

# 13<sup>TH</sup> AGE

## AT LAND'S EDGE

  
Pelgrane  
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FREE  
RPG  
DAY  
2015



# NIGHT'S BLACK AGENTS

## THE HARKER INTRUSION





FREE  
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Pelgrane Press

13<sup>TH</sup>  
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THE  
HARKER  
INTRUSION

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# 13<sup>TH</sup> AGE

## AT LAND'S EDGE



13<sup>TH</sup> AGE IS A FANTASY ROLEPLAYING GAME BY  
ROB HEINSOO, JONATHAN TWEET,  
LEE MOYER, & AARON MCCONNELL



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# CREDITS

## PUBLISHER

Simon Rogers

## ART DIRECTION

Cathriona Tobin

## ARTWORK

Jeff Porter

## AUTHOR

Gareth Ryder-Hanrahan

## COVER

Chris Huth

## LAYOUT

Chris Huth

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# AT LAND'S EDGE

This is an adventure for *13<sup>th</sup> Age*, designed to introduce gamemasters and players to the improvised, player-driven, free-rolling style of the game. You don't need a copy of *13<sup>th</sup> Age* to run this introductory adventure if you're familiar with the rules conventions of any of the recent generations of d20-based class-and-level fantasy games. You may also wish to check out the Archmage Engine System Reference Document that the game's based on—it's available freely online at [www.pelgranepress.com](http://www.pelgranepress.com) under the Open Gaming License.

"At Land's Edge" is for 3<sup>rd</sup> level player characters. Pre-generated characters are on pages 13–18—they're missing some key features that the players can fill in at the start of play.

The adventure casts the players as travelers onboard a ship crossing the Midland Sea, whose journey is interrupted by a terrifying storm and the appearance of an impossible new island. They must face the dangers of this sudden island and the living dungeon that vomited it up from below.

"At Land's Edge" is also a prequel to the *13<sup>th</sup> Age* megadungeon campaign pack, *Eyes of the Stone Thief*, where the player characters embark on a mission of vengeance and hunt down the elusive living dungeon that makes a cameo calamity in this adventure.

## I. THE STORM FROM BELOW

The player characters are an adventuring party, traveling across the Midland Sea by ship.

Have the players fill in their one unique things, backgrounds, and icon relationships. They've been sent out to sea by one of the more mystical icons (the Archmage, Priestess, Elf Queen, Diabolist, or the Great Gold Wyrm all work—pick whichever one the players have a relationship with). Their actual mission is a mystery—no doubt there's some mysterious prophecy or confluence of magical energies in the offing.

Roll icon relationships now—if any players get a 5 or 6, let them choose a magic item from the list below, either spoils of the previous quest, or a gift from one of the icons (or from some ally who shares an enemy icon with a PC). Alternatively, one player can upgrade the ship instead, benefiting everyone.

Note if any 5s get rolled—they'll come back to bite players later on.

### MAGIC ITEMS

- **+1 Inimical Weapon:** When you hit with this weapon, you can deal +1d10 damage to that enemy, but, if you do, you also take that extra damage.
- **+1 Bloodthirsty Weapon:** When you crit with a natural 20, you deal crit damage instead of normal damage if you hit with this weapon again during your next turn.
- **+1 Inspiring Weapon:** When you crit with a natural 20, any one nearby ally may roll a save against an ongoing save ends effect.
- **Belt of Vitality:** Increase your maximum number of recoveries by 1, and gain an extra +2 hit points worth of healing when you use a recovery.
- **Boots of Water Walking:** +1 to disengage tests, and you can walk on water.
- **Helm of Thunder:** +1 MD, and you can magnify the volume of your voice at will up to that of a giant.
- **Thief's Eye Ring:** Close your eyes; you can now "see" through the ring on your finger, and can use it to spy around corners, peer into small objects, and so on.
- **Potion of Healing:** Use a recovery.

### SHIP UPGRADES

- **Archmage:** It's a flying ship. It's still going to get caught in the storm and crash on the mysterious island (spoilers!), but there's no danger of drowning in the ocean, and it'll make their eventual escape easier.
- **Crusader / Dwarf King / Emperor:** The ship's sailors are trained soldiers. In a fight, they'll aid the player characters when they can. Once per battle on the ship, each player character may reroll an attack, save, or skill check thanks to the crew's aid. The player must describe how the crew's stalwart bravery helped out.
- **Diabolist / Elf Queen:** The ship's blessed (or cursed) with unnatural good fortune. Each character may reroll a die once during the game.
- **Great Gold Wyrm:** This is an old ship, and it was once part of the Golden Order's navy. Something of that holiness lingers, giving prophetic dreams and warnings to those on board. That's worth a +4 bonus to Initiative while on board, and the GM can drop the occasional hint when needed.
- **High Druid:** The ship carries its own winds with it, thanks to the High Druid's blessing. It'll still get stuck on the island, but the first encounter will be easier. Give a +4 bonus to any skill checks made on board.
- **Lich King:** Thanks to the Lich King's ... let's be safe and call it a blessing, anyone who dies on board the ship comes back as a zombie. The zombies can't leave the ship, but make fine, uncomplaining (if bloated and waterlogged) crew.
- **Orc Lord:** This was one of the Orc Lord's warships before it was captured by the Empire, and it's still got a giant ballista mounted on the prow. The PCs can use this ballista in combat while on board ship (treat it as a normal ranged attack, but upgrade the damage dice to d12s).
- **Priestess:** The Priestess promised that no one who sailed on this ship would perish needlessly. Once per game, each PC may heal with a recovery as a free action.
- **Prince of Shadows:** There's a smuggling compartment on board. At some point in the game, the player who chose this benefit can reveal what's in the compartment. It has to be plausible—it's not carrying a siege engine or an army of

mounted paladins—but it could be anything from a magic item to a cache of alchemical explosives to a treasure hoard.

- **The Three:** One of the crew is secretly an agent of the Blue Dragon. This disguised crew member is a trained assassin. At any point in the game, the player who chose this benefit can have the assassin reveal herself—as an attack, treat her as a one-shot +10 attack vs. AC dealing 4d8 damage, but she could also show up to, say, deliver a vitally needed healing potion or free a trapped PC.

Let the players name the ship, and her captain too for that matter. Ask two players to each describe one memorable conversation or incident involving the captain.

## THE ERUPTING STORM

Something's wrong. The skies are clear, the wind is fair, and the magically tamed waters of the Midland Sea are as placid as ever in the distance—but something's *very* wrong. The water directly below the ship is bubbling and churning. Are those *lights* in the depths, like flashes of lightning or maybe the red glow of lava? With terrifying speed, the storm grows. The skies blacken. Bolts of lightning leap *up* from the seas to crackle across the clouds above. There's a hideous grinding noise, deeper than the seabed and louder than thunder. Through the boiling fog that rises from the bubbling seas, the characters glimpse a small wooded island off to the west, and they see it *crack* as something bigger than any whale rises from below.

It's a living dungeon. These chaotic abominations of animated stone swim through the underworld, seeking to reach the surface to visit horror upon the sunlit lands. This one—the fabled Stone Thief—is an especially old and terrible example of the breed. Right now, though, it looks to be in pain. It thrashes and writhes through the seabed, sending huge waves and howling winds crashing onto the ship.

## THROUGH THE MAELSTROM

Throw one of these complications at the players now—and use the rest during the “Riders on the Wind” fight, forcing the players to choose between helping the ship and battling flying monsters.

While we've suggested skill check DCs for all these challenges, players may come up with more creative solutions involving icon benefits, spells, or other abilities. Remember, for a skill check, the player rolls 1d20 + ability score modifier + level + any applicable background. Ideally, the player should explain how that particular background helps out in this case.

- 1: *Overboard!*—One of the crew is caught by the wind and waves. The nearest PC may make a DC 20 skill check involving some suitable athletic or nautical background to grab her and pull her back on board before she drowns. Failure raises the DC of any other tests made in this section by 4.

- 2: *Terrified crew!*—The sailors are demoralized and overwhelmed by the terrible storm and the monstrous dungeon. A DC 20 skill check rallies them; failure raises the DC of any other checks made in this section by 4.
- 3: *Sudden reefs!*—The waves push the ship toward a line of rocks that rises like the spines of some monster beneath the surface. Someone has to wrestle the tiller and guide the ship through. That's a DC 20 skill check. Failure means the ship is wedged solidly until the crew can prize it free after the storm—which will cause complications later on in the adventure.
- 4: Oh—if it's a flying ship, then the winds threaten to destroy the enchanted vanes and elemental skyhooks that keep it aloft!
- 5: *Onto the rocks!*—The ship's in danger of running aground! Someone needs to wrestle it away from those rocks with a DC 20 skill check. Failure means the ship is damaged and will need to be repaired.
- 6: *Tangled in the rigging!*—A flailing line catches one of the crew. Someone needs to climb up into the rigging (DC 20) and cut the unfortunate crew member free before he perishes.
- 7: *Crashing waves!*—A huge wave crashes over the ship. All the player characters must make DC 15 skill checks or lose a recovery.

## RIDERS ON THE WIND

While the ship rides out the unnatural storm, the Stone Thief rises from the seafloor. It's hard to tell exactly what's going on between the flashes of lightning and the crashing waves, but there's something that sounds halfway between a landslide and a giant belch, and then an even bigger wave hammers the ship as the sea quakes. Moments later, the PCs hear shrieking voices on the wind. They're under attack.

The things on the wind are undead horrors released by the Stone Thief. They look like sewn-together flocks of dead seabirds, hundreds of bodies in a central mass surrounded by a frill of countless mismatched flailing wings. Humanoid arms, clearly salvaged from some other corpse and attached to the sides of that central mass, carry rusted weapons like swords and hooks. The things scream in unison, but it's impossible to tell if they're crying out in hatred or self-loathing. Either way, killing these monsters can only be a good thing.

Before the player characters can stop them, some of the flapping things grab several crew members off the deck of the ship and carry them away into the fog.

There's one flapping thing per player character. With their *sword swipe* attack, they can make multiple attacks every round until they get stuck in an engagement, while their *many hungry beaks* mean that only heavily armored PCs can survive being engaged with the monsters for long.

## FLAPPING THING

4<sup>th</sup> level troop [UNDEAD]

Initiative: +8

**Sword swipe +9 vs. AC—9 damage**

*Natural even hit or miss:* The flapping thing may immediately attempt to disengage. If successful, it may move again as a free action and make another *sword swipe* attack on a different target.

*Many hungry beaks:* If a creature is engaged with a flapping thing at the start of its turn, it takes damage equal to 25 minus the creature's AC (so, AC 15 = 10 damage, AC 21 = 4 damage, and so forth).

*Sewn together:* Flapping things are always vulnerable—they suffer a critical hit on a roll of 18–20.

AC 19

PD 14

MD 16

HP 50

During the fight, whenever the escalation die is odd (1, 3, 5), throw a complication from the list above at the players. Whenever the escalation die is even (2, 4, 6), if a flapping thing is unengaged at the start of its turn, it flings a crew member overboard before attacking the PCs.

## AGROUND!

If the ship's not already stuck, then just as the last flapping thing falls, there's a sudden convulsion of land and sea as the Stone Thief smashes against the island from beneath one last time. The ship runs aground—or maybe it would be more accurate to say the ground runs a-ship, as a sandbar that was several fathoms below the keel is suddenly pushed upward, seemingly deliberately by the dungeon below. The ship is stuck!

## 2. THE UNEXPLORED SHORE

As the fog clears, the adventurers can get a better look at the island that's their temporary home. According to the ship's charts, it's a small wooded island, surrounded by wide sandy shallows, usually uninhabited—but that was before a giant living dungeon vomited all over it. Now, there are half-digested buildings and outcroppings of twisted stone throughout the forest, paradoxically fresh ruins rising out of the trees. Small fires still smolder where the dungeon's fires set the woods alight.

## THE MISSING CREW

Those flying horrors abducted several members of the crew; others may have been washed overboard by the storm. The captain hopes against hope that some have survived, and asks the adventurers to search the island for any survivors while the ship is repaired.

## THE SHIP

Depending on how the player characters handled the challenges in the first scene (and the icon benefits, if any, they picked for the ship), they may need to help the crew do some repairs.

*If the ship's stuck ...* then the crew members can free it from the reefs by brute force, but they'll have to wait until high tide to refloat it (or, if it's a flying ship, until the aetheric forces align). That means waiting a few hours.

*If the ship's damaged ...* then someone's going to have to march across to that forest and bring back some timber. The crew members can handle the tree-cutting and the carpentry, but they need the adventurers to guard them while they work.

*If the crew is diminished ...* either through death, injury, or terror, then the survivors are fearful, and grumble that they're all going to die on this island. The ship's stuck, there's a living dungeon circling like a shark under the ground, and who knows what else is out there? Better to give up now. The characters need to rally them. Again, an inspiring speech might work—but so might the head of a giant monster as a trophy.

## EXPLORING THE ISLAND

Trekking across the beach turns up a few traces of the missing crew. A knife dropped from a great height (still sticky with the black ichor of the flapping things). A boot stuck in the wet sand. There are a few footprints, half erased by the shifting of the ground.

Soon, the PCs come across a strange trail in the sand. Something very large and monstrous emerged from the ocean, crawled across the sands, and entered the jungle. It's clear that whatever-it-was emerged from the living dungeon just before it submerged. From the look of the confused tracks, the adventurers guess that the monster encountered the missing crew members and chased them into the forest.

## INTO THE WOODS

The forested heart of the island is almost impossible to navigate. There are chunks of dungeon vomit everywhere. There, an ancient tree has been crushed beneath a torrent of paving stones and chunks of some bridge. There, a forest stream pools as it tries to find its way past the sudden dam of a fallen marble pillar. Rabbits graze and hop amid gravestones stolen from some distant cemetery.

There's no trail or other obvious way for the adventurers to find the missing crew. As the players consider their options, a figure emerges from her hiding place amid the tree roots. She's Kayls of the Debatable Luck.

## 3. THE TREASURE HUNTER

Kayls of the Debatable Luck is infamous—she gets her nickname from being the sole survivor of expeditions and adventuring parties a little too often. One or more of the players recognize her immediately. Pick someone with a background that suggests

a connection to the criminal underworld or a veteran adventurer, or a relationship with the Prince of Shadows or the Three.

- If a player has an outstanding benefit with the Prince or the Three they haven't cashed in yet, then Kayls owes that player character a favor—she'll offer to cut that character in on the *Golden Mask* deal.
- On the other hand, if a player rolled a 5 on a Prince of Shadows or Three relationship roll at the start of the adventure, then that character owes Kayls. Let the player decide on the nature of the debt—did she help them once? Do they owe her money? Or their life?

She's not obviously wounded, but has clearly been blasted by some dark magic and can barely walk. There's a glowing rune branded across her forehead—doubtless the mark of some recent magical battle. She's dressed in dark leather armor and her short hair is tied back with a silver pin that's obviously magical. There are specks of blood (probably not hers) on her gloves and boots.

## PLAYING KAYLS

She's an opportunist rogue—not inherently villainous, but out for herself. For example, if the players mention they were sent here by one of the icons, she'll claim that she's retrieving the mask for just that same icon (what a miraculous stroke of good fortune the PCs found her when they did). She won't fight the PCs unless she has to—she'd prefer to use them as her dupes. No doubt the players will suspect a betrayal, so undercut this suspicion by having Kayls be genuinely helpful until the end of the adventure.

Kayls's real purpose is to recover the mask for a rival icon—pick an icon that one of the PCs has a negative relationship with, or one that's opposed to their existing patrons. She'll work with the PCs to get off the island.

## KAYLS'S TALE

Kayls explains that she's in pursuit of a treasure possessed by a dungeon-worshipping cult. It's a magical mask of great power, and the cult intends to feed it to the Stone Thief. Up until recently, it was kept in a secret tower in the Red Wastes. She found the tower, but so did the Stone Thief. She and the tower and mask were all swallowed by the living dungeon. She managed to stab the dungeon in a sensitive spot, and it vomited out everything it had eaten. That cataclysm was what the adventurers saw earlier, before they ran aground.

One of the cultists struck Kayls with some sort of curse spell. She can't return to the tower without getting blasted by its magical defenses. Now that the adventurers are here, they can get the mask before the dungeon recovers and comes back for it.

She hasn't seen the crew, but there's a monster roaming the island—probably another escapee from the dungeon. She offers to sneak around and find the crew if the PCs get the mask from the tower.

## SPLITTING THE PARTY

If some of the PCs accompany Kayls, then switch back and forth between them and the rest of the party at the tower. The PCs looking for the missing crew can run into the Ill-made Beast; the ones at the tower will have their own problems to deal with!

## REMOVING THE CURSE

The curse can be removed by a spellcaster with a ritual, but it'll take a full day and a night for the brand to fade, so Kayls still can't accompany the adventurers into the shrine.

## FIGHTING KAYLS

Kayls prefers to fight only when she has the advantage—if the adventurers are at full strength, she won't risk a confrontation. She has two useful magic items—her hairpin, and a bag of dragon's teeth that conjures a gang of skeletal warriors (one per adventurer). If she can manage it, she'll avoid a fight entirely, but here are her stats just in case.

## KAYLS OF THE DEBATABLE LUCK

*Double-strength 4<sup>th</sup> level spoiler* [HUMANOID]  
Initiative: +10

**Wicked dagger +9 vs. AC (2 attacks)—12 damage**  
*Natural 16+:* 5 ongoing damage (save ends).

**Debatable luck:** Twice per battle as an interrupt, Kayls may steal a d20 rolled by an enemy. Kayls may use the value rolled on the d20 for her next attack or save; the enemy must reroll the die and use the new result.

**Dodge and weave:** If one or more of her allies are engaged with the same enemy as Kayls, then that enemy needs to roll a 16+ to target Kayls with an attack. Otherwise, the attack is redirected to one of Kayls's allies.

**Magic hairpin:** The first time Kayls becomes staggered, she gains a +2 bonus for the rest of the fight to whatever defense (AC, PD, or MD) was last targeted.

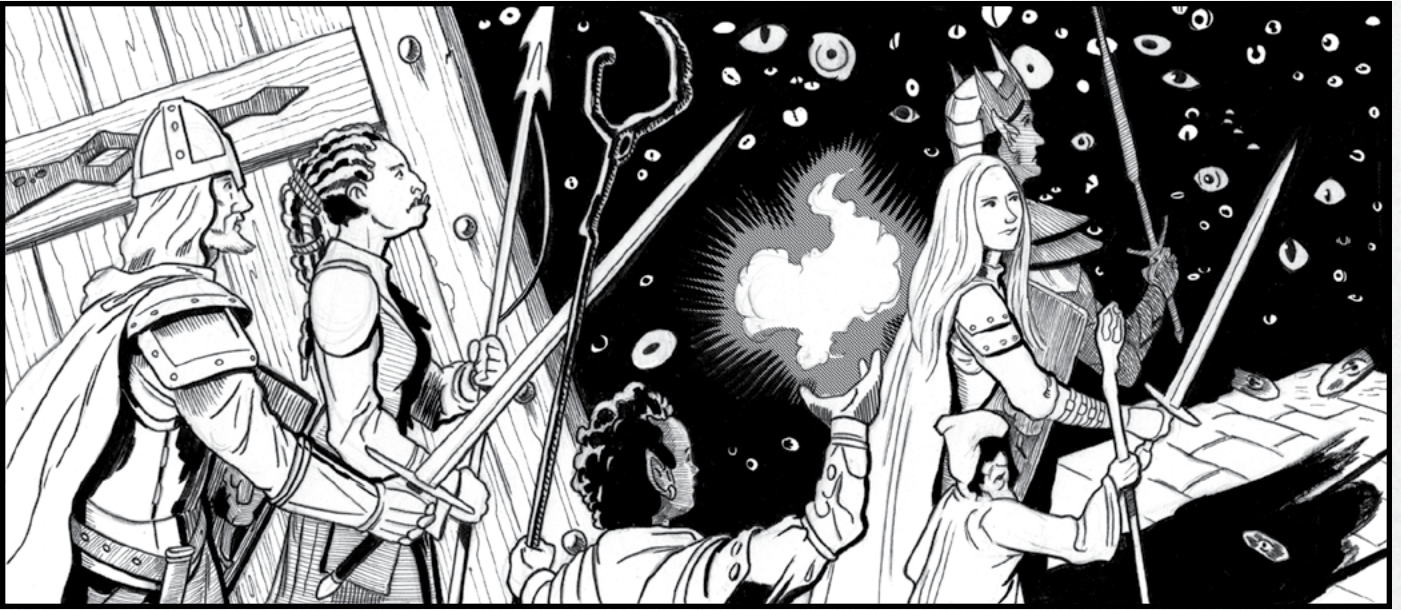
<b>AC 21</b>	
PD 16	<b>HP 70</b>
MD 16	

## SKELETAL MINION

*3<sup>rd</sup> level troop* [UNDEAD]  
Initiative: +9  
Vulnerability: holy

**Shortsword +8 vs. AC—10 damage**

<b>AC 19</b>	
PD 13	<b>HP 45</b>
MD 13	



# THE TOWER OF THE GOLDEN MASK

The tower looks like it was once part of a much larger castle or temple, but now all that remains is this lonely spire, perched at an angle on the hilltop.

## ENTERING THE TOWER

The front door bears a magical sigil, which any magically sensitive character can tell is part of a warding spell. If the wrong person tries to enter that door, the spell will blast them. However, there aren't any burn marks or spell-blasted corpses nearby, so a successful DC 15 skill check using an arcane background (or the simple expedient of opening the door) reveals that the warding spell wasn't made to blast any intruder—only those who met some particular criterion. (This is the spell that keeps Kayls out of the tower—if she passes the sigil, she gets blasted for 100 damage.)

## THE STAIRS

Inside, a narrow spiral staircase runs up through the three levels of the tower. A carved frieze follows the stairs, depicting hooded figures offering glowing relics and magical treasures to the living dungeon. With each twist of the staircase, the images of the dungeon grow larger and more terrifying.

## LEVEL 1: ROOM OF EYES

The first room is full of eyeballs. Hundreds, perhaps thousands, of eyes from all different sorts of creatures. Big eyes, little eyes, glowing eyes, dragon eyes. They're all encased in individual crystals. Some are embedded in the walls or floating in the air, but most are just rolling around the floor. They're all, clearly, still alive.

As the adventurers enter, one floating eye swivels around to stare at them. Pick one unlucky character, and roll +10 vs. that character's Mental Defense. On a hit, the eye blasts that PC with a psychic assault dealing 1d6 damage for every positive or conflicted relationship that character has with the Emperor, Archmage, Priestess, Great Gold Wurm, Elf Queen, or Dwarf King (the cult that made this grisly collection hated the icons aligned with the Dragon Empire). The eye keeps attacking until one of the adventurers smashes it. (If the players are paranoid enough to start smashing all the eyes, then have the temple guardians from level 2 come down the stairs.)

## LEVEL 2: TEMPLE GUARDIANS

This level of the tower contains a dark altar—stained with the blood of many sacrifices, dread runes, you know the type—and several humanoid statues of armed warriors. There's one statue per two player characters. The statues all have empty hollows where their eyes should be.

Should an adventurer try to continue up to the third level, or meddle with the altar, the statues come to life and attack. At the same time, there's a rattling, hopping clatter from the level below, as all those eyes spring into action and start clambering up the stairs. Treat the mobile piles of eyes as mooks—if any of the pile of eyes mooks get past the adventurers and touch one of the temple guardian statues, then two of the eyes roll into the empty eye sockets. The eye pile then collapses, but the statue becomes a much more dangerous foe.

There are two eye piles per player character.

## TEMPLE GUARDIAN

5<sup>th</sup> level blocker [CONSTRUCT]

Initiative: +7

**Stone fist +6 vs. AC**—20 damage

*Natural 16+:* The target is dazed (−4 to attacks), save ends.

**Blocker:** Attempts to disengage from a temple guardian suffer a −5 penalty.

**Enrage:** The first time the temple guardian becomes staggered, it may immediately make a free *stone fist* attack.

**Eyeless:** The first time a pile of eyes reaches a temple guardian, the pile of eyes is destroyed and the temple guardian gains a permanent +5 bonus to attacks.

AC 23

PD 17

MD 17

HP 75

## PILE OF EYES

3<sup>rd</sup> level mook [CONSTRUCT]

Initiative: +7

**Fiery gaze +8 vs. AC**—6 fire damage

**Treacherous ground +6 vs. PD**—4 damage, and the target is stuck (easy save ends, 6+)

**Spilled eyes:** When a pile of eyes is destroyed, it may make a free *treacherous ground* attack on any foes engaged with it.

AC 19

PD 17

MD 13

HP 11 (mook)

**Mook:** Kill one pile of eyes for every 11 damage you deal to the mob.

## LEVEL 3: THE MASK

Resting on a low plinth in the middle of the room is a plain golden mask. Its features seem to change to reflect the player characters—the arch of an eyebrow recalls the haughtiness of high elves, but those lines on the chin suggest a dwarven beard. A glowing shimmer surrounds the mask.

There are two of the missing crew members here. One's lying on the floor, dead, his face a blasted ruin. There's a smell of charred flesh. The other's cowering in the corner.

## THE GOLDEN MASK

The mask is a powerful and perilous item. In *13<sup>th</sup> Age*, magic items have their own indwelling spirits that give them personality quirks. Items *need* to be used to attain their full power. Carry too many items, and those spirits start overriding your own desires. The cult wants someone to wear the mask before feeding it to the Ill-made Beast (and the beast is to be fed to the dungeon, in a grotesque arcane food chain) so the mask will be at full power when it's consumed.

If a character dares put on the mask, they must make a DC 25 skill check to control it. Fail, and suffer 4d8 psychic damage. The mask gives a +2 bonus to Mental Defense, and at start of battle as a free action, the mask's wearer may roll Charisma + level against a chosen enemy's Mental Defense. On a hit, that foe becomes vulnerable to the mask-wearer's attacks (attacks crit on an 18–20). The quirk—megalomania.

If any players rolled a 5 on their icon relationships at the start of the adventure, and you haven't yet hit them with a drawback, then point out to them that their icon patron seeks that mask, and that retrieving it from this shrine would be a worthy deed. (Some icons might want to use the mask, others to destroy it.)

## THE FINAL CREW MEMBER

Once the PCs calm him down, he introduces himself as Calder. He explains that he and his companion took shelter in the tower, and those statue things captured them and told them to put the mask on, "as a sacrifice to the Devourer." The two drew straws, and Gwahid—the dead man—lost. The mask was too powerful for him, and destroyed him.

And as Calder says that, there's a gurgling roar from somewhere out there in the woods.

## THE ILL-MADE BEAST

The creature was bred by the Cult of the Devourer. The cultists believe that if they feed enough magical power to the Stone Thief, it will become a monstrous god and destroy their enemies. Rather than feed it scraps of power, one branch of the cult tried to create a monster that could grow fat on magic until it became a suitable offering for the dungeon.

Their creation looks like a hideously bloated cross between a toad and a gorilla. It's got dozens of partially melted weapons and other magical treasures embedded in its hide; instead of teeth, its gums are lined with the jagged shards of broken magic potion vials. Like the Stone Thief writ small, it's a patchwork monstrosity.

## ENCOUNTERING THE BEAST

If the players go looking for it, they'll find it as it crashes through the forest in search of magic. Otherwise, it attacks them as they make their way down from the shrine back toward the ship.

The beast could also show up as the crew prepares to depart, leaping and loping across the sands toward the ship.

## THE ILL-MADE BEAST

Huge 5<sup>th</sup> level spoiler [ABERRATION]

Initiative: +8

**Mighty swipe +10 vs. AC**—30 damage, or 15 damage and the target loses one magic item of their choice

**C: Probing tongue +7 vs. PD (all nearby enemies)**—5 damage, and, if that enemy possesses one or more magic items, the Ill-made Beast may make a free *mighty swipe* attack on that enemy

**R: Leap & crush +9 vs. PD (up to three nearby or far away enemies in a group)**—20 damage, and the Ill-made Beast pops free and leaps to engage any enemies hit by this attack

*Magic item hunger:* The Ill-made Beast can be distracted by magic items. If an enemy discards a magic item as a standard action, the beast is dazed (–4 to attacks; normal save ends, 11+) while it gobbles up the item. The cheap low-grade enchanted items held by the missing crew work, but the beast recovers with an easy (6+) save. If an enemy discards the *Golden Mask*, the beast is stunned (–4 to defenses, cannot take actions, hard save ends, 16+).

AC 20

PD 14

MD 16

HP 200

## THE DUNGEON'S ENMITY

The PC who slays the Ill-made Beast feels a sudden intense chill, a terror that emanates from deep underground. The Stone Thief *knows* who murdered its pet, and now it hates that player character. The adventurer can sense the hatred—it's like a palpable bond between the two. The living dungeon will come for the adventurer, sooner or later.

The beast hits the ground—and the ground begins to shake. The Stone Thief is angry.

## ESCAPING THE BEAST

Instead of fighting it, fleeing or distracting it with a tasty magic item may be a better option. Kayls might pop up to suggest this to the players (*"Throw me the mask, and I'll lead it away"*); alternatively, a character with a suitable icon relationship might realize what the creature wants. (The Archmage, Dwarf King, Elf Queen, High Druid, Prince of Shadows, and the Three all have clear connections to magic items and monsters ....)

If Kayls does get hold of the mask, she doesn't feed it to the Ill-made Beast—instead, she throws her magic hairpin to distract the monster, drops her skeletal minions to slow down the player characters, and sprints toward the ship. She hopes to leave the PCs behind and sail away in their ship!

## ESCAPING THE ISLAND

Time to leave!

O wise and valiant Gamemaster, some questions need to be answered before the end of the adventure!

- Is the ship repaired? If not, then they'll have to put to sea anyway, and hope they stay afloat long enough to reach safer shores.
- Is the Ill-made Beast dead? If not, then it's splashing through the surf, determined to retrieve the *Golden Mask*.
- Has Kayls betrayed the player characters, or is she still biding her time?

And most importantly:

- Is this a one-shot, or the start of an *Eyes of the Stone Thief* campaign? If it's a one-shot, you should end on a note of triumph if the players deserve it. If it's the start of a campaign, then that triumph is four levels and dozens of game sessions away, and right now the goal is to make them hate the dungeon. See the "No Escape" sidebar!

## THE ILL-MADE BEAST LIVES!

If the Ill-made Beast is still alive, it swims after the ship. The players need to kill it, but this time they've got the upper hand. Not only do they have any ship upgrades they picked at the start of the scenario, but the beast isn't a skilled swimmer and they've got the crew to help. They start with the escalation die at 2.

## THE DUNGEON RISES!

As soon as the Ill-made Beast dies, the Stone Thief rises once again. The ground shakes and cracks. The tower in the middle of the island topples. The sea boils. A huge chasm opens, and cracks snake across the sand toward the ship. The maw of the Stone Thief is opening.

Kayls recognizes the signs—she was *in* the tower when the Stone Thief ate it. She knows that the dungeon is coming for her and the mask.

However, the Stone Thief might be temporarily satisfied if the player character who killed the Ill-made Beast is thrown into the dungeon's maw. If she thinks that she can convince the other player characters (or the crew) to throw the PC overboard, then she shouts that the only way to escape is to make that character a sacrifice. Otherwise, she attacks (her stats are on page 8).

The dungeon reaches the ship when the escalation die reaches 5.



## ESCAPING THE DUNGEON

In order to escape being swallowed by the dungeon, the PCs need to either:

- throw Kayls, the mask, or the marked PC into the dungeon's maw

or

- sail the ship out of the Maelstrom. This is a DC 25 skill check on its own (DC 30 if the ship is still damaged), but the other player characters can pitch in, using ritual magic, icon benefits, or their own skill checks to bring down the difficulty. (If the players picked the Archmage Ship Upgrade way back at the start, they may now take a bow as the ship flies away ....)

If the roll fails, remember that *13<sup>th</sup> Age* uses "fail forward"—instead of the ship getting destroyed, ask the players what sacrifice they think would be a suitable consequence for failing the roll. Do some of the sailors perish? Does Kayls fall overboard at the last moment? Does the Stone Thief have their scent now?

As they sail away, they see the Stone Thief turn on the island in its fury. Soon, the dungeon will eat the whole island from beneath, devouring it and turning it into more corridors and chambers in the underworld. One day, the cult believes, all the Empire will be dungeon ....

## NO ESCAPE

If you want to go from this adventure into a full campaign based around *Eyes of the Stone Thief*, then nothing will stop the living dungeon from attacking. The whole sea gapes open in a giant whirlpool beneath the ship, sucking it down. The player characters catch a glimpse of the captain clinging to the mast of his ship as it's dragged into the dungeon. If you want to level the PCs straight up to level 4, then they get dragged in too—they get washed up in the Maw, while the ship ends up shipwrecked in the Sunken Sea level.

Otherwise, the PCs end up clinging to flotsam in the middle of the wild and empty sea as both ship and island are swallowed by the dungeon. How do they get out of this? That's next week's game!



NAME  
CLASS Paladin

RACE Dark Elf  
LEVEL 3

STR	CON	DEX	INT	WIS	CHA	ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE
18	12	10	8	14	16	21	14	17
+4	+1	+0	-1	+2	+3	HIT POINTS 45	RECOVERIES 8	RECOVERY ROLL 3d10+1
+7	+4	+3	+2	+5	+6			

## ONE UNIQUE THING

## RACIAL POWER

INITIATIVE +3

**Cruel:** Once per battle, when you hit a foe, deal 15 ongoing damage to that enemy (save ends).

## BASIC MELEE ATTACK

ATTACK	HIT	MISS
+7 vs. AC	3d10+4	3

## ICON RELATIONSHIPS

## POWERS & SPELLS

## BASIC RANGED ATTACK

ATTACK	HIT	MISS
+3 vs. AC	3d8	—

## BACKGROUNDS

## EQUIPMENT

Heavy Armor  
Longbow  
Greatsword

## CLASS FEATURES

**Smite Evil:** Once per battle, plus three extra times per day, you may Smite Evil as part of a melee attack. You get a +4 bonus to hit, +1d12 to damage and deal half damage if you miss.

## FEATS

Smite Evil  
Lay on Hands  
Domain: Justice

## TALENTS

**Lay on Hands:** Twice per day as a quick action, one person you touch heals using a recovery, +6.

**Bastion:** Once per battle, when a nearby ally is hit, you can take half the damage instead.

**Divine Domain:** Justice: Once per turn, when an enemy scores a crit against you or a nearby ally, or drops you or a nearby ally, you may give an attack-reroll blessing to yourself or a different ally. A character can only have one such blessing at a time.

Once per day, you may invoke justice as a quick action. For the rest of the battle, add 6 to the miss damage of your attacks and the attacks of your nearby allies.

## MAGIC ITEMS



NAME

CLASS Rogue

RACE Half-orc

LEVEL 3

STR	CON	DEX	INT	WIS	CHA	ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE
14	14	18	14	10	8	17	17	13
+2	+2	+4	+2	+0	-1	HIT POINTS	RECOVERIES	RECOVERY ROLL
+5	+5	+7	+5	+3	+2	40	8	3d8+2

## ONE UNIQUE THING

## RACIAL POWER

INITIATIVE +7

**Lethal:** Once per battle, reroll a melee attack and use the result you prefer.

## BASIC MELEE ATTACK

ATTACK	HIT	MISS
+7 vs. AC	3d8+4	3

## ICON RELATIONSHIPS

## POWERS & SPELLS

**Bleeding Strike (melee attack):** +7 vs. AC, 3d8+4 damage on a hit, and, if your natural attack roll was even, your foe takes 3d4 ongoing damage (3d6 against large or huge foes).

## BASIC RANGED ATTACK

ATTACK	HIT	MISS
+7 vs. AC	3d6+4 (shortbow) 3d4+4 (dagger)	3

## BACKGROUNDS

**Deadly Thrust (melee attack, only usable against staggered non-mooks):** +9 vs. AC—deal 3d8+4 damage on a hit, 3 on a miss.

**Sure Cut (melee attack, costs momentum, only usable when you can use Sneak Attack):** +7 vs. AC, 3d8+4 damage on a hit, 3 on a miss. Add your Sneak Attack damage on a hit or miss.

## EQUIPMENT

Light Armor  
Daggers  
Shortbow

## CLASS FEATURES

**Momentum:** Gain *momentum* when you hit a foe. Lose *momentum* when you're hit. Spend *momentum* to fuel some of your class powers.

**Sneak Attack:** Once per round, deal +1d6 damage against an enemy engaged with one or more of your allies.

**Trap Sense:** If you make a skill check to spot or disarm a trap, and it's even, you may reroll it once. If a trap attacks you and its attack roll is odd, you may reroll it once.

## TALENTS

**Murderous:** Against staggered enemies, you get a +2 attack bonus and your crit range expands by 2.

**Swashbuckle:** Once per battle as a quick action, *spend your momentum* to do something awesome and acrobatic without rolling.

**Thievery:** You get a bonus Thief background at +5 and the *thief's strike* power.

**Thief's Strike (melee attack):** +7 vs. PD—Deal half normal melee damage (including any Sneak Attack damage) to an enemy and roll a save. On an 11+, steal an item from your target that they are not holding. On a 16+, they don't notice you pickpocketed them.

**Roll With It (interrupt):** *Spend your momentum* to take half damage from a melee attack that targets AC.

**Deflection (interrupt):** *Spend your momentum* when a melee attack misses you. That attack hits a different enemy you're engaged with instead, but only deals half damage.

## FEATS

Murderous  
Thievery  
Bleeding Strike

## MAGIC ITEMS



NAME

CLASS Fighter

RACE Human

LEVEL 3

STR	CON	DEX	INT	WIS	CHA	ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE
18	16	14	8	10	12	20	16	13
+4	+3	+2	-1	+0	+1	HIT POINTS	RECOVERIES	RECOVERY ROLL
+7	+6	+5	+2	+3	+4	55	9	3d10+3

## ONE UNIQUE THING

## RACIAL POWER

INITIATIVE +5

**Quick to Fight:** Roll initiative twice and choose the best result.

## BASIC MELEE ATTACK

ATTACK	HIT	MISS
+7 vs. AC	3d10+4	3

## ICON RELATIONSHIPS

## POWERS &amp; SPELLS

**Deadly Assault (flexible melee or ranged attack):** On a natural even hit, reroll any 1s or 2s from your damage roll and keep the new results.

**Carve an Opening (flexible melee attack):** On a natural odd roll, expand your crit range by a cumulative +1. It drops back to normal when you crit.

**Heavy Blows (flexible melee attack):** On a natural even miss, add the value of the escalation die to your miss damage.

**Steady Now (flexible melee attack):** On a natural even miss, gain 3 temporary hit points.

## BASIC RANGED ATTACK

ATTACK	HIT	MISS
+5 vs. AC	3d8+2	3

## BACKGROUNDS

## EQUIPMENT

Heavy Armor  
Greataxe  
Longbow

## CLASS FEATURES

**Extra Tough**

**Threatening:** When an enemy attempts to disengage from you, it takes a -3 penalty.

## TALENTS

**Cleave:** Once per battle when you drop a foe to 0 hp, make another melee attack as a free action.

**Heavy Warrior:** Once per battle when you are hit by an attack that targets AC, you take half damage.

**Comeback Strike:** Once per battle when you miss, make another attack immediately as a free action.

## FEATS

**Reach Tricks:** Once per battle, roll a 6+ on a d20 to do something cool with your long-hafted axe.

**Strong Recovery:** Reroll one of your recovery dice when using a recovery and use the higher result.

**Comeback Strike**

**Deadly Assault**

## MAGIC ITEMS



NAME  
CLASS Wizard

RACE Dwarf  
LEVEL 3

STR	CON	DEX	INT	WIS	CHA	ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE
10	16	14	18	12	8	15	15	16
+0	+3	+2	+4	+1	-1	HIT POINTS 45	RECOVERIES 8	RECOVERY ROLL 3d6+3
+3	+6	+5	+7	+4	+2			

## ONE UNIQUE THING

## POWERS & SPELLS

INITIATIVE +5

### BASIC MELEE ATTACK

ATTACK	HIT	MISS
+3 vs. AC	3d4	—

### BASIC RANGED ATTACK

ATTACK	HIT	MISS
+5 vs. AC	3d4+2	—

## ICON RELATIONSHIPS

### 1<sup>st</sup> Level Spells (3)

**Blur (ranged, daily):** Targets you or a nearby ally. Attacks on that target have a 20% chance of missing.

**Acid Arrow (ranged, daily):** +7 vs. PD. On a hit, 4d10 acid damage and 5 ongoing acid damage; on a miss, 5 ongoing acid damage, and you get the spell back when you have a quick rest.

**Shield (close-quarters, 1/battle; recharge 11+):** When an attack hits your AC, you can use a free action to make the attacker reroll.

## BACKGROUNDS

### 3<sup>rd</sup> Level Spells (4)

**Force Salvo (ranged, daily):** Targets up to 5 different creatures. Attack +7 vs. PD against each, 4d10 force damage on a hit. You can keep targeting the same creature until you hit with a bolt.

**Teleport Shield (close-quarters, daily):** For the rest of the battle, once per round when an enemy engages you, roll +7 vs. PD as a free action; on a hit, teleport them somewhere nearby. You can place them in combat with an ally, but you can't place them in an otherwise dangerous situation.

**Crescendo (close-quarters, at-will):** Target one or more enemies engaged with you, rolling +7 vs. PD (-2 for two targets, -3 for three targets, etc.). If you hit, 4d6 thunder damage and the target pops free. On a miss, 3 damage.

**Utility Spell (2/day):** Pick one of the following effects: *disguise self*, *feather fall*, *hold portal*, *levitate*, *message*, *speak with item*.

## EQUIPMENT

Daggers

## CLASS FEATURES

**Cantrips:** Cast minor spells at will.

**Ritual Magic:** You can cast spells as freeform rituals.

## TALENTS

**Abjuration:** When you cast a daily spell, you gain a +4 AC bonus until the end of your next turn.

**Evocation:** Once per battle, when you cast a spell that targets PD, you can make a quick action to max out the spell's damage dice instead of rolling.

**Wizard's Familiar:** You've got a talking ground animal of some sort. It gives you a +1 to saves.

## RACIAL POWER

**That's Your Best Shot?** Once per battle as a free action after an enemy hits you, heal using a recovery by making a roll. If the escalation die is 0 or 1, you only get half the normal healing. You cannot use this ability if the attack drops you to 0 hp or below.

## FEATS

Wizard's Familiar  
Utility Spell  
Force Salvo

## MAGIC ITEMS



NAME

CLASS Commander

RACE Human

LEVEL 3

STR	CON	DEX	INT	WIS	CHA	ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE
14	12	8	14	12	18	16	14	17
+2	+1	-1	+2	+1	+4	HIT POINTS 40	RECOVERIES 8	RECOVERY ROLL 3d8+1
+5	+4	+2	+5	+4	+7			

## ONE UNIQUE THING

## RACIAL POWER

INITIATIVE +6

**Quick to Fight:** Roll initiative twice and choose the best result.

## BASIC MELEE ATTACK

ATTACK	HIT	MISS
+5 vs. AC	3d8+2	3

## ICON RELATIONSHIPS

## POWERS &amp; SPELLS

**Hit Harder (interrupt):** Spend 1 CP to let a nearby ally reroll damage. The new result must be kept.

**You Are a Precious Snowflake! (interrupt):** Spend 1 CP and roll a d20 when a nearby non-human ally uses a once-per-battle racial power. On an 11+, they get to use it again this battle.

## BASIC RANGED ATTACK

ATTACK	HIT	MISS
+2 vs. AC	3d8+1	—

## BACKGROUNDS

**Rally Now (interrupt):** Spend 1 CP (2 if they're unconscious) to let a nearby ally rally as a free action. An ally who has already rallied this combat must succeed on a save.

**Try Again (interrupt):** Spend 2 CP to let a nearby ally reroll an attack. The new result must be kept.

## EQUIPMENT

Light Armor  
Longsword  
Longbow

## CLASS FEATURES

**Command Points:** you start each battle with 1 command point (CP), which you use to fuel your powers.

**Fight from the Front:** if you hit with a melee attack, gain 1d3 command points.

**Weigh the Odds:** as an action, gain 1d4 command points. Once per day, add +4 to the number gained.

**Basic Tactical Strike (quick action, 1/battle, recharge 11+):** A nearby ally gets to make a basic attack as a free action.

**Outmaneuver (quick action, 1/round, usable only when you've got 0 CP):** Roll +7 vs. the nearby enemy with the highest MD. If you hit, gain a command point.

## MAGIC ITEMS

## TALENTS

**Battle Captain:** if you have 1 or more command points left after giving a command, you may use an interrupt action to command another ally before the start of your next turn.

**Moment of Glory:** Roll a d4 when you roll initiative and note the result. As a free action in battle, give that result as a bonus to an ally's attack roll, save, or skill check after they roll.

**Martial Training**

## FEATS

Improved Initiative

Battle Captain

Moment of Glory

Weigh the Odds



NAME  
CLASS Sorcerer

RACE Halfling  
LEVEL 3

STR	CON	DEX	INT	WIS	CHA	ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE
8	16	16	12	10	16	18	17	14
-1	+3	+3	+1	+0	+3	HIT POINTS 45	RECOVERIES 8	RECOVERY ROLL 3d6+3
+2	+6	+6	+4	+3	+6			

## ONE UNIQUE THING

## RACIAL POWER

INITIATIVE +6

**Small:** +2 AC vs. opportunity attacks.  
**Evasive:** Once per battle, force an enemy that hits you to reroll with a -2 penalty.

## BASIC MELEE ATTACK

ATTACK	HIT	MISS
+2 vs. AC	3d4-1	3

## ICON RELATIONSHIPS

Diabolist

## POWERS & SPELLS

### 1<sup>st</sup> Level

**Burning Hands (close-quarters, at-will):** +6 vs. PD, targets up to two nearby enemies in a group. On a hit, deal 1d6+3 damage. If you miss, roll damage anyway: if you roll a 6, you do 6 damage to that enemy.

## BASIC RANGED ATTACK

ATTACK	HIT	MISS
+4 vs. AC	3d6+3	—

## BACKGROUNDS

**Scorching Ray (ranged, at-will):** +6 vs. PD, targets one nearby enemy. On a hit, 1d6+3 fire damage. If your attack roll is even, add 1d8 ongoing fire damage. On a miss, 3 damage to that enemy.

## EQUIPMENT

Dagger  
Javelin

## CLASS FEATURES

**Dancing Lights:** As a standard action, you can conjure a number of varicolored light globes that bloom within 5 to 30 feet of you every two to five seconds. You have little control over them.

**Gather Power:** If you spend a standard action on gathering power, you deal double damage next round when you cast a spell.

**Resist Energy (ranged, 1/battle, recharge 16+):** You or a nearby ally gain *resist damage 12+* to one type of energy attack.

### 3<sup>rd</sup> Level

**Lightning Fork (ranged, 1/battle; recharge 16+):** +6 vs. PD, targets one nearby enemy. On a hit, 7d6 damage. On a miss, half damage. If your attack roll is even, make another attack with this spell. Once per battle, reroll an attack roll with this spell.

## MAGIC ITEMS

## TALENTS

**Spell Fist:** You can use ranged spells in melee without drawing opportunity attacks. And other stuff, already factored in to your rolls.

**Infernal Heritage:** Once per day, as a quick action when the escalation die is 1+, you can enter a spell frenzy. While frenzied, roll 2d20 when attacking with spells and use the higher result. For each die that misses, you take damage equal to twice the level of the target.

**Blood Link:** Gives an extra relationship die with the Diabolist.

**Echoing Thunder (ranged, at-will):** +6 vs. PD, targets one nearby enemy. On a hit, 3d6+3 damage and the first foe to hit you in melee before the start of your next turn takes 2d6 thunder damage (an empowered spell does not double this aftershock damage). On a miss, 3 damage.

**Dragon's Leap (ranged spell, 1/day):** As a quick action, you make a huge leap at your normal move rate. For the rest of the battle, roll a d20 at the start of your turn. On a 16+, you can leap again this round.

## FEATS

**Burning Hands**

**Lightning Fork**

**Ritual Casting:** You can cast spells as freeform rituals.

**NIGHT'S BLACK AGENTS**

# **THE HARKER INTRUSION**

**PUBLISHER: CATHRIONA TOBIN**

**AUTHOR: GARETH RYDER-HANRAHAN**

**ART DIRECTION: CATHRIONA TOBIN**

**COVER: CHRIS HUTH**

**ARTWORK: JEFF PORTER**

**LAYOUT: CHRIS HUTH**

**PLAYTESTERS:**

Borus Galkin, Michael Birt, Dara McMahon, Alex "KB" Altman, Boomer,  
Edel Ryder-Hanrahan, Neil Kelly, Chris Crofts, Christine Mansell, Mark McCann

## YOU LIVE IN THE SHADOWS.

*Maybe you were a spy, before you got burned or turned or just plain burnt out. A criminal, perhaps. A mercenary. Or maybe you once tried to bring secrets into the light — you might have been a journalist once, or a researcher who*

*delved a little too deep. You know too much to go back into the daylight.*

*You know about the vampires. You know there are inhuman monsters pulling humanity's strings from the darkness. You know they feed on the innocent. You know they're monsters, and they have to be stopped. So, with a few others like you that you can trust, you mount your own shadow war against the undead.*

Welcome to *Night's Black Agents*, the thriller game of spies versus vampires. Think *Bourne* if *Treadstone* was run by vampires. This adventure gives you a quick taste of the GUMSHOE system that powers the game, and the sort of high-explosive action, cinematic coolness, and creeping paranoia you can expect from a campaign.

# AGENTS

NIGHT'S BLACK AGENTS PLAYER CHARACTERS are called Agents. They're burned spies, ex-criminals, former special forces, and the like. They have, shall we say, a very particular set of skills. They're not part of any organization or agency — in this game, you're on your own against the vampires. They are, however, very, very good at what they do.

There are two sorts of abilities in GUMSHOE. There are General abilities, things like Athletics and Hand-to-Hand and Shooting, where the outcome is uncertain. You roll a die (d6) when using a General ability. There are also Investigative abilities, used for obtaining information and leveraging expertise. Investigative abilities get the Agents to where they need to be and let them find out what they need to know; General abilities keep them alive long enough to use that information!

## INVESTIGATIVE ABILITIES —

Investigative abilities are specialized fields of knowledge and talents. Most people have 0 points in the vast majority of Investigative abilities; as a highly trained Agent, you've got points in a few of them, but not all. That's why you work as part of a team.

You never roll for these abilities — if there's a clue to be found, you automatically find it if you have the right ability. For example:

- With **Streetwise**, you instantly spot the guy out of place in the dive bar.
- With **Accounting**, one quick look at the auction house's records lets you trace the buyer of the cursed statue back to an account in Switzerland.
- With **Forensic Pathology**, you find tell-tale scratches on the victim's wrists. Whoever held her down as he drained her blood was wearing a sharp, bulky ring made of iron.
- With **Architecture**, you spot the secret door in the vampire's castle.

GUMSHOE uses these clues to ensure that the Agents always have a clear path to follow. This is a thriller game, not a mystery — you follow the clues into danger, dramatically defeat or escape the peril, then beat up the bad guys until they drop more clues. Rinse and repeat as you fight your way up the enemy conspiracy.

You can also spend points from Investigative abilities for special benefits, plot twists, or bonuses to General ability rolls.

- “Hey, can I spend a point of **Streetwise** to be on good terms with the doorman of the bar, so he'll take my side and back me up if there's trouble?”
- “Hey, can I spend a point of **Accounting** to siphon off some cash from this gangster's account? We'll need to buy more guns later.”

- “I need to bluff my way into the morgue — can I spend **Forensic Pathology** to convince everyone I belong there?”
- “I'm going to spend a point of **Architecture** to find a good sniper's nest — could I get 3 points of **Shooting** for that?”

## GENERAL ABILITIES —

General abilities work differently. When testing a General ability, you spend any number of points from your pool in that ability and roll a d6. If the d6 result + the number of points spent exceed a Difficulty Number set by the GM, you succeed. A Difficulty of 3 or 4 is average; 5 or more is hard.

For example, say you're in a high-speed car chase through the streets of Paris, with the gendarmes on your tail. You need to make a **Driving** test, and you guess the Difficulty is going to be at least 5. You have a Driving pool of 8; you spend 3 points from that pool (so you've got 5 points left for future Driving tests), and roll a d6. You add the result of the roll onto the points you spent to work out your result.

- Climbing a sheer wall topped with broken glass: Athletics
- Repairing a snowmobile's engine in a blizzard: Mechanics
- Hacking into a secure computer server: Digital Intrusion

- Breaking into a guarded research facility: Infiltration

## CHERRIES

Having 8 or more points in a particular General ability grants a special talent called a **cherry** — if a pre-generated character qualifies for a cherry, it's on the character's sheet.

## CHASES

In chases, the gap between runner and pursuer is called the Lead. It usually starts at 5. At 0, the runner gets caught; at 10, the runner escapes. Both sides make tests using the appropriate ability (Athletics, Driving, or Piloting usually). If the pursuer succeeds and the runner fails, the Lead drops by 2; if the character trying to flee succeeds and the chaser fails, the Lead increases by 2. If both succeed or both fail, the Lead changes by 1 to favor the character who rolled better; ties go to the runner. Cool stunts can raise the Difficulty for both sides; spending suitable Investigative abilities drops the Difficulty for one side only (*"I spend a point of Urban Survival to take a shortcut through the pedestrianized market"*).

## COMBAT

In combat, the Difficulty to hit a foe is called the Hit Threshold — it's 3 for most people, 4 if they've got Athletics 8 or more, and 5 or more for certain supernatural creatures. Cover can also boost Hit Threshold by +1.

Attack with Shooting for firefights; with Hand-to-Hand for, well, hand-to-hand combat, and Weapons for knives, swords, stakes, frying pans, rolled-up newspapers, and other lethal implements.

On a hit, roll 1d6 for damage and add a modifier based on the weapon, adding +2 for firearms attacks at point-blank range.

- Fist, kick: -2
- Knife, baton, improvised weapon: -1
- Heavy club, machete, small firearm: +0
- Sword, axe, shotgun, 9mm pistol or other heavy firearm: +1
- Sniper rifle or other very heavy firearm: +2

## SPECIAL COMBAT MOVES

Only available if you've got 8+ in the appropriate ability.

- Autofire: Spend 3 Shooting to "buy" an extra damage roll, assuming your target's caught in the open. Vampires are never caught in the open.
- Called Shot: Increase your foe's Hit Threshold by +2 to boost your damage by +2.
- Jumping In: Spend 3 Shooting / Weapons / Hand-to-Hand to go next in the current round if you haven't acted already.
- Smash: Spend 2 extra Hand-to-Hand to slam your foe into a hard surface, if there's one available, for +0 damage.
- Technothriller Monologue / Martial Arts: Once per fight, talk about what awesome martial art technique you're using, or lovingly describe the precise firearm you're cradling like a child. Refresh 3 points in the appropriate ability.

## HEALTH & STABILITY

Health measures how much hurt you can absorb and keep going; Stability measures mental stress. Damage comes straight off Health — if you're shot for 6 damage, reduce your current Health by 6. For Stability, the "damage" depends on the situation. Seeing a supernatural creature causes a Stability loss of 3; watching that supernatural creature kill your loved one is a loss of 7 or 8. You get to make a Stability test against Difficulty 4 to resist the loss, so you can get lucky and come through a traumatic event without losing Stability.

Both Health and Stability work the same way. You're functional until you hit 0 in that ability. From 0 to -5, you're in trouble: all your Difficulty Numbers increase by 1, and, if it's your Health, then you've got to make a Health test to stay conscious. The Difficulty is based on your current Health score — if you're at Health -3, then it's Difficulty 3.

For Health or Stability tests, you can spend points from the relevant ability to boost your die roll.

From -6 to -11, you're either too badly hurt to move, or too shattered to act, but you might recover. At -12 or below, you're either dead or incurably insane.

Most NPCs are taken out when they hit 0 Health; monsters and significant bad guys might work like Agents at the Director's discretion.

Every point of Medic spent restores 2 Health; Shrink does the same for Stability.

## COVER, NETWORK & PREPAREDNESS

These abilities work differently to the others.

Your Agent has a number of established false identities and covers. Spending Cover lets you bring one of these into play. Instead of trying to sneak into the exclusive casino, you spend a few points of Cover and declare that you spent a summer undercover as a rich playboy. Instead of trying to forge a passport, spend Cover and walk through security at the airport with a smile. The more points of Cover you spend, the better the cover identity stands up to investigation.

Network lets you bring in contacts and allies from your old life. Need a trustworthy arms dealer, or a place to hide in Istanbul, or a friend in the Berlin police, or an expert in Etruscan archaeology? Spend Network and you can create a suitable contact from your past. The more points of Network you spend, the more useful or reliable the contact is.

Finally, if you need a piece of equipment in a hurry — a thermal camera, a zipline, a bottle of holy water, a few pounds of C4 — then use Preparedness. This works like the other General abilities — spend points and add them to a d6 roll against a Difficulty set by the Director. If you succeed, you always had that item with you, ready to be pulled out when needed.

## REFRESHES

Athletics, Driving, Hand-to-Hand, Piloting, Shooting, and Weapons refresh to full after 24 hours of game time. Other General abilities and Investigative abilities refresh at the end of a scenario.

## ABILITY QUICK REFERENCE -

Most of the abilities are self-explanatory — you know what Archaeology or Shooting does. A few deserve a little extra explication.

**Diagnosis:** Assessing injuries, identifying medical conditions and ailments, acting as a doctor. It overlaps a bit with **Forensic Pathology**, which specializes in analyzing crime scenes and conducting autopsies.

**Human Terrain:** Practical anthropology; the study of social structures and the power dynamics that underlie them. You've studied different religions and cultures, and can determine what strings to pull to manipulate people.

**Languages:** Having 1 point in Languages gives you two extra languages that you're fluent in, while 2 points gives you five extra languages. You don't need to decide on these in advance — you can declare you speak Serbo-Croat when you run into a Croatian assassin and need to taunt him in his native tongue, or reveal your secret mastery of Ancient Etruscan when you open the tomb of the ancient Etruscan demon.

**Occult Studies:** You're an expert in religious and magical beliefs from around the world. You can identify objects and rituals connected with those belief systems. This doesn't give you any supernatural powers, nor are you certain at the start of the campaign what's real and what's nonsense.

**Vampirology:** The study of vampires — both real ones and their Hollywood shadows. You can identify the signs of a vampire attack, you've studied vampire lore from around the world, and you know the methods and tools traditionally used to hunt them. Like **Occult Studies**, though, most of what you know is just theory and folklore that you've never tested in battle. Actual vampires may not match the myths...

**Bullshit Detector:** The ability to read body language and other clues to tell when someone's lying. It's not infallible, so expert con artists or other rare individuals can fool you, as can those brainwashed by vampires, but it works on most people. A spend lets you guess at why they're lying — running a scam, trying to cover something up, or external coercion?

**CopTalk:** You know how to talk to cops — you can appear to be a trustworthy, reliable citizen, or fool them into thinking you're a cop (although you'll have to use **Cover** or **Forgery** if you need documentation). You can talk your way out of minor infractions.

**High Society:** You know how to appear wealthy, and can bluff your way into exclusive events and parties. You can be impeccably dressed or glamorous with a moment's preparation. You also know how to blend in with such company.

**Tradecraft:** You're a trained spy, and know all the tricks and lingo of international espionage. You can arrange covert meetings, use dead drops and cut-outs, and gather rumors. You're at home in the clandestine world, and know too many secrets for anyone's comfort.

**Data Recovery:** Extracting data from a hard drive or other media. Use it to find traces of deleted files, to get a crystal-clear image of a face from blurry security camera footage, or a voice sample from a crackling telephone recording, or to rapidly pull all the important documents from a server before you're discovered. It doesn't cover actually gaining access to the computer (that's **Digital Intrusion** or **Infiltration**, depending on how you do it) or making the recordings (that's **Photography** or **Electronic Surveillance**).

**Electronic Surveillance:** Planting listening bugs, phone taps, hidden cameras, and other surveillance gear — as well as finding and countering such devices.

**Traffic Analysis:** This ability lets you discern patterns in data — you could, for example, intercept encrypted radio traffic and guess what an enemy organization is doing based on their communications activity, or cross-reference a serial killer's attacks with phases of the moon, or determine gaps in a security team's patrol schedule.

**Urban Survival:** Knowing how to move in a city — spotting short cuts or escape routes, noticing when things are out of the ordinary, reading the movements of crowds, finding good places to hide.

## HEAT

Heat tracks how aware local law enforcement is of the Agents. The Agents start at Heat 1. Committing crimes and drawing attention (usually by blowing things up) raises Heat. Minor crimes like assault, car theft, fleeing arrest, or being caught using false documents raises Heat by 1. A car chase, explosion, or shoot-out in a dangerous part of town raises Heat by 2. Causing the same sort of trouble in a business or tourist district raises Heat by 3 or 4, as does killing a police officer.

Heat drops when the Agents lie low for a while, or when they change jurisdiction (moving from, say, Morocco to London drops Heat by 2).

Having too much Heat causes problems, turning the Agents into wanted fugitives. It causes contacts to switch sides or sell the Agents out, it makes getting illegal items harder, and it means that the bad guys aren't the only ones hunting the player characters. Heat is bad.

## THE DRACULA DOSSIER

"The Harker Intrusion" works as a short introduction to the upcoming *Dracula Dossier* campaign.

Bram Stoker's classic novel isn't a novel — it's the heavily redacted after-action report of an attempt, called Operation Edom, to recruit Dracula as an asset in 1894. After that plan went disastrously wrong, they had Bram Stoker write up their case notes, and released a version of those notes as disinformation. The original, complete notes they kept, and subsequent generations of analysts added more notes as Edom tried again and again to gain control of Count Dracula. In 1940, they tried to deploy Dracula against the Nazis. In 1977, they discovered that Dracula had his own networks of agents and spies. And in 2011, they finally managed to turn Dracula into a deniable weapon in the fight against terror — but is Edom really in control of the vampire, or has Dracula turned his former enemies into unwitting minions?

In the campaign, the player characters obtain an un-redacted copy of *Dracula*, and use it as their map to taking down both Operation Edom and the Count's conspiracy. This prequel adventure explains how they got that copy.

## THE SUPERNATURAL

*Night's Black Agents* gives the Director a toolkit for making supernatural monsters, as well as a blasphemous selection box of preconstructed undead types. Want classic Count Dracula-style vampires? We've got you covered. Want weird mutant monsters infected with a genetically engineered variant of the Marburg virus, or blood-drinking alien stones? Want Renfields, ghosts, ghouls, werewolves, zombies, and Mayan death bats? They're all in the rulebook.

In this adventure, we're using something closer to the popular conception of vampires, but we're going back to Bram Stoker's novel for inspiration. There, for example, daylight didn't hurt Count Dracula; it merely stopped him from using some of his supernatural powers.

# THE HARKER INTRUSION

THIS SHORT *NIGHT'S BLACK AGENTS* DEMO GIVES a taste of how a larger mission plays out. It's also a lead-in to the epic *Dracula Dossier* campaign if you want to go down that dark, vampire-haunted labyrinth.

The player characters are the usual mix of burned spies, ex-criminals, and other shady types that populate the underworld.

- **Morgan**, ex-mercenary wet worker
- **Burroughs**, ex-MI5 wheel artist
- **Ali**, ex-Turkish asset handler
- **Green**, ex-MSF medic
- **Varoutte**, ex-DCRI black bagger
- **Henley**, ex-Scotland Yard bagman

The characters are built on 20 Investigative points. If you have fewer than five players ...

NUMBER OF PLAYERS	ADDITIONAL INVESTIGATIVE POINTS FOR EACH
4	+2
3	+4
2	+12

As it's a one-shot, each PC has reduced Cover and Network.

We kick off in the middle of the action — there's an American freelance journalist, **Olivia Liu**, who's on the run from the bad guys. They're going to get to her first. And she's in Marrakesh.

Summarize the following points to your players:

- You all know and trust each other — to one degree or another.
- You know there's a conspiracy out there in the underworld. You don't know how big it is, other than *big*. You don't know exactly how old or how well connected it is, and you don't know who's running it. You do know, though, that they're bad guys, and that some of the conspiracy's leaders aren't human.
- A few days ago, someone sent you a packet of information by encrypted email — enough to show that the source knows more about the conspiracy than you do, and is willing to work with you, if you prove that you've got the skills needed.
- There's a journalist named **Olivia Liu**. She's on the run in Marrakesh, in Morocco, and the bad guys are after her. You've got to get to her first.

(If the players — being paranoid spies — do a little digging, then **Traffic Analysis** works out that the email comes from London. **Cryptography** suggests that it's using civilian-grade encryption — pretty good, but not great. **Tradecraft**, **Criminology**, or **Vampirology** confirms that the little bits of intel in the package are genuine, but it's clearly chicken feed, just enough to prove the mysterious contact knows what he or she is talking about. There's no time to dig in further, though, without putting Olivia Liu's life in further jeopardy.)

## GUNS IN MOROCCO

If they're flying in, then they probably won't be able to bring any illegal items like firearms through customs (they could try a Difficulty 4 **Conceal** test to smuggle a handgun through, or spend a point of **Streetwise** to bribe a security guard), so, if they want weapons, they'll need to find a dealer in Morocco or improvise. If they come in another way (across from Spain in a speedboat, or by land from North Africa), then they can carry more gear. The Agents are experienced spies, so getting a basic pistol is trivial. Bigger, more exotic weapons require more effort.

## THE MARRAKESH EXTRACTION

**LEAD-OUTS:** The Gibraltar Triangulation,  
The London Connection,  
The Romania Exhumation

Marrakesh, Morocco. Narrow medieval alleyways, covered souks selling everything from Berber carpets and spices to computers and electronics, taxis and trucks careening at breakneck speeds through the crowds, the smells of sweat and hashish and meat from the street-food stalls. Entertainers in brightly colored robes performing for tourists. Faces peering down and laughing from high windows above the little streets. The echoing call of the muezzin, summoning the faithful to prayer.

Tell the players that they've traced Liu to the tourist area around Jemaa el-Fnaa, the great market square in the heart of the city. There are plenty of cheap hotels and hostels in the streets near there. The area is crowded with both locals and tourists, and there's a heavy police presence.

## WHAT'S GOING ON?

As the game begins, the bad guys are closing in on Olivia Liu. She's just left her hotel, and is going out to meet a contact of hers, a Turkish fixer named **Hasan Safet**, who's going to smuggle her out of Morocco. The bad guys have her under observation, and intend to capture her once she's off the streets. They intend to force her to reveal her source — the same mysterious person who just sent the Agents that data packet.

To save her, the Agents need to intercept her before the bad guys take her out.

The game starts in the late afternoon. It'll be sunset before long — and once the sun goes down, the Agents lose their best weapon against the Special Operatives (p. 26).

## FINDING OLIVIA LIU

Give any of the player characters with **Criminology** or **Urban Survival** the following information for free:

- The Moroccan police are notoriously tough on anyone who threatens the vital tourist trade. If the conspiracy is about to kidnap or eliminate Liu, they'll bring in someone from outside

Morocco, a hired assassin or one of their own operatives. They won't use a local hitter. So, look for someone out of place — they might be the assassin.

- That said, they're probably using locals to find and track her.

The Agents can easily track Olivia Liu's hotel — the Riad Rouge (a *riad* is a large house built around a courtyard; many of them have been converted into hotels). Let them suggest how they find the place. Possible options include:

- **Streetwise** or creating a 1-point **Network** contact to hit the streets.
- **Cop Talk:** She complained to the tourist police when some local youths were following her. The police took her details, including the address of her hotel.
- **Urban Survival / Tradecraft:** Reading the flow of the crowd. That guy over there is obviously watching the street; those two there are working together. They're keeping that riad under surveillance.

Alternatively, lurking at the Marrakesh airport with **Tradecraft** or **Notice** lets the Agents spot the Special Operatives (p. 26) when they arrive. They could also anticipate their arrival by hacking into airlines with **Digital Intrusion**, and using **Data Recovery** or **Traffic Analysis** to spot the passengers traveling from Bucharest via London, and whose tickets were purchased that morning. Once they're on the trail of the Operatives, the Agents can trail them as they hunt Liu down.

Once they find the Riad Rouge, anyone with **Urban Survival** spots two young Moroccans sitting on motorcycles across the street from the main entrance. They're clearly local hired goons, watching the front door. There's a third motorcycle next to theirs. Meet **Adil** and **Ibrahim**; the third member of the team, **Jalloun**, is inside breaking into Olivia Liu's hotel room.

Offer the players a bonus clue if they make a 1-point **Notice** spend. If one of them accepts, that Agent spots a third watcher in a cafe at the end of the street; this third man is white and untanned,

suggesting he only just arrived in Morocco, and he's wearing an earpiece. He's obviously running the show on the ground here. This guy is **Hartness**. He flew in from England earlier that day.

- The players could use **Filch** to steal Hartness' radio. It's Difficulty 6, reduced to 3 if they spend a point of a suitable Investigative ability like **Flirting**. Or, of course, they could just beat him up with **Hand-to-Hand** (Difficulty 4) and grab the radio, but that's going to attract both Heat from the Moroccan authorities and more bad guy goons. Hartness isn't combat trained, so the Agents can take him down easily.
- With the radio, the Agents can eavesdrop on the enemy with **Traffic Analysis**. Using **Interrogation** on Hartness gets the same information — Liu left the hotel a few minutes ago, and is heading toward the old Jewish quarter, the Mellah. They're going to eliminate her before she gets there.
  - Offer the PCs a choice — they can keep interrogating Hartness, or go after Liu. If they keep interrogating Hartness, he says that the Gibraltar station authorized the snatch operation — Liu is a journalist who's in contact with a secret source, and someone within MI6 wants that source. The Agents can follow this **core clue** to "The Gibraltar Triangulation" (p. 27). However, this delay raises the bad guy's Lead in the chase scene by 2 (p. 25).

## GETTING INTO THE HOTEL

Openly: If the Agents head through the front door, they can get Liu's room number from the clerk with a quick bribe (a 1-point **Negotiation** or **Streetwise** spend) or by distracting him and checking the registry. If they bribe him, he'll shut the door and prevent Adil and Ibrahim from following the PCs; otherwise, the two goons from outside follow the Agents in, leading to a fight scene in the corridor outside Liu's room.



Covertly: Alternatively, the Agents can use a 1-point **Architecture** or **Urban Survival** spend to get into Liu's room before Jalloun gets there; this lets them search the room *and* ambush Jalloun without anyone noticing.

## HOTEL ROOM FIGHT

Liu's hotel room is small, cool, and dark; cockroaches scuttle away into the shadows when any light gets in. If the Agents are the first people here, they can search it before Jalloun shows (plus possibly Adil and Ibrahim, if they saw the Agents enter). If they're not the first people here, then they need to take Jalloun down first. He's a street thug hired by the bad guys, and thinks he's a lot more badass than he actually is.

Adil and Ibrahim, if they show up, are better armed. Adil has a knife; Ibrahim's a black belt in Muay Thai kickboxing.

### GENERAL ABILITIES: Athletics 4,

Driving 3, Hand-to-Hand 4

(Ibrahim: Hand-to-Hand 8),

Health 6, Weapons 4

(Adil: Weapons 6)

### HIT THRESHOLD: 3

### ALERTNESS MODIFIER: +0

### STEALTH MODIFIER: -1

### DAMAGE MODIFIER: -2 (fist),

-1 (knife). Ibrahim can use called shots to try for extra damage.

Encourage the players to avoid killing. Killing means corpses; corpses draw more Heat. Instead, take advantage of the cramped conditions and improvised weapons to hand, like:

- grabbing the blanket off the bed and tangling someone up in it
- pulling the towel rail off the wall and using it as an improvised weapon (-1 damage)
- kicking someone off the balcony so they fall into the central courtyard
- throwing a handful of cockroaches into a foe's face
- using that sturdy suitcase as a bludgeon (-1 damage)

If they grab one of the trio, they can **Interrogate** him into talking. They're working for Mr. Hartness; Jalloun was hired in Gibraltar two days ago — not by Hartness, by some other Englishman — and recruited the other two when he came home to Marrakesh. This is a **core clue** pointing to "The Gibraltar Triangulation."

## SEARCHING THE ROOM

A quick search of the room reveals the following:

- A scribbled note with the address here in Marrakesh for someone called Hasan Safet. It looks like it was written hastily, as if someone dictated the address to Liu over the phone and she then left in a hurry. It's the only lead the PCs have for finding her.
- A 1-point **Streetwise** spend (or taking Safet as a **Network** contact) means the Agent recognizes the name. Safet's a fixer — not necessarily a criminal, but he can get you pretty much anything, legal or illegal, as long as you don't ask questions. He's a good guy, but he

knows some very bad people.

- Travel documents and other pocket litter, like receipts and ticket stubs from Romania.
- **(Core Clue)** Information about a new industrial mining project in the Carpathian Mountains, and photographs of what looks like a construction site. With **Research** or **Data Recovery**, the Agents can work out the location of this dig site in Romania, leading to "The Romanian Exhumation" (p. 29).
- More printouts of documents about vampire folklore, buried bodies, and Wallachian warlords. The format of these files looks familiar — they came from the same mysterious source that sent the PCs here to rescue Liu!

## THE CHASE

Right now, Olivia Liu is making her way through the streets of Morocco to Hasan Safet. All around her, unseen, the agents of the conspiracy close in. The technique is called a "floating box" — they've got a dozen pairs of eyes on her, ahead and behind, watchers trading off with one another so she never realizes she's under surveillance. They're waiting for the right moment to unleash the inhuman operatives who are actually going to capture her.

This works as a chase scene — the Agents are pursuing the bad guys. Unlike a regular chase, though, it's not a direct contest of speed. The bad guys are trying to sneak, using **Surveillance**. The Agents, well, how are they planning on catching up with Liu? Are they:

- playing cat-and-mouse with the bad guys, trying to counter or eliminate the watchers so Liu can escape? In this case, they're using **Surveillance**
- sprinting through the streets or parkouring over rooftops with **Athletics**?
- stealing a car or motorcycle and using **Driving**?

The bad guys have a collective Surveillance pool of 10 and an Athletics pool of 6.

The bad guys' Lead starts at 4 (or 6 if the PCs were delayed at the hotel). If the Lead reaches 10, then the bad guys are able to abduct Liu before the Agents find her. If the Lead reaches 0, then the Agents catch up with Liu before the bad guys' Special Operatives arrive.

In each round of the chase, the bad guys and *one* player character make ability tests against Difficulty 4. If one succeeds and the other fails, the Lead changes by 2. If both fail or both succeed, the Lead changes by 1 in favor of whoever rolled better. The Agents can spend suitable Investigative abilities to drop the Difficulty by 1 for one round.

If the Lead drops to 3, then the bad guys panic and switch to using Athletics, trying to physically block the PCs from reaching Liu. More disposable goons try tackling the Agents, or cutting them off, or attacking them in melee.

After five rounds, if the chase is still ongoing, then the Special Operatives arrive.

## ENDING THE CHASE

If the bad guys get to Lead 10, then Liu's doomed. The Agents race around a corner, and she's gone, never to be seen again. The conspiracy goons watching her melt away into the crowd. If the Agents never got the clues from Liu's hotel room, then her contact Hasan Safet can tell them that Liu was investigating a mining operation in Romania before she fled to Morocco — he doesn't know what was going on there, but it must have been something ... unholy. It's the only lead left to the PCs, and it goes to "The Romania Exhumation."

If the Agents get the Lead down to 0 before the Special Operatives show up, then they can grab Liu, **Reassure** her that they're on her side, and run. The Special Operatives pursue the Agents — the Agents' starting Lead in this case is 6, and they're clear when they get to 0.

## THE JACK

**GENERAL ABILITIES:** Athletics 12, Driving 5, Hand-to-Hand 14, Health 12, Shooting 12, Weapons 12

**HIT THRESHOLD:** 4

**ALERTNESS MODIFIER:** +2

**STEALTH MODIFIER:** +1

**DAMAGE MODIFIER:** -1 (fist, kick), +1 (tonfa or 9mm)

**ARMOR:** -1 vs. bullets

**OTHER POWERS:** Vampiric Speed (spend 2 Athletics or Health for an extra attack or +2 Hit Threshold for one round)

**BANES:** in indirect sunlight, he suffers a penalty to all attacks (raise opponent's Hit Threshold by +2). Direct sunlight removes the effects of the Seward Serum, dropping his Hand-to-Hand, Shooting, and Weapons by 4, canceling his Vampiric Speed, and reducing his Hand-to-Hand and Weapons damage by -1.

## THE SORCERESS

**GENERAL ABILITIES:** Aberrance 8, Athletics 6, Driving 4, Hand-to-Hand 6, Health 10, Weapons 6

**HIT THRESHOLD:** 4

**ALERTNESS MODIFIER:** +2

**STEALTH MODIFIER:** +2

**DAMAGE MODIFIER:** -2 (fist), -1 (knife)

**OTHER POWERS:** Control Weather (spend 2 Aberrance to summon up mist, cloud, storms, etc.), Mesmerism (spend 2 Aberrance and roll a die; on a roll of 4 or more, the target PC must make a Stability test using 2 + the die roll as the Difficulty to resist the sorceress' mental command), Summoning (spend 2 Aberrance to call up a horde of rats)

**BANES:** in indirect sunlight, she suffers a penalty to all attacks (raise opponent's Hit Threshold by +1, reduce Mesmerism difficulty by -1). She cannot use her powers at all in direct sunlight.

## THE SPECIAL OPERATIVES

There are two of them. Both of them are still technically human. One of them is a Jack — a British special forces soldier, strength and reflexes amped up on vampire blood. The other's a Romanian sorceress; she's gifted with supernatural powers of mesmerism and psychic influence. Both are dressed in casual street clothes, so they look like tourists. **Vampirology** notices the way they avoid direct sunlight when they can — they're photosensitive.

The plan was for the Jack to grab Liu, then for the sorceress to compel the journalist into revealing her source. Now that the Agents are interfering, the new plan is to eliminate the Agents, then grab Liu. They wait until the Agents reach the narrow, shadowy alleyways of the Mellah, then attack. The Jack intercepts the lead Agent and starts smashing the character into the walls; the sorceress waits for one of the Agents to draw a weapon, then tries to use her mind-control powers to force that character to turn the weapon on the other PCs. They'll retreat if reduced to 0 Health, or if the PCs take advantage of

their photosensitivity and bring the fight into open sunlight.

## DEBRIEFING LIU

Once the Agents are clear of their pursuers, they can question Olivia Liu. (They also get to refresh Athletics, Driving, Hand-to-Hand, Piloting, Shooting, Weapons, and any three other General abilities.) She reveals the following information:

- She's a journalist, investigating corporate corruption. She was contacted by a mysterious source, who sent her information about the Romanian mining industry, mixed in with lots of weird stuff about vampires. The intel was good, so when the source asked her to check out a particular mining company, she did so. She followed the company to a new exploratory dig in the Carpathian Mountains, and it turned out the mining operation was a cover for something else — she doesn't know what they were digging up.
- When they spotted her, the guards at the dig site tried to shoot her. She's

been on the run ever since. She's had terrible nightmares every night since then, too — dreams of a pale man with red eyes, haunting her.

- **Archaeology (Core Clue):** Looking at Liu's photos, it looks like they're excavating the remains of a medieval castle. Combine "medieval castle in Transylvania" with "vampires" ... it could be bad. Very bad. It appears they're still searching for something, so there's still time to stop them by going to Romania with, say, a few blocks of C4 explosive. Time for "The Romania Exhumation" (p. 29).

- **Data Recovery (Core Clue):**

Searching through the files sent by Liu's source, you're sure he or she is based in London. Tracking down the source means "The London Connection" (p. 28).

- She doesn't know who the bad guys pursuing her are. Hasan Safet told her that he'd seen a lot of activity in the British outpost of Gibraltar, though, so that might be worth checking out in "The Gibraltar Triangulation" (below).

## CONTACTING THE SOURCE

The Source's data packets include a way for Liu or the characters to contact the Source by encrypted email. Whoever the Source is, he or she doesn't check email promptly, so it can take hours or days to get a response. If the Agents try checking in after "The Marrakesh Extraction," the Source responds twenty-four hours later, asking them to check the Romanian site.

# THE GIBRALTAR TRIANGULATION

**LEAD-IN:** The Marrakesh Extraction

**LEAD-OUTS:** The London Connection, The Romania Exhumation

Some of the conspiracy agents encountered in Marrakesh came from Gibraltar, so it's worth checking out. The main purpose of this optional scene is to provide extra context and background for enthusiastic players, and to provide alternate clues pointing to the Romania and London scenes.

Gibraltar is one of the few remaining outposts of the British Empire, a rocky headland off the coast of Spain that's home to some thirty thousand people. For most of its history, Gibraltar was a strategic asset, home to a naval base that controlled access to the Mediterranean. While its value as a military stronghold has declined compared to its importance in tourism and finance, it's still home to a small naval squadron, an infantry regiment — and quite a lot of spies, as Gibraltar is a major hub in the UK's SIGINT (signals intelligence) network.

A 1-point **Tradecraft** (or 0-point if the Agent is ex-British Intelligence) or **Network** spend gets a rumor that there is a secretive MI6 operation running a satellite station on the Rock. The office

is in an old WWII-era tunnel bored into the side of the rock; data cables and pipes run along whitewashed stone walls, and the only light comes from dusty bulbs hanging from the ceiling. It's a maze of twisty tunnels locked off with rusting steel gates. Getting in there requires a Difficulty 4 **Infiltration** test.

Inside, it's clear that the office was recently shut down (**Military Science**: maybe they thought the Liu operation drew too much attention); nearly everything's been stripped out, boxed up, and put on a plane for England. The Agents might get a glimpse of one of the handlers from Marrakesh, like Hartness, driving off to the nearby Gibraltar airport. However, a thorough search of the place turns up a box of printouts that never found their way to the shredder.

- **Research:** Some of these files are old — whatever this operation is, it's been running for more than a century! You do find the project's name, though — it's called OPERATION EDOM.
- **Traffic Analysis:** There's a lot of traffic about "boxes," "assigns," "jacks," and "targets." At a guess, they're using — or working with — vampires as deniable assets.

- **Archaeology (Core Clue):**

They're digging up something in the Carpathian Mountains, using a mining operation as cover — at the site of a ruined fortress. That can't be good. This leads to "The Romania Exhumation."

- **Cryptography (Core Clue):**

They're on the trail of whoever sent you that data packet, trying to track the source down. It looks like they're getting close — you should warn your source. See "The London Connection."

**No Escape:** If the Jack from Marrakesh is still alive, then he shows up here. There's a *clang* as one of the heavy steel gates swings shut and locks, and then the lights go out — he can see in the dark. He stalks the Agents through the lightness tunnels with the intent of tearing them apart with his vampiric strength. This time, the only way to stop him is to kill him.

- The darkness raises the Hit Threshold for Hand-to-Hand or Weapons by +1, and Shooting by +2.
- Forcing a locked gate open requires a Difficulty 6 **Athletics** test.

## THE LONDON CONNECTION

**LEAD-INS:** The Marrakesh Extraction,  
The Gibraltar Triangulation,  
The Romania Exhumation

**LEAD-OUT:** The Romania Exhumation

Who is the mysterious Source in London? Call him Harker. It doesn't matter if he's actually a descendant (Legacy, in *NBA* jargon) of the original Jonathan and Mina Harker, or he's just using that famous name as a nom de guerre.

It doesn't matter because he's going to die very soon.

## MAKING CONTACT

The Agents can make contact with their Source using the encrypted email in the original packet (**Data Recovery**) or by tracing his IP using intel obtained from Gibraltar. Either way, the Source introduces himself to the Agents, and agrees to meet them in person. Harker claims to have obtained a dossier of vital information about Operation Edom, and believes that the Agents are better able to make use of it than he is. He tried to play spymaster, but after nearly getting Olivia Liu killed, his nerve has gone. **Bullshit Detector** confirms that this is a genuine offer — he's lost confidence in himself, and needs someone to take the burden of this mysterious dossier from him.

He knows he's being watched — he's kept on the move for the last week, and he's exhausted. He tells the characters to meet him at a church in Plaistow, East London — the Church of St. Joshua — to make the handoff. He doesn't give the Agents much time to get there, so they've got to make do with whatever gear they have with them (or use **Preparedness**).

- **Architecture:** It's a Victorian Gothic church, an unsightly mess of spires and gargoyles. Looks medieval, but is only around 150 years old.
- **Vampirology:** You'll cross several rivers on the way there, not just the Thames. Consecrated ground surrounded by water — Harker knows that vampires are after him.
- **Tradecraft** or **Shrink:** This is sloppy. This is messy. Harker's got a death

wish. Get what you can from him, then get away before he burns you.

## IT IS THE MAN HIMSELF

As the Agents approach the church, **Outdoor Survival** spots a large bat circling around the spire. The area around the church is relatively empty. There's a single car parked just outside, in the gravel car park by the graveyard; that must be Harker's. The door to the church is ajar, and light streams out of it across the stones. In contrast to the Mediterranean heat of Morocco and Gibraltar, there's a chill in the evening air that cuts to the bone.

If the Agents enter the church immediately, they find the corpse of a priest. His throat has been torn open, and his back broken across the altar. The door leading up to the bell tower is open.

If some or all of the Agents stay outside, they see Harker emerge onto a ledge at the top of the bell tower, clutching a briefcase. He looks pale, terrified, hunted. There's something behind him, a deeper darkness in the shadows. Red eyes gleam — and Harker takes a step forward, into empty air.

He falls. If the Agents parked outside the church, then he smashes into the hood and windscreen of their car, shattering the glass. Otherwise, he smashes into the jagged gravel. Either way, he's dead instantly.

Another man steps out onto the ledge. He's tall, with a black moustache and ruddy features. An ugly scar blazes red on his forehead — almost as red as his eyes, which glow with an unearthly light for an instant. Then he's gone, melting away into the sudden thick fog that descends as if from everywhere and nowhere. The church is suddenly shrouded in icy mists.

**Military Science** or **Vampirology:** Every instinct screams at you to run. Whatever that thing was, it's far beyond you right now. Grab the briefcase and run!

If there are Agents in the church, then Harker's briefcase got caught on a gargoyle as he fell. They've got to race up the bell tower, climb down to the gargoyle, grab the briefcase, and escape. If everyone's outside, then Harker keeps hold of the briefcase as he falls, and they can recover it

from his corpse. Either way, if the players don't take the hint — no, not hint, the incredibly blatant and clear signal to run, then they'll be trapped in the church when the Edom kill team shows up.

## THE KILL TEAM

Two black vans with tinted windows race to the church. Each van contains a four-man armed response squad from Edom, with orders to recover the Dossier and capture Harker and anyone else involved. If they cannot capture, they have orders to shoot to kill. Edom intends to disguise the operation as a raid against a jihadi terrorist cell, so the local police have been warned to stay out of the way.

This is a car chase, or possibly a car chase punctuated by a shootout. The Agents need to get a Lead of 7 to escape into London; however, Dracula's freezing fog increases the Agent's Difficulties — but not those of their pursuers — by +1. The Agents need to drive through a thick, almost Victorian fog at high speed while being chased by armed guards, and possibly with a dead man still spread-eagled across the front of their car.

A 1-point **Streetwise** or **Urban Survival** spend lets an Agent know about a suitable place to dump the car and escape (a lockup garage, an underground car park, a derelict industrial estate). Dracula won't pursue the Agents — he has his own agenda, and part of it involves distracting Edom with a hunt for the stolen Dossier.

Any Agents captured by Edom are dead meat — if they're lucky, they'll be rendered to an interrogation site that doesn't officially exist and never seen again. If they're unlucky, well, Edom needs to provide a lot of blood for its special assets...

## KILL TEAM

**GENERAL ABILITIES:** Athletics 8,

Driving 6, Hand-to-Hand 5,

Health 7, Shooting 7, Weapons 4

**HIT THRESHOLD:** 4

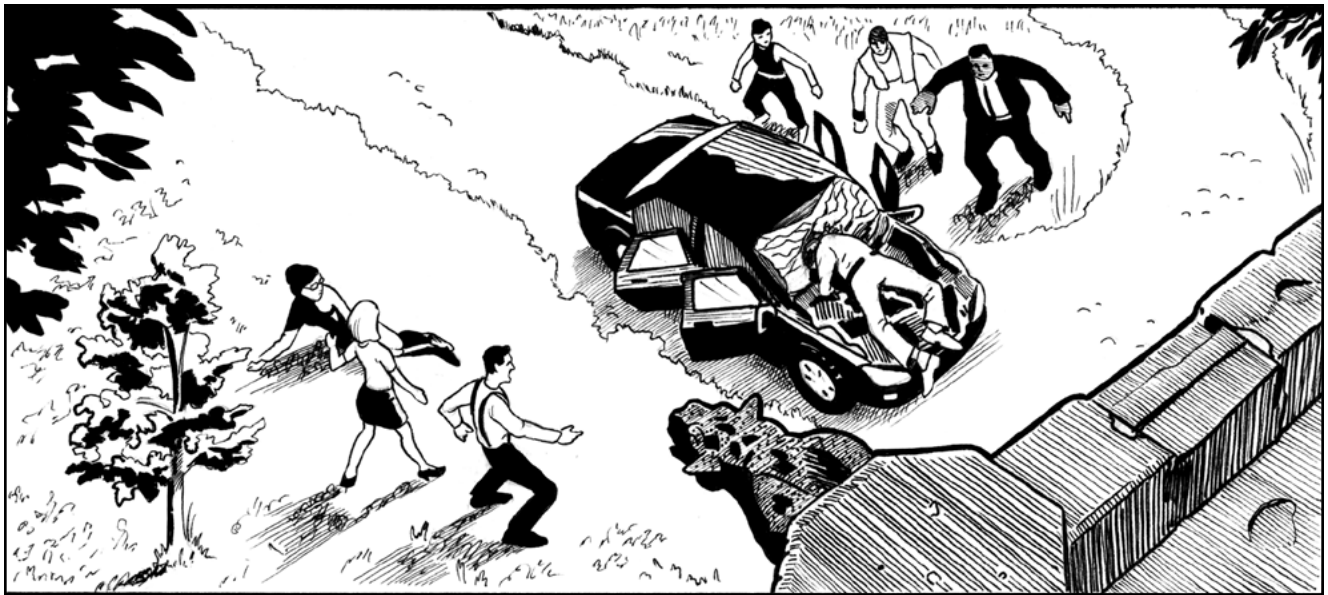
**ALERTNESS MODIFIER:** +1

**STEALTH MODIFIER:** +1

**DAMAGE MODIFIER:** -2 (fist),

-1 (combat knife), +0 (assault rifle)

**ARMOR:** -1 vs. bullets



### THE DRACULA DOSSIER

Once they're clear of their pursuers, the Agents can check out the Dossier. The briefcase contains a pile of disorganized papers and printouts, an old first-edition

copy of *Dracula* — the one with the purple title and lurid yellow binding — that's covered in scribbled annotations, and several passports, as well as bundles of cash in multiple currencies. Going through all

the documents will take time, but the Agents immediately spot (**core clue: Research**) which documents Harker was working on before he fled. It leads to Romania ...

## IV THE ROMANIA EXHUMATION

**LEAD-INS:** The Marrakesh Extraction,  
The Gibraltar Triangulation,  
The London Connection  
**LEAD-OUT:** The London Connection

The monastery at Salard was founded by Cistercian monks in the middle of the 11<sup>th</sup> century, and disbanded in the 13<sup>th</sup> by the local lord — with unseemly, even alarming, haste. The monastery was abandoned for some years until it was buried in a landslip triggered by an earthquake. Now, someone's digging it up.

The monastery site is up in the mountains, off the main roads. The Agents can get there by flying into Cluj-Napoca or Târgu Mures and then taking a car. As they have more time to prepare for this part of the mission, they can obtain illegal weapons or equipment more readily than they could in Morocco.

### GROUNDWORK

Before the Agents hit the dig site, investigation turns up some useful clues. If a player can justify it, a different ability might give the same information. For example, intercepting communications with **Traffic Analysis** or studying people with **Human Terrain** might glean the same insights as **Military Science**.

- **Archaeology:** This isn't any sort of competent archaeological excavation — they're digging right through the ruins, looking for something buried beneath. They're clearly in a hurry.
- **Vampirology:** The monastery was shut down suddenly, as if something evil had taken hold there. Might that something still be buried beneath the ruins?

- **Military Science:** It looks like mostly local muscle again — probably organized crime or hired mercs out of the Ukraine — but the guys in charge remind you of the Edom agents you ran into in Morocco.
- **Photography:** If the Agents didn't take out the sorceress in Morocco, then a telephoto lens catches a glimpse of her. It looks like she's directing the dig team with a dowsing rod or wand.
- A 1-point **Diagnosis** or **Notice** spend spots a cooler box of the sort used to transport blood products. Someone's got about twenty units of blood on standby — that's a lot of blood.

## THE EXCAVATION

The “mining operation” used explosive charges to cause a landslide, gouging a black wound in the hillside. Now, they’re using a combination of earthmoving equipment and men with shovels to dig down further. Large lumps of rock (**Architecture** or **Archaeology** identifies them as chunks of masonry, probably the remains of the old monastery) jut out like white bones from the mud. Plastic sheeting protects the current excavation from the elements. Off to one side are a few portable cabins and tents. A mud track leads up the hillside from the nearest road, but that track is always watched by armed guards.

At the dig, there are around a dozen armed guards, about the same number of laborers and engineers, three Edom officers (a translator, an archaeologist, and a diplomat) — and, if the Agents didn’t take her down in Morocco, the Romanian blood sorceress, who seems to be butting heads with the Edom officers. **Human Terrain** or **Vampirology** guesses their disagreement is over the nature of whatever they’re looking for; she seems to have an almost religious reverence for the process, while they act more like a bomb disposal team.

The Agents can sneak in with **Infiltration** (Difficulty 6, although Investigative spends can drop the Difficulty). Failing to infiltrate alerts the guards. Use the stats for the Kill Team on page 28 for the guards.

Capturing and using **Interrogation** (**core clue**) on one of the Edom officers reveals that Edom are on the trail of

whoever leaked the location of the dig site to Liu; if the Agents don’t warn their contact, he’s doomed. See “The London Connection,” p. 28.

## THE BLOOD IS THE LIFE

At a suitably dramatic moment while the team are observing the dig site or sneaking around, the excavation breaks into an underground chamber containing a metal coffin. This coffin contains a slumbering vampire. Edom’s mission here is to reawaken the vampire once they’ve taken proper precautions. The sorceress demands they open it immediately, but is argued down by the Edom archaeologist — they’ll wait until the following dawn before bringing down the blood from the storage container to revivify whatever’s in the coffin. This gives the Agents a brief window to take out the monster before it’s awoken.

Possible options:

- Stealing explosives and blowing up the coffin — **Filch** (Difficulty 4 once the PCs have infiltrated the camp) or **Preparedness** (Difficulty 6) to obtain the explosives, then **Explosive Devices** (Difficulty 6) to plant them.
- Poisoning the blood packs with holy water — **Preparedness** (Difficulty 6) or a **Vampirology** spend to have the water to hand, then **Conceal** (Difficulty 4) to spike the packs without leaving any traces.
- Breaking open the coffin, cutting off the monster’s head, and filling its mouth with garlic — **Mechanics**

(Difficulty 6) to cut the coffin open without being seen, then a **Stability** test (Difficulty 6) to withstand the ancient horror’s baleful gaze, and finally **Weapons** or **Medic** (Difficulty 4) to finish the monster off. If any of these tests fail, the PCs attract unwanted attention.

If, by some horrible mischance, the PCs aren’t able to stop Edom from awakening this vampire, then they’re in for a tough fight.

## THE NEWLY WOKEN VAMPIRE

**GENERAL ABILITIES:** Aberrance 10, Hand-to-Hand 10, Health 14, Weapons 8

**HIT THRESHOLD:** 6

**ALERTNESS MODIFIER:** +2

**STEALTH MODIFIER:** +2

**DAMAGE MODIFIER:** +0

(fist) or +1 (bite)

**ARMOR:** –1 (tough skin)

**FREE POWERS:** Drain, Infravision

**OTHER POWERS:** Spider Climb

(spend 1 Aberrance to cling to a sheer surface), Strength (spend 2 Aberrance for a +1 damage bonus, smash down barriers, throw foes), Vampiric Speed (spend 2 Aberrance to jump in or make an extra attack)

**DREADS:** It takes an Aberrance test, Difficulty 6, for the vampire to approach a foe brandishing a crucifix or garlic. Even if he succeeds, the vampire must then make a Health test (also at Difficulty 6) to do anything other than smash the object it dreads.

## INVESTIGATIVE ABILITIES

## ACADEMIC

Accounting	___	___
Archaeology	___	___
Architecture	___	___
Art History	___	___
Criminology	I	___
Diagnosis	___	___
History	___	___
Human Terrain	___	___
Languages	I	___
▪	▪	___
▪	▪	___
▪	▪	___
Law	I	___
Military Science	I	___
Occult Studies	I	___
Research	___	___
Vampirology	I	___
___	___	___
___	___	___

## INTERPERSONAL

Bullshit Detector	I	___
Bureaucracy	___	___
Cop Talk	I	___
Flattery	___	___
Flirting	___	___
High Society	___	___
Interrogation	I	___
Intimidation	2	___
Negotiation	I	___
Reassurance	___	___
Streetwise	I	___
Tradecraft	I	___
___	___	___
___	___	___

## TECHNICAL

Astronomy	___	___
Chemistry	___	___
Cryptography	___	___
Data Recovery	I	___
Electronic Surveillance	I	___
Forensic Pathology	___	___
Forgery	___	___
▪	▪	___
▪	▪	___
Notice	I	___
Outdoor Survival	I	___
Pharmacy	___	___
Photography	___	___
Traffic Analysis	I	___
Urban Survival	I	___
▪	▪	___
▪	▪	___
▪	▪	___
___	___	___
___	___	___

## MORGAN

**DESCRIPTION** You were an assassin, until they sent you up against a man who wouldn't die. Now, you hunt the monsters, redeeming yourself by destroying things that shouldn't exist.

**BACKGROUNDS:** Vet worker

**DRIVE:** Slayer

**PREVIOUS PATRON:** Best not to ask.

## SOURCES OF STABILITY

▪ **SYMBOL** Lucky silver bullet with your name on it

▪ **SOLACE** Girlfriend in Paris, Natalie

▪ **SAFETY** A villa you own in Morocco

## COVERS

▪	___	___
▪	___	___
▪	___	___
▪	___	___
▪	___	___

## NETWORK CONTACTS

▪	___	___
▪	___	___
▪	___	___
▪	___	___
▪	___	___

## WEAPONS/ARMOUR/GEAR

▪	___	___
▪	___	___
▪	___	___
▪	___	___
▪	___	___

## HIT THRESHOLD [ 4 ]

## SPECIALS

**SHOOTING MOS:** Automatically succeed on one Shooting test

**PARKOUR:** Refresh 3 Athletics points with a cool description of action

**OPEN SESAME:** Open basic locks for free

**TECHNOTHRILLER MONOLOGUE:** Refresh 3 Shooting points with a cool description of your weapons

## PORTRAIT

## GENERAL ABILITIES

Athletics	10	___
Conceal	___	___
Cover	5	___
Digital Intrusion	___	___
Diguipe	4	___
Driving	2	___
▪	▪	___
▪	▪	___
Explosive Devices	___	___
Filch	___	___
Gambling	2	___
Hand-to-Hand	4	___
Infiltration	8	___
Mechanics	4	___
Medic	4	___
Network	5	___
Piloting	___	___
▪	▪	___
▪	▪	___
Preparedness	___	___
Sense Trouble	4	___
Shooting	10	___
Shrink	___	___
Surveillance	4	___
Weapons	4	___
___	___	___
___	___	___

HEALTH	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>												
	0	1	2	3	4	5	6	7	8	9	10	11	12
STABILITY	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>												
	0	1	2	3	4	5	6	7	8	9	10	11	12

## INVESTIGATIVE ABILITIES

## ACADEMIC

Accounting	—	—
Archaeology	—	—
Architecture	—	—
Art History	—	—
Criminology	—	—
Diagnosis	1	—
History	—	—
Human Terrain	1	—
Languages	1	—
▪	▪	—
▪	▪	—
▪	▪	—
Law	—	—
Military Science	—	—
Occult Studies	1	—
Research	1	—
Vampirology	1	—
—	—	—
—	—	—

## INTERPERSONAL

Bullshit Detector	1	—
Bureaucracy	1	—
Cop Talk	—	—
Flattery	—	—
Flirting	1	—
High Society	—	—
Interrogation	1	—
Intimidation	—	—
Negotiation	—	—
Reassurance	1	—
Streetwise	—	—
Tradecraft	1	—
—	—	—
—	—	—

## TECHNICAL

Astronomy	—	—
Chemistry	2	—
Cryptography	—	—
Data Recovery	—	—
Electronic Surveillance	—	—
Forensic Pathology	1	—
Forgery	—	—
▪	▪	—
▪	▪	—
Notice	1	—
Outdoor Survival	1	—
Pharmacy	2	—
Photography	1	—
Traffic Analysis	—	—
Urban Survival	—	—
▪	▪	—
▪	▪	—
▪	▪	—
—	—	—
—	—	—

## GREEN

**DESCRIPTION** You volunteered as an aid worker in some of the most dangerous parts of the world. You uncovered evidence of an unseen force that seemed to feed on human misery, an international conspiracy that promoted atrocity and suffering. It has to be uncovered and destroyed.

**BACKGROUNDS:** Medic

**DRIVE:** Mystery

**PREVIOUS PATRON:** Médecins Sans Frontières (MSF)

**SOURCES OF STABILITY**

▪ **SYMBOL** A crucifix, given to you by a missionary

▪ **SOLACE** Your family, especially your young niece

▪ **SAFETY** Family holiday home in Spain

**COVERS**

▪	—	—
▪	—	—
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▪	—	—

**NETWORK CONTACTS**

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▪	—	—

**WEAPONS/ARMOUR/GEAR** MOD

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▪	—	—
▪	—	—
▪	—	—
▪	—	—

**HIT THRESHOLD [ 4 ]**

**SPECIALS**

**ATHLETICS MOS:** Automatically succeed on one Athletics test

**PARKOUR:** Refresh 3 Athletics points with a cool description of action

**QUINCEY MORRIS' BOWIE KNIFE:** Throw Weapons without penalty

## PORTRAIT

## GENERAL ABILITIES

Athletics	8	—
Conceal	4	—
Cover	5	—
Digital Intrusion	—	—
Diguipe	—	—
Driving	2	—
▪	▪	—
▪	▪	—
Explosive Devices	—	—
Filch	—	—
Gambling	—	—
Hand-to-Hand	4	—
Infiltration	4	—
Mechanics	—	—
Medic	8	—
Network	5	—
Piloting	—	—
▪	▪	—
▪	▪	—
Preparedness	6	—
Sense Trouble	2	—
Shooting	4	—
Shrink	8	—
Surveillance	4	—
Weapons	8	—
—	—	—
—	—	—

## HEALTH

					8	7	6	5	4	3	2	1
0	1	2	3	4	5	6	7	8	9	10	11	12

## STABILITY

					8	7	6	5	4	3	2	1
0	1	2	3	4	5	6	7	8	9	10	11	12

## INVESTIGATIVE ABILITIES

## ACADEMIC

Accounting	___	___
Archaeology	___	___
Architecture	___	___
Art History	___	___
Criminology	1	___
Diagnosis	___	___
History	___	___
Human Terrain	1	___
Languages	1	___
▪	▪	___
▪	▪	___
▪	▪	___
Law	1	___
Military Science	1	___
Occult Studies	___	___
Research	___	___
Vampirology	___	___
	___	___
	___	___

## INTERPERSONAL

Bullshit Detector	1	___
Bureaucracy	1	___
Cop Talk	2	___
Flattery	1	___
Flirting	___	___
High Society	1	___
Interrogation	___	___
Intimidation	___	___
Negotiation	___	___
Reassurance	1	___
Streetwise	2	___
Tradecraft	1	___
	___	___
	___	___

## TECHNICAL

Astronomy	___	___
Chemistry	___	___
Cryptography	___	___
Data Recovery	___	___
Electronic Surveillance	1	___
Forensic Pathology	___	___
Forgery	___	___
▪	▪	___
▪	▪	___
Notice	1	___
Outdoor Survival	1	___
Pharmacy	___	___
Photography	___	___
Traffic Analysis	1	___
Urban Survival	1	___
▪	▪	___
▪	▪	___
▪	▪	___
	___	___
	___	___

## BURROUGHS

**DESCRIPTION** You specialized in pulling MI6 friendlies and assets out of danger. A year ago, a man bled to death in the back of your car, and whispered that there were vampires pulling the world's strings. You've gone rogue to find out the truth.

**BACKGROUNDS:** Wheel Artist

**DRIVE:** Patriotism

**PREVIOUS PATRON:** MI6

**SOURCES OF STABILITY**

- **SYMBOL** SIS ID card
- **SOLACE** A congresswoman in Washington you can trust
- **SAFETY** Childhood home

**COVERS**

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**NETWORK CONTACTS**

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**WEAPONS/ARMOUR/GEAR**

MOD

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**HIT THRESHOLD [ 3 ]**

**SPECIALS**

**DRIVING MOS:** Automatically succeed at one driving test

**GRAND THEFT AUTO:** Spend 1 Driving to automatically steal any standard vehicle

**GRAND THEFT AERO:** Spend 1 Piloting to automatically steal any standard boat or plane

**SWISS ARMY PREP:** Use Mechanics as Preparedness for home-made gadgets

**GEAR DEVIL:** Refresh 3 Piloting or Driving with a cool description

**COMBAT INTUITION:** You use your Sense Trouble rating, not pool, for initiative

PORTRAIT

## GENERAL ABILITIES

Athletics	4	___
Conceal	___	___
Cover	5	___
Digital Intrusion	___	___
Digui	___	___
Driving	10	___
▪	▪	___
▪	▪	___
Explosive Devices	2	___
Filch	___	___
Gambling	___	___
Hand-to-Hand	2	___
Infiltration	2	___
Mechanics	8	___
Medic	4	___
Network	5	___
Piloting	8	___
▪	▪	___
▪	▪	___
Preparedness	4	___
Sense Trouble	8	___
Shooting	4	___
Shrink	___	___
Surveillance	4	___
Weapons	4	___
	___	___
	___	___

HEALTH

STABILITY

						8	7	6	5	4	3	2	1
0	1	2	3	4	5	6	7	8	9	10	11	12	
						8	7	6	5	4	3	2	1
0	1	2	3	4	5	6	7	8	9	10	11	12	

## INVESTIGATIVE ABILITIES

## ACADEMIC

Accounting	1	
Archaeology		
Architecture		
Art History		
Criminology		
Diagnosis		
History	1	
Human Terrain	1	
Languages	1	
▪	▪	
▪	▪	
▪	▪	
Law		
Military Science	1	
Occult Studies		
Research	1	
Vampirology	1	

## INTERPERSONAL

Bullshit Detector	2	
Bureaucracy	1	
Cop Talk	1	
Flattery	1	
Flirting	1	
High Society	1	
Interrogation		
Intimidation	1	
Negotiation	1	
Reassurance	1	
Streetwise		
Tradecraft	1	

## TECHNICAL

Astronomy		
Chemistry		
Cryptography	1	
Data Recovery		
Electronic Surveillance		
Forensic Pathology		
Forgery		
▪	▪	
▪	▪	
Notice		
Outdoor Survival		
Pharmacy		
Photography		
Traffic Analysis	1	
Urban Survival		
▪	▪	
▪	▪	
▪	▪	

## ALI

**DESCRIPTION** You worked for the Turkish national intelligence agency, running spies into Russia and the former Soviet bloc. Four of your operatives got killed in a single night, and you realized you'd gotten too close to something big. You were forced out of the agency — you want back in, but you need proof of the existence of a vampiric conspiracy to make them believe you.

**BACKGROUNDS:** Asset Handler

**DRIVE:** Restoration

**PREVIOUS PATRON:** Milli İstihbarat Teskilatı (MIT)

## SOURCES OF STABILITY

- **SYMBOL** Your laptop
- **SOLACE** Brother, still an agent with MIT
- **SAFETY** A hotel room in London, rented under a false name

## COVERS

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## NETWORK CONTACTS

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## WEAPONS/ARMOUR/GEAR

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## HIT THRESHOLD [ 3 ]

## SPECIALS

**SURVEILLANCE MOS:** Automatically succeed at a Surveillance test.

## PORTRAIT

## GENERAL ABILITIES

Athletics	4	
Conceal		
Cover	8	
Digital Intrusion	8	
Diguipe	2	
Driving		
▪	▪	
▪	▪	
Explosive Devices		
Filch	5	
Gambling	4	
Hand-to-Hand	6	
Infiltration	4	
Mechanics		
Medic		
Network	10	
Piloting		
▪	▪	
▪	▪	
Preparedness	2	
Sense Trouble	5	
Shooting	6	
Shrink	8	
Surveillance	8	
Weapons		

## HEALTH

## STABILITY

										4	3	2	1
0	1	2	3	4	5	6	7	8	9	10	11	12	
										4	3	2	1
0	1	2	3	4	5	6	7	8	9	10	11	12	

## INVESTIGATIVE ABILITIES

## ACADEMIC

Accounting	___	___
Archaeology	___	___
Architecture	I	___
Art History	I	___
Criminology	I	___
Diagnosis	___	___
History	___	___
Human Terrain	I	___
Languages	___	___
▪	▪	___
▪	▪	___
▪	▪	___
Law	I	___
Military Science	___	___
Occult Studies	___	___
Research	I	___
Vampirology	I	___
	___	___
	___	___

## INTERPERSONAL

Bullshit Detector	I	___
Bureaucracy	___	___
Cop Talk	___	___
Flattery	___	___
Flirting	___	___
High Society	___	___
Interrogation	I	___
Intimidation	I	___
Negotiation	I	___
Reassurance	___	___
Streetwise	I	___
Tradecraft	I	___
	___	___
	___	___

## TECHNICAL

Astronomy	___	___
Chemistry	___	___
Cryptography	___	___
Data Recovery	I	___
Electronic Surveillance	I	___
Forensic Pathology	___	___
Forgery	I	___
▪	▪	___
▪	▪	___
Notice	I	___
Outdoor Survival	___	___
Pharmacy	___	___
Photography	I	___
Traffic Analysis	I	___
Urban Survival	I	___
▪	▪	___
▪	▪	___
▪	▪	___
	___	___
	___	___

## VAROUSTE

**DESCRIPTION** DCRI had a warrant to bug a Romanian company, and you led a team of four into their offices at night to wire the place. There was a monster there — it killed the rest of your team and left you for dead. Next morning, the offices were empty, burned, leaving no proof except the scar where it bit you and the corpses of your men.

**BACKGROUNDS:** Black Bagger

**DRIVE:** Revenge

**PREVIOUS PATRON:** Direction Centrale du Renseignement Intérieur (DCRI)

## SOURCES OF STABILITY

- **SYMBOL** Scar on your left hand, from the monster's teeth
- **SOLACE** The widow of one of your fellow agents
- **SAFETY** Your former home in Paris

## COVERS

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## NETWORK CONTACTS

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## WEAPONS/ARMOUR/GEAR

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## HIT THRESHOLD [ 4 ]

## SPECIALS

**INFILTRATION MOS:** Automatically succeed on an Infiltration test

**PARKOUR:** Refresh 3 Athletics points with a cool description of action

**OPEN SESAME:** Open basic locks for free

**NO SLIPUPS:** Spend Filch on a 2-for-1 basis after rolling the die

## PORTRAIT

## GENERAL ABILITIES

Athletics	8	___
Conceal	4	___
Cover	5	___
Digital Intrusion	4	___
Digui	2	___
Driving	___	___
▪	▪	___
▪	▪	___
Explosive Devices	2	___
Filch	8	___
Gambling	___	___
Hand-to-Hand	6	___
Infiltration	8	___
Mechanics	2	___
Medic	___	___
Network	5	___
Piloting	___	___
▪	▪	___
▪	▪	___
Preparedness	4	___
Sense Trouble	2	___
Shooting	6	___
Shrink	___	___
Surveillance	4	___
Weapons	2	___
	___	___
	___	___

## HEALTH

HEALTH					8	7	6	5	4	3	2	1
	0	1	2	3	4	5	6	7	8	9	10	11

## STABILITY

STABILITY						8	7	6	5	4	3	2	1
	0	1	2	3	4	5	6	7	8	9	10	11	12

## INVESTIGATIVE ABILITIES

## ACADEMIC

Accounting	2	
Archaeology		
Architecture		
Art History		
Criminology		
Diagnosis		
History		
Human Terrain		
Languages	1	
▪	▪	
▪	▪	
▪	▪	
Law	1	
Military Science		
Occult Studies		
Research	1	
Vampirology		

## INTERPERSONAL

Bullshit Detector	1	
Bureaucracy	1	
Cop Talk	1	
Flattery		
Flirting	1	
High Society		
Interrogation	1	
Intimidation	1	
Negotiation	1	
Reassurance		
Streetwise	1	
Tradecraft	1	

## TECHNICAL

Astronomy		
Chemistry		
Cryptography	1	
Data Recovery	1	
Electronic Surveillance	1	
Forensic Pathology		
Forgery	1	
▪	▪	
▪	▪	
Notice	1	
Outdoor Survival		
Pharmacy		
Photography		
Traffic Analysis		
Urban Survival	1	
▪	▪	
▪	▪	
▪	▪	

## HENLEY

**DESCRIPTION** You're a gamekeeper turned poacher turned ... well, the metaphor breaks down. You worked for Scotland Yard, investigating financial crime and money laundering, until you went to the private sector. You knew K&B were dodgy, but you had gambling debts and you were tired of losing. It was only when you were on the inside that you realized how dodgy K&B were — they were a front for something terrible, something with minions everywhere.

You blew up their offices in Canary Wharf and vanished into the criminal underworld, determined to bring them to justice.

**BACKGROUNDS:** Bagman

**DRIVE:** Atonement

**PREVIOUS PATRON:** K&B Financial Services

**SOURCES OF STABILITY**

- **SYMBOL** Your gun
- **SOLACE** The barman in the King's Arms
- **SAFETY** Scotland Yard

**COVERS**

**NETWORK CONTACTS**

**WEAPONS/ARMOUR/GEAR**

MOD

**HIT THRESHOLD [ 4 ]**

**SPECIALS**

**EXPLOSIVE DEVICES MOS:** Automatically succeed on one Explosive Devices test

**PARKOUR:** Refresh 3 Athletics points with a cool description of action

**PERFECT HOLDOUT:** Flawlessly hide one small object around your body

## PORTRAIT

## GENERAL ABILITIES

Athletics	8	
Conceal	8	
Cover	5	
Digital Intrusion	8	
Diguipe	2	
Driving	2	
▪	▪	
▪	▪	
Explosive Devices	2	
Filch		
Gambling	2	
Hand-to-Hand	4	
Infiltration	2	
Mechanics		
Medic		
Network	6	
Piloting		
▪	▪	
▪	▪	
Preparedness	4	
Sense Trouble	6	
Shooting	6	
Shrink		
Surveillance	5	
Weapons	2	

## HEALTH

HEALTH													
	0	1	2	3	4	5	6	7	8	9	10	11	12

## STABILITY

TABILITY						8	7	6	5	4	3	2	1
	0	1	2	3	4	5	6	7	8	9	10	11	12



# THE WORLD WON'T SAVE ITSELF.

Prophecies fail. Demons invade, living dungeons rip towards the surface, and the Empire's protectors falter. The great icons who shape the world arm for war.

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**FINE OPAL**

# EYES OF THE STONE THIEF 13<sup>TH</sup> AGE

CAN YOU KILL THE  
DUNGEON  
BEFORE IT KILLS  
YOU?

In 13th Age, living dungeons slither up through the underworld and invade the surface lands. The Stone Thief is the most ancient and cunning of its kind; a vast monster that preys on the cities and structures you love, swallows them, and remakes them into more deathtrap-filled levels inside itself. Now, it's hunting you.

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- Aid or thwart the schemes of the Icons as they battle for control of the dungeon
- Slay, loot and survive deep in the bowels of the earth
- Destroy this age-old threat forever

GMs gain access to:

- A monstrous campaign covering the entire Champion tier (4th to 8th level)
- Thirteen levels of peril from the dungeon's opening Maw to the orc hordes of the Deep Keep, the terrors of the Pit of Undigested Ages, and the nightmare city beyond the Onyx Catacombs
- New monsters, new treasures, new traps, and new factions for your 13th Age campaign

THE STONE THIEF  
RISES. ENTER IT,  
FIND ITS SECRETS,  
AND DEFEAT IT—OR  
DIE TRYING.

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**\$44.95**

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*The Cold War is over.  
Bush's War is winding  
down.*

*You were a shadowy  
soldier in those fights,  
trained to move through  
the secret world:  
deniable and deadly.*

*Then you got out, or  
you got shut out, or you  
got burned out. You didn't come  
in from the cold. Instead, you  
found your own entrances into  
Europe's clandestine networks of  
power and crime. You did a few  
ops, and you asked even fewer  
questions. Who gave you that job  
in Prague? Who paid for your  
silence in that Swiss account?  
You told yourself it  
didn't matter.*

*It turned out  
to matter a lot.  
Because it  
turned out  
you were  
working for  
vampires.*

*Vampires  
exist. What  
can they  
do? Who  
do they  
own? Where  
is safe?  
You don't  
know those  
answers yet. So  
you'd better start  
asking questions. You  
have to trace the bloodsuckers'  
operations, penetrate their  
networks, follow their trail, and  
target their weak points. Because  
if you don't hunt them, they will  
hunt you. And they will kill you.*

*Or worse.*

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# NIGHT'S BLACK AGENTS

Night's Black Agents brings the **GUMSHOE** engine to the spy thriller genre, combining the propulsive paranoia of movies like *Ronin* and *The Bourne Identity* with supernatural horror straight out of *Bram Stoker*. Investigation is crucial, but it never slows down the action, which explodes with expanded options for bone-crunching combat, high-tech tradecraft, and adrenaline-fueled chases.

This volume includes:

- Four distinct styles of play - Burn, Dust, Mirror, and Stakes, lets you set the level of betrayal, grit, and action in your games.
- Four different Vampire types - Supernatural, Damned, Alien, and Mutant.
- New rules for Cherries, car chases, and stats for spy tech and weaponry.
- A highly detailed background on settings, from a black-program prison in Lithuania to the crumbling rooftops of Prague's Old Town.

Updating classic Gothic terrors for the postmodern age, Night's Black Agents presents thoroughly modular monstrosity: GMs can build their own vampires, mashup their own minions, kitbash their own conspiracies to suit their personal sense of style and story.

*Rack silver bullets in your Glock, twist a UV bulb into your Maglite, keep watching the mirrors... and pray you've got your vampire stories straight.*



NIGHT'S BLACK AGENTS

# THE DRACULA DOSSIER

## TWO BOOKS. ONE MISSION.

Dracula is not a novel. It's the censored version of Bram Stoker's after-action report of the failed British Intelligence attempt to recruit a vampire in 1894.

Kenneth Hite has restored the deleted sections, inserting annotations and clues left by three generations of MI6 analysts. This is *Dracula Unredacted*.

Follow those clues to *The Director's Handbook*, containing hundreds of encounters: shady NPCs, dangerous locations, conspiratorial nodes, and mysterious objects. Together they comprise *The Dracula Dossier*—an epic improvised, collaborative campaign for *Night's Black Agents*, our award-winning vampire spy thriller RPG.

The mission: Hunt and kill Dracula now, once and for all, before Britain falls to him forever.

*"For spending an evening of suspense and glimpses from the grave, today the instrument of choice is Kenneth Hite's The Dracula Dossier."*

—Dracula scholar  
Hans C. de Roos

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## AT LAND'S EDGE

*13<sup>th</sup> Age* is a d20 game of battle, treasure, group storytelling and heroic adventure. This introduction to the game includes pre-generated characters and a full adventure for the GM and 3-6 players.

You set off with a fair wind behind you and the blessings of the Icons lighting your way. You hoped for an easy voyage.

That was before the unnatural storm shipwrecked you.

That was before a gigantic living dungeon rose out of the ocean and vomited a swarm of monsters.

That was before everything went wrong.

Now you've got to—quite literally—salvage the situation. Reunite your crew, repair the ship, plumb the mysteries of this strange island, and escape before the living dungeon returns. You're right on the precipice of doom here, in *At Land's Edge*.

*At Land's Edge* is a stand-alone adventure but also acts as a prequel to *The Eyes of the Stone Thief*, our monstrous living dungeon campaign.



PEL13AN01



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# NIGHT'S BLACK AGENTS

## THE HARKER INTRUSION

Once, you were a spy. From Moscow to Melbourne, London to Lagos, you worked behind the scenes. Black operations. Deniable missions. Surgical strikes. Now, you know there's a secret behind all the secrets. You know who's really pulling the strings.

Vampires. The actual, no-kidding blood-sucking undead.

When you found out, they destroyed you. Wiped out your old networks, blackened your name, left you broken and burned.

But you're still alive. You've found allies, others like you. And you're going to kill the dead.

In *The Harker Intrusion*, a mysterious tip-off sends you to Morocco. There's a journalist there. She knows too much, and won't see the dawn unless you save her. With six pregenerated player characters and a quick-start version of the award-winning *Nights Black Agents*' GUMSHOE rules, this adventure has everything you need to go hunting vampires...

