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Thrice-Wise Mercurius 6



Thrice-Wise Mercurius 5

Thrice-Wise Mercurius 6



Thrice-Wise Mercurius 5

Aurum Rex 6



Aurum Rex 5

Aurum Rex 6



Aurum Rex 5

Hierophant Glasyra 6



Hierophant Glasyra 5

Hierophant Glasyra 6



Hierophant Glasyra 5

Emperor Roland 6



Emperor Roland 5

Emperor Roland 6



Emperor Roland 5

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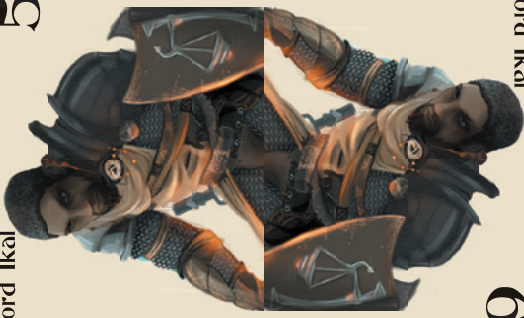
Lord Ikal

A character in dark, ornate armor with a white scarf and a sword on his back.

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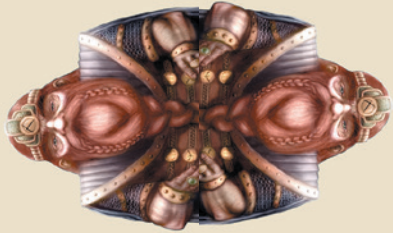
Lord Ikal

A character in dark, ornate armor with a white scarf and a sword on his back.

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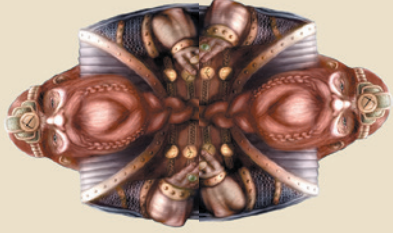
King Thorbal

A large, ornate, reddish-brown helmet with intricate designs.

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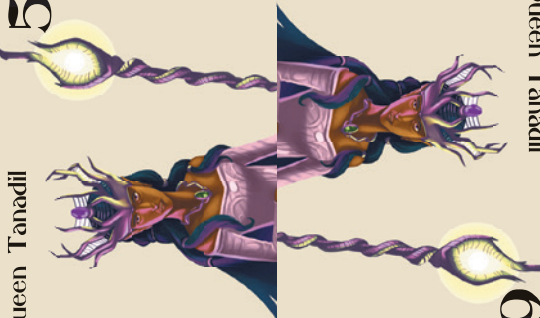
King Thorbal

A large, ornate, reddish-brown helmet with intricate designs.

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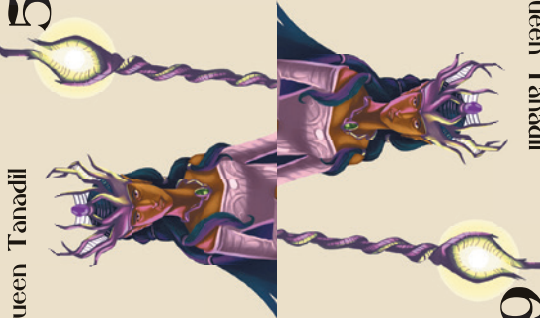
Queen Tanadil

A character with purple and blue skin, wearing a purple and blue dress, holding a glowing staff.

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Queen Tanadil

A character with purple and blue skin, wearing a purple and blue dress, holding a glowing staff.

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Blue Aoife

A character with dark skin, wearing a dark dress with large white fur pom-poms, holding a staff with a deer head.

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Blue Aoife

A character with dark skin, wearing a dark dress with large white fur pom-poms, holding a staff with a deer head.

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Lady Akuma

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Lady Akuma

Detailed description: A card featuring two identical illustrations of a woman with large, dark, bat-like wings and a horned headpiece. She is wearing a dark, ornate outfit. The card has a light beige background with a dark border.

Lady Akuma

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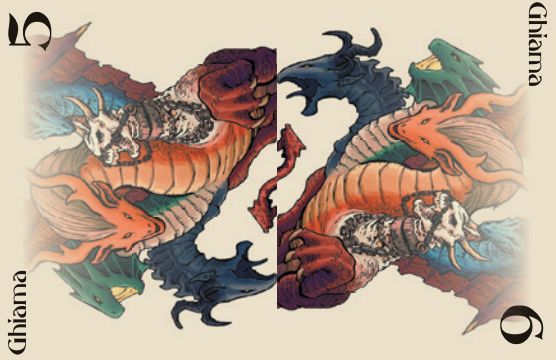
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Lady Akuma

Detailed description: A card featuring two identical illustrations of a woman with large, dark, bat-like wings and a horned headpiece. She is wearing a dark, ornate outfit. The card has a light beige background with a dark border.

Ghiama

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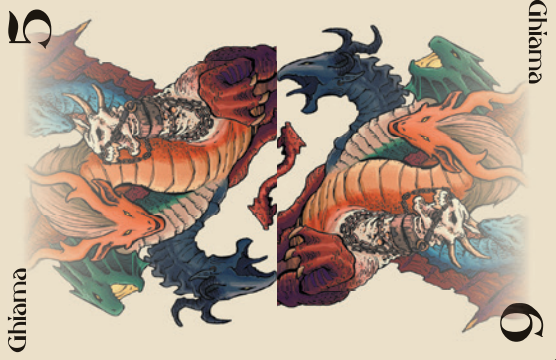
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Ghiama

Detailed description: A card featuring two identical illustrations of a dragon-like creature with orange and red scales, a blue and green body, and a skull-like head. The card has a light beige background with a dark border.

Ghiama

5




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Ghiama

Detailed description: A card featuring two identical illustrations of a dragon-like creature with orange and red scales, a blue and green body, and a skull-like head. The card has a light beige background with a dark border.

Father of Robbers

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Father of Robbers

Detailed description: A card featuring two identical illustrations of a man in a dark, hooded robe, holding a small object in his right hand. The card has a light beige background with a dark border.

Father of Robbers

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Father of Robbers

Detailed description: A card featuring two identical illustrations of a man in a dark, hooded robe, holding a small object in his right hand. The card has a light beige background with a dark border.

Baron Von Vorlatch

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Baron Von Vorlatch

Detailed description: A card featuring two identical illustrations of a man with long, dark hair, wearing a dark, hooded robe with a red and black striped tunic. He is holding a small object in his right hand. The card has a light beige background with a dark border.

Baron Von Vorlatch

5



6

Baron Von Vorlatch

Detailed description: A card featuring two identical illustrations of a man with long, dark hair, wearing a dark, hooded robe with a red and black striped tunic. He is holding a small object in his right hand. The card has a light beige background with a dark border.

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Commander Tyrvek

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Commander Tyrvek

Commander Tyrvek

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Commander Tyrvek

Confused

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

Confused

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

Confused

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

Dazed

You take a -4 penalty to attacks.

Dazed

You take a -4 penalty to attacks.

Dazed

You take a -4 penalty to attacks.

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Fear

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

Fear

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

Fear

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

Hampered

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

Hampered

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

Hampered

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

Helpless

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

Helpless

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

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Helpless

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

Stuck

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

Stuck

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

Stuck

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

Stunned

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

Stunned

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

Stunned

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

Vulnerable

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

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Vulnerable

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

Vulnerable

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

Weakened

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

Weakened

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

Weakened

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

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Download the pdf from:
<https://dreadunicongames.com/games/icons-and-conditions/>

How to Use Icons & Conditions

Icon Cards

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

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

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

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

Condition Cards

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

Artists

JeShields, Justin MacAuley, Justin Wyatt, Nikole McDonald-Jones

Design and Layout

John WS Marvin



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