Quirk: On edge in cities, is only at peace in the forest.

HARVEST

A harvest god could be a seasonal deity together with a winter god of death/rebirth, a spring god of rivers and the moon, and a summer god of the sun.

FARMER'S BOOTS

Boots

Always: +1 to disengage checks and other fancy footwork (champion: +2; epic: +3).

Mud-walker: You are never bogged down by mud—nor swamp, quicksand, manure, etc. You can walk over such surfaces normally.

Quirk: Adopts impenetrable “country-folk” accent.



GREEN BELT

Belt

Always: Increase your maximum recoveries by +1 (champion: +2; epic: +3).

Plant the seeds: Once per day as a move action, create a zone of plant-life around you. The zone encompasses all ground that was nearby you when you used this daily power. Until the end of the battle, any enemy moving through the zone must save or become stuck until the end of its turn.

Quirk: Talks to plants, not to people.

WINNOWING FORK

Weapon, simple two-handed

Always: +1 attack and damage (champion: +2; epic: +3).

Bring in the harvest: When you drop the last mook in a mob, gain temporary HP equal to twice the mook's level.

Quirk: Relies on simple earthy wisdom.

HORSE

Horse gods are important to tribal cultures, where horses can be the difference between the tribe thriving or dying. Horse gods might be exemplars of freedom or of military strength in cultures with cavalry or chariots.

CROP OF THE HORSE-GOD

Weapon, light one-handed

Always: +1 attack and damage (champion: +2; epic: +3).

Give “gentle” encouragement: Twice per battle on your turn, one ally next to you can take an extra move action or quick action.

Quirk: Tries to dominate social situations.

HORSE SHOES

Boots

Always: +1 to disengage checks and other fancy footwork (champion: +2; epic: +3).

Speed of horse (recharge 11+ after five minutes or after battle): Move as a free action. If you do this when it is not your turn the recharge becomes 16+.

Quirk: Forgets everyday, civilized niceties.

RIDER'S KILT

Belt

Always: Increase your maximum recoveries by +1 (champion: +2; epic: +3).

Centaur's gallop (recharge 11+): As a quick action, you turn your lower body into that of a horse, allowing you to cover vast distances overland. If you are a centaur while in combat, as a quick action you can kick an engaged enemy and pop them free.

Quirk: Eats grass.

LOVER

Might be a god of pleasure, of romance, or of artists, or might be combined with spiders for a deity of betrayal or fate.

BOLT OF EROS

Ammunition/Arrow

Always: Expands crit range by 1 (usually to 19+).

Captivation of charm: Enemies hit with this ammunition must use their next move action to move as close as possible to another creature of your choosing.

LOVER'S MASK

Helmet

Always: +1 MD (champion: +2; epic: +3).

Eye of the beholder: Once per day, cast the wizard spell Disguise Self, but your features will reflect the ideal of beauty of the last person in whose eyes you looked (yes, you can use a mirror).

Quirk: Insecure about appearance.

MANTLE OF QUIET MOMENTS

Cloak

Always: +1 PD (champion: +2; epic: +3).

Share joy and sorrows alike: As a quick action, transfer a condition on you to an ally you are next to, or vice-versa.

Quirk: Leans in and whispers during odd moments. Sometimes leans in a little too close.

LION

Lions tend to be associated with strength, the sun, leadership, or gold. Lion gods are associated with royalty, gladiatorial games, and raw power.

GOLDEN HAMMER

Weapon, any two-handed hammer

Always: +1 attack and damage (champion: +2; epic: +3).

Bright, brighter, brightest: When you crit with this weapon, the crit range expands by 1 until the end of the battle. If you keep critting the crit range keeps expanding, but it cannot be higher than the escalation die value.

Quirk: Proud of the achievements of others.

LION-HEAD RING

Ring

Lion's roar (recharge 6+ after use):

You can cast the sorcerer spell Burning Hands, except it deals thunder damage. Use your highest attribute to cast the spell if Charisma is not your highest attribute.

Quirk: Boastful liar.

LION-PAW GLOVES

Gloves

Lion's leap (recharge 16+): When you roll initiative, you can choose to also use that roll in place of your first attack roll.

Quirk: Idolizes predators.

MIDWIFE

New life, protection, and children. Might be combined with a god of lovers for a fertility god. Might be combined with a god of storms and night for a god of monsters.

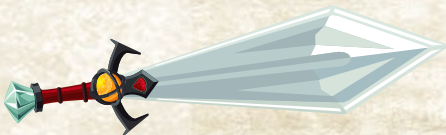
KNIFE OF THE ACCOUCHEUSE

Weapon, dagger

Always: +1 attack and damage (champion: +2; epic: +3).

Heir of a lost moment (recharge 18+ after battle): You or a nearby ally can get a do-over after an attack that missed all targets, either making the same attack as though the first had never happened or using the action to do something else.

Quirk: Obsessive counter—counts own breaths, strangers' footsteps, bricks in walls, etc.



MIDWIFE'S PENDANT

Necklace

Always: +1 bonus to saves when you have 10 HP or fewer (champion: 25 HP or fewer; 50 HP or fewer).

Breath of life: +1 bonus to death saves (stacks with "always" bonus from necklace).

Tender touch: Allies next to you also gain the benefits of the necklace.

Quirk: Cares too much.

PROTECTOR'S SHIELD

Shield

Always: Increase your maximum HP by +4 (champion: +10; epic: +25).

Living shield: You can fight with a two-handed weapon and still gain the benefits of having this shield equipped (including the AC benefit from using a shield).

Quirk: Puts others before self.

MOON

Moon gods are also often gods of night, cat gods, wolf gods, owl gods, or gods of the sea and tides. Moon gods are often associated with silver, just like sun gods are commonly associated with bronze and gold.

MOONSILVER CHAIN

Necklace

Always: +1 bonus to saves when you have 10 HP or fewer (champion: 25 HP or fewer; 50 HP or fewer).

Moonlight transformation: Once per night at moonrise, you can transform into an animal (pick what animal you can turn into when you first attune to this

item). While in animal form, you can scout about, keep watch with animal senses, etc. Turning into your animal form takes several minutes; turning back is a quick action. You cannot fight in your animal scout form.

Quirk: Has animal behaviors while in humanoid form.

MOONSTONE STAFF

Staff

Always: +2 attack and damage with arcane or divine spells or attacks (epic: +3).

Circle of light (recharge 18+ after battle): All nearby enemies must save or be pushed away until they are far-away.

Quirk: Fascinated and easily distracted by the moon and moonlight.

SILVERED MOONBLADE

Weapon, any bladed weapon

Always: +1 attack and damage (champion: +2; epic: +3).

Moon-pool: Your crit range against creatures that deal fire-damage or are vulnerable to silver is expanded by 2 (usually to 18+).

Quirk: Has trouble staying awake during the day, has problems staying asleep at night.

MOUNTAIN

Sometimes also a god of smiths, ice, treasure, gold, iron, or dwarves. Might cross over with volcanos, bears, etc.

AVALANCHE ROBE

Light armor

Always: +1 AC (champion: +2; epic: +3).

Onwards rushing attack: Once per battle when you roll a natural 16+ save (against a save-ends condition, last gasp save, death-save, etc.), you can move as a free action.

Quirk: Grumbles under breath.

MOUNTAIN HAMMER

Weapon, any hammer

Always: +1 attack and damage (champion: +2; epic: +3).

Thundering strike: When you crit an enemy, they pop free; enemies smaller than huge are knocked back—large enemies are knocked back a short distance, normal sized and smaller enemies are knocked back until they are far away.

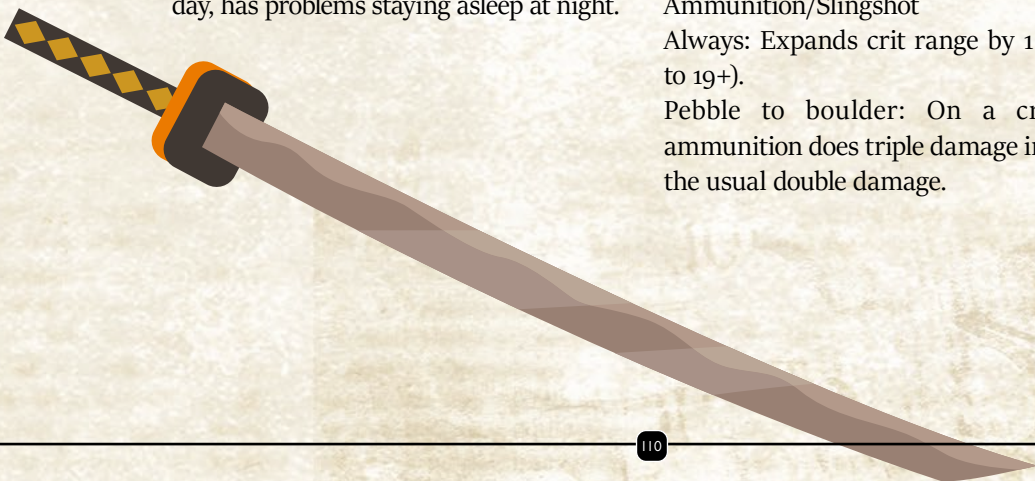
Quirk: Immoveable in one's opinions, once they are formed.

Peak-Top Pebble

Ammunition/Slingshot

Always: Expands crit range by 1 (usually to 19+).

Pebble to boulder: On a crit, this ammunition does triple damage instead of the usual double damage.



OAK

Might also be a god of the forest, strength, or humans. Oaks are associated with druids, sacrifice, and wisdom.

ACORN WAND

Wand

Always: +1 attack and damage with arcane spells or attacks (champion: +2).

From small acorns grow mighty oaks (recharge 11+ after battle): When you hit an enemy with a spell or attack made through this wand, you cause an oak-tree to grow up from the ground beneath them, and they become stuck (hard save ends).

Quirk: Insists others make similar sacrifices as oneself.

OAKEN QUARTERSTAFF

Weapon, two-handed light staff

Always: +1 attack and damage (champion: +2; epic: +3).

Acorn-friend (recharge 6+ after use): Summon squirrels or other similar animals to your aid. They can't fight but they could drag a rope or mostly-empty pack, chew through bonds, (slowly) fetch a small weapon, etc.

Quirk: Nuts about nuts.

Oakleaf Broach

Symbol

Always: +1 attack and damage with divine spells or attacks (epic: +2).

Oaken strength: Once per battle, reroll a failed save with a +5 bonus and take the second result. If you still fail the save, you regain a spent recovery.

Quirk: You are quiet when you do not need to speak—others find you to be too quiet.

OWL

Owls are associated with wisdom and knowledge, night, mystery, riches, hidden power, magic, and silence.

CLAW OF NIGHT

Weapon, dagger

Always: +1 attack and damage (champion: +2; epic: +3).

Silent attack (recharge 18+ after battle): Make a basic melee or ranged attack with this weapon when you roll initiative, before the start of combat proper but after any ambush round.

Quirk: Tries to move silently.

OWL-FEATHER CLOAK

Cloak

Always: +1 PD (champion: +2; epic: +3).

Glide: You can glide silently for a short distance as a move action—probably enough to allow you to jump between rooftops or swoop into battle from a treetop. You can't keep up this gliding for long—you can't glide cross-country by jumping from a cliff, but you might be able to glide-run across treetops. If you fall while wearing the cloak, you take half damage.

Owl's gaze: You can rotate your head like an owl.

Quirk: Wants to eat mice, voles, rats, etc.

WAND OF THE OWL

Wand

Always: +1 attack and damage with arcane spells or attacks (champion: +2).

Owl's grace (recharge 16+ after use): Suddenly and instantly turn into an owl to avoid an unpleasant situation (a free

action that you can take as a reaction to something happening)—you could use this ability to avoid taking falling damage, to avoid a trap, or to escape an awkward social situation.

Quirk: Full of unusual nuggets of wisdom.

RAINBOW

Rainbows are usually associated with joy, celebration, individual and communal pride, and compacts between gods and their worshipers. Rainbows are also associated with gemstones.

BERIBBONED BATON

Wand

Always: +1 attack and damage with arcane spells or attacks (champion: +2).

Arise on rainbow wings (recharge 16+): You or a nearby or far-away ally can fly as a move action (if you choose to let the ally fly, they do so on your turn using your move action).

Quirk: Fearless to a fault.

CRYSTAL-PRISM STAFF

Staff

Always: +2 attack and damage with arcane or divine spells or attacks (epic: +3).

Reflect on this (recharge 16+): When hit by a spell or spell-like attack with a natural 20 attack roll, turn the attack back on the attacker with a natural 18 attack roll.

Quirk: Stays unnaturally still when sees a rainbow, but occasionally muttered “oh wows!” can be heard.

CRYSTAL PENDANT

Necklace

Always: +1 bonus to saves when you have 10 HP or fewer (champion: 25 HP or fewer; 50 HP or fewer).

Refraction (recharge 16+): As a quick action, teleport to a nearby or far-away spot that you can see.

Quirk: Loves bright colors and shiny things.

RAVEN

If a trickster god, the raven might also be known as rabbit, fox, or spider. The raven is associated with the sun in some cultures and night in others, life in some cultures and death in other cultures—that tricky raven!

BLACK FEATHER CROWN

Helmet

Always: +1 MD (champion: +2; epic: +3).

Raven’s eye (recharge 16+): You can send your vision away from you, floating an invisible mystic eye down corridors and into rooms. You can use this to scout a short distance ahead in dungeons, get the lay of the land around you when in the open, etc.

Quirk: Jumpy and easily startled.

RAVEN’S ROBE

Light armor

Always: +1 AC (champion: +2; epic: +3).

Raven’s trick (recharge 18+): Fly as a move action; or take no damage from a fall (though you are not protected from anything nasty that you are falling into).

Quirk: Looks for ways to trick others, steal from them, etc.

RAVENWING WEAPON

Weapon, any

Always: +1 attack and damage (champion: +2; epic: +3).

Raven's foreknowledge (recharge 16+): You can use this weapon to make a free attack in an ambush round, even if it wasn't your side that sprung the ambush.

Quirk: Enjoys eating eyeballs. Delicious, delicious eyeballs.

REBIRTH

Might be a winter-time or spring god. Combined with a sun god, is usually a god of resurrection. Might be combined with a god of death, or with butterfly for a god of transformative enlightenment.

BAND OF REAWAKENING

Necklace

Always: +1 bonus to saves when you have 10 HP or fewer (champion: 25 HP or fewer; 50 HP or fewer).

Surge of vitality (recharge 18+): When you become staggered, roll a save. On a success, you heal 10 HP (champion: 25 HP; 50 HP).

Quirk: Slowly swings between lethargy and mania.

CAUL OF NEW BIRTH

Light armor

Always: +1 AC (champion: +2; epic: +3).

Birth pains (recharge 16+): When you are first at 0 hp or fewer or otherwise become

helpless during a battle, spend a recovery to heal yourself.

Quirk: Can't allow harm to any newborn or child, even a newborn monster that in minutes will be fully grown.

STAFF OF RESURRECTION

Staff

Always: +2 attack and damage with arcane or divine spells or attacks (epic: +3).

Restoration: Nearby allies roll their final death saves and final last-gasp saves twice and take the better roll.

Quirk: Can't allow torture or theft to take place.

RIVER

A god of all rivers, lakes, etc., or maybe the god of a very specific holy river or lake. A god of rivers might be a sibling of the god of the sea and the god of fishers, or all roles might be the responsibility of a single deity. Rivers are associated with fish, but also with snakes due to their serpentine shape. River gods might be gods of trade, especially if combined with lion gods and sea gods.

EONS-CUTTING BLADE

Weapon, any blade

Always: +1 attack and damage (champion: +2; epic: +3).

River-creates-canyon: If you miss an enemy with this weapon that you also missed last turn with an attack made with this weapon, your miss damage is doubled.

Quirk: Overly patient.

FLOWING CAPE

Cloak

Always: +1 PD (champion: +2; epic: +3).

Flowing dance: You have a +1 bonus to disengage checks (stacks with bonuses from magic boots).

Quirk: Always dancing.

RIVER-PEBBLE ARMOR

Heavy or light armor

Always: +1 AC (champion: +2; epic: +3).

Shift with the river: When an enemy you are engaged with or an ally you are next to disengages or pops free, you can also pop free.

Quirk: Distrusts any drink that isn't water.

SEA

Gods of the sea might be mysterious, vengeful, or merciful. Might be a crossover with storm and river for a god that controls a single element. The moon is responsible for tides—so there might be crossover there.

ARMAMENT OF TIDES

Weapon, any

Always: +1 attack and damage (champion: +2; epic: +3).

Tidal pull: When an enemy rolls a natural odd disengage check to disengage from you, as a free action you can move with them when they move (maintaining engagement).

Quirk: Washes in salt-water.

SEAFARER'S CINCTURE

Belt

Always: Increase your maximum recoveries by +1 (champion: +2; epic: +3).

Freedom of the sea: When you spend a recovery to heal, you end any conditions that prevent movement (usually: grabbed, stuck, or stunned).

Quirk: Uses sailing terminology (e.g. "Avast" instead of "Stop").

TRIDENT OF THE DEEP

Weapon, spear

Always: +1 attack and damage (champion: +2; epic: +3).

Sea-change (recharge 16+): As a quick action you can turn into a mermaid (or mer-man if you prefer), allowing you to breathe both water and air, and swim in water (and flop awkwardly about on land). It is a quick action to turn back. The change lasts for as long as you wish while you are wet, but if you completely dry out the change ends.

Quirk: Sings songs of the sea—maybe sea shanties, maybe whale song.

SHEPHERD

Shepherd gods are associated with springtime, with safeguarding followers, and with strong leadership. Shepherd gods might also be sea gods—deities tasked with bringing the boats of fishermen and traders home safely.

DROVER'S ROD

Weapon, any blunt-edged weapon

Always: +1 attack and damage (champion: +2; epic: +3).

Protect the herd: This weapon deals an extra dice of damage against beasts.

Quirk: Prefers to be the leader.

FAITHFUL HOUND'S SHIELD

Shield

Always: Increase your maximum HP by +4 (champion: +10; epic: +25).

Shared strength: When you are next to a staggered or dying ally, you gain +1 AC and the ally gains +1 to saves.

Quirk: Butts into others' business.

Fleece-Lined Belt

BELT

Always: Increase your maximum recoveries by +1 (champion: +2; epic: +3).

Shepherd's care: You are immune to extreme environmental conditions—no matter how hot or cold the weather, no matter how undrinkable the water, no matter how scarce food and shelter are, you will survive.

Quirk: You refuse to eat meat.

SMITH

Might also be a carpenter god or a mason god. Smith gods are associated with fire, metal, volcanoes, mountains, storms, etc. Carpenters tend to be more likely tied to the sea (via boats), forests and forestry, and shepherds (fences). Mason gods tend to be tied to mathematics, architecture, planning, and strength.

ANVIL BREASTPLATE

Heavy armor

Always: +1 AC (champion: +2; epic: +3).

Immovable object: When an enemy rolls a critical attack against you, they take thunder damage equal to your level (champion: 2x level; epic: 3x level).

Quirk: Mistakes bravado for bravery.

BUILDER'S GAUNTLET

Glove

Strength of the builder: Hammers and axes in your grasp deal one extra die of damage.

Quirk: Always building and fixing things.

Builder's Hammer

Weapon, hammer

Always: +1 attack and damage (champion: +2; epic: +3).

Builder's touch: You have a +5 bonus to skill checks involving making or breaking objects (constructing a wall, breaking a door lock, etc.).

Quirk: Points out flaws in the work of others.

SPIDER

Traps, plans, and far-reaching schemes are usually associated with spiders. Might be combined with a sea god for octopus or crab. Might be combined with the bee for a scorpion god. Spider gods might be patrons of weavers or might be tricksters and cross over with raven gods.

ARACHNID ARROW

Ammunition/Arrow

Always: Expands crit range by 1 (usually to 19+).

Web: Hit or miss, the target becomes stuck (save ends). If you crit, you can either choose to make the target and its two closest allies stuck (save ends), or make the target stuck (hard save ends).

SHIELD OF GRASPING LIMBS

Shield

Always: Increase your maximum HP by +4 (champion: +10; epic: +25).

Grip: Enemies engaged with you have -5 to their disengage checks.

Quirk: Over-complicates things.

Weapon of Deception

Weapon, any

Always: +1 attack and damage (champion: +2; epic: +3).

Deceptive scheme: When an enemy reacts to an action you take (for example moves to intercept your move) you can take back the action and do something else instead, but the enemy must stick with their reaction.

Quirk: Admires traps and trap-makers.

STARS

Star gods are usually also gods of night, fate, elves, or timec. Might also be a god of magic.

ASTRAL BOOTS

Boots

Always: +1 to disengage checks and other fancy footwork (champion: +2; epic: +3).

Dance of the heavens (recharge 11+ after battle, or after 5 minutes): Teleport as a quick action to a point nearby. You can teleport to the space occupied by another

creature, swapping places.

Quirk: Laughs at everyday things, then doesn't understand why those things aren't funny to others.

SCROLL OF COUNTED STARS

Book

Starry eyes: When you miss with a ranged attack with a natural 3, reroll the attack against another target.

Quirk: You stare into the distance at odd moments.

THROWING STARS

Weapon, small thrown weapon

Always: +1 attack and damage (champion: +2; epic: +3).

Barrage of shining steel: When you make a basic attack with this weapon, you can instead attack two targets and split your damage dice between them. You must decide before you attack how the damage dice will be split.

Quirk: Make firm decisions only if backed up by astrology; otherwise, you become unsure of your actions.

STORM

Storm gods could also be general weather gods, gods of the winds and birds, gods of catastrophe, etc. Storm gods are sometimes paradoxically also butterfly gods.

STORM-LIGHT CHAIN

Heavy or light armor

Always: +1 AC (champion: +2; epic: +3).

Imbued with storms: Enemies who hit you

with metal weapons or bare flesh take the escalation die value in lightning damage (champion: twice the escalation die value; epic: they take the damage hit or miss).

Quirk: Entranced by thunder—must count the seconds between a lightning strike and the accompanying thunderclap.

STORM SPEAR

Weapon, two-handed either simple or martial

Always: +1 attack and damage (champion: +2; epic: +3). Deals lightning damage on a hit.

Leaping lightning: Once per battle on a natural 18+ hit, you can make another attack against a target nearby the target you hit. If the second attack is an 18+ hit, then you can make a third attack against a third enemy nearby the second target, and so on.

Return to me: As a quick action, you can call the weapon back to your hand, even if it is miles away.

Quirk: Dances in rain, sings to the wind.

PERUN'S VENGEANCE

Weapon, any hammer or axe

Always: +1 attack and damage (champion: +2; epic: +3). Deals thunder damage on a hit.

Lightning strike: Once per battle as a quick action, your crit range expands by the escalation die amount until you next hit. When you hit with the expanded crit range attack, the damage you deal is lightning damage.

Return to me: As a quick action you can call the weapon back to your hand, even if it is miles away.

Quirk: Quick to anger, quicker to forgive.

SUN

Sun gods are also gods of light, day, summer, or fire. Sun gods tend to be the chief gods of their pantheon, or the only god of a monotheistic religion.

BREASTPLATE OF SOL

Heavy or light armor

Always: +1 AC (champion: +2; epic: +3).

A brighter light (recharge 18+): Until the end of the battle, your crit range with attacks that deal holy or fire damage expands by 2 (usually to 18+).

Quirk: Winning smile.

BURNISHED WEAPON

Weapon, any

Always: +1 attack and damage (champion: +2; epic: +3).

Flash of light: Once per battle when you hit an enemy, the enemy must save or become stunned until the start of their next turn. If the enemy successfully saves, the once-per-battle power is not expended.

Quirk: Fear of the dark.

GOLDEN CLOAK

Cloak

Always: +1 PD (champion: +2; epic: +3).

Reflective cloth: Once per battle when an enemy rolls a natural 1 attack roll against you, they reroll the attack against themselves and if it hits it deals holy damage.

Quirk: Loud and proud.

VICTORY

A god of war, or maybe a god games, or maybe a god that either protects or persecutes.

GOLDEN LAUREL CROWN

Helmet

Always: +1 MD (champion: +2; epic: +3).

Plaudits: All who see you instinctively know your name and regard you as a “winner” (whatever that means locally).

Quirk: Takes advantage of the generosity of others.

VICTOR'S STAVE

Staff

Always: +2 attack and damage with arcane or divine spells or attacks (epic: +3).

Rooster's call: If you do not take damage during a battle, during your next battle you gain +1 to all attacks until the end of the battle. If you go two battles in a row without taking damage, then you gain +2 to all attacks during the following battle. You must take an active part during the battles to gain the bonus.

Quirk: Proud winner, sore loser.

WONDER-WEAPON

Weapon, any

Always: +1 attack and damage (champion: +2; epic: +3).

Victory at all costs: Once per day as a quick action, spend and roll a recovery, but instead of healing you add the result to the next damage you deal that battle.

Quirk: The ends justifies the means.

VOLCANO

Lots of overlap with fire, storm, mountains, smiths, and gods of forges. Volcano gods might be avatars of primal destruction and disaster, bringers of new life, or both. Volcano gods might also be dragon gods or gods of monsters in general.

LAVASTONE RING

Ring

Ray of fire (recharge 6+ after use): You can cast the wizard spell Ray of Frost, except it deals fire damage. Use your highest attribute to cast the spell if Intelligence is not your highest attribute.

Quirk: Superiority complex.

LIQUID IRON MANTLE

Cloak

Always: +1 PD (champion: +2; epic: +3).

Magnetic core: When you take damage from a metal weapon or from a creature made of metal, reduce the damage that you take by your level.

Quirk: Always turns to face north.

Weapon of Burning Rock

Weapon, any

Always: +1 attack and damage (champion: +2; epic: +3).

Lava flow: Once per battle when an attack you make with this weapon is a natural 16+ hit, turn your damage from that attack into ongoing fire damage.

Quirk: Destructive (self-destructive, destroys objects when bored, etc.).

WOLF

Wolves are associated with winter, wildness, forests, iron, and warriors. Some cultures have an association between the sea and wolves (pirates, Viking raiders, etc.), while others associates wolves with iron and steel. Wolf gods rarely get on with shepherd gods and gods of the harvests, but might be linked with forest gods.

IRON WOLF-HELM

Helmet

Always: +1 MD (champion: +2; epic: +3).

Killer smile: When you roll a natural 2 with a melee attack, as a quick action you can bite your enemy and deal damage equal to your Strength modifier plus the escalation die value.

Quirk: Smiles disturbingly, especially when looking at the softer, biteable parts of people.

REAVER'S WEAPON

Weapon, any melee

Always: +1 attack and damage (champion: +2; epic: +3).

Savagery: Add the escalation die value to your miss damage (champion: hit or miss; epic: add double the escalation die value on a hit, add the escalation die value on a miss).

Quirk: What's mine is mine; what's yours is mine, too.

WOLFSKIN GAUNTLETS

Gloves

Pack tactics: When you move into engagement with an enemy that an ally is engaged with, as a quick action you can deal your level in damage to that enemy.

Quirk: Growls when scared, worried, upset, etc. 🐾



Art: Rick Hershey

HOLY ROLLER

BY ASH LAW

So you need a quotation from a holy book, but you also forgot to actually specify what your cleric or paladin believes beyond “sun god” or similar. Don’t fret, for here is a 7d12 table that gives you a quotation and a holy book that it is from.

And lo it was written...

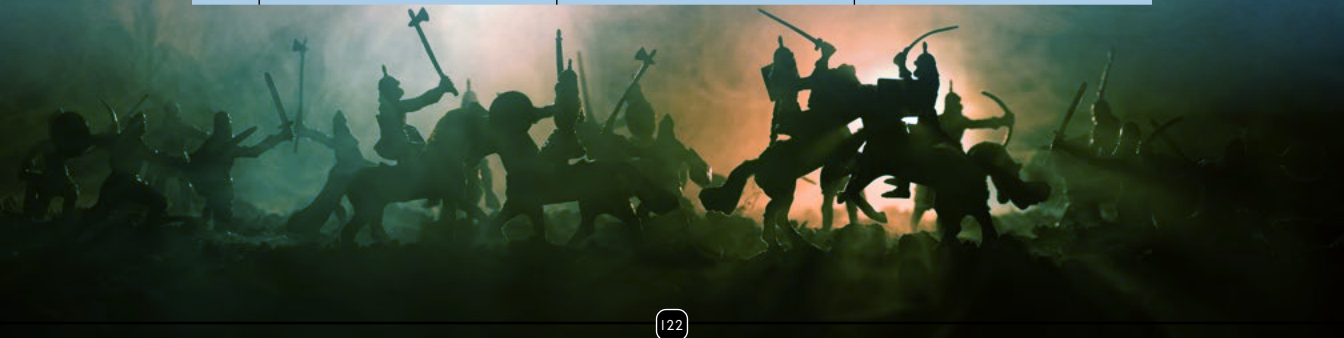
1	In the Book of...	Audlio the Martyr
2	In the Canticle of...	Esmeon the Seer
3	In the Chronicle of...	King Tebon
4	In the Esoteric Sermons of...	Queen Lielyn
5	In the Scriptures of...	Rutem the Wise Fool
6	In the Scrolls of...	St. Albgo
7	In the Psalms of...	St. Cyrirel
8	In the Testament of...	St. Giovenne
9	In the Parables of...	St. Geraan
10	In the Vision of...	St. Kathia
11	In the Words of...	Teareh the Prophet
12	On the Stones of...	Wato the Outcast

Concerning...

1	The battles of...	Adrello the Wanderer
2	The deeds of...	Charyk
3	The fall of...	Kathja
4	The genealogy of...	Prince Pajir
5	The history of...	Roctian the Pure
6	The lost kingdom of...	St. Alza
7	The origin of...	the Lubetites
8	The prophecies of...	the Mist-Bringers
9	The rise of...	the Nakulites
10	The sins of...	the Tribe of Kedon
11	The time of...	the Veil of Night
12	The visions of...	Toliv the Prophet

Harken ye...

1	“Behold...	she who walks in hidden ways, she ...	becometh the chosen of heaven.”
2	“Bow before the divine, for...	man and woman alike, they...	bringeth a righteous fruit”
3	“Come and make a joyous noise, for..	righteousness shall guide you, and you shall...	bringeth certainty and drive out fear.”
4	“Is it not said that...	dragons and eagles, they shall...	consumeth all with fire.”
5	“Hear ye all, for this day I see...	the stairway to heaven is at hand, and it...	driveth away evil.”
6	“The season of...	the light, it reveals virtue and it...	giveth strength.”
7	“Is it not true that you are...	the lion, and the faithful servant shall...	hateth iniquity.”
8	“Repent! For I have seen...	the tree of life, a tree which...	leadeth others beside deep waters.”
9	“The darkness conceals iniquity, and...	the trembling butterfly, and I say unto you that it...	refresheth thy soul.”
10	“The wolf shall lie down with...	the truth, and the truth shall...	revealeth the path.”
11	“Unto the world I give...	the unblemished child, for you shall...	ascendeth in the light”
12	“Verily, I am...	the good news, and I shall...	seeketh the truth.”





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ESCALATION VI

WILL RETURN

