

# Escalation 6

THE 13TH AGE FANZINE | SUMMER 2018

GLORANTHA

5

MARTIN  
DARK PACTS  
KILLMANN



# IMPERIAL DISPATCH



This issue represents the first time that *Escalation* focuses on a setting other than the Dragon Empire. Inspired by the recent release of *13th Age Glorantha* (13G), we're going to spotlight the amazing world of Glorantha in this issue. In addition to the many 13th Age fans who sent us their articles and artwork, we connected with the passionate folks who love Glorantha in all its incarnations. Their knowledge of the setting is vast, and they were kind enough to answer questions, provide clarity, and point us toward valuable online resources. The amount of lore and history in Glorantha is staggering, and we hope our 13th Age fans will learn something new about the setting among these pages. At the same time, we look forward to introducing Glorantha fans to 13th Age, and desire to see this issue serve as a bridge between the two communities.

Prior to the launch of the 13G Kickstarter, I only knew Glorantha as the setting with Bronze Age technology and anthropomorphic ducks. As I playtested the character classes, monsters, rules, and adventures in 13G, my eyes began to open to the richness of the Dragon Pass area of Glorantha. Editing this issue, I was given a taste of just how much more content there is. I'm truly impressed by the details that enrich the enclosed articles. The names and descriptions of gods, places, monsters, and NPCs make it clear that there's so much more to Glorantha than what's contained in 13G.

If your campaign is going to remain in the Dragon Empire for the foreseeable future, have no fear. Our contributors share their ideas for bringing 13G races and classes to the Dragon Empire. One author went so far as to re flavor 13G classes for a steampunk-inspired setting.

The ability to move content between the Dragon Empire, Glorantha, and other settings is a reminder of how modular *13th Age* is. In a similar way, Glorantha has been experienced through board games, *RuneQuest*, *HeroQuest*, computer games, and *13th Age Glorantha*. We're excited to bring a little bit more of Glorantha to your gaming table. 🎲

Gratefully yours,

Tim Baker

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# DARK PACTS & ANCIENT SECRETS IN GLORANTHA

BY MARTIN KILLMANN

**D**ark Pacts and Ancient Secrets expands 13th Age with six new classes: Abomination, Fateweaver, Psion, Savage, Swordmage, and Warlock. In this article, I want to give groups who play in Glorantha options to incorporate this material.

Now, the aim here is not a complete conversion, like the Sorcerer to the Storm Voice, but rather a list of ideas and guidelines to integrate these classes into a Glorantha campaign as native characters that don't feel out of place. I will look at runes, regions, cultures, and magic traditions.

## IN GENERAL

While the Savage class easily fits into the Dragon Pass region, and the PC would be a typical Orlanthis, for the other classes, you'll have to either accept that the PC is something unique, which fits 13th Age's philosophy, or reskin heavily to fit them into Glorantha as it is presented in the books.

Glorantha characters cast magic connected to the gods they worship and their runes, which have a more limited range of effects than the typical Dragon Empire spellcaster. This is especially true for elemental effects. A 13th Age Psion, for example, would see both fire and lightning as part of Energenesis, whereas in Glorantha, lightning is connected to the Air and fire to Sky. PCs will usually have access to either one or the other.



Look at 13G page 64 for the common associations between elements and runes.

When playing a Dark Pacts class in Glorantha, look at the runes that your PC is connected to, and choose powers accordingly. A Swordmage with the Air rune would likely choose Flying Blade or Thunder Blade, whereas one with the Sky rune would rather choose White Flame Blade. If your preferred spell or power doesn't quite match your runes, feel free to reskin certain spells. In the Swordmage example, you could rename the fire spell to White Lightning Blade and change the damage type to lightning.



## THE FATE RUNE

One of the Dark Pacts classes, the Fateweaver, would have deep ties to the Fate rune in a Glorantha campaign. Since the Fate rune is only described in a short excerpt on page 40 in 13G, here is some more information.

### FATE

As the rune of predestination and destiny, and the opposite of Luck, Fate as a personal rune means that the character has a predetermined role to play in a greater prophecy. Note that this does not necessarily mean that the character is destined for greatness. As a famous demotivational poster says, sometimes our role is to serve as a warning for others.

The Fate rune could very well represent hubris, humanity's conceit that we are the masters of our own destiny, but ultimately doomed to fail if we attempt to stray from the path that was foretold to us. It is not the most positive message to take away from a roleplaying game, but it might just be what you enjoy as a player.

Possible backgrounds: This could be almost anything, but it just asks to be tied to a prophecy, auspicious sign, birth event, and so on. The best prophecies are those that can be interpreted in two opposite ways in hindsight...

### ATTUNING THE FATE RUNE

Similar to the Eternal Battle rune, the Fate rune does not show up on the random rune table on page 50 of 13G. Instead, for characters touched by Fate, replace the Disorder rune with it (or any other rune as fits the character, except Chaos).

### NARRATING THE FATE RUNE

Invoking the Fate rune means that events happen according to the prophecy, so to speak. When invoked on the Hero Plane, the Fate rune can ensure that an event in the myth will







40 temporary hit points), OR, if the escalation die is 3+, you can cast the next meditation spell as a quick action.

Psion: Gain a power point OR 5 temporary hit points (5th level: 10 temporary hit points; 8th level: 20 temporary hit points).

Savage: Gain a FRENZY die (5th level: 2 dice; 8th level: 4 dice) OR the next time you use your Frenzied Healing class feature, it heals maximum hit points.

Swordmage: Gain 5 temporary hit points (5th level: 10 temporary hit points; 8th level: 20 temporary hit points) OR the next time you use your Aegis, the interrupt action does not count against your limit of one interrupt between your turns.

Warlock: The next enemy the earth priestess or a creature summoned by her attacks is considered cursed for your spells and class features until the end of your next turn, OR gain a +2 bonus to all defenses until an attack misses you.

## THE SAVAGE

Let's start with the Savage, the class that's the easiest to integrate in a Glorantha game, especially in the Dragon Pass. By complexity, the class is in the middle between the Barbarian / Orlanthe Warrior and the Berserker.

### RACES AND GODS / BELIEFS

The Savage class' Frenzy is a general mechanic that makes the character stronger as the battle rages on. It can represent Orlanthe's inspiration, Storm Bull's Rage, Humakt's determination, Babeester Gor's mercilessness, or Zorak Zoran's raw hatred. The Maran Gor cult is also known for angry axe maidens.

For a follower of the Solar pantheon, an option is Gorgorma, who has the Berserk spell in Gods of Glorantha.

Some of the deities mentioned above have a dedicated class in 13G that allows building a very dedicated follower of that deity. The classes are very mechanically involved, so the Savage can be a bit less complex alternative.

For an Orlanthe follower with the Air rune, you can reskin the Frenzy bonus damage as lightning or thunder damage. For other deities, it's fine to leave it as a bonus to weapon damage.

### TALENTS

Born in the Saddle: This feels like it was made for a Praxian PC. Note that the Mounted Combat article of 13th Age Monthly also includes Gloranthan mounts.





## THE FATEWEAVER

One of the less common runes in Glorantha is the Fate rune, which is owned by the distant goddess Arachne Solara. They say that her web is binding the universe, the universal fabric which connects all parts of the world.

This is a perfect match for the flavor of the Fateweaver, a class that is all about controlling this invisible web, if on a much smaller scale. Arachne Solara has only few followers, and someone blessed with her powers will be very rare, but this is where a PC's One Unique Thing can come in. It is very unusual for this deity to get directly involved, so the appearance of a Fateweaver would be a harbinger of great changes to come—the sort of changes that an RPG campaign revolves around.

For a more dark flavor, the character could also be a follower of Ty Kora Tek, another cult that holds the Fate rune. Her priests can be found in Esrolian cities, where they prepare the dead for burial, and frequently inhabit crypts.

On the Orlanthe side, the Fateweaver acts very much as the opposite of an Eurmali Trickster. Where the Trickster lets luck run its course, and merely redirects it when it happens, the Fateweaver is all about control, predicting events, steering fate, and preventing luck from interfering with well-laid plans.

The Fateweaver could be used for an oracle or seer character. Mythweaver could be an alternative name, as the theme is about steering events in a way that matches a greater narrative. This can be especially important in heroquesting, as the Fateweaver can use their Follow the Thread class feature to predict the intended flow of the myth, and help steer it in that direction, especially if the myth has been corrupted by Chaos!

In that role, the Fateweaver can be a follower of any Orlanthe deity, but Lhankor Mhy might be the best fit. The Law and Truth runes also match the Fateweaver's powers quite well.

Another Orlanthe option would be Ernalda, in her role as the weaver at the loom who holds family and society together. Many of her temples feature looms. The Earth Priestess class in 13G is very animistic and primal in her hands-on way of summoning snakes and earth creatures. An Ernalda Fateweaver represents more the refined and civilized side of the faith: priestesses who serve and guide the community in an organized religion.

Outside of the cults and deities, the character could also be an advanced practitioner of mysticism, similar to Ingolf Dragonfriend's path, or even a disciple of Sheng Seleris.

## RUNES

All Fateweavers are required to have the Fate rune, either through the worship of Arachne

Solar or Ty Kora Tek, or as their personal rune. See the first part of this article for details on the rune.

## TALENTS

Disciples of Arachne Solara will likely be all-in on weaving fate and should take talents that strengthen their core abilities, such as Calm Anticipation, Inner Peace, and Master Weaver.

For oracles of other deities, the Favored Soul talent is a good choice, with a domain that matches the deity's portfolio. For example, an oracle of Llankhor Mhy could get the Knowledge Domain.

The Astrologer talent could fit for a character from the Lunar Empire or Malkioni culture.

For an Orlanthi skald and storyteller kind of character, the Ethereal Harmony and Stage Performer talents are a good fit. For the Stage Performer adventurer feat, just gain the effect once per session and ignore the icon relationship requirement. The Harlequin talent is a bit of a tightrope walk since it is reminiscent of the Trickster class, which this character is not. But then, who said that you have to be a Trickster just to have a sense of humor?

An Ernalda-worshipping Fateweaver should take The Bonds That Bind Us in her role as the weaver of family and friendship bonds.

## SPELLS

Most of the Fateweaver spells are rather unusual for Gloranthan magic, but not hugely problematic.

There are two spells that deal holy damage, which will need to be converted. For Boon of Destiny, just ignore the holy damage bit. For Even the Strong Will Perish, choose a different damage type based on any of the PC's runes, or just make the damage generic magic damage.

The Meddling from the Sidelines spell is not available since there are no icon mechanics. You could repurpose the spell to grant a rune that the character doesn't normally have, if you like.

The Alternate Reality Self spell is always weird and fun. In Glorantha, the most character-forming event is a heroquest, so it makes sense to base the alternate personality on the success or failure of a heroquest that the PC undertook. What if they had not returned from the Underworld that easily, and instead spent months, if not years trapped down there? What if you had not failed in the quest to wield Humakt's sword in your youth?



The Fateweaver 9th level spells are all extremely powerful effects that would normally require a heroquest to achieve, if they are possible at all. Now, it will take a long campaign to reach the point where the character has access to them at all, so there is no need for the GM to worry about this initially. If the GM feels that these effects are too powerful and they would wreak havoc within a well-established setting such as Glorantha, one way to limit them and still give the player the well-earned reward for advancing the character so far would be to enable these spells only on the Hero Plane—that is, during heroquests. This still makes the Fateweaver an extremely powerful asset to the party, while limiting their most reality-molding and reality-shredding abilities to a reality that is meant to be molded and shredded.

As for Travel to the Loom of Fate, the loom is a symbol of Ernalda in Glorantha, but the idea of weaving threads to control the fates is more Arachne Solar. If you decide to use the spell in your campaign, it's probably best to interpret it as a gate to an area on the Hero Plane that is holy to the deity that the character worships, and then develop the location based on that.

## THE WARLOCK

The Warlock class is, in a way, the dark twin of the cleric class. Both classes receive their powers from a higher entity, but where the cleric gains their powers through faith and worship of a benevolent being, the warlock has made a pact with an entity that is often evil, or at least dark grey on the morality scale, and while some warlocks worship their patron, others have been coerced or tricked into service.

If you interpret the Warlock this way, it would be considered a theist class in Glorantha. For Orlanthis characters, it can represent darker aspects of gods like Valind or Maran Gor. With the Hexblade talent, a warlock can also make a great Babeester Gor worshipper.

For a troll warlock character, a worshipper of Gorakiki is an option. There are a number of fun insect-flavored spells such as Spider Skin and Dissolve Into Creepy Crawlies that fit the concept.

Aside from these, any deity or cult with a connection to the Darkness rune is a potential candidate for the Warlock class. For example, the Sunset Society is a school of mages who practice the forbidden magic of the night, channeling the power of nightmares and forbidden desires. Praxian mothers scared children with stories of their evil worship and foul sacrifices, but their dark wisdom came from other, more potent sources.

There are also spellcasters called warlocks in Glorantha, in the Sartar Magical Union. This group represents a wild mixture of magic traditions and trainings, but many of them are shamans who receive their powers from a powerful spirit being. This fits the Dark



Pacts Warlock class. For example, one of the more well-known units, the Eaglebrown Warlocks, are associated with the Thunderbird. You could make such a character with some reinterpretation of curse spells as an eagle holding the enemy in their claws, and blast spells reskinned to thunder and lightning.

Another option is to create a custom warlock unit, possibly one that serves a more sinister being that would explain some of the darker Warlock spell effects.

Some warlock groups are also associated with trickster magic. This might sound a bit far-fetched at first, but you can think of Warlock curses as a more direct, offensive application of trickster magic compared to the more accidental and chaotic nature of the Trickster class in 13G.

Sartar Union warlock groups are also known for larger spell effects that can turn the tide of large battles where armies clash. These spell effects are represented by rituals in 13th Age.

## PACT POWERS

The Warlock's pact powers are connected to icons in the book, which don't exist in Glorantha, but you can choose an appropriate pact power based on the runes of the entity you serve.

Benevolence (Divine) - Harmony, Man, Water

Note that since there is no holy energy type in Glorantha, Warlocks with this pact can't switch the energy type of a spell to holy.

Blink (Fey) - Air, Illusion, Movement

Abyssal Flames (Infernal) - Fire / Sky, Moon, Truth

Crusader's Shield (Knightly) - Earth, Plant, Stasis

Spell Prodigy (Overworld) - Dragonewt, Spirit

Savage Spell (Savage) - Eternal Battle, Death

Clutch of Shadows (Shadow) - Darkness, Disorder

Feed (Underworld) - Life

Wild Vengeance (Wild) - Beast

## TALENTS

The Brutal Blaster, Child of Doom, Quick Curse, and Spell Mastery talents reinforce the core theme of the Warlock, and don't require any reflavoring.

With the Blood Prophet talent, a Babeester Gor Hexblade could represent the cut that





Abomination class can be used to create a half-man half-plant creature, if you choose the poison element.

The transformation into an Abomination could also be the result of a failed experiment with draconic magic.

## CLASS FEATURES AND TALENTS

For your native element, choose the element associated with your deity (if you are heroformed) or your personal rune if not (see 13G page 64).

Amphibian Mutation is a fitting talent if you have the Water rune.

Carnage and Monstrous Stunt don't require any specific background or flavor.

Draconic Breath Weapon is the talent to take if your PC has the Dragonnewt rune. You can also reflavor it as a strong attunement to the Air or Sky / Fire runes. Elemental Eruption also hints at a strong connection to Air or Sky / Fire.

Erratic Mutation is rather unlikely if you are heroformed, unless Eurmial had his hand in it. It more often represents the taint of Chaos.

Fueled By Pain is great if you have the Eternal Battle or Beast rune.

Ghoulish Horror indicates that you are undead. This means you are more likely the failed experiment of a necromancer than heroformed.

If your mutation is in the image of a popular deity, you won't need the Harmless Transformation talent to be accepted in society, but it still helps.

Mad Genius is more of a Renaissance / Gothic setting thing and unlikely to fit Glorantha (although Earth's ancient history had its mad geniuses, especially among the Greeks).

Art: Patricia Baker







from the Chariot of Lightning cult or some other Arkati brand that isn't that obsessed with Darkness.

Draconic Gift would be tied to the Empire of the Wyrms' Friends or to Kralorela. It could be a mystical/sorcerous martial arts style from Kralorela, possibly re-introduced during the Seleric Empire, or as part of a quest at the start of the Hero Wars, possibly drawn to Dragon Pass by the Dragonrise, and possibly affiliated with the Red Dragon dojo in Ormsgone Valley.

## SIGILS

In Glorantha, your choice of sigil is tied to your personal runes.

Blurring Sigil requires the Moon or Illusion runes.

The Sigil of Blood requires Life or Death.

The Sigil of Shielding requires Earth or Stasis.

The Sigil of Vengeance requires Air or Movement. Interpret it as flying across the battlefield instead of a teleport.

## TALENTS

Gift of the Storm (replaces Draconic Gift)

You channel the powers of the air rune to infuse your fighting style with magic. Use Charisma instead of Intelligence to determine the attack and damage of your melee attacks and swordmage spells.

Choose Storm Voice instead of Wizard spells with your Access to Wizardry class feature.

Once per battle, you can Gather Storm like a Storm Voice. You gain the cyclic benefit like a Storm Voice, and you can boost a Swordmage spell with the gathered power to deal double damage.

Adventurer Feat: You can choose one Storm Voice spell through your Access to Wizardry class feature without the 2-level penalty.

Champion Feat: When you Gather Storm while staggered, you can also spend a recovery to heal.

Academy Training: This talent is only available if you have a Malkioni background.

Enhanced Reflexes requires the Movement rune.

Improved Mage Armor requires the Stasis or Earth rune.

Infused Body requires the Life rune.

Sigil Mastery, Spell Recall, Twin Blade Style, and Zweihander Wizard are generally available.

Skull Blade requires the Death rune.

Wandering Swordmage fits a Lhankor Mhy worshipper.

## SPELLS

Swordmage spells are mostly a mix of offensive spells that enhance your sword attacks and defensive spells that mitigate the effect of attacks against you. They often have an elemental flavor to them, which ties the spells to different runes.

If you'd like to flavor your spell selection according to the PC's personal runes, here are my suggestions.

Air: Thunder Blade, Clouded Step, Raw Energy, Hastened Lightning Strike

Chaos: Black Jelly Strike

Death: Death's Seal

Disorder: Planar Vortex, Brain Slicer

Earth: Elemental Warding, Viper Blade

Fire / Sky: White Flame Blade, Burning Leash, Burning Sigil, Rising Phoenix

Life: Vampiric Blade

Magic: Enchant Item, Abjurant Reflection

Moon: Shimmering Ward, Prismatic Blade

Movement: Flying Blade, Blade Guardian, Counter-Force Shield, Spinning Cut, Chain Breaker

Spirit: Ghost Strike, Sword Storm

Stasis: Barrier Strike, Keen Blade, Lingering Shield, Ultimate Block

Water: Freezing Strike, Corrosive Blade, Ice Crown

The 9th level Animated Clone spell is a little special in Glorantha. It mimics an ability of the Puppeteer Troupe. To keep that group's ability special, it's recommended to limit the spell to that troupe. PCs who want to learn the spell have to either learn that secret from the troupe, or steal it.

## THE PSION

Psionics have a special flavor in fantasy, and unless the setting already includes psionics, like Dark Sun or Eberron, they are hard to integrate. I think there is some potential in building a Glorantha mystic class based on the psion, but it would essentially require a rewrite of the class, which is outside of the scope of this article.

The best way to integrate the existing Psion into a Glorantha campaign would be to acknowledge and accept that the class does not quite match the flavor of the setting. Depending on the campaign, the PC could be the odd man (or duck) out, a plane traveller, or just someone with strange and unexplained powers that are slowly discovered and made sense of as the campaign progresses.

## DISCIPLINES

The main issue with converting the class to Glorantha is that the disciplines don't cleanly map to different runes.

Energenesis is the easiest, as it roughly correlates to the Air and Sky / Fire runes.

Psychoportation is mostly Movement, with powers closer to Stasis.

Metacreation is closest to the Earth rune if you re flavor it a bit such that creations dissolve to mud and dust instead of ectoplasmic goo.

Psychometabolism doesn't have a direct equivalent. The healing powers would fall under the Life rune, but the shape-changing powers are trickier.

Telepathy is a collection of mind-affecting powers that are split among the Disorder, Illusion, Moon, and Trade / Communication runes in Glorantha.

Finally, Clairsentience could be considered related to the Truth rune.

If you are willing to do some significant re flavoring, you can use the Psion class as a basis to create a magic point based spellcaster class in line with the Runequest RPG.

## CLOSING NOTES

I'd like to thank everyone of the Glorantha community on G+ who have been very helpful in putting this article together, especially Kel McKay, Harald Smith, Joerg Baumgartner, David Scott, Richard Stevenson, Ted Marr, David Cake, and Rob Thornton. 🍷



# RESKINNING MONSTERS FOR GLORANTHA

BY TIM BAKER

**13**th Age Glorantha lists a collection of monsters from the core rulebook, *13 True Ways*, and the *13th Age Bestiary* in its full monster list. While a few of these monsters are unchanged in Glorantha, most of them require a name change and some tweaks to their stats in order to make the transition. I refer to this process of taking one monster’s stat block, making minor adjustments, and rewriting the labels and flavor text to create a new monster as “reskinning.”

The Glorantha monster list provides some sparse notes on how to reskin a given monster. I thought it would be helpful to provide a full stat block for a reskinned monster to serve as an example that you can follow if the terse notes provided in 13G appear a bit arcane. Let’s take a look at the entry for the pygmy wasp-rider. Here’s what 13G has to say about it.

**Pygmy wasp-rider:** The former goblin is a cannibal pygmy, the sword is a javelin, the ongoing damage is poison damage from the wasp’s sting. [bat cavalry]

Art: Patricia Baker





The notes provided in 13G are a helpful start, but they leave several details to the GM. I'll go through the entry one line at a time and explain the changes as I go.

**Monster Name:** Bat cavalry will change to pygmy wasp-rider, as suggested by 13G.

**Flavor Text:** While flavor text isn't strictly needed to run a monster, it can aid the GM in setting the right tone when running the encounter. I'm going to use a description that I found on the Glorantha forums. The Wasps are a species of giant insects tamed before the Dawn by a tribe of primitive pygmy cultists. They attack from the air with terrible effect.

**Size/Strength and Level:** No change here.

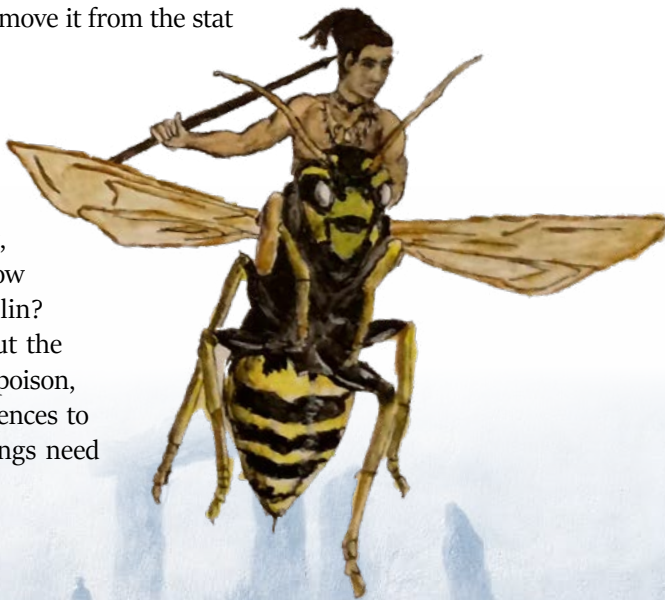
**Monster Role:** No change.

**Type:** No change.

**Initiative:** No change.

**Vulnerability:** The Glorantha monster list doesn't say anything about vulnerabilities. I suspect the bat cavalry's vulnerability to thunder is a reflection of the bat's keen sense of hearing. This doesn't seem appropriate to a giant wasp or its humanoid rider. We can look at existing monsters that are similar to the pygmy wasp-rider to determine if a different vulnerability would be appropriate. The hellwasp found in the 13th Age Bestiary is probably a pretty good resource. While it's got some weird, demonic attributes, it's still a giant, wasp-like bug. It lacks any vulnerabilities, so I'm going to remove it from the stat block.

**Attacks:** Fangs, wings, and sword isn't a good description for a wasp and its rider. 13G suggests replacing the sword with a javelin, but unless the pygmy has fangs, which it doesn't, we should find a better description. How about stinger, mandibles, and javelin? The effects' mechanics will work, but the damage type needs to be changed to poison, as stated in the 13G entry, and references to swords, bats, clawing wings, and fangs need to be changed.





**Natural even hit:** The target takes 10 damage from a javelin strike, and the pygmy wasp-rider pops free from the target and can move as a free action.

**Natural even miss against a target taking ongoing damage:** The target takes 6 poison damage from the wasp's sting.

**Natural odd hit:** The target takes 8 damage, and 5 ongoing poison damage from the wasp's sting.

**Natural 2-5:** In addition to any other effect, the pygmy wasp-rider pops free from the target, and as a free action, it can move to another nearby enemy and make a stinger, mandibles, and javelin attack against it.

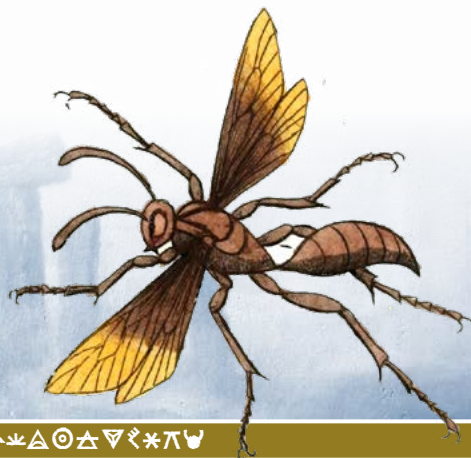
The thrown javelin attack doesn't require any changes.

**Specials:** The damage resistance looks fine. Its description needs to change. Wildly darting wasps are hard to hit unless they're grounded or stuck. The skittish special needs similar rewording. A pygmy wasp-rider engaged with a conscious enemy after attacking it will attempt to disengage and fly into the air if it has a move action remaining that turn. It's interesting that the bat cavalry doesn't explicitly list flight as a special ability, even though the rest of the stat block makes it clear that the monster can fly. Let's go ahead and add it for completeness. **Flight:** Pygmy wasp-riders are adroit fliers that can hover and even fly backward.

**Nastier Special:** Blood drinker doesn't fit for our giant wasp. We could omit a nastier special, but where's the fun in that? I'm going to combine the intent of the bat cavalry's nastier special (it's potentially deadly to drop to 0 hp in battle with bat cavalry) with mechanics borrowed from the hellwasp. **Lethal injection:** When the pygmy wasp-rider drops an enemy to 0 hp or below, it stings the enemy, dealing 5 ongoing poison damage.

**Defenses and Hit Points:** No change.

That's it. Now we have a fully fleshed out stat block for our Gloranthan monster, ready for use in our next game. Here's the full stat block.



## PYGMY WASP-RIDER

The Wasps are a species of giant insects tamed before the Dawn by a tribe of primitive pygmy cultists. They attack from the air with terrible effect.

*Large 2nd level wrecker [beast & humanoid]*

Initiative: +6

**Stinger, mandibles, and javelin** +8 vs. AC—Damage and effect depends on the natural roll

Natural even hit: The target takes 10 damage from a javelin strike, and the pygmy wasp-rider pops free from the target and can move as a free action.

Natural even miss against a target taking ongoing damage: The target takes 6 poison damage from the wasp's sting.

Natural odd hit: The target takes 8 damage, and 5 ongoing poison damage from the wasp's sting.

Natural 2–5: In addition to any other effect, the pygmy wasp-rider pops free from the target, and as a free action, it can move to another nearby enemy and make a stinger, mandibles, and javelin attack against it.

**R: Thrown javelin +5 vs. AC—8 damage**

*Resist ranged damage 16+:* When a ranged attack targets this creature while it's flying, the attacker must roll a natural 16+ on the attack roll or it only deals half damage. (Wildly darting wasps are hard to hit unless they're grounded or stuck.)

*Skittish:* A pygmy wasp-rider engaged with a conscious enemy after attacking it will attempt to disengage and fly into the air if it has a move action remaining that turn.

*Flight:* Pygmy wasp-riders are adroit fliers that can hover and even fly backward.

### Nastier Specials

*Lethal injection:* When the pygmy wasp-rider drops an enemy to 0 hp or below, it stings the enemy, dealing 5 ongoing poison damage.

AC 19 PD 17 HP 70 MD 14 





as dangerous. Unfortunately, this was reinforced by their first encounter with other humanoids: orc slavers. Many of the warped children were taken and gave rise to the troll that most people think of today, as well as the tusk riders who follow the Orc Lord. As the uzko fought orcs and demons, dragons also began to appear more frequently in the wastes. And the anger of the uzko grew.

Recently, some uzko have left their tribes to find magic powerful enough to lift the curse and restore their lands. Some were captured and sent to gladiatorial arenas all over the empire. When this was discovered, more uzko set out to free them. As they traveled the land, they saw the Midland Sea and some even ventured toward the Iron Sea. But they avoid traveling by sea as much as possible. They speak of the seas with fear.

Most who cross an uzko find an implacable foe and discover first-hand the fate of those who fall to them. The uzko do not have burial plains or graveyards. Most tribes have a single hut where the skulls of the dead are kept. The rest of the body is considered property of the tribe and is used for food or raw materials. The uzko can and, generally, will eat anything. They prefer meat and aren't too picky about where they get it. Enemies slain by uzko are often used as meat. Bones are often carved into weapons and used in armor. Probably due to those that have ventured out into the world, the uzko do not butcher everyone they meet. Most humanoid races are fairly safe. The orcs, dragons, and demons, as well as their followers, are considered fair game.

## ICONS AND THE UZKO

To the uzko, those who consort with demons, dragons, and orcs are not be trusted. Unfortunately, the Emperor with his dragon allies is barely tolerated. The fact that he hasn't offered imperial aid to them only fuels this rift. Affinity for the Prince of Shadows is common among them, for they walk in darkness. The Lich King is baffled by their ability to control the dead, but is sure he can win them to his cause in time. The Priestess has sent teams to study their faith and has allowed uzko emissaires to visit Santa Cora. Oddly, two icons have a larger presence than most among the tribes. Both offer to work on reversing the curse that befell the uzko: the High Druid and the Archmage. The High Druid has aided them in finding ways to start repairing the land. The Archmage is most interested in the curse of kin. This may be a time when the High Druid and Archmage find common ground. Far removed from elven politics and dwarven halls, the uzko pay little heed to the Elf Queen and the Dwarf King.

Uzko PCs in the Dragon Empire

Mechanically, the trolls of *13th Age Glorantha* can be placed in the Dragon Empire as long as a GM enforces the rules around class restrictions, ability scores, two racial powers, and





similar to what one would see in an arena in Axis. Usually, it is not to the death. In fact, when facing another uzko in any arena, they will not kill. Tribal combat can be to the death, but the body then belongs to the slayer.

**Backgrounds:** Former raid leader, mercenary, troll ball champion, gladiator, bouncer, hunter, bug wrangler, drum master, trader.

Mechanically, there are some changes to make as far as talents go. The talent Darkness Guardian is renamed Ancestral Guardian. The champion feat for the talent Great Eater is modified: the once per day ability against creatures of Chaos instead affects demons. The epic talent Return from Wonderhome uses the following description.

**Return from Wonderhome:** (three times per life of the character) When you die, you are removed from play and roll a hard saving throw (16+). A success means you return after the battle fully healed and with all your powers. In addition, you have received a special gift. This gift could be a special ability or item, but when you next roll icon relationship dice, all 6's are 5's instead. A failure means you return after a full rest and have received no iconic gifts. Your life is enough of a gift this time.

## ZORAK ZORANI BERSERKERS

The Zorak Zorani are berserkers who call on death and fire. They are followers of the darkest gods among the uzko. Their lust for demon flesh has led many into the Crusader's



Art: Chaosium

service. Many wander the empire slaying demons, dragons, and those that associate with them. Some have even joined the Orc Lord as an honor guard to high ranking members of his army. Those that associate with demons or dragons are given no quarter by the uzko, and their skulls are never returned to their tribes. Other races have learned the dark secrets of this calling. Most serve the Crusader. Some are along the edges of the Red Wastes as they try to survive. Recent reports to the Emperor claim that orcs are starting to practice as Zorak Zorani. The most common icons with positive relations among Zorak Zorani are the Lich King (whose power they steal), the Crusader, and the Orc Lord.

**Backgrounds:** Troll ball murderer, reaver, war clan champion, bug hunter, slaver, raised by uzko, Crusader assault force, orc lord honor guard, dragon slayer.

Mechanically, only two changes will aid them in fitting within the empire. In the 3rd level power, Eat Chaos, change all references to “Chaos” to instead read “demons.” The 7th level power, Embarrass Fire/Sky, changes to Embarrass Dragon. The power effects all creatures of type “dragon.” The epic feat allows it to affect followers of the Three and the Great Gold Wurm as well.

## HELL MOTHER

Hell mothers, called spirit shamans in the empire, are the leaders of the tribes of uzko. Even outside of the Red Wastes, an uzko is liable to defer to a spirit shaman regardless of race. Among the tribes, most spirit shamans are female and are considered keepers of the hereafter. Spirit shamans are often self serving; when someone willing offers to bring you anything you ask for, it’s easy fall into that trap. Most other races who follow this path have been touched by spirits in some way. Oddly, even those who have never seen an uzko still harbor a bias against demons and dragons. Spirit shamans gravitate toward the Priestess, High Druid, and Crusader as positive relations. They treat the Archmage with wary respect, still hoping he makes good on curing the uzko curse.

**Backgrounds:** Sacred dancer, diplomat to Horizon, survivor, disgraced shaman, abyssal exterminator, dragon slayer, took a journey to the spirit realm.

Mechanically, most of what is listed in 13th Age Glorantha is perfectly fine for a Dragon Empire character. Besides renaming some powers for flavor such as Summons from Hell to something like Summons from the Spirit Lands, only two powers need a bit more tweaking. The first is Boztakang’s Third Secret: change references to “Chaos” to instead read “demons.” The second is Bag of Spirits: change rune rolls to icon rolls (a sneaky GM might even use an icon from an earlier age). 🎲



**Icons:** All Humakti have a relationship with the Priestess. Most have a poor relationship with the Crusader and the Lich King. A few feel the call of the Great Gold Wyrn.

Mechanically, there are few changes.

- Under Inescapable Sword, remove the epic feat.
- Under Warleader, the champion feat may be used when the escalation die is taken from the party.
- Drop the power One Focus from 9th level. You may want to grant them another power. One recommendation would be True Seeing as the demonic ability.

### True Seeing

Humakti swordform, Daily, Free action

Effect: Until the end of the battle, you are immune to invisibility and ignore any illusions.

## THE WIND LORDS OF THE DRAGON EMPIRE

Wind lords originated in the overworld as guides to infrequent visitors (*see 13th Age Glorantha pp. 221-229*). They will often ferry people from place to place among the clouds. Others are cloud herders, gathering firmament so others can build upon it. Giants and other celestial races often use wind lords as representatives to meet with lesser races. Wind lords started among the clouds, but some came down to the empire as celestial ambassadors. Others came for their own reasons. They quickly adapted to life at sea.

Many wind lords found service in the imperial navy and on merchant ships. Due to their unique abilities, they are often officers. Almost as many found the life of a pirate to their liking, although others simply enjoy the freedom of traveling the Midland Sea. All wish they could sail the Iron Sea.

The wind lords of the Midland Sea are fiercely competitive and will often challenge others to races and other feats demonstrating their prowess. But that also translates into fierce battles between the pirate and naval wind lords as they vie for superiority. A few have returned to the overworld, bringing with them a buccaneer's spirit.

**Backgrounds:** Imperial naval officer, reformed pirate, shipwreck survivor, shipwright, overworld ferryman, cloud herder, celestial ambassador, sky raider.

**Icons:** Those still associated with the overworld are often linked to the Archmage or the Priestess. Those who travel the Midland Sea are often tied to the Emperor, the Prince of Shadows, or the Three.

Mechanically, there are no changes necessary to use the wind lord.



## THE STORM VOICE IN THE DRAGON EMPIRE

Storm voices are tied to the seas (*see 13th Age Glorantha pp. 193-204*). It calls to them, whether it is the Midland Sea or the Iron Sea. They feel the chains that bind Stormmaker. They seethe with the wrath of the Iron Sea. Most ship crews, even among pirates, will not harm a captive storm voice. And most will pay a large ransom to rescue one held captive. More than one ship has sunk in violent storms after the crew killed a storm voice.

Most storm voices fall into one of two camps based on how they view icons. Those that follow the Archmage siphon off power from Stormmaker to prevent his release and continue humanity’s domination of the Midland Sea. They continue to seek clues as to the damage the Wizard King did to the Iron Sea and would love to tame it as well.

The High Druid has her followers among the storm voices as well. They seek to free Stormmaker and force the empire to travel carefully over the sea. They also seek to undo the Wizard King’s damage to the Iron Sea. For them, neither sea is in its natural state. There is currently a pirate ship called the Maker’s Revenge that sails under the command of a storm voice who has been trying to break the chains binding Stormmaker. Another group of storm voices live on a Koru behemoth that is constantly shrouded in storm clouds. They do not welcome strangers.

**Backgrounds:** Ship navigator, storm survivor, struck by lightning, Iron Coast defender, visions of Stormmaker, hermit, storm chaser.

**Icons:** As a storm voice, there is either a connection to the Archmage or High Druid and possibly both. Some are also employed by the Three to protect Drakenhall.

Mechanically, there are few changes as listed below:

- Alynx Familiar may be replaced with Sorcerer’s Familiar. Most storm voices in the Dragon Empire choose some sort of flying creature.
- Under Umath’s Violence, remove the epic feat.
- Use the epic feat from the Eaglebrown Warlock as a new epic feat on Storm Summoner. 🐉



# REFLAVORING 13G CLASSES AND RUNES

by Douglas G. A. Murray

**R**eflavoring – if you don’t know what it means for RPG’s – is where you take the mechanics of one thing and make them fit a different concept. The 13th Age rulebook suggests doing this for the spells a ranger can learn, to make them wilderness themed. Sometimes you may attach a minor mechanical adjustment, like cold instead of fire damage.

My first impression of 13th Age Glorantha (13G) is how brimming it is with new mechanics asking to be reflavored. It hit me when I read the section on Gifts by Rune and kept coming back further into the book. What if I used this rune system for belief and magic, and converted it into a magical technology system? Rune magic has come in many forms and traditions. In Glorantha, they’re an integral part of the world and each represents and links to the very powers that underlie Glorantha’s existence. Imagine taking that concept and borrowing it for a steampunk setting: one where runes have been studied like we’ve studied the elements of the periodic table and runes are now powering a magical and elemental equivalent of the industrial revolution.

Chunks of the book suddenly seemed perfect to me as an almost-out-of-the-box steampunk conversion. Airships, powered by runes. Steamships, powered by runes. The Lightning Blade doesn’t even need to be reflavored. And that mental image of someone with a mechanical backpack wielding something resembling a Tesla coil? That’s a perfect fit for a Storm Voice conversion. And that brings me to classes.

As an aside, when you reflavor a class, when is it okay to change stats around? I think that mechanically, it’s okay to make



Art: Patricia Baker



a class's primary attribute swap between Strength, Intelligence, and Charisma, because those three each only affect a single defense. When you make Wisdom or Dexterity the primary attribute, expect to see a lower base Armor Class (check rogue, monk, and druid).

Not everything is crying out to be re-flavored, but here's a short list of possibilities that jumped out at me from the pages of 13G:

**Storm Bull:** A kind of rune-infused cyborg.

**Zorak Zorani:** An attempt to create the ultimate warrior. Utilizes the bodies of the fallen.

**Earth Priestess:** Replace Charisma with Intelligence as the primary attribute and re-flavor the class as an engineer. Summons are steam-bots powered by runes. The other spells are rune engineering and rune mastery effects.

**Hell Mother:** Perhaps the Old Gods and their followers were driven underground when the surface races mastered rune technology, and this class is a follower of those Old Gods. Perhaps they use a form of psionics, and the bug summons are re-flavored as the fears of their enemies made manifest.

**Humakti:** Perfect as-is if you have a zombie-plagued area or a grand vampire/lich conspiracy in your campaign.

This class has struck me as a slayer-of-things, if a GM were to swap out undead references with something else, like constructs in a steampunk setting (making them opposed to aspects of the rune-powered world they live in).

**Storm Voice:** It's that character with the Tesla coils.

**Troll Warrior:** A small or medium race character in a rune-powered steam-suit. The GM might allow them to have an out-of-suit class, if they were particularly generous. Having “two characters for the price of one” can be a bit of a penalty. That steam suit is really going to stick out, is probably going to take a few rounds to get in and out of, and GM's can no doubt build some events and encounters around it.

**Wind Lord:** An Air Rune warrior. Perhaps they're associated with flying the sky ships. Sky pirates!

And as for those Chaos Monsters, perhaps messing with rune technology has weakened the barriers between the material and Chaos planes.

I've run a short steampunk style campaign for a few sessions, allowing this types of re-flavoring, and they can work incredibly well. I've seen a ranger dual wielding pistols and a mechanoid biological engineer (a forgeborn necromancer who made constructs using biological parts). Let your re-imaginings go wild, but remember the GM has final say on everything. 🎲

# BACK MATTER

*“By Humakt I swear, you or I shall meet Death today.” -13G*

**H**e died in a tower. Killed by an air elemental. Suffocated to death, his breath stolen from him. His body left behind for the next fool to find.

This was one of my longest lived characters, a Humakti runelord. I'd worked that character up from a poor kid from an unknown farm to being one of the deadliest fighters in Dragon Pass, the living embodiment of his god.

He died on a twisting stairwell, along with all the rest of his party. One of the first total party kills (TPK) I'd ever experience. This was actually the second *Runequest* (RQ) campaign I'd get to play, in that long ago time. The first was a short-lived campaign where we all played chaos monsters and terrorized the land. Those monsters were eventually caught in a cave system and killed. All but me. So no TPK that time. But it was coming.

To the right is the cover of the first version of RQ that I purchased when I was 15 or 16 years old. It came in a box. Thus began my introduction to both RQ and the Glorantha setting. Over the years I've picked up nearly all of the versions of RQ—and by extension, Glorantha—that have been put out, finally culminating in the newest version, *13G*, Glorantha for the *13th Age* game. At first, my thought was *“Really? That doesn't seem to fit.”* But the more I thought about it, the more it became clear that the creators of *13th Age* were channeling their love for Glorantha when they created the Dragon Empire setting for *13th Age*.



*Runequest II Cover*

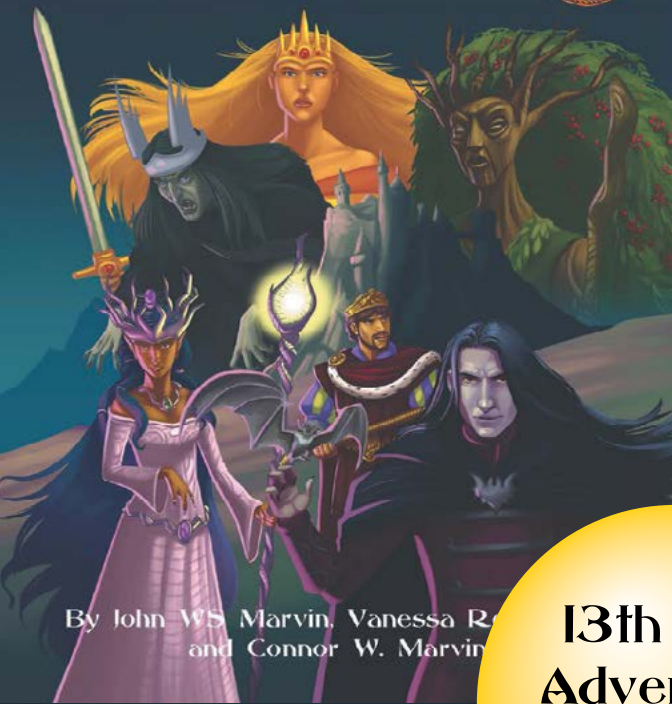
When *13G* arrived, it not only met, but exceeded my expectations. The bonding between the mechanics and the deep lore is nearly seamless. I've already started thinking about my next Humakti. He will be a powerhouse compared to the one who died in that lonely tower stairwell. But, I like to think of him as the same person, in an alternate universe. Let's see what his adventures look like this time around.

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**Next issue** we take you deep beneath the earth and into those fearsome places where many of us got our gaming start. Dungeons! But before then, we have more *13G* Gloranthan goodness for you! Next month we'll release a special edition module specifically for use in your *13G* campaign!

Until next time. 🎲

# Gods and Icons



By John WS Marvin, Vanessa Rose  
and Connor W. Marvin

# Gods and Icons Player's Companion



By John WS Marvin & Vanessa Rose

# 13th Age Adventure!

For the 13th Age  
Roleplaying Game

# Icons and Conditions



Icons and Icons Deck  
WS Marvin



# Gods and Icons Upgrade Pack



by John WS Marvin



Dread Unicorn  
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next issue

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THE UNDERWORLD &  
**DUNGEONS!**

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But before then, next month will see the release of  
our first Special Edition adventure, *Skyfall*,  
by Ulf Bengtsson, Richard Black, Jr. and Scott Martin