

ICONS AND RELATIONSHIPS

All players roll their PC's icon relationship dice at the start of each session, and everybody sees the results. By the end of the session, each 6 or 5 should contribute to the story somehow, either at the GM's or player's initiative. Rolling a 6 with an icon die provides an unambiguous advantage. Rolling a 5 provides a similar advantage, but the benefit is balanced by complications that advance the story. The GM uses the results to think ahead. Players use the results to start thinking about how their icon relationships might manifest in the story.

Heroic Icons

Usually Archmage, Emperor, Great Gold Wyrms, and Priestess. Possibly Dwarf King and Elf Queen.

Positive Relationship (max 3 points)

The icon is favorably inclined toward you. You can often parley this favor into personal advantage.

Conflicted Relationship (max 3 points)

The icon harbors both favorable and unfavorable inclinations toward you. Usually benefits you more than it sets you back, but sometimes it bites you on the ass.

Negative Relationship (max 1 point)

You have gained the icon's wrath. Even so, the connection represents some sort of resource for you, such as insider knowledge associated with the icon or acquaintance with the icon's rivals, who may treat you as an occasional ally.

Ambiguous Icons

Usually Crusader, Dwarf King, Elf Queen, High Druid, and Prince of Shadows. Possibly Emperor and the Three.

Positive Relationship (max 3 points)

As with a heroic icon, except that the relationship is more likely to provide you access to the dark side of power politics.

Conflicted Relationship (max 3 points)

As with a heroic icon, except that you are more likely to find heroic allies siding with you against the icon.

Negative Relationship (max 2 points)

As with the heroic icon, except that being at odds with the icon is much more socially acceptable.

Villainous Icons

Usually Diabolist, Lich King, Orc Lord, and the Three. Possibly Crusader and Prince of Shadows.

Positive Relationship (max 1 point)

Any character who is in the good graces of a villainous icon has some explaining to do.

Conflicted Relationship (max 2 points)

The icon has reasons both to destroy you and support you.

Negative Relationship (max 2 points)

The icon is out to get you. Often implies some special knowledge you have about the icon or power against the icon

the Archmage

has preserved the Empire for centuries and created astonishing new lands. He has also threatened the fabric of reality with experiments you'd have to be brilliant or hugely arrogant to attempt.

the Crusader

is the armored fist of the Dark Gods. So long as followers of the Gods of Light stay the hell out of his way, the Crusader turns his wrath against the demons that would destroy the world his own gods want to rule. Follow the Crusader if you must win at any cost.

the Diabolist

controls fiends and tampers with forces even the Archmage avoids. She likes her victims screaming and her chaos pure while claiming that the demons she summons would otherwise overwhelm the Great Gold Wyrms who seals the Abyss. There are two differences between her and her demons: First, she likes keeping destruction personal rather than universal. Second, she's capable of kindness, so long as it comes as a great surprise.

the Dwarf King

is lord of Forge, the dwarves' new homeland beneath the mountains. He'd love to reclaim the dwarven Underhome lost to war against the dark elves and the creatures of the deeps. But now that the Empire is stumbling, the dwarves find themselves manning the mountain walls that shield the Empire from the orcs and monsters of the north.

the Elf Queen

rules the Court of Stars, the one place where wood elves, dark elves, and high elves come together as peers and allies instead of as rivals or enemies. Honed by centuries of experience, the Queen's innate magic at least equals the Archmage's spells.

the Emperor

rules the world's greatest human kingdom, known as the Dragon Empire for the mounts of its mightiest warriors. All the signs suggest that the age is turning, but will the Empire fall or shift to a new balance?

the Great Gold Wyrms

is the world's protector and the inspiration for holy orders of paladins and independent heroes. Although the Gold Wyrms' physical form seals the gap that prevents the Abyss from erupting into the world, his dreams and the agents he employs still move through the world, helping those who will fight and even die for what's right.

the High Druid

is the champion of the resurgent Wild, and the spiritual and magical leader of spirits of nature and the elements that were chained by the Empire but are now working themselves free. She might be the great force that shakes the Empire to pieces or the hero who destroys the destroyers and points to a new way to live.

the Lich King

is the lord of the undead, a fallen tyrant who intends to conquer the Dragon Empire and restore his ancient kingdom. He's not entirely insane and mostly understands that ruling a kingdom is not the same as destroying it.

the Orc Lord

is a figure of legend. The last time he walked the land the Lich King fell, in part because of the Orc Lord's attack. Who will fall before his hordes this time? Who won't?

the Priestess

hears all the Gods of Light and speaks for those who please her. She is part oracle, part mystic, and part metaphysical engineer, since she created the Cathedral, an ever-expanding temple with rooms or entire wings for each of the faiths she favors.

the Prince of Shadows

is part thief, part trickster, and part assassin. To some he is a hero; to others a villain. He has squandered the riches of the dwarves, murdered the hopes of a dragon, and plundered the dreams of a god. His exploits have changed the world, but none can tell you his ultimate goals or motives.

the Three

were among the first dragons to walk the world. The Red is a living engine of destruction. The Blue is a sorceress, perhaps even the original mother of all sorcery. The Black is queen of shadows and assassins. Unlike the Great Gold Wyrms, who must fight alone, the Three have learned to join forces