

13TH BOOK OF LOOT AGE PREVIEW



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Pelgrane Press

13TH AGE

BOOK OF LOOT

A 13TH AGE SUPPLEMENT

BY GARETH RYDER-HANRAHAN

Pelgrane



Press

13TH AGE IS A FANTASY ROLEPLAYING GAME BY
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FIRE OPAL

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DIABOLIST

Perilous and bittersweet are the gifts of the Diabolist. Many of the items associated with her were forged in the fires below, and are obviously marked with the taint of their infernal origins. If one can overlook one's equipment smelling of brimstone, the occasional anguished scream from a backpack, and complicity in the demons' eternal war to unmake the world and plunge all who live into eternal torment, such items can be perfectly effective.

The Diabolist's own creations are more subtle. Items associated with her rival, the Crusader, *force* the user to submit to the cause of the Dark Gods. The Diabolist instead offers tempting choices. She does not compel or demand – she *invites*. If you are to be damned, it will be by your will and not hers. She merely offers the power you desire and spells out its costs – it is your choice to take that bargain, at once to triumph and to be forever in her thrall.

ARMOR, ROBE, SHIRT, TUNIC

CHAMPION

Ether-Combusting Armor: This armor looks like oddly reddish steel, but to the eyes of a creature that exists half in this world and half in the realms between – demons, phase spiders and the like – you look like you're wearing a blazing pillar of fire that sets the very fabric of reality ablaze wherever you go. Whenever a nearby foe *teleports*, you automatically blast them for 2d8 fire damage (epic: 4d8). Quirk: Terrified of being teleported.

You never said there was a dress code.

- Dracerys, Dark Elf knight; said as he entered the sanctum of the High Elves in the Queen's Wood

ARROW, CROSSBOW BOLT, SLINGSTONE

Bitter: A target struck by one of these barbed missiles takes a -2 penalty to all saves until the end of their next turn.

BELT, SWORDBELT, KILT, GIRDLE

Girdle of Deceit: When wearing this girdle, people keep mistaking you for somebody else. Usually, it's the person they were expecting to see who most resembles you – if you're a young woman, and you're sneaking around the duke's mansion in the dead of night when a servant discovers you, this belt might ensure he mistakes you for a maidservant or the duke's daughter. If you're a hulking half-orc barbarian in the same

situation, the servant might mistake you for a bad dream. Any interaction beyond the perfunctory breaks the illusion – if you give the other person any reason to question their misconception (like, say, the duke's daughter asking the way to the treasury), then they'll see through the belt's magic. Quirk: Intensely curious.

GAMEMASTER

GMs! You get to decide on who the wearer of the girdle gets mistaken for. If you're feeling especially cruel, let one of the other players decide. If your players are anything like mine, they'll jump straight to the most humiliating or hilarious suggestion.

BOOK, SCROLL, TOME, GRIMOIRE

Pillow Book of Unspoken Dreams: This slim book, bound in delicate cloth, looks like the sort of novel or collection of moral stories that might be read by a young noble of Axis or Glitterhaegen. The book always tells the story of an exiled prince (or princess) named Regret, and the tale always begins with young Regret awakening on the shore of the Midland Sea after a shipwreck. The story then relates how Regret obtained his or her heart's desires – and these desires are always the secret, unspoken desires of the reader. In effect, the book records and reflects the unspoken dreams of the reader, describing exactly what they truly want (even things they are unwilling or unable to admit to themselves). So, in one version of the story, Regret might seek out fortune; in another fame; in another, Regret might discover he really, really wants to murder his brothers and claim his mother's throne; in yet another, Regret might want to ensure that no-one ever, ever finds out she's a secret spy for the Lich King.

The only person who is immune to the book's effects (other than exceedingly strong-willed entities, or those who have somehow conquered, eliminated or already achieved all they desire) is the book's owner. When the owner reads the book, they can read the innermost desires of the last person to read it.

So, you want to persuade the local duke to help you? Get him to read this book, then get it back and read it. Assuming none of the duke's servants took a peek, you'll find the tale of Regret echoes the duke's desires.

Quirk: Become convinced that you are, in fact, Regret, and be consumed with the desires currently described in the book.

Scroll of Commission: This lengthy legal document comes with an ornate scrollcase, topped with a little ivory imp. Once per adventure, when another player rolls a 5 or 6 on an Icon Relationship Roll, you can offer to treat that result as if the



player had a 1-point Positive relationship with the Diabolist. In effect, the Diabolist steps in to do that player character a favor, and expects something in return. The other player must agree to this trade; if they do, then fill out the legal form on the scroll, bring the imp to life, and let it flit off into the infernal realms.

You get a commission on any successful deals – next time you roll your Diabolist relationship dice, you may reroll any one of them. Quirk: Speaks in complex legal jargon.

GAMEMASTER

Caution!

The *Scroll of Unspoken Deeds* (and its counterpart, the *Scroll of Glorious Deeds* on page 27) can play havoc with your campaign in the hands of a cunning player. Only give these items out if you want to make trouble.

Scroll of Unspoken Deeds: Although this scroll is initially blank when discovered, it nonetheless feels stained and sordid, and slightly moist to the touch. Write a description of an event on the scroll, and everyone involved in that event in any way becomes unwilling to speak about it or react to it. They are consumed by feelings of shame, as if whatever happened was vile, unwholesome, unworthy and also their fault.

For example, if you wrote ‘*we stole the treasure hoard of Galdhirix the Dragon*’ on the scroll, then Galdhirix would be consumed with embarrassment at having his treasure hoard stolen. The dragon might still try to recover the hoard, but would never dare mention it to another dragon, or even a minion. Your fellow party members would also be afflicted, although how they deal with their feelings of guilt is up to them.

If you wrote ‘*I was caught spying on the Elf Queen’s Ambassador in Newport*’, then the Ambassador would leap to the conclusion that reporting your misdeed would implicate him in someone treasonous or illicit, and that the best thing to do is never mention the incident to anyone ever again.

As bearer of the scroll, you’re immune to shame. We just mean magical shame, but if you’re the sort of person who appreciates items like this, then you’ve probably got normal shame covered yourself.

You may scrape the scroll clean and inscribe a new event on it, but that lifts the enchantment from the previous shameful incident.

You may inscribe an event that you weren’t involved in, but you need to be able to describe it in detail and note down everyone who was there.

Quirk: Delights in needling people and reminding them of things they’d prefer to leave unspoken.

I sometimes think that all the events of my life are written on one of those scrolls.

- Erach, crazed preacher of the Crusader

BOOTS, SHOES, SANDALS, SLIPPERS

CHAMPION

Slippers of Absence (recharge 16+): You become *invisible* until the end of battle, or until you attack. However, you must specify one nearby foe who is unaffected by the slippers’ magic (and there has to be a nearby foe for the slippers to work). If that foe dies when you’re still invisible, specify someone else. The chosen person doesn’t have to be someone in line of sight, just someone nearby.

Out of battle, the slippers work for about five minutes, but the GM gets to pick who can see you and who can’t.

Quirk: Speaks in a whisper.

EPIC

Boots of the Demon Prince (standard action - recharge 11+): Activate these blood-red boots, and you open a one-way portal to the infernal realms at your feet. You become stuck until the end of your next turn. At the end of your next turn, assuming you’re still conscious, you and anyone engaged with you sinks into the portal and arrives... well, maybe in the nearest hellhole, or in the Abyss, or somewhere even worse.

The boots return you – just you – to the same spot in the mortal realm after a few minutes. If you activate the boots in a fight, you’re definitely not coming back until after the battle’s done. Anyone you bring with you has to find their own way out of this hellish place. Quirk: Your footsteps have a strange echo, as if some fiend doth close behind you tread. If the boots take over, the fiend possesses you.

CLOAK, MANTLE, CAPE

Cape of Flight (recharge 16+): When you activate this cape, you may *fly* until you attack or are hit by an attack. Most versions of this cape grant flight by transforming into a diaphanous greatcloak that catches unseen updrafts and lifts you up like a leaf on the wind; others just conceal the bat wings you grew when you first put on the cloak. Quirk: Drawn to bright lights and exposed flames, like a moth.

Cloak of Misdirection (recharge 16+): When engaged by two or more enemies, if one of them strikes you with a melee attack, you may activate the cloak to have that melee attack *also* strike another engaged foe. The same attack roll is applied to this new extra target, so it is possible that an attack that hit you still misses the second target. You may not use any powers or abilities that avoid attacks or negate damage in conjunction with the cloak – you have to feel the pain before you can share it. Quirk: Gets into fights a little too readily.

GLOVE, GAUNTLET, MITT

Glove of Glimpsed Sorrow (recharge 11+): Should anyone else touch your gloved hand, they receive a momentary psychic flash of some terrible tragedy, usually inspired by whatever is currently uppermost in their minds, or whatever they fear most deeply. The victim is aware that this is just a passing vision, and does not mistake it for reality unless they are already prone to such misapprehensions. In addition, when you attack one or more enemies, you may activate the gloves to deal an extra +1d10 psychic damage to one target of the attack (champion: +2d10; epic: +5d10). Quirk: You know that a terrible tragedy, worse than anything you or anyone else could ever imagine, will instantly befall the world if you ever remove these gloves.

HELMET, CIRCLET, CROWN, CAP

Circlet of Swift Thought (recharge 16+): Increase your Initiative by 4. Quirk: The slightest delay infuriates you.

Diadem of Whispering: Your words are magically audible by any one creature you can see, as if you were standing next to them whispering into their ear. Their replies are not magically enhanced, so they can only answer if you could normally hear their words. You may change target freely, but can only whisper to one person per round. Quirk: Gossips like a fishwife on the Shadowport docks.

EPIC

Crown of Hell: When any demon first sees your horned crown, you must make a free attack using your Charisma + Level vs. the Demon's MD; if you hit, the demon takes a -2 penalty to its attacks on you and will attack other available targets in preference to you if it can. On a critical hit, the demon may even retreat or seek a peaceful solution rather than attack such a royal personage as yourself. If you encounter a bunch of demons at once, just make one attack roll against the highest MD in the group. If you succeed, all the demons respect you. Quirk: This crown is clearly your inheritance by right of blood. Why, is it not obvious that you are descended from the line of the arch-demons, and that the throne of the infernal realms is yours for the taking? Furthermore, is it not patently clear that *anyone* who dares deny your royal claim is a *traitor* and must be *annihilated!?!*

GAMEMASTER

The Diabolist does not wear the *crown of hell*. Whether she desires it and seeks it, or possesses it but dares not claim it, or possesses it and refuses it for some unknown reason, the *crown* is still vital to her schemes. One prophecy – the last prophecy of the Oracle, who perished in the plague at the end of the 12th Age – says that the triumph of the Diabolist cannot come about until there is a new queen of Hell.

PENCKLACE, PENCKLACE

Pendant of Burning Blood (recharge 11+): Your blood is black, thick as treacle and hot as boiling oil. As a free action when you take untyped ongoing damage (so, just plain "X ongoing damage", as opposed to ongoing psychic damage or ongoing fire damage or whatever), you may inflict an amount of fire damage equal to that ongoing damage on all foes engaged with you. Quirk: Passionate in the extreme.

RING

Ring of Honeyed Words: This signet ring bears the symbol of the Diabolist, and is just large enough to be noticed from across a room. While wearing it, you get a +6 bonus to skill tests to convince someone to aid you in some fashion. Your target is magically compelled to look favorably on your case and think of you as eloquent, interesting and more than a little sexy. However, it has the opposite effect on every *other* witness to the conversation, including the other PCs – they believe that you're deceitful, manipulative and crass, no matter what you say or do. Oh well, it's not like they can cause any problems later on.

You could try getting around the ring's restriction by insisting on a private conference. That won't make anyone suspicious or paranoid in the slightest. Quirk: Incapable of speaking without prevaricating.

Ring of the Parting Gesture (quick action – recharge 6+): When one side in a battle flees, specify a target on the opposing side to yours. When you *next* encounter that foe, you automatically inflict 1d8 (champion: 2d8; epic: 4d10) psychic damage on that enemy at the start of combat. Quirk: Sore loser.

SHIELD

Toothsome: When you successfully intercept an enemy, your shield inflicts your normal miss damage on them. Some warriors who carry shields of this type also bring along leather or wooden covers to conceal their shield's unusual appearance outside of battle. Veteran bearers also carry toothpicks. Quirk: Takes bites or pieces out of things that you were supposed to just pass on.

STAFF

Staff of Gifts (recharge 11+, but see below): Once per battle, you and any other spellcasters present may draw on the power of the staff before attacking with a spell. Drawing on the power of the staff adds the staff's bonus to the attack and damage of the spell – so, if you've got a champion-tier staff, someone else could draw on it to add +2 to their attack and damage. Everyone capable of drawing on the staff knows what it can do – and what the consequences are, because anyone who does draw on the staff owes the Diabolist a favor as if they'd rolled a 5 on an Icon relationship roll.

Multiple spellcasters can draw on the staff in a battle, but each spellcaster can only benefit from the staff once.

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If you draw on your own staff, the bonus stacks with the basic bonus from the staff – so you'd get +2 from holding the staff, and another +2 on top of that when you draw on it.

If anyone draws on the staff in a battle, the staff is depleted after the battle and must recharge, but it can be drawn on by any number of people in one battle.

You can sense when someone draws on the staff, and may usually act as the Diabolist's agent when it comes to collecting that favor. Failure to repay a favor angers and empowers the Diabolist and her infernal allies.

Quirk: A little too generous.

There's no worse omen than a stranger with a staff of gifts. The Diabolist's agents go to battles and sieges, to disasters and cataclysms, and they offer their twisted form of help to the desperate, like carrion crows of the soul.

- Sir Tanteer, paladin of the light

SYMBOL, HOLY RELIC, SACRED SICKLE

Peerless Piety: You have a fraudulent aura of religious piety and devotion to the Gods of Light. Everyone you know instinctively assumes that you are an unusually devout and moral individual – perhaps even a little *too* devout. This illusion is not foolproof – if confronted with undeniable evidence of any failings or

misdeeds on your part, those who believed in you will lose faith – but it does mean that you'll get the benefit of the doubt in most situations. Quirk: Wracked with guilt whenever you do anything of questionable morality.

WAND

Wand of Seizures (recharge 16+): When you hit an enemy with a spell that targets a single foe, that enemy is also stuck until the end of their next turn. (Champion: You can affect up to three targets) Quirk: Prone to evil mastermind monologues.

WEAPON

Secrets Revealed: The first time you inflict a critical hit on a particular foe, you may pose a question to that foe, who immediately and involuntarily gives a brief answer. The answer is always true, at least as far as the foe knows, although strong-willed individuals can give vague or misleading answers. (“Did you kill the king?” “It was my blade that struck him!”) Quirk: Curious.

Wondrous Item Gem of Discord (recharge 16+): Fling this scintillating gem at a nearby enemy, and suddenly all nearby enemies can't count each other as allies. This screws up any powers that affect all nearby allies, and also disrupts group abilities. The effect lasts for a number of rounds equal to the number of relationship dice you have with the Diabolist. Quirk: Sows chaos and meddles mischievously in the affairs of others.

ADVENTURE HOOKS

Diabolic Godmother—The adventurers are invited to attend the naming ceremony of a noblewoman's first child. A servant of the Diabolist shows up unexpectedly, determined to give the child the Diabolist's blessing on her naming day. The adventurers could swear to defend the child and take that blessing in the form of infernal magic items. They'd owe the Diabolist a favor *and* they'd be honor-bound to watch over the child, but it would keep the Diabolist at bay. And what's so special about this baby, anyway?

Lief on the Wind—A young boy named Lief steals a *cape of flight* from one of the adventurers and accidentally launches himself into the sky. The boy can't control the cape properly, and he's now soaring up into the Overworld. How do the adventurers find him and bring him back down?

The Joust—An agent of the Prince of Shadows contacts the adventurers and warns them about the upcoming joust at Concord. Apparently, one of the knights in the tournament wields a *sword of secrets revealed* and intends to force other nobles to give away embarrassing information by striking them in the grand melee. Who is this treacherous knight? What secret is worth all that preparation and effort? And why is the Prince so eager to see the scheme fail?



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