

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.

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