



Signs & Portents

45

Roleplayer

Down The Hatch

Alcohol in RuneQuest

The Scarlet Citadel

Explore one of the least pleasant places in Hyboria

Right-Handed Sorcery

An all-new magic using class for Lone Wolf villains

Plus... a new magic system for RuneQuest, interesting books for DGL, jetpacks in WARS, and close looks at many of our newest, shiniest releases...

S&P Roleplayer 45

June 2007

MGP 5545R

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Things which have entertained me in the month of May, in no particular order:

1. Polearms

In a stunning proof that no matter how weird Glorantha gets, the real world is weirder, I have this very day discovered that there really existed a polearm called the Bohemian Ear Spoon. Share this fact, and watch Ear Spoon wielders propagate throughout the roleplaying hobby as a whole. For those who are interested:

Weapon	Skill	Damage	Dice	STR/DEX	ENC	AP/HP	Cost
Bohemian Ear Spoon ¹	Polearm	1D8		7/8	2	3/8	100 SP

¹This weapon will impale an opponent on a critical hit.

2. PDF Hyperlinks

You will note that throughout this month's issue of S&P, your cursor will periodically convert to a pointy finger. This is because we have finally arrived in the 21st century¹ and have hyperlinked pretty much everything you could want hyperlinked. I may have missed a few but, by and large, click on something and it will take you to a related page.

3. Hawkmoon

I'd never encountered Hawkmoon before reading this game. I'm sold! It's got magic, superscience, swords against sorcery, evil Britons and it's purple. Yay purple.

4. Conan

All the text is in, and now I get to put together a big, meaty, thew-flexing, panther-imitating MAN of a book. I will say this: you'll be able to tell 2nd Ed stuff from 1st Ed stuff on your bookshelf at a glance. (You'll be pleased to know that my more garish colour schemes were vetoed by... well, everyone in the office, really. I mean, what's wrong with green-and-mustard?)

¹ If I knew how to embed sound files, you'd be hearing the TARDIS noise right about now...

Chris

Editor:

Chris Longhurst

Managing Editor:

Ian Barstow

Editorial Director:

Matthew Sprange

Production Director:

Alexander Fennell

Mongoose Studio Staff:

Ian Belcher, Richard Ford, Adrian Walters, Nick Robinson, Ted Chang, Kelly George, Ed Russell, Allan Cottrell, Barry Cleminson, Liam Corcoran

Cover Art:

Martin Hanford

Artists:

Rick Hershey, Jim Brady, Kieran Yanner, Drew Baker, Chad Sergesketter, Octographics, Alberto Del Lago, Andrea Longhi, Giuseppe Camuncoi, Tony Parker, Juan Manuel Espinosa, Ryan Horvath, Black Sheep Studios

Contributors:

Matt Thomason, Ron Toland, Nick Robinson, Ian Barstow, Carl Walmsley, Greg Lynch, Patrick Kapera, Scott Gearin, Marco Conti, Richard Ford



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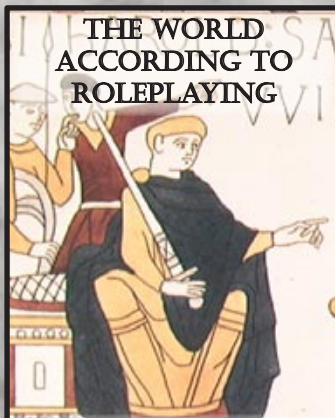
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EYE ON MONGOOSE



Hawkmoon RPG

The dark empire of Granbretan has conquered much of the world with its twisted science and vast armies, directed by the animal-masked nobles who mark their bestial natures on their faces as well as in their hearts. The small Duchy of the Kamarg, ruled by the noble Count Brass has managed to endure the endless sieges and plots unleashed by Granbretan against that rogue state. The warrior called Hawkmoon was once an assassin sent to kill Count Brass, his hand forced by the fiendish black jewel that sent its foul tendrils burrowing into his brain.

But then he discovered his destiny as the Eternal Champion and held the Runestaff, and magic and hope returned to the world!

Starting the Eternal Champion RPG line, Hawkmoon takes players to our distant future, to a realm where science battles sorcery!

Based on the RuneQuest rules system, Hawkmoon is a complete and self-contained rulebook.

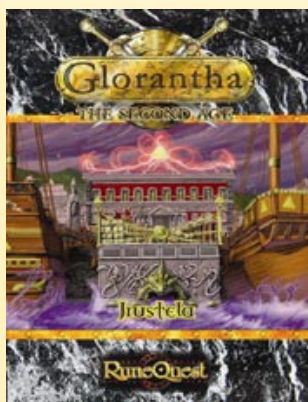
Hawkmoon: Granbretan

The Dark Empire of Granbretan reaches out to conquer the world! Within his life-sustaining Throne Globe, the immortal King-Emperor Huon raises a withered hand and a million beast-masked warriors charge across the Silver Bridge. They desire to conquer the world, to enslave all humanity so that the mad Granbretanians can indulge in their twisted lusts or depraved hatreds. No army in Europe can stand against the flame-lances and foul sorceries of the Dark Empire. No force in all the world can staunch the wounds they inflict – save for the eldritch influence of the Runestaff!

War is coming. Where will you make your stand against the Dark Empire?

This 128-page book details all the Byzantine depravities of glorious Granbretan. From its decadent nobility to its twisted history and infamous populace, Granbretan is the essential handbook to adventuring in this dark land. Rounding out this Hawkmoon supplement is a brand new adventure, designed to plunge adventurers head-first into the nightmare – Hunters of Granbretan!





Glorantha: Jrustela

The birthplace of the Middle Sea Empire, Jrustela is home to immense cities, powerful trading guilds, fearsome sorcerers and the birthplace of the dominant religion in the west. Although it is a location feared by its enemies the island itself is a place of peace and prosperity where the dreaded God Learners can safely practise their twisted magic.

Politics, trade, religion and magic are the cornerstones of the Middle Sea Empire and all of these are examined within Jrustela. The island continent represents a fantastic setting where even experienced RuneQuest players can meet new and unique challenges.

The history and geography of the island are described in detail within Jrustela, explaining how this previously isolated realm has become the linchpin of one of the mightiest empires to ever arise upon the world of Glorantha.

The teachings of the God Learner wizards, and how they manage to turn myths and even gods to their will, are explained, as is their relationship with the all-powerful church.

Welcome to the home of those who dismiss even the power of the gods. Welcome to Jrustela!



Paranoia: Flashbacks II

Wizards? Lizardmen? A dungeon? In PARANOIA? Sure. Not only can your players get blown up, back-stabbed, betrayed, hosed, incinerated, crushed and repeatedly executed, but in this mission they can also get turned into a collie, devoured by a dragon, munched by a tiger, chopped in half by a gargoyle, soul-sucked by a spectre, drowned, then ripped apart by killer penguins.

PARANOIA has lots of action and mayhem, lots of bizarre and implausible oddities, lots of unconventional problems requiring unconventional solutions, ample opportunities for improvisation and humor, and a freewheeling and irresponsible attitude toward rules. We Famous Game Designers trace the game's humble beginnings back to stupid, cheerful dungeon crawls where we gathered loot and vortal swords as we tumbled into pit traps, swapped riddles with sphinxes and hewed the heads from many an orc. It is with a deep nostalgia and heart-felt pride that we return to plunder the rich resources of our primitive origins and transform them into a dream PARANOIA mission.

Evil wizards. Loathsome servitors. Torchlit subterranean corridors. Fireballs. Wandering Monster Tables. And Our Heroes, caught between The Computer and the Forces of the Unknown.



Babylon 5: The Lurker's Guide to pak'ma'ra

One of the most infamous races of the Babylon 5 universe, the pak'ma'ra are known as widespread lurkers, carrion eaters; foul-smelling yet ever-present throughout the galaxy. They are despised by many races due to their eating habits and hygiene, but there is more to the pak'ma'ra than poor grooming skills and a dubious aroma...

The Lurker's Guide to pak'ma'ra includes:

- * A detailed look at the strange physiology and social structures of the pak'ma'ra.
- * Rules and regulations concerning the pak'ma'ra government and military organisations.
- * A narrative and subjective history of the pak'ma'ra.
- * Information on the Melat System and its mysterious Great Library; including rules for visiting pak'ma'ra dominated communities.
- * A host of new equipment designed, created and utilised by the pak'ma'ra.
- * New pak'ma'ra feats and skill uses, and two new Prestige Classes – the esteemed Librarian and the elusive Skulker!

CONAN[®]

THE ROLEPLAYING GAME

SECOND EDITION

PREVAIL OVER SORCERY

What fiendish abilities do scholars and dabblers gain in Conan's second edition? New rules for poisons so they can draw out their enemies' deaths for days, new rules for sacrifices so they can make the most use of that drawn-out death, and of course new spells to broaden their options for nefarious advancement:

MASTER, AID ME!

This spell can only be cast if the sorcerer has already entered into a 'Demonic Pact'. When this spell is cast, the sorcerer's demonic master appears instantly to defend his ally. The demon appears anywhere within 10 feet of the sorcerer and acts immediately. The demon may choose to block the attack that provoked the casting of this defensive blast - if the demon chooses this option, then the demon must make a 'Reflex save' throw against a 'DC equal to the attacker's attack roll. If the 'Reflex save is successful, then the demon takes the damage from the attack instead of the sorcerer.

The demon remains for one round per 'Power Point expended, or until slain or banished.

The sorcerer automatically gains one Corruption Point when this spell is cast.

If summoning demons is not your style, try becoming one with the land around you, calling down thunderbolts, making skulls cackle and champ their jaws, or producing a key from nowhere at just the right moment. All are options for the capable sorcerer in *Conan, The Roleplaying Game: Second Edition*.

Like Epimetrus the sage, *Conan, The Roleplaying Game* has gained great power without becoming corrupted in the process. The second edition is better presented, with a whole host of new tricks that it didn't have before, but the same cunning mind still lurks within its covers. Still dark. Still mystical. Still fully OGL compatible.

AUGUST 2007

ARE YOU READY?

Nephandum



Ancient cosmic terror looms over your campaign in this lavishly illustrated d20 book, fully compatible with any d20 setting. Five dark entities rule over five different aspects of fear: Disease, Madness, Blood, Darkness and Savagery. They lurk in Nephandum, and now they are about to take over your campaign! The GM can freely choose the preferred degree of influence and the style of play. Be prepared to face your worst fears and start a thrilling journey that will lead you into the darkest reaches of this dynamic campaign setting.

Nephandum is a subtle and devious threat. The Lords of Terror living in Nephandum have developed a conquest strategy that uses many hidden and well pondered moves. In order to strike down Nephandum's servants and push their fearsome assault back, each clue gathered on the battlefield is important: ancient tomes will have to be examined and the warnings of long-lost prophets heeded to find a solution. It is the only way to be prepared for the greatest battle ever fought.

As the grip of terror grows tighter, Nephandum unleashes all its corruptive power. Its evil influence subverts all known natural and magical laws, enthraling hordes of creatures, and unleashing a devastating war upon the world. Violence, madness and bloodshed are everywhere, laying the ground for even more tragic scenarios. Apocalypse looms dark over your world.



Nephandum

Coming June 2007. Things will never be the same!

HOW TO WRESTLE THREE TIGERS (AND LOSE)

A TALE OF GAME DESIGN, HAPPY ACCIDENTS, AND WOE. BY SCOTT GEARIN AND PATRICK KAPERA.

The long wait is finally over and it's time for agents everywhere to come in from the cold. Thanks to Mongoose Publishing, *Spycraft* rockets back into stores this summer with not one but two new print releases from your friends at Crafty Games! The game's official relaunch has been a long time coming and it hasn't been without its fair share of wailing and gnashing of teeth. The Crafty Games founders are well familiar with the history. That's their blood on the pages of your rulebook...

STARVING CUBS AND TINY MORSELS

Fittingly enough, *Spycraft* was originally conceived at lunch. In retrospect, it makes a certain morbid sense that a game whose development would leave behind so much carnage should come about as two portly game designers devoured an afternoon meal. Patrick Kapera and Kevin Wilson were on one of their twice-annual road trips across the United States to deliver Alderac Entertainment Group's convention goodies to Origins and GenCon, and knew there was an opening for a new game at the company in a few months. They'd been debating ideas for days before it came to them that no one had made a serious play for the espionage RPG audience in years; almost twenty, in fact. Thus began the long, harrowing odyssey of making that seemingly simple idea a reality.

The savage gauntlet that is *Spycraft* game design was established early on. Constant

deadlines and heated debates highlighted the production from the first pitch to the final proof, but the end result was stronger for it. Lean, mean, and primed to take advantage of an enormous (and greatly appreciated) deluge of high profile spy entertainment, the original 2002 edition was a critical and sales success, one of the biggest selling RPGs Alderac ever released. It spawned over twenty supplements and seven books for the cult favorite setting, *Shadowforce Archer*.

Kevin Wilson left AEG before *Spycraft's* release, but Patrick remained with the company for another four years, shepherding the game all the way through the last of its original run. His fellow Crafty Games founders joined the freelance team early on. Scott Gearin came on board during the final stages of the first edition's development and Alex Flagg was hired to assist with the game's initial supplements. Again, the unforgiving process brought the scrappiest, most talented designers

to the fore, albeit with a few new scars for each published credit. Scott and Alex quickly proved that they had the teeth and claws necessary to fend for their material, and they stayed with the line until its end in 2005. Their work was so impressive that they were invited on as co-designers for the second edition, which is where the real bloodletting commenced.

Spycraft 2.0 was a ground-up re-envisioning of the d20 first edition. The goal was to make one truly universal OGL system that could run anything, from adventures in the Wild West to modern espionage to far future space opera. The system had to be more comprehensive and more capable. It couldn't afford the luxury of default genre trappings. It had to allow the players and the Game Control to tinker out of the box, adapting the rules to fit nearly any time period, adventure idea, and gaming style. It had to take the very best of the first edition and elevate the rest to match. It was no small task and in the end, the whole process took a scant eight months.





Alex later described the process as 'one piece of meat tossed into a cage with three hungry tigers.' At any time, the meat in question might be the book, but just as often it was one of the three writers, the other two feasting as someone's text blew up in his face. In the end, no one writer wins, but the game does, and so do the fans. That's the beauty and the tragedy of Crafty game design. It started with the first edition, crystallized with the second, and now runs the machine *Spycraft* runs on. It's the reason that even after five years the game remains synonymous with quality, game balance, and genuine RPG entertainment.

DEFENDING THE PRIDE

Spycraft 2.0 was all about raising the bar. Not only one of the largest RPG books ever released, it was also one of the most innovative, featuring a robust system with myriad exciting features.

- **Origins:** Players create character backgrounds simply by choosing two Origin options: 'one from column A and one from column B.' The core Rulebook alone offers nearly 3,000 unique Origins combinations! In seconds a player can become an Adaptable Soldier of Fortune, a Privileged Celebrity, a Determined Clergyman, a Witty

Operative, or even a Gonzo Journalist! With benefits carefully matched to concept, characters always see a solid starting point, no matter what their choice.

- **Dramatic Conflicts:** *Spycraft's* critically acclaimed chase system is now streamlined for even faster-paced play and spreads the love to a variety of challenges that often bog down play. Brainwashing, seduction, manhunts, hacking, and even undercover infiltrations can optionally be run as strategic mini-games, allowing the GC to resolve them quickly when needed and letting one character make a difference without bogging the group down for an entire session.
- **Unlimited NPC Variety:** A fast, flexible set of tables eliminates the guesswork when presenting a proper challenge and a suitable reward. With *Spycraft's* unique 'lens' tools, any NPC can face off against any team of characters at any level with only a couple simple table references.
- **More Powerful Skills:** By folding many typical uses into every skill, every character becomes more broadly competent, reinforcing the *Spycraft* credo: every man an army, every team to war.

Best of all, *Spycraft 2.0* is a completely stand-alone game with everything you need in one volume, including its own XP chart and all the rules for acquiring feats and spending skill points.

For all these reasons and many more, the *Spycraft* writers always felt a strong connection with the game, and when AEG chose to focus on Collectible Card Games, Pat, Alex, and Scott decided they couldn't let the fourth member of their peculiar, functionally adversarial fight club go quietly into the night. They licensed the property and formed Crafty Games to produce new work using the engine. Welcome to the present. Hopefully you've enjoyed the journey so far, but it's far from over.

Spycraft's creators now have total control over the game, allowing them to explore new territory the fans have been clamoring for and run it all through the same fierce paces that every previous product has seen to date. By all accounts, their hard work has paid off. With



a growing library of best-selling electronic resources, the line is expanding all the time. The modern rules see releases like *Bag Full of Guns*, which offer new weapons collections for those moments when the tricky talky parts of missions break down. Variant rules sets like *Back to Basics* adjust the flavor and flow of the game to a particular end, in this case adapting the 'generic' Modern SRD. Upcoming products include *Practice Makes Perfect*, a guide to combo-licious cinematic melee, and *The Big Score*, which offers variant gear systems for players who prefer their treasures in hordes and their rewards in hauls (because sometimes it's good to just kill things and take their stuff).

Years of questions about adapting the *Spycraft* engine for use with other d20 games has prompted a series of official 'Fantasy Craft' releases, each focusing on a common staple at RPG tables. Like all Crafty releases, these are plug-and-play, easily slotted into any *Spycraft* game with minimal effort. The *Spellbound* series, for example, adapts fantasy SRD magic, retaining its spirit while dividing its spells into eight new schools, each governing three facets of the universe: Calling (Healing, Summons, and Zeal), Channeling (Energy, Force, and Weather), Conjunction (Compass, Creation, and Transmutation), Enchantment (Charms, Transformation, and Wildlife), Mystery (Artifice, Divination, and Words of Power), Necromancy (Curses, Terror, and Unlife), Trickery (Illusion, Metamorphosis, and Secrets), and Warding (Glory, Refuge, and Seals). *Spellbound* can effortlessly cover all of the magic ever needed in a fantasy game, or they could power a modern day setting in which warlocks operate below (or above) public view. All the material is there to make any potential application a reality.

Likewise, each entry in the *Origin of the Species* line offers a themed group of races that can be dropped into any *Spycraft* game, as PC or NPC options, regardless of

setting or genre. The first product, *Light of Olympus*, focuses on creatures of Greek myth: centaurs, gorgons, tritons, and more. *Classic Fantasy Races* will do the same for certain strains of well-known and much-loved dungeon-delvers, and find a home in a major new release to be announced soon. Here's a preview. (You didn't think we'd tease you all the way through this article without a preview, did you? Bad reader. No biscuit.)

Elf (near-human): You're an elf, one of the elder races still gracing the world. While similar to Man in stature, you have a slim, graceful form, fine features, and a generous lifespan within which to experience all the world's wonders. Your species is perhaps not as widespread as Man, but nonetheless your kin reside in nearly every clime. Thus you have access to a wide number of exclusive "Level 1 Only" feats that identify your particular subset of elven blood. Without one of these feats, you're automatically a 'high elf.'

Type: Medium biped fey. You ignore all penalties from aging beyond the adult category, remaining vigorous until death. Further, each time you may choose 1 additional feat, you may instead gain 1 feat from the Terrain tree. Natural animals will not attack or flee from you unless they're diseased, poisoned, trained to do so, or attacked by you or one of your teammates. Finally, you gain the standard bonus feat from your Specialty *only* if it is Archer, Fencer, Honor Guard, Lore Keeper, Tradesman, or Warden.

- +4 Wisdom, -4 Constitution
- Your base Speed is 40 ft.
- Your wardrobe and Appearance modifiers are each determined as if your Lifestyle were 2 higher (maximum 10).
- You gain the *augmented (8x telescopic sight)* NPC quality: You ignore range penalties from the second and fourth range increments while you're aiming. Further,

your vision increment is multiplied by 8 while you're braced. Finally, you may not benefit from telescopic sights with a Power Rating of less than 8.

- You gain the *improved hearing* NPC quality: Your base hearing range is equal to your Wisdom score × 10 ft. Further, unless *deafened*, you gain a +4 bonus with Notice/Awareness and Search/Perception checks made to determine surprise (see the 2.0 Rulebook, page 323).
- You gain the *light sleeper* NPC quality: You're neither *blinded* nor *helpless* while *sleeping*.
- Favored Classes: If you possess a higher level in any base class than your highest level in either the Scout or Snoop classes, your starting action dice decrease by 2.

FIRE IN THE EYES, GRISTLE IN THE TEETH

Spycraft's triumphant return kicks off with the simultaneous release of two print products. First up is the Second Printing of the award-winning *Spycraft 2.0 Rulebook*, your only destination for modern RPG excitement. Incorporating revisions and errata to date and sporting an overhauled gear chapter to ensure the smoothest possible missions, this one's a perfect addition to every gaming table.

If that's not enough, the fever-addled minds at the home office have also cooked up a shiny new setting that's packed to the gills with all the gritty intrigue you can handle. The long awaited *World on Fire* thrusts your agents into a nightmare scenario where the 'war on terror' has become a cure worse than the disease. Everyone's a suspect and assumed innocence is a fleeting memory. Worse, the international web of honor and lies has worn painfully thin and your agents have been branded criminals in a trial by public opinion, leaving them to finish the fight on the wrong side of the law.

Everything that's required to dive into this or any other cloak and dagger world is on offer, including the last

word in espionage, a gamer's practical tradecraft primer that includes all the essentials for playing a proper spy. It's all here – everything from dirty deals to secret strategies to running a proper covert op in a world of escalating technology (not to mention paranoia). New rules and character options are provided to empower any character to make good on his player's threats, be they covert or... not. The Ninja and Saboteur expert classes turn any character into a master manipulator, while the Spin Doctor and Provocateur dominate in the social arena. For the direct approach, the Martial Artist base class is everything the ultimate one man army can hope for, while the Fixer shares the heartbeat of every city he visits.

World on Fire also launches a new kind of setting made possible through the miracle of electronic publishing. Characters can swear allegiance to half a dozen Factions, each with its own secrets and surprises. Though these groups are introduced in the print release and enough information is provided there to work them into any game, they really shine in a series of PDFs unveiling their greatest private strengths and most closely guarded lies, not to mention a raft of exclusive mechanics for characters belonging to each. This format allows GCs and players to avoid information they'll never use, and has the added benefit of placing all the most sensitive details about each Faction in one discreet place.

Spycraft 2.0: Second Printing and *World on Fire* are brought to you courtesy of Mongoose Publishing, through their Flaming Cobra imprint, and these products are just the beginning. Crafty Games has a raft of print and PDF releases on the way, taking your favorite modern

RPG in many new and thrilling directions. It's not just about spies anymore, either. Upcoming products will take your characters into the hard-boiled, ultra-violent streets of Empire City in *Ten Thousand Bullets*. They'll hurtle you beyond the *Farthest Star* in an explosive new sci-fi epic, introduce you to humanity's next upgrade in the near future *Shatterpunk*, and plunge you into the darkest heart of horror in *The Crucible*. More than just settings, every Crafty Games print release is the ultimate tool kit for transforming your *Spycraft* games to run an entirely new genre. Each is supported with a wide range of PDF expansions, furthering the setting and the corresponding rules set, and you can expect more material for the 'core' and other variants on the game as well.

It's a good time to be a *Spycraft* fan, and a better time to become a Crafty fan. Feel like diving into the fray? Here's the red pill. Enjoy your trip down the rabbit hole. Be careful, though. We hear there's wolves down there...



Play Spycraft 2.0 and this could be you...

ELRIC AND HAWKMOON

How are the new Eternal Champion games different from standard *RuneQuest*?
Richard Ford and Lawrence Whitaker explain.

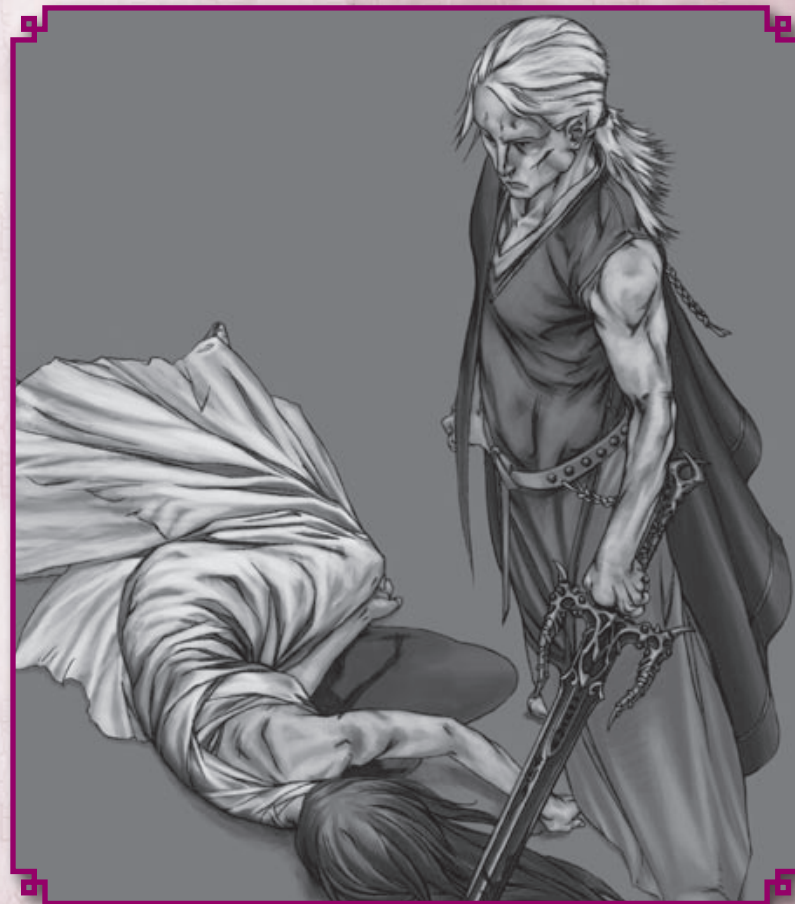
The Eternal Champion! Michael Moorcock's enduring saga of heroism and tragedy comes to a tabletop near you very soon, as Mongoose plans to release both *Hawkmoon the Roleplaying Game* and *Elric of Melniboné*, roleplaying games based on two of Moorcock's most famous characters. Now you can play in the world of Europe in the Tragic Millennium or the Young Kingdoms (or both), throwing your own characters into the fray as they battle against the Dark Empire of Granbretan or struggle to overcome the foul gods of Chaos.

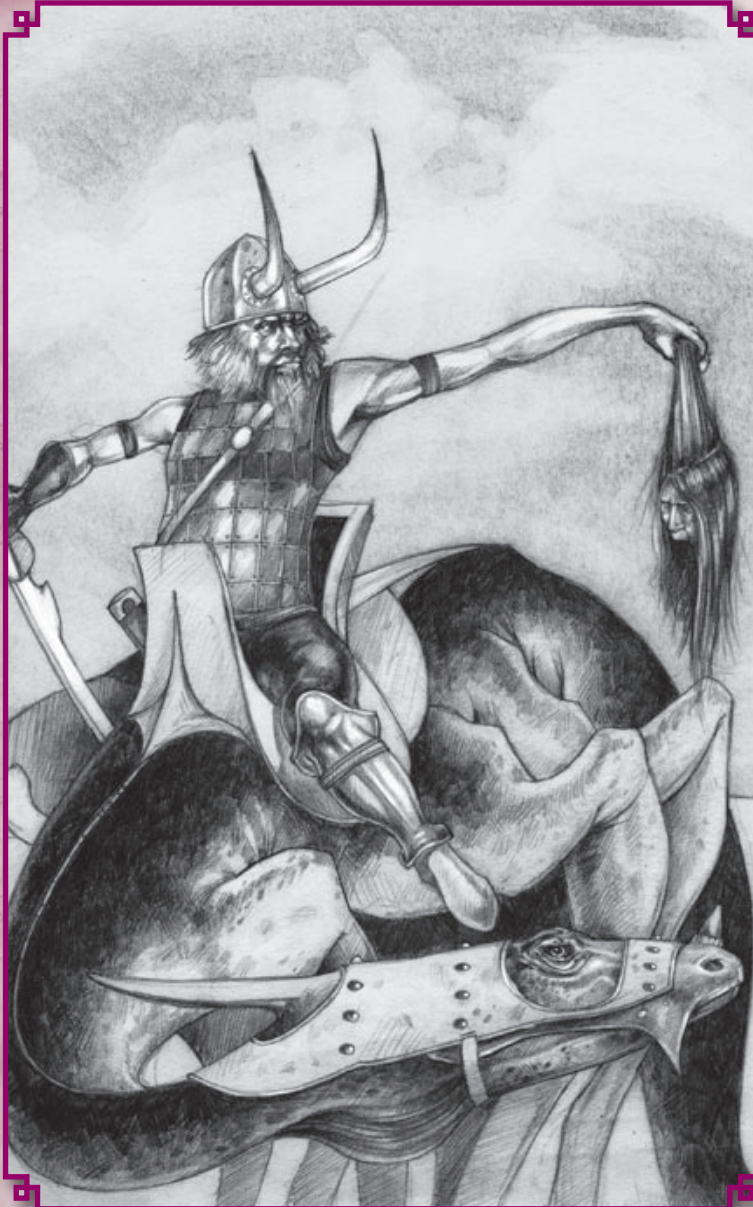
Both of these games offer unique roleplaying experiences in their own right, propelling players into their respective worlds and immersing them in the history, culture and magic of the Eternal Champion. Although both games use the core *RuneQuest* rules as a basis for combat and character creation there are some key differences that make the experience of playing in the realms of the Eternal Champion a wholly unique one.

Elric of Melniboné

Character Creation works almost identically to that in the base *RuneQuest* rules, with the exception that in *Elric of Melniboné* players will have the option to play as Melnibonéans, Half-Melnibonéans and the winged race known as the Myyrrhn.

Skills are also handled the same as the core *RuneQuest* engine, only there are a number of extra skills to be used in conjunction with Sorcery. Command, Summoning Ritual and Witch Sight are new skills only available to those who would follow the arcane path and they allow the summonation of, and control over, demons, elementals and other creatures encountered by sorcerers in the Young Kingdoms.





Equipment is as standard, but with a few unique additions, including the Eshmirian Falchion, Young Kingdoms Longsword and Pan Tang Sabre. Specially crafted armours are also available such as Weeping Waste armour and the infamous Melnibonéan plate.

Elric of Melniboné contains a large section detailing the varying cults of the Young Kingdoms. Players can now enter into Pacts with the various gods of Law and Chaos, as well as the Elementals and Beast Lords, and occasionally call on their power when needed. But be wary, joining a cult of one of the gods always comes with a price, for as well as gifts bestowed, a Pact comes with responsibilities and compulsions that, when not adhered to, will exact a heavy toll. Though the aid of Arioch and Arkyn may be invaluable, the cost of that aid may be more than any player is willing to pay.

Sorcery also plays an important part in *Elric of Melniboné*. Though by no means a common phenomena in the Young Kingdoms, Sorcery is nevertheless a valuable tool for those who are willing and able to use it. The Rune Magic rules as presented in *RuneQuest* are not included in the main book of *Elric of Melniboné*, although they can be easily included in any Elric campaign (and plans are already afoot to produce a Rune Magic system unique to the Elric setting). Instead, Sorcery concentrates on the summoning and binding of demons and elementals, so that they might be bent to the sorcerer's will. As well as this there are also rules for the creation of Automata, as well as mechanics to include the powerful Dreamthief in your games.

Example creatures of the Young Kingdoms are presented in a bestiary section, including the vicious Clakars, dragons, the Hunting Dogs of Dharzi and the Oonai. Also, for those who wish to include them, are full statistics for Elric himself, along with Prince Gaynor the Damned, Jagreen Lern, Moonglum, Prince Yrkoon and details of the twin black swords Stormbringer and Mournblade.

Hawkmoon the Roleplaying Game

Again, character creation uses the same basic engine as the main *RuneQuest* book, with a couple of slight differences. Players may choose to adopt the Science Enclave as their Cultural Background, representing their knowledge of the unique modes of sorcery and invention in the Tragic Millennium. There is also the option to include mutated players who can adopt various traits, both good and bad, to further flesh out their characters. Regional Background also

offers some unique enhancements to a character, with differing Basic Skill bonuses and Advanced Skills available depending on where a character has been raised.

The same basic equipment is used as with the basic *RuneQuest* rulebook, but certain weapons are included that are unique to the setting. Alongside Granbretanian armour, Hawkmoon players can get their hands on the devastating Flame-Lance, or fly in steam-powered ornithopters; should they have the correct skills.

Instead of Hero Points, Hawkmoon players are bestowed with a limited number of Fate Points, which work in a similar way to Hero Points. However, as the character progresses with his saga, he will gain more Fate Points, and eventually find himself in a position where he may be forced to face his final Destiny or Doom.

Sorcery is used in much the same way as *RuneQuest*, although there are over forty new spells to choose from. In addition, new Artefact Spells are included which allow a sorcerer to construct wondrous machines and gadgets, including ornithopters, sonic cannons and time crystals.

Hawkmoon the Roleplaying Game also contains comprehensive bestiary and characters sections detailing the key heroes and villains of the Tragic Millennium, along with a variety of unique creatures found across Europe and beyond.

The Eternal Champion

Despite the fact that both games are unique to their own rules and setting, they are nevertheless compatible with all the other *RuneQuest* products published by Mongoose Publishing, as well as with each other. Should you wish to have your own Eternal Champions cross the void of the Multiverse to meet each other, joining Young Kingdoms sorcery with the deadly science of the Tragic Millennium, then it is perfectly feasible to mix games, much as Moorcock does in his saga of the Eternal Champion.

Indeed, future products could even allow characters to travel the void at will, visiting more worlds of the Eternal Champion, to the time of the conjunction of the Million Spheres and perhaps the land of Corum, the Prince in the Scarlet Robe himself.



BOOKS: THE OTHER TREASURE

Want some valuables other than swords and gemstones to seed your dragon's hoard with?

Stefen Styrsky shows you another way...

Are your players tired of the usual gold and magic in every treasure hoard? Want to give them something just as rare if not more valuable? A few extra skill points might be just what you're looking for.

Below are several mundane books that can help PCs earn skill ranks without advancing levels. These volumes could be used to spice up a wizard's library, a tomb's artifact collection, or a dragon's stash. Alternatively, they might be found in the library of any large city.

To receive the full benefit from one of these volumes a PC must spend two continuous weeks reading the work while only engaged in daily routine activities such as preparing spells, eating, light socializing and sleeping.

Major adventures can not be undertaken during this time. What this means is left up to the Games Master, but anything that takes a character away from study for two or more days is probably such an event.

If after the two weeks the noted check is successful the PC gains +2 ranks in the listed skill or skills, subject to the normal limits for maximum skill ranks per level.

Partial effort won't accrue any benefit. This is not bedtime reading, but serious study.

The Palimpsest Of Ego Brithon

This rare text was recently discovered beneath the scribbles of a cleric's prayer book. The priest had scraped

away Brithon's rousing tale of pirates, shipwrecks, sea monsters and world-spanning adventure to make way for his own devotional writings. A book dealer recognized the underlying text and had the faints traces copied into a separate volume. To retain this knowledge a PC must make a successful DC 12 Intelligence check.

Skill: Knowledge (geography)

Language: Common

Market Price: 150gp

Oboth's Codex

Bound in what appears to be human skin, Oboth's Codex is supposedly the work of an aspiring lich. Many communities have outlawed the book, burning copies whenever one is found. In more superstitious lands, an owner can find himself on the pyre along with the *Codex*. The text and accompanying woodprints describe the habits and proclivities of the Undead. The grotesque contents force a PC to make a DC 14 Will save every other day of study in order to resume reading the next day. Those failing may try again in another twenty-four hours. If more than two days are missed, the required two-week reading period must be restarted.

Skill: Knowledge (religion) and Knowledge (arcana)

Language: Infernal

Market Price: 250 gp

My Time Down There

Hevor Spearshaft was the first female Dwarf to venture into the Underdark and return to tell the tale. Despite

dozens of other similar written accounts, Hevor's story remains a classic. Along with a suspenseful narrative, Hevor provides tips on such things as mapping, as well as how to spot unstable caverns, areas with bad footing, and secret doors. DC 12 Intelligence check.

Skill: Knowledge (dungeoneering)

Language: Dwarven

Market Price: 100 gp

The Tallal

The boards of this book are ebony wood, polished to a deep, reflective luster that evokes the infinity of a starless sky. The title is a mystery. The author is unknown. Some claim she was a powerful mage who traveled the Planes the way one walks down the street. The convoluted style and esoteric subject matter requires a DC 12 Intelligence check for a reader to understand it.

Skill: Knowledge (the planes)

Language: Abyssal

Market Price: 100 gp

The Mind Scourge, His Kith And Kin

A staple of most contemporary bestiariums, Mon Sother's book was for many years considered a work of wild imagination. Only when other explorers confirmed many of the facts did people realize Mon, a powerful elf sorcerer, knew what he wrote. In fact, Mon spent a decade in the Underdark, observing and cataloging

Mind Scourges. The most fascinating passages occur when he gains the grudging acceptance of a Scourge who recognized in Mon a fellow superior intellect. DC 12 Intelligence check.

Skill: Knowledge (dungeoneering) and Knowledge (arcana)

Language: Elven

Market Price: 250 gp

The Whirlygog, or: A Description of Every Creature Fair And Foul, as Well as Flora, Fungi, Algae And Other Natural Wonders

The gnome author, Magel Shivers, was fascinated with all things living, though not magical beasts or creatures. Magel wrote in Common, figuring it would give him the largest audience. While some might find his dry, encyclopedic style off-putting (he never discovered a fact he didn't consider fascinating, nor neglect to share it with his readers) only a DC 12 Intelligence check is required to retain the book's knowledge. However, because of length, a thorough study of *The Whirlygog* requires three weeks instead of two.

Skill: Knowledge (nature)

Language: Common

Market Price: 100gp

Testimony Of Pelops

Covered in faux gilding, held closed with a brass clasp, and printed on creamy vellum leaves, this book invites readers to linger over its contents. All major temples dedicated to Pelops distribute the *Testimony* for free with a minimum donation that varies depending on the person's apparent wealth. While much of the text focuses on Pelops and his rites, there are also chapters

comparing and contrasting Pelops worship with the other major religions. It is surprisingly balanced. Although Pelops is noted as the author on the title page, most consider this the writer's pseudonym. DC Intelligence 12 check.

Skill: Knowledge (religion)

Language: Common

Market Price: 150 gp (minimum)

The Annals of Dassos ne-Rish, Volume I

Dassos ne-Rish took up writing history because he believed the court scribes of the day were good for nothing but propaganda. His version of events in the *Annals* ensured that several contemporary personages forever lost their unblemished reputations. It was not well received. Dassos was jailed and executed before he completed Volume II. DC 12 Intelligence check.

Skill: Knowledge (history)

Language: Common

Market Price: 100 gp

Kings And Courtesans

Originally distributed among the Royal Court by a slighted retainer as an act of revenge, this compact, leather-bound volume has since become a favorite read outside the palace. An amusing portrait of the former monarchy's domestic squabbles, *Kings* is now printed hundreds of times a year. If one can discern them, bits of universal truths are gained from reading it. Such a feat requires a successful DC 12 Wisdom check

Skill: Knowledge (nobility and royalty)

Language: Common

Market Price: 50 gp

Castles And Fortifications of The Skall Empire

Each of this massive tome's five hundred pages measures fourteen by eighteen inches. The author, Kodan Mornsanth, spent his life digging through the ruins of the Skall empire. Considered the foremost authority on ancient architecture, Kodan proves in *Castles and Fortifications* the unparalleled ingenuity of Skallian builders. His full-page illustrations demonstrate how the Skall solved many engineering problems thousands of years earlier than other societies. Almost every living castle designer has employed portions of these schematics in their own buildings. Kodan's book is as valued for its plans as it is for its groundbreaking text. Two years ago Kodan was killed in a cave-in while exploring a site in the Aragossa jungle, making this book even more valuable. DC 12 Intelligence check.

Skill: Knowledge (architecture and engineering)

Language: Common

Market Price: 200 gp

The Book of Dark Splendours

The sandalwood covers reinforced with iron bands belie this book's esoteric subject. Very few mages have not at least heard of this tome. Anonymously printed five hundred years ago in fewer than 1000 copies, this volume renders the complex theories behind the existence and use of magic in clear, understandable prose. However, comprehending the text still requires a DC 14 Intelligence check.

Skill: Knowledge (arcana) and Spellcraft

Language: Draconic

Market Price: 250 gp

SPIRIT INVOCATION

A new magical style all about how to summon, fight and bind spirits, by Matt Thomason

Disembodied entities inhabit the spirit world, an alternate plane of existence. These entities include, but are not limited to, the spirits of those that pass away on the mortal plane, as well as various spirits formed from the unconscious thoughts of living beings. Further details on the spirit world can be found in the *RuneQuest Companion*.

Spirit Invocation is the name usually given to the branch of magic associated with summoning spirits. However, there is more to this area of magic than simply bringing a spirit to the side of the caster – it also includes simple illusionary effects, anchoring spirits to a particular object, or even giving them a physical form. Spirits brought into the mortal world will not necessarily do the bidding of the caster – either an agreement of some kind must be made, or the spirit must be controlled through use of further spells.

Spirit Invocation – A Brief Summary

Spirit Invocation requires that the caster open a conduit to the spirit world, usually for the purpose of creating or summoning spirits.

Before using these spells, the subsequent process must be followed:

☒ The caster must first learn the spell through research, training, or practice. In game terms, each effect is learned as a separate advanced skill.

☒ Each Spirit Invocation spell is governed by a separate Magical skill. A particular spell's skill is automatically acquired at its basic score when the spell is first learned. This skill may be improved normally though the use of improvement rolls (see page 94 of *RuneQuest*).

☒ Once the Spirit Invocation spell has been learned, the character may try casting it:

☒ To cast a Spirit Invocation spell, the character must make a Magical skill test appropriate to the spell in question, for instance casting the Invoke Hunger Spirit spell means making an Invoke Hunger Spirit skill test.

☒ If the test succeeds, the spell's effects take place

☒ If the test fails, the spell does not take effect. Note however that some spells may have an alternative effect to be used in the case of a fumble.

☒ Although they use a similar mechanic, Spirit Invocation spells are not Sorcery and may not be manipulated through the use of the Manipulation skills (see the *RuneQuest Companion*).

Acquiring Spirit Invocation

Acquiring Spirit Invocation is just a matter of learning the principles involved. All a character needs to do is to learn one or more of the Spirit Invocation spells listed below. New Spirit Invocation spells can either be taught by a mentor or discovered through research. In either case, treat the spell as a new Advanced skill that must be learned. Thus it takes two improvement rolls to learn any Spirit Invocation spell. Once learned, the character gains the specific spell's Magical skill at its basic score. This skill is increased using improvement rolls in the normal manner and can be increased through practice as well as research.

(Specific Spirit Invocation Spell) (CHA+POW)

This skill allows the caster to cast a specific Spirit Invocation spell. The description of each spell is given below.

Using Spirit Invocation

Spirit Invocation requires only that the caster concentrate and focus their will on the desired effect – there are no spoken components or physical gestures. Therefore a practitioner of Spirit Invocation may use their abilities at any time they wish, even if bound and gagged. There are no signs to anyone other than the caster that the spell is being cast.

Casting a Spirit Invocation spell requires a successful skill test, with the Magical skill used being the one directly relevant to the spell. Thus the Vitaplasmic Graft skill is used when casting the Vitaplasmic Graft spell. If successful, the spell takes effect.

If the casting test fails, the spell does not take effect.

Casting Modifiers

Some situations will result in a modifier being applied to a Spirit Invocation spell.

Situation	Skill Modifier ¹
Spellcaster is prone	-20%
Spellcaster is on unstable ground	-20%
Partially obscured target	-20% ²
Heavily obscured target	-40% ²
Totally obscured target	Automatic Failure

¹ These modifiers are cumulative – a prone spellcaster casting at a partially obscured target decreases their Runecasting skill by -40%.

² These modifiers only apply if the spell has a target other than the spellcaster, his immediate location, his carried possessions or a touched object/individual.

Critical Success and Fumble

The effects of critical successes and fumbles are given in each spell description.

Casting Time

No other Combat Action may be taken while casting a Spirit Invocation spell, though the character may slowly walk up to half their Movement while casting.

More complicated spells take longer to cast as they require a longer effort on the part of the caster. Such spells have the Casting Time (X) trait, where X signifies the number of Combat Actions it takes to cast the spell.



Spells take effect at the end of their last casting Combat Action. Note that casters draw possible free attacks from enemies adjacent to them every Combat Action they spend casting.

Distractions or attacks on the caster as he works on activating an effect will either automatically ruin the spell (if the caster is blinded or suffers a Serious Wound or Major Wound) or require Persistence tests to maintain concentration on the spell. Ruined spells are automatically treated as fumbles.

Summoning Spirits

A number of spells have the *summoning* trait – these spells are used to summon spirits to the caster's side, and have the following common parameters:

☒ Unless otherwise stated, the invoked spirit is not automatically friendly to the caster, and is not bound to follow their instructions. The GM should roleplay the spirit as any other character, unless a character casts *control spirit* or otherwise finds a means to bend the spirit to their will. Invoked spirits will often agree to serve the caster for a short period of time, in return for a service – suggestions are given with each summoning spell.

☒ On a Critical Success, the caster receives one magic point back, and the spirit receives a -10% penalty to any attempt to resist spells cast upon it by the caster that invoked it.

☒ On a Fumble, another spirit (randomly selected or of the GMs choosing) appears instead of the expected spirit.

Once the spell duration expires, the spirit either returns to its former location or in the case of conceptual spirits dissipates – however, see *Overcharging Spells* below for a means to extend this duration at the time of casting.

Dismissing Spells

As a single Combat Action, a caster can dismiss any and all Permanent spell(s) he has cast. Ceasing to cast a Concentration spell is immediate and not a Combat Action. Any invoked spirit will return to the location it occupied previous to being summoned, as if the spell had expired.

Overcharging Spells

Overcharging a Spirit Invocation spell is superficially similar to overcharging a Rune Magic spell. The caster expends their own Magic Points in order to boost the spell and a –5% penalty is applied to the casting test for every Magic Point spent in this way.

If the spell is successfully cast, every additional Magic Point expended in casting a spell has the following effect:

If the spell possesses the Resist trait, the target's Resist test suffers a –10% penalty.

If the spell has a duration, it is increased by this amount again. Therefore, a spell with Duration 10 will last 20 minutes if one extra magic point is expended, 30 minutes if two are expended, 40 minutes if three are expended and so forth.

If the spellcasting fails, the caster loses the Magic Points invested into overcharging the intended Spirit Invocation spell.

Spirit Invocation Traits & Descriptions

Casting Time (X): The spell takes the indicated number of Combat Actions to cast.

Concentration: The spell's effects will remain in place so long as the character concentrates on it. Concentrating on a spell is functionally identical to casting it, requiring the caster to continue to ignore distractions.

Duration (X): The spell's effects will stay in place for the number of minutes indicated.

Instant: The spell's effects take place instantly. The spell itself then disappears.

Permanent: The spell's effects remain in place until they are dispelled or dismissed.

Ranged: Ranged spells may be cast upon targets up to a maximum distance of the character's POW x 5 in metres.

Magnitude (X): The strength and power of the spell. Also the minimum number of Magic Points required to cast it. Spirit Invocation spells do not need to be learned separately to cast at greater magnitudes.

Resist (Persistence): The spell's effects do not take place automatically. The target may make a Persistence test (as specified by the effect) in order to avoid the effect entirely.

Touch: Touch spells require the character to actually touch his target to use them. The caster must remain in physical contact with the target for the entire casting.

Summoning: The spell summons an entity of some kind to the caster's side, within a maximum distance of the caster's POW in metres.

Spirit Invocation Spells

Invoke Spirit Image

Casting Time 2, Magnitude 3, Duration 5, Concentration

This spell pulls energy from the spirit world to the mortal world to create a quasi-illusionary effect. In its natural state, the energy forms a swirling mass of colours but the caster may mould this to its requirements, forming an insubstantial transparent three-dimensional image of anything they can picture in their own mind. The maximum size of this image is a sphere with a 1 metre radius.

The spirit image has no physical form and no characteristics, and may not move from the spot it is created – however the image need not be static.

If the caster wishes, they may make the image permanent, removing both the Duration and Concentration trait and adding a Permanent trait, by sacrificing a single point of their own POW.

Once the spell's duration is over, the spirit image dissipates permanently.

Invoke Spectral Creature

Casting Time 2, Magnitude 4, Duration 10, Summoning

By casting this spell, the spirit of a small animal is summoned from elsewhere in the spirit world. This spirit will be friendly towards the caster and can perform simple tasks such as fetching small items (although in its insubstantial state it will be unable to affect solid objects) and attacking enemies.

The type of creature summoned should be rolled on the following table:

D10 Roll	Creature
1-2	Dog
3-4	Cat
5	Rat
6	Badger
7	Squirrel
8	Fox
9	Bird (GM's choice of specific species)
0	Other (GM's choice)

At a 10% penalty to the casting test, the caster may specify the creature they wish (any creature no larger than those listed is allowed, and all have the same statistics as any other spectral creature).

Once the spell's duration is up, the creature dissipates and reforms at its original location, unless anchored.

Invoke (Spirit) Spirit

Casting Time 2, Magnitude 5, Duration 10, Summoning

This spell invokes a spirit. This is a conceptual spirit is created from the unconscious thoughts of others, and therefore requires that at least ten people within a one mile radius of the caster have strong thoughts the appropriate kind at the time of casting.

Each kind of spirit has its own individual Invoke (Spirit) Spirit spell – Invoke Death Spirit, Invoke Love Spirit, and so on. Each kind of spirit also has a typical 'feeling' or 'aura' that everyone within ten metres of the caster feels while the spell is being cast, and a standard

Spirit	Aura	Task
Death	Chill	Kill a living, intelligent being of the caster's choice.
Love	Warmth	Do not harm another living thing while the spell is active.
Hunger	Slight Hunger	Kill and eat a living creature of the caster's choice.
Happiness	Joy	Give a gift worth at least 500 SP to a complete stranger.
War	Hostility	Physically harm (for at least 1 Hit Point of damage) someone who was previously not hostile to you.
Healing	Everyone in the area regains 1 Hit Point to a random damaged location.	Treat a wound previously inflicted in anger by the caster of the Invoke Healing Spirit spell.
Disease	Sniffly	Willingly become a disease carrier. The caster is immune to the disease, but may spread it as normal.

task that the caster can perform in order to guarantee the spirit's willing service for the duration of the spell.

Once the spell's duration is up the spirit dissipates permanently, unless it is anchored.

Invoke Collective

Casting Time 3, Magnitude 7, Duration 10, Summoning

This spell invokes a Collective. The spirit is summoned from elsewhere in the spirit world. The Collective will agree to do the caster's bidding for the duration of this spell if the caster summons another spirit for them to absorb first.

See below for details on the Collective.

Once the spell's duration is up, the spirit dissipates and reforms at its original location, unless they are anchored.

Invoke Ghost

Casting Time 3, Magnitude 6, Duration 10, Summoning

This spell invokes a Ghost. The spirit is summoned from elsewhere in the spirit world. At a further expense of 4 MPs and a -20% penalty to the casting test, the ghost of a specific individual may be summoned, if it exists. The Ghost will agree to do the caster's bidding for the duration of this spell if the caster has previously performed an act of kindness towards one of their living descendants. Each act of kindness is good for one favour.

See the *RuneQuest Companion* for details on the Ghost.

Once the spell's duration is up, the spirit dissipates and reforms at its original location, unless they are anchored.



Invoke Wraith

Casting Time 3, Magnitude 7, Duration 10, Summoning

This spell invokes a Wraith. The spirit is summoned from elsewhere in the spirit world. The Wraith will agree to do the caster's bidding for the duration of this spell as long as it involves harming others.

See the *RuneQuest Companion* for details on the Wraith.

Once the spell's duration is up, the Wraith dissipates and reforms at its original location, unless they are anchored.

Invoke Poltergeist

Casting Time 3, Magnitude 6, Duration 10, Summoning

This spell invokes a Poltergeist, summoned from elsewhere in the spirit world. The Poltergeist will agree

to do the caster's bidding for the duration of this spell only if it believes the caster will perform the one final task necessary to put it to rest forever. The GM will need to decide whether the Poltergeist truly believes the caster's intent. If the caster fails to perform the task within the allotted time, the Poltergeist will return to haunt them, becoming increasingly hostile, damaging the

character's belongings and eventually harming the character themselves until they return to completing the Poltergeist's task.

Once the spell's duration is up, the Poltergeist dissipates and reforms at its original location, unless they are anchored. However it will seek out the character if they fail to perform a promised task.

Invoke Abhorrence

Casting Time 3, Magnitude 8, Duration 10, Summoning

This spell invokes an Abhorrence. The spirit is summoned from elsewhere in the spirit world. The Abhorrence will not agree to do the caster's bidding under any circumstances – the only safe way to deal with an Abhorrence is through *Control Spirit*.

Once the spell's duration is up, the Abhorrence dissipates and reforms at its original location, unless they are anchored.

Invoke Immolation

Casting Time 4, Magnitude 10, Duration 10, Summoning

This spell invokes an Immolation. The spirit is summoned from elsewhere in the spirit world. The Immolation will not agree to do the caster's bidding under any circumstances – the only safe way to deal with an Immolation is through *Control Spirit*.

Once the spell's duration is up, the Immolation dissipates and reforms at its original location, unless they are anchored.

Control Spirit

Casting Time 1, Ranged, Magnitude 3, Duration 10, Resist (Persistence)

The control spell allows the caster to impose their will upon a spirit, forcing it to obey their commands.

This spell creates a bond between the caster and one spirit, allowing them to issue commands to that spirit – there is no need for a separate *séance* spell to be used.

This spell requires a straight skill test with no modifier, and cannot be cast through a *conduit*.

Should the caster get a critical success, the spell takes effect and the target suffers a 10% penalty to any Persistence test made to resist the spell.

On a success result, the spell takes effect.

A fumble result means that the spell works backwards, with the spirit able to influence the caster for a single combat action.

Once the spell is successful, the target is allowed a single Persistence test immediately in order to break the spell.

The caster may optionally sacrifice one point of POW in order to make a controlled spirit permanently loyal to them. The maximum number of loyal spirits any one caster may have is equal to their current POW – to create more loyal spirits beyond this limit they must release control of a spirit - if this released spirit was treated badly by the caster while loyal it may become hostile. This point of POW does not need to be sacrificed until the spirit has made its Persistence test to attempt to break the spell.

Anchor

Casting Time 8, Magnitude varies, Ranged and Touch (see description for details), Permanent

A spirit has an insubstantial non-physical form, but may be anchored to an object or a living being by using this spell. See *Anchoring* below for more details on this anchor, including how to create one. Typical uses of Anchor are to assist a spirit with possession of a mortal (including allowing a spirit that does not have the Possession trait to do so), to force a spirit to guard a specific location, or to bind a spirit a character wishes as a permanent companion to an item they carry, ensuring its constant presence.

This spell requires a straight skill test with no modifiers. Each attempt costs 1 Magic Point per ten points of POW of the spirit being anchored. The spirit must currently be within the caster's POW x 5 in metres, while the caster must be touching the anchor during the entire casting. In addition, the caster must permanently sacrifice one point of POW to anchor the spirit.

Should the caster get a critical success, one magic point is refunded, and the caster gains a +10% bonus to any following tests to place the spirit into a living anchor (see below for details).

On a success result, the spirit is automatically transferred into any inanimate anchor. See below for details on living beings used as anchors.

A fumble result means that the spirit is damaged for 2 hit points. This may make the spirit hostile towards the caster at the GM's option.

If a living being is used as the anchor, the caster must make an opposed test (caster's Transfer vs. target's Persistence) to anchor the spirit to them. The target takes a -20% penalty if they are unconscious at the time. One living being may only have a single spirit anchored to it. A spirit transferred into a living being in this way automatically gains a covert or dominant possession (the caster's choice) of the target. The *RuneQuest Companion* contains full rules for possession as well as providing the Divine Magic *Exorcism* spell which can free the being of the possessing spirit – if you do not have this book simply assume the spirit has full control, with the GM deciding on a task that must be performed in order to exorcise it.

A spirit which is bound to an anchor is unable to roam more than five metres from it, however if the anchor is a living being and possessed the spirit may just cause the being to roam wherever it wishes to go.

A summoned spirit which is bound to an anchor will not disappear once the spell duration is over, but the duration of the spell must cover the period during which the Anchor spell is cast.

Casters who wish for a permanent spirit companion often anchor the spirit to an item of jewellery they can wear, making it easy to keep the spirit close by at all times.

See *Anchoring* below for further details of the consequences of a spirit being anchored.

Dismiss Spirit

Casting Time 3, Magnitude 2, Ranged, Permanent, Resist (Persistence)

When successful, this spell creates a push of energy in the spirit world, forcing a targeted spirit to be propelled approximately twenty miles in a random direction.

The targeted Spirit may make a Persistence test in order to resist being dismissed.

A critical success results in the spirit being pushed forty miles instead of twenty. A Fumble causes the energy to flow into the spirit instead, immediately healing it of D6 hit points of damage and restoring D6 magic points.

Destroy Spirit

Casting Time 4, Magnitude 8, Ranged, Permanent, Resist (Persistence)

The ultimate solution for removing a bothersome spirit, this spell breaks the etheric bond that holds an entity together in the spirit world. It can be cast upon any spirit form – not just spirits, but also mortals that have temporarily taken on spirit form. A mortal whose spirit form is destroyed dies instantly. A spirit with the recurring trait does not reform and is permanently dissipated.

The target may make a Persistence test in order to resist being destroyed.

Vitaplasmic Graft

Casting Time 1, Magnitude varies, Ranged, Permanent

This spell encourages the formation of a substance known as vitaplasm onto a disembodied spirit. This allows a spirit to take physical form in the mortal world. Vitaplasm is taken from any source of life energy around the caster and the target, and therefore requires that there be some form of life nearby – plants or small animals will be sufficient. No harm is done to this life – vitaplasm is generated as a by-product of life.

This spell requires a skill test modified as below depending on the amount of vitaplasm to be transferred to the spirit. This spell may not be cast through a *conduit*.

Number of points of Vitaplasm to be grafted	MP Cost	Skill Modifier
1	1	0
3	2	-10%
8	4	-20%
20	8	-30%

Success results in the amount of vitaplasm required being transferred successfully. A critical success means an additional two points of vitaplasm are transferred. A fumble indicates that no vitaplasm is transferred, and the spirit is stripped of one point of vitaplasm (if any are currently present) from each of its two highest characteristics.

A spirit that gains physical characteristics in this way gains a separate store of *physical hit points* (PHPs) for its new “body” – however due to the nature of the vitaplasm body being effectively a single body part, it does not gain multiple hit locations. The number of physical hit points is equal to $SIZ+CON$. Any damage done to the spirit from the mortal world is taken from PHPs first, including damage from magic.

Each point of vitaplasm transferred to the spirit allows one physical characteristic (STR, CON, DEX, or SIZ) to be increased by one point – all four characteristics must be raised to at least 1 point before any additional points can be spent. Points may alternatively be used to repair physical damage, each restoring a PHP. The maximum any characteristic may be increased to is the spirit’s POW or half of the caster’s Vitaplasmic Graft skill, whichever is the lesser.

A spirit may receive multiple *Vitaplasmic grafts*, each further increasing its physical characteristics to the maximum limits of the spirit and caster.

The vitaplasmic body exists as a single whole without limbs and organs, despite the fact that it may have appendages similar to limbs. As it takes damage, the vitaplasm spreads itself thinner across the body as a whole to repair the damage.

If the spirit dons armour, total the APs over all locations and halve them for the spirit’s AP value. Should the spirit’s physical vitaplasm body be destroyed, its insubstantial form will leave it and return to an incorporeal existence. The spirit may voluntarily leave the vitaplasm body at any time, but may not return to it – the body ‘dies’ in the event of the spirit voluntarily exiting it.

Anchoring

Some spirits are anchored to a specific spot due to a traumatic event, usually at the time of death. Spiritcraft allows a caster to artificially create an anchor for a spirit.

An anchor is any inanimate object or living being that has been prepared for habitation by a spirit. The spirit may stray no more than five metres from an anchor.

Objects used for anchoring may be absolutely anything, but jars and statues are common choices. Alternatively, a living being may be used as the anchor. They do not have to be a willing subject for this, but must be prepared in the same way as an inanimate object.

Preparing an Anchor

Either an inanimate object or a living being can be prepared as an anchor for a spirit. The *anchor* spell is used to bind a spirit to an anchor.

Preparation requires the use of specific herbs and ointments that are commonly available in most small towns – a quantity sufficient for preparing a single anchor typically costs around 100SP, plus 50SP per point of POW of the spirit that may be contained within – if insufficient ingredients are used, the spirit may not be transferred to that anchor.

Preparation takes two hours, during which time the required ingredients must be applied to the anchor. An unwilling living being can spoil the process if conscious.

Once the anchor has been prepared, it is ready for the *anchor* spell to be used. Unwilling living beings should be maintained in an unconscious state until a spirit has been *anchored* to them, to prevent them from damaging the preparation treatment.

THE WORLD ACCORDING TO ROLEPLAYING

2. THE DEATH OF WILLIAM THE CONQUEROR

DRAMATIS PERSONAE:

King William the Conqueror – Fighter
Sir Herluin – Paladin
Archbishop of York – Cleric, Just
Archbishop of Canterbury – Cleric, Technically
Robert of Mortain – Fighter
Abbot of Saint-Etienne – Cleric
Brother Turnipus – Monk
A Farmer – Who cares?
Bishop Odo – NPC
Prince William Rufus – NPC
Prince Henry – NPC
Assorted servants and courtiers

SCENE 1

The town of Mantes, France

KING WILLIAM: You, Sir Herluin, I see that the church over there is not yet alight, see to it my man.

SIR HERLUIN: Sire, the rest of the town is alight and I am told that yonder chapel is full of brandy that the monks from the nearby abbey store there. Surely it will not be safe.

WILLIAM: Nonsense. Look, it will go up a treat, just throw in a brand and leg it, we are outside the blast radius, don't you know?

HERLUIN: Look, didn't want to mention this but... Paladin...duh!

ARCHBISHOP OF YORK: He's got a point, William. He's Lawful Good alignment. And that is a church you know.

WILLIAM: Your point being, Fred?

YORK: You are familiar with alignment?

WILLIAM: I'm True Neutral.

YORK: Yes, very convenient. The Do-What-You-Want alignment.

WILLIAM: Look, I'm in charge of the party and I say burn the place.

HERLUIN: You aren't going to be the one turned into a Blackguard...

WILLIAM: Look, just get on with it and say you were obeying orders from your liege lord. The GM can't touch you for it.

Herluin considers for a while...

HERLUIN: Oh, if I must. We'll be here all night if somebody doesn't do something.

WILLIAM: That's the spirit. Off you go now...

A short while later...

HERLUIN: (Out of breath) Sire, I really feel we must pull back for safety's sake. There's a lot of stuff in there and I'm not sure what the effective blast radius is going to be.

WHAT HISTORY MIGHT LOOK LIKE IF IT WAS THE RESULT OF A ROLEPLAYING GAME...

BY NICK ROBINSON
AND IAN BARSTOW

WILLIAM: Nonsense. Do you know what level I am? A few lost hit points from a splash of hot brandy is nothing.

BOOM! – *The church explodes and William is thrown from his horse.*

GM (*A DETACHED VOICE*): make a Ride check please, William.

WILLIAM: No worries. Anything but a one, eh?

Sudden silence...

HERLUIN: (very quietly) I did try to warn you.

WILLIAM: What's that you say? Dammit that hurt! Landed on my pommel...ooooh, aaaah...

YORK: Cantona.

WILLIAM: What?

YORK: Never mind. Look - here come Robert and the Archbishop of Canterbury!

WILLIAM: I don't believe that I fell off my horse. For mercy's sake, do you know how many ranks I have in Riding? This is so totally unrealistic! He hasn't made me take a Ride check in weeks.

HERLUIN: Let me help you to your feet.

WILLIAM: YAAAAARGH!!! Let go you fool! I'm in agony here. You two, do something useful and cast some cure spells.

YORK: Um, well I would but I only got this job last week. Before that I was the keeper of the king's chamber pot. You locked up the old Archbishop because you didn't like 'his holier than thou attitude', remember?

WILLIAM: Ah, um, yes...how many levels in Cleric *do* you have?

York holds up a single finger.

CANTERBURY: And I only got this job last month because I won that bet. I only said yes because the costume comes with silk undies.

WILLIAM: And how many cleric levels do *you* have?

Canterbury holds up two fingers.

WILLIAM: Look, all I need is a quick *cure light wounds* – that will do. I'm in agony here, surely there must be one experienced churchman in Normandy who can heal me of my wounds?

ROBERT OF MORTAIN: Well, there is our brother, Odo...

WILLIAM: That troublemaker? Isn't he safely locked up in prison after trying to overthrow me? Plus, he's an NPC, for God's sake. You know I hate relying on them.

ROBERT: Well, yes. But he's got more cleric levels than he knows what to do with and a pardon could go a long way to getting a *cure* spell of your choice.

WILLIAM: Stuff that, I'll heal naturally. Unless anybody has a potion handy?

SCENE 2:

Several days later...

WILLIAM: What do you mean the wound's infected? I thought that was a pretty good Fortitude save I did.

HERLUIN: It's either that or York's been eating too many curries again.

WILLIAM: Point taken. Right, where's that pardon? Robert! Get over here.

ROBERT: Certainly sire, I took the liberty of having a monk draw this up earlier. Please make your mark on the dotted line and I will go get Odo.

William makes his mark and Robert departs.

WILLIAM: I'm going to die, aren't I?

HERLUIN: Nah... you're the focal point of the campaign, at least after Harold left the group following that business in Hastings. Then again, the GM has been bigging up Odo lately. Want to come back as your own seedy brother?

WILLIAM (*PULLING A FACE*): Odo has next to no magic items, plus I bet I couldn't do my own hit points.

HERLUIN: Beggars can't be choosers. We could always try and rez you.

GM (*A DETACHED VOICE*): I already said no resurrections in this campaign. I wouldn't let Harold and I won't let you.

HERLUIN: He came back as Robert. Can't see what the damned fuss was all about.

WILLIAM: York, Canterbury, come here. Take this sack of gold florins and go forth into the town of Mantes and spread my largesse. Let the town be rebuilt from my purse for the evils I have inflicted and let great churches be built in my name.

YORK AND CANTERBURY: Fair enough.

YORK (*QUIETLY*): That would be the Mantes which he just burnt down and killed everybody in, then.

CANTERBURY (*EVEN MORE QUIETLY*): Hardly seems worthwhile. But the Bishops' widows and orphans fund is a bit low at the moment.

YORK (*RUBBING HANDS*): Excellent suggestion. So, where shall we celebrate?

The two Clerics depart.

WILLIAM: To my eldest son I leave nothing, mainly because he's a rat.

HERLUIN: Actually sire, there may be a slight technical hitch. Only the King of France could disinherit your eldest son from Normandy and considering they're on the same side...

WILLIAM: Fine. Right. Okay. He can get to keep Normandy, but that's it. He's not going to get England.

HERLUIN: Very good sire.

WILLIAM: My dearest son William Rufus, I shall give you all my realms across the channel. England is yours.

WILLIAM RUFUS: Thank you daddy. Gerald and I will be so happy. (*Exits hand in hand with Gerald, skipping*)

HERLUIN: Well I guess the bloodline is in safe hands there, then...

WILLIAM: Henry. You are a good son. I give you five thousand pounds in silver as your inheritance and... Herluin, where is he off to?

HERLUIN: Probably the royal treasury. I think he wants to count the money.

WILLIAM (*SOBBING*): Deserted by my own NPC sons on my deathbed, is there a worse fate.....erk

HERLUIN: Goodbye, sire

ASSORTED SERVANTS AND COURTIERS: Right, grab what you can now lads, every man for himself!

The corpse is looted.

WILLIAM: You know, it would have been polite if they had waited until I had kicked the bucket.

HERLUIN: Yes sire

WILLIAM: And was that York who grabbed my loincloth?

HERLUIN: The +3 magic Pants of Protection, you mean?

WILLIAM: Fair comment. Goodbye good knight. *(Dies)*
Robert of Mortain and Odo arrive.

BISHOP ODO: Blast. I wanted to see the look on his face when I told him that I hadn't been granted any spells since the haddock incident.

ROBERT: Never mind. Let's go back to England then.

ODO: You never did explain why it took you three days to travel 10 miles.

ROBERT: Two words – 'Harold' and 'Hastings'.

ODO: Blimey, you hold a grudge. At least you actually arrived this time. Not like when you were playing Captain Oates.

ROBERT: You're an NPC. You have zero idea what it's like to get a character up to a king and then watch the party split up. Bloody good character, Oates.

GM *(A DETACHED VOICE)*: You encounter a shoggoth...

ROBERT: Stop it!

ODO *(THINKING TO HIMSELF)*: You're in for a shock mate. Wait till you find out I'm joining the party shortly. You're in for trouble, and no mistake. Party unity my A\$&e.

ROBERT: Problems, Odo?

ODO: William may have been a minged-up hardcase but that mincing son of his will never be able to stop our rebellion. To England!

Robert and Odo depart.

HERLUIN: Great. Everyone has gone and left me with the naked, putrescent corpse of an old fat man. I suppose I have to deal with the funeral arrangements...

SCENE 3:

Abbaye Saint-Etienne.

ABBOT: Dearly beloved, we are gathered here...

PEASANT FARMER: Oy! Get orf my land!

ABBOT: What do you mean, your land?

FARMER: This is my land, you bastards built this abbey and took the land without paying for it. Now you owe me 20 years back rent. Pay up or I'll let my pigs loose in here!

HERLUIN: Good grief. Right, everybody chip in. Come on Fitzgilbert, I know you have more than two farthings and a dirty handkerchief... that's better...

FARMER: Roight. Oim orf now. The things an honest man has to do to collect his dues... hmm, nice hankie.

ABBOT: As I was saying... dearly beloved... yes? What is it Brother Turnipus?

TURNIPUS: The sarcophagus is too small.

ABBOT: Well, how did that happen?

TURNIPUS: It was made before the late king developed his fondness for chocolate biccies...

ABBOT: I see. Sir Herluin, I don't suppose you could help squeeze the king in?

Herluin jumps up and down on the body, forcing it into the sarcophagus. The king's body ruptures...

HERLUIN: Ak!

ABBOT: Ak!

TURNIPUS: Ak!

FARMER *(FROM OUTSIDE)*: Ak!

GM *(A DETACHED VOICE)*: Ak!

HERLUIN: What are you 'acking' for? You made that happen!

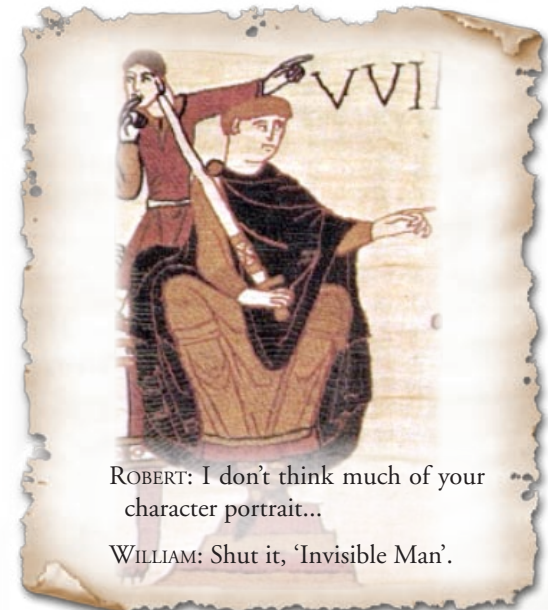
GM *(A DETACHED VOICE)*: You have no idea how lonely the life of a GM is. I just wanted to share some involvement.

HERLUIN: You just 'acked' those NPCs...

GM *(A DETACHED VOICE)*: It's not the same.

WILLIAM: Do you mind... I'm dead in here and I want to get on with playing Odo.

ABBOT *(HURRIEDLY)*: Ashes to ashes, dust to dust, blah blah blah. You're dead, rest in peace, and now I'm off.



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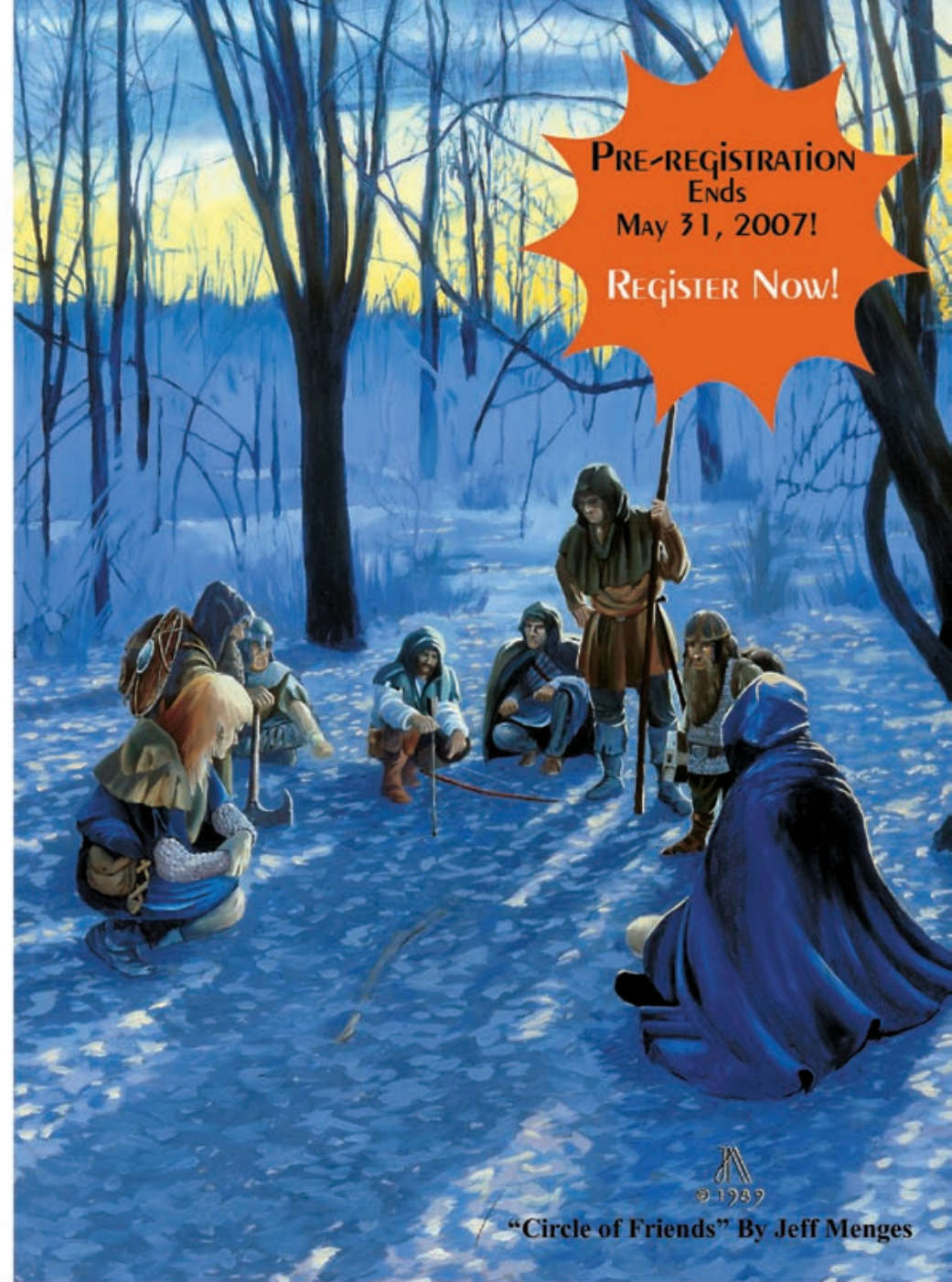
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TIME TO PLAN!

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So much to Discover

WARS: Jetpacks

Part 7 of the unreleased supplement, Soul and Steel. Written by Greg Lynch

Jetpacks

It is something of a surprise to the Tenryu Party that Gongen jetpacks are so commonly available throughout the Solar System. Not only are the jetpacks not sold to anyone, but they are also not built to last. A Gongen jetpack is generally regarded as a disposable item. If it runs out of fuel, or is damaged beyond operability, the Gongen soldier is expected to drop it and leave it on the battlefield. These jetpacks are simply too easy and cheap to manufacture to bother with retrieving and repairing damaged units. Of course, the jetpack can be refueled, and they are often used again and again – it is just that they are not considered valuable enough to risk a soldier's life over.

Many of the jetpacks that are commonly available throughout the Solar System were the very jetpacks abandoned on the battlefield when they ran out of fuel, only to be gathered, repaired and refueled by enterprising Mavericks for sale in the Pit of Ceres Station and other places.

Jetpacks require the use of the Operate Jetpack skill to fly (see the WARS Roleplaying Game core rulebook). When operating a jetpack, the character loses his Dexterity modifier to his Defence Value. However, he may use his knowledge of the Operate Jetpack skill to replace that loss, up to the level of the jetpack's handling modifier. Obviously, this only applies when the pilot of the jetpack is actually flying. Sitting around in a bar

with a jetpack on one's back does nothing to improve Defence.

For example, Onoro Riku has a Dexterity of 20, giving him a Dexterity modifier of +5. Once he straps on his Sentou 3 Combat Jetpack and takes off, however, he loses that modifier. However, Onoro is something of an ace jetpack pilot, and has 13 ranks in the Operate Jetpack skill, which allows him to add the full +8 Handling bonus of the Sentou 3 to his Defence Bonus. On the other hand, if Onoro were a rookie at the jetpack game, with only two ranks in his Operate Jetpack skill, he would only be able to add two points of the Sentou 3's Handling bonus to his Defence.

Manoeuvres

Jetpacks can be used to perform any appropriate manoeuvre using the Operate Jetpack skill. Consult the table below for a list of manoeuvres and DCs. All manoeuvres in a jetpack are considered to be move-equivalent actions.



Manoeuvre	Operate Jetpack DC
Avoid Fine hazard	0
Avoid Diminutive hazard	2
Avoid Tiny hazard	5
Avoid Small hazard	10
Avoid Medium hazard	15
Avoid Large hazard	20
Avoid Huge hazard	25
Avoid Gargantuan hazard	30
Avoid Colossal hazard	40
Climb/dive	0
Emergency deceleration	20
Immelmann turn	20
Jink	20
Landing	10
Loop	20
Regain control	15*
Take off	5
Turn	0
Turn, extreme	15
Turn, sharp	10
Zoom climb/power dive	15

* In addition to the jetpack's handling score and speed, this check is also modified by the severity of the mishap, as detailed below.

Mishaps

Whenever a character fails an Operate Jetpack check while operating a jetpack, he will start to lose control. The jetpack may go into a spin, get turned around or even collide with another object – a deadly proposition considering the speed at which they travel. When an Operate Jetpack skill check is failed, not the amount by which it was failed and consult the table below to determine what happens.

Operate Jetpack Check Failed By...	Effect	Operate Jetpack Check Penalty
3 or less	Slip	-2
4-10	Slide	-4
11-14	Skid	-6
15-18	Spin	-8
19 or more	Collision	Special

See the *WARS Roleplaying Game* core rulebook for descriptions of all manoeuvres and mishaps.

Jetpack Statistics

Jetpack	Speed	Acc/Dec	Han	Cap	Oper	Weapons	Weight	Price
Emperor Series Civilian Jetpack	160	30/60	+2	150 kg	120 minutes	None	16 kg	2,000 creds
Orikom ShoSys 9 Insertion Jetpack	250	50/20	+6	135 kg	45 minutes	2 Hinote TS-47 plasma cannons	22.5 kg	4,000 creds
Sentou 3 Combat Jetpack	200	40/50	+8	150 kg	30 minutes	1 Dageki FS-89 rocket launcher	24 kg	8,500 creds
Sukauto F-5 Scout Jetpack	450	90/50	+12	120 kg	90 minutes	None	17 kg	2,250 creds
Tekika DR-1 Drop Jetpack	300	80/30	+10	115 kg	45 minutes	None	19 kg	2,500 creds

Jetpack Statistics Block

Speed: How fast the jetpack can move under power from its thrusters.

Acc: The jetpack's acceleration rating.

Dec: The jetpack's deceleration rating.

Han: The jetpack's handling rating, indicating how responsive it is to its controls.

Cap: The jetpack's weight capacity (this weight is in addition to the jetpack's weight). The jetpack can carry up to 50% more weight than its capacity, but doing this will have a proportionate effect on the jetpack's speed, acceleration, deceleration, handling and operation time.

Oper: The length of time the jetpack can operate before being refueled.

Weapons: Any weapon systems that may be incorporated into the jetpack.

Weight: The actual weight of the jetpack.

Cost: The price for the jetpack. Note that Gongen jetpacks are not sold to outsiders, and must be obtained illegally.

Refueling a Jetpack

Refueling a jetpack is a relatively simple process. They use the same thruster fuel ships use, and can be refilled either from the tanks of a ship (a jury-rigged process requiring a Repair skill check DC 20) or in almost any spaceport or refueling depot (no skill check required). Refueling a jetpack takes about 10 minutes and usually costs 20 creds.

Emperor Series Civilian Jetpack

Only one of a number of civilian jetpack styles, the Emperor Series is by far the most popular on Gongen.

Sentou 3 Combat Jetpack

The Sentou 3 Combat Jetpack is designed for heavy assault operations, and sacrifices some speed and operation time for its heavy weapons system and high weight capacity.

The Sentou 3 mounts a single Dageki FS-89 rocket launcher on the back of the user, the head of the rocket centred in the middle of the jetpack and protruding roughly to the top of the user's head. The Dageki is almost identical to the Taka GW-3 Missile System (see previous issues of *S&P Roleplayer*), firing extremely similar rockets, with one important difference. As the rocket blasts off from the user's back, directly behind his head, standard chemical accelerants are unacceptable – the user of the jetpack would be horribly burned every time he fired. Dageki FS-89 rockets use a two-stage propulsion system: the rocket is fired using a charge of compressed CO₂, and once it travels a distance of six metres the rocket automatically ignites its standard chemical propellants.

Aside from the two-stage propulsion, Dageki FS-89 rockets are identical to those fired by the Taka GW-3. The Sentou 3 Combat Jetpack carries a payload of two rockets.

Tekika DR-1 Drop Jetpack

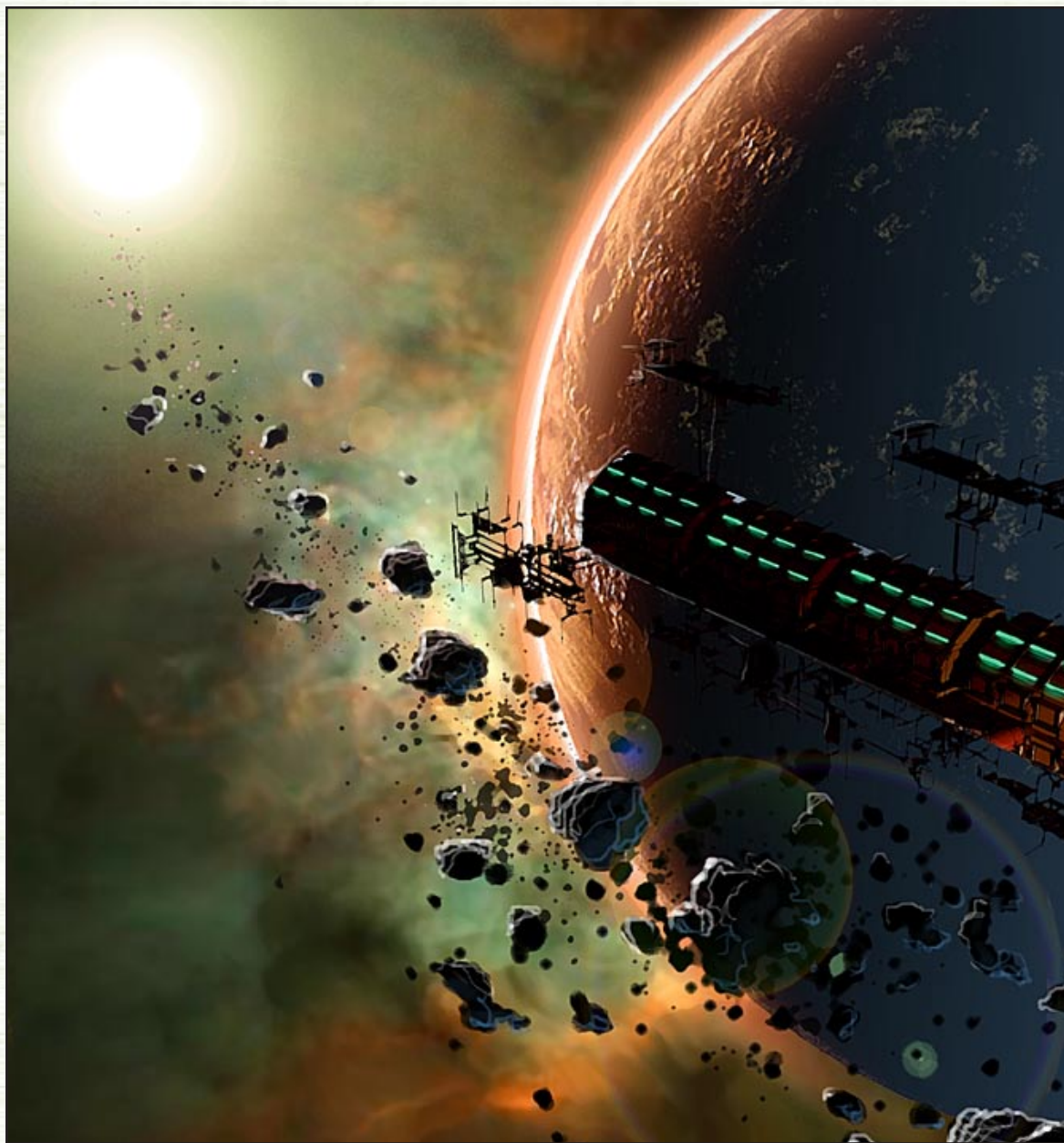
The Tekika DR-1 Drop Jetpack is intended to be deployed from high orbit, allowing the Gongen troops to drop like hawks from the sky upon their prey. The jetpack actually incorporates a pair of wings, each a metre long. Normally these wings hang down behind the user, but with the touch of a button can be raised and locked into place, helping to stabilise the jetpack during its free-fall toward the ground. The user of the Tekika DR-1 must make an Operate Jetpack skill check to regain control when he pulls out of this fall, and without the Tekika's wings, the jetpack's handling score is reduced to +2.

Orikomi ShoSys 9 Insertion Jetpack

Intended to make up the second wave of an attack, once the opposition has been thrown into turmoil by the initial thrust, the Orikomi ShoSys 9 Insertion Jetpack is well designed to mop up the remainder. Featuring impressive speed and acceleration, the Orikomi also boasts a pair of Hinote TS-47 Plasma cannons, one mounted on either side of the jetpack and fired by verbal command of the user. The awkward placement of the cannons imposes a -4 penalty on the user's attack roll. There are rumours of a ShoSys 10, incorporating an improved targeting system to remove this penalty, but there has been no sign of it yet.

Sukauto F-5 Scout Jetpack

The Sukauto F-5 Scout Jetpack is built for speed and little else. It is meant to move quickly enough for the user to be in and out of range of the enemy before he can be fired upon.



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THE SCARLET CITADEL

EXPLORE THE HOME OF TSOtha-LANTI IN THIS **CONAN, THE ROLEPLAYING GAME** ARTICLE, BY RONALD TOLAND

The tunnels were not silent. From the bowels of the earth in all directions came sounds that did not belong in a sane world. There were titterings, squeals of demonic mirth, long shuddering howls, and once the unmistakable squalling laughter of a hyena ended awfully in human words of shrieking blasphemy. He heard the pad of stealthy feet, and in the mouths of the tunnels caught glimpses of shadowy forms, monstrous and abnormal in outline.

It was as if he had wandered into hell - a hell of Tsotha-lanti's making.

- Robert E. Howard. *The Scarlet Citadel*

INTRODUCTION

High above the colour and sparkle of the city of Khorshemish, a sorcerer spins plots in a fortress whose stones are stained red by the innocents he sacrifices to dark powers. This is the Scarlet Citadel, whose dungeons once held the mighty Conan for a time.

Though Conan escaped the Citadel, the fortress and the foul beings that dwell beneath it remain. There are adventures aplenty waiting behind its blood-red walls. Come, o prince, and carve out your own legend!

OVERVIEW

The Scarlet Citadel stands within Khorshemish, slim-towered capital of Koth. The city is known as the Queen of the South, a glittering town of minarets, sparkling fountains, and lush gardens. Over it all broods the Scarlet Citadel, symbol and source of the sorcerer Tsotha-lanti's power.

In *The Scarlet Citadel*, Tsotha-lanti already dominates King Strabonus of Koth through sorcery and fear. Rumors abound of the atrocities committed by the sorcerer behind the walls of his fortress: prisoners tortured by the madly grinning eunuch Shukeli, or twisted by Tsotha-lanti's experiments into a shadowy and evil imitation of life, or simply swallowed by a monstrous serpent that lives in the gloomy tunnels beneath the Citadel. Scholars whisper that Tsotha-lanti himself is no mere man, but a half-demon spawned from a lord of hell.

The sorcerer is not content with his control of Koth. He sends emissaries to King Amalrus of Ophir, friend of Conan, who is now King of proud Aquilonia. Tsotha-lanti uses Amalrus' greed to convince him to betray King Conan and ally with King Strabonus. Together they draw Conan into trap. Tsotha-lanti takes Conan prisoner as Strabonus and Amalrus march to conquer the now kingless Aquilonia.

The arrogant sorcerer chooses not to kill Conan immediately, but imprisons him beneath the Scarlet Citadel to be consumed by the monsters that live there.

His confidence proves his undoing. For Conan escapes his chains, and while seeking a way out of the tunnels finds and rescues Pelias, a sorcerer Tsotha-lanti had imprisoned for ten years of slow torture. With Pelias' help Conan breaks out of the dungeons and returns to his kingdom in time to drive out Strabonus and Amalrus. Pelias becomes master of the Scarlet Citadel in Koth, and Conan saves his kingdom from invasion and conquest.

HISTORY OF THE SCARLET CITADEL

While the current Citadel is relatively new, raised by Tsotha-lanti within living memory, the origins of the pits beneath it are lost in time. Scholars say the pits were there 3,000 years ago, when Khorshemish was founded by King Khossus V. Khossus built a palace on the hill and a city on the ruins of an earlier settlement. While digging the foundations for his palace he found a sealed doorway that led down to the tunnels beneath the hill.

Khossus did not explore the unlit passageways, but his vizier did. Whatever the vizier found, he did not return from his investigation of the tunnels. Khossus, afraid of what lay beneath his home, re-sealed the doorway to underground passages and abandoned his palace. Khossus' fears eventually drove him to leave the city altogether. Khorshemish's people left with him, and the city became a new ruin settling on the bones of the old.

Many years later, another king, Akkutho I, resettled and rebuilt the city. He raised a fortress on the hill overlooking the city. This fortress became the foundation of Tsotha-lanti's Scarlet Citadel.

Tsotha-lanti re-opened the old cellars and discovered the shadowy tunnels under the ruins. He is the only man - or half-man - known to have explored the Halls of Horror and lived. It is said he found a cursed well somewhere in the unlit tunnels and descended into it of his own free will. He emerged some time later, his eyes burning with a strange fire.

In addition to whatever creatures lived in the Halls of Horror in the past, Tsotha-lanti has filled them with his own monsters. Worse, he experiments with strange hybrid forms of life, and leaves the results of his experiments to wander the darkened halls below.

LAYOUT OF THE SCARLET CITADEL

The Scarlet Citadel crouches on top of the central hill rising above Khorshemish. It has a commanding view of the city, and any citizen who looks up can see its blood-red walls looming over him.

The Citadel has three main sections: the outer wall - or bailey - first built by Akkutho I, the inner keep raised by Tsotha-lanti with its adjoining tower, and the pits beneath the Citadel.

Approach to the Citadel: Only a single marble-paved road winds up the western side of the hill to the Citadel. The slopes of the hill are too steep to climb anywhere else. While Tsotha-lanti's men patrol the walls day and night, the sorcerer is confident enough in his power that uninvited guests will be questioned by the guard rather than killed on sight.

Bailey: The road ends at a pair of strong iron gates set into the bailey, a 30-foot high stone wall circling the top of the hill. The wall is 12 feet thick, made of a core of sandstone rubble sandwiched between large stone blocks. Tsotha-lanti's guards pace the flattened top of the wall protected by a crenelated parapet.

The gates are formidable when closed. They are kept shut and barred, opening only on the sorcerer's command.

Not even the king of Koth can enter the Citadel when he pleases. Characters wishing to enter the fortress without Tsotha-lanti's permission will have better luck bribing a guard than trying to scale the walls or assault the gates.

The wall encloses a roughly rectangular area of 200 feet by 150 feet. Each corner is protected by a round tower rising fifteen feet above the top of the wall. Near the northwestern tower is a stable with space and gear for up to six horses.

Iron Gates: 3" thick iron, Hardness 10, hp 90, Break DC 30

Corner Towers: These towers house most of Tsotha-lanti's slaves and guards. They are dark and dirty, but infinitely preferable to the pits beneath the Citadel.

Each of the corner towers has the same floor plan. There are two entrances to each tower through stout wooden doors: one from ground level inside the bailey, the other from the top of the wall itself. Each entrance opens into a short corridor. Just to the right of this corridor is an opening to a spiral staircase running the length of the tower. The corridor ends at a circular chamber which is 15 feet in diameter. Three doors lead off from this central chamber to three smaller domed rooms, each 10 feet in diameter. The only windows in the tower are in the walls of the central chamber of the uppermost floor.

The roof of each tower is flat and rimmed with a crenelated wall. It can be reached through a trapdoor at the top of the spiral staircase.

During the reign of Akkutho I, the lower floors of each tower were used as holding cells for prisoners. Since Tsotha-lanti took over the fortress, however, any captives end up in the Halls of Horror to serve as food for Satha or subjects for Tsotha-lanti's grisly experiments.

The lower, windowless floors of the towers are used as sleeping quarters by his slaves. Guards sleep, eat, and carouse in the upper chambers. Neither group has many possessions. Most of them lack even clothes. The Games Master is free to populate the rooms of the towers with shabby tables and chairs, sleeping pallets, and perhaps a few copper pieces as she sees fit.

Wooden doors: 2" thick wood, Hardness 5, hp 20, Break DC 23

Inner Keep: Tsotha-lanti's home is more like a palace than a defensive structure. On the outside it is finished in scarlet stone, on the inside are wide halls with perfumed censers and domed chambers lined with white, gold-veined marble.

The keep lies near the center of the area enclosed by the bailey. Its eastern wall abuts a tall tower Tsotha-lanti had built for his personal use. Though the keep is only two stories tall, its upper windows can see over the outer wall to the city below.

Most of the rooms of the first floor are dedicated to Tsotha-lanti's sorcerous work, while the upper chambers are used for dining and entertaining noble company. Guards are present only when Tsotha-lanti calls for them. Shukeli, the eunuch jailer, has quarters on the first floor, and whenever Tsotha-lanti is present he is usually attended by several slaves.

The four walls of the keep surround a rectangular courtyard 40 feet wide and 100 feet long paved with marble. A single fountain rises in the center of the courtyard, the sound of its waters serving to chill the heart rather than calm the soul.

The entrance to the ground floor is on the southern side of the keep. It opens onto a hall 65 feet wide and 15 feet deep with an arched roof and four doorways leading out. A staircase just right of the door spirals up to the second floor. The room is sparsely furnished with a few wooden stools, though the arches over the doorways sport jeweled inlays set in geometric patterns.

Two doorways opposite the entrance connect to a corridor 10 feet wide. This corridor runs along the inner walls of the keep on the south, west, and north. The ornate walls of the

corridor are inlaid with gold and silver. A richly colored mosaic covers its floor, and sweet-burning censers hang from its arched ceiling. Arched doorways along the corridor open onto the courtyard.

A doorway left of the entrance leads to a small (15 feet by 15 feet) and tidy kitchen that is sparsely furnished. Rough stone stairs descend from this room to the cellar.

The doorway to the right of the entrance admits to a larger room measuring 30 feet by 15 feet. This room is bare save for three sets of manacles attached to the southern wall. Prisoners awaiting torture or sacrifice are kept here, within sight of freedom.

Manacles: 1/2" thick iron, Hardness 10, hp 10, Break DC 26, Open Lock DC 25

On the north side of the ground floor the main corridor opens up to three more rooms. The room in the northwest corner is 25 feet wide by 15 feet deep. This is Shukeli's quarters. It holds few comforts, as the eunuch derives most of his pleasure from inflicting pain on others. His room is fairly clean but foul-smelling, with a hard pallet on the floor and a low peg on the wall nearby to hold his keys.

25 feet down the corridor to the east from this room is a door to a second room, which measures 30 feet by 15 feet. This is Shukeli's torture chamber, where captives are ultimately flayed alive to furnish skin for the books of Tsotha-lanti's vile library. A blood-stained rack big enough to hold and stretch a Large humanoid commands the center of the room. Along the walls hang numerous torture implements: hooks, jagged blades, coils of rope, iron weights. Shukeli keeps all the blades sharp save a few he leaves deliberately dull to enhance their effect.

East of this painful room is another of identical size, connected to it by an

arched doorway. This is Tsotha-lanti's sacrificial chamber, where many a torture victim has been relieved of life. A simple black altar, shaped like a large butcher's block, stands near the eastern wall. Manacles snake outward from each end of the altar, ready to secure the next innocent sacrificed to power Tsotha-lanti's sorcery.

The second floor follows much the same floor plan as the lower storey. Here the main corridor is lined with arched windows and balconies overlooking the courtyard. The hall on the south side of this level is bare save for a few chests containing alchemical goods that do not fit into the laboratory next door (see below).

Other than the hall, the rooms on this floor are more ostentatious than below. The room in the southeast corner of the keep is a domed chamber with a ceiling carved from jet. Soft silk divans are set against the walls, with low tables nearby to support food or drink. The chamber in the northeast corner is decorated similarly, but its ceiling is covered in gold. This chamber also holds Tsotha-lanti's crystal ball (see *Conan the RPG*, page 228). The room just west of this one is also furnished for lavish entertainment of guests, with a ceiling coated in bright silver.

The room in the northwest corner holds Tsotha-lanti's library. Shelves line the walls from floor to domed ceiling, filled with dusty scrolls and books written on human skin and bound in wood. In the middle of the room, flanked by large candle-stands, is a low couch for reading. Near the bookshelf along the northern wall is a short writing desk with quill and ink.

The smaller chamber in the southwest corner serves as Tsotha-lanti's alchemical laboratory. Here he creates his Kothic Demon-Fire and researches the properties of Stygian Tomb-Dust (see *Conan the RPG*, pages 234-235). A long table stretches down the center of the room, surrounded on all sides by trunks and bags filled with various chemicals and herbs. On the table itself are several

mortars and pestles of varying sizes, two oil lamps, and an alchemical treatise from Tsotha-lanti's library.

Leading off from northern side of the main passage is a narrow corridor. Its walls are deep black, and it ends at a brass door with a grinning skull atop its lintel.

This is the door to the Halls of Horror, the pits under the Scarlet Citadel. Beyond it is a narrow staircase that used to connect the first and second floor of the Citadel. Tsotha-lanti has extended it so it now twists down into the hill to the Halls of Horror.

Brass Door: 2" thick brass, Hardness 8, hp 30, Break DC 25

Halls of Horror: At the foot of that narrow stair is an iron door forged as if it were the outer defence for some keep. It is locked, but can be opened with Shukeli's keys.

Iron door: 2" thick iron, Hardness 10, hp 60, Break DC 28, Open Lock DC 30

Past the iron door is a steel grille. It is not locked, but bolted, and the bolt can only be pulled out from the outer side. When the bolt is withdrawn, the grille can be slid into a recess in the wall.

Steel grille: 2" thick steel, Hardness 10, hp 60, Break DC 25

Beyond the grille is an arched, 15 feet wide corridor cut from solid stone. The air is close down here, with no light save for any torches the guards carry with them.

30 feet down the corridor from the steel grille is a set of iron fetters used to hold prisoners for Satha to find and devour. A chain, 5 feet long and forged of links 1" thick, connects a steel ring set into the wall to a metal belt 1/2" thick and 5" in width. Huge locks hold chain to belt

and keep the belt clasped shut. Without Shukeli's keys, anyone unlucky enough to be fitted with these shackles has little hope of escape.

On the wall above the steel ring is a niche for a torch. The guards leave one burning torch here when they bring down a new prisoner. The light is not for the comfort of the prisoner, but a signal to Satha that another meal awaits the serpent.

Iron chains: 1" thick iron, Hardness 10, hp 30, Break DC 26

Iron lock: 1" thick iron, Hardness 15, hp 30, Break DC 26, Open Lock DC 30

The wide corridor forms the main route through a maze of smaller tunnels and crawl-spaces dug out thousands of years ago under the hill. The main corridor extends for at least three hundred feet, though only Tsotha-lanti knows where it ends.

The smaller tunnels are 5 feet wide, branching off from the main corridor to make their own stony paths. Several of these smaller tunnels intersect at cross junctions, making it easy to get lost in the dark once off the main corridor.

The Games Master should feel free to populate these smaller tunnels with all kinds of monsters and depraved creatures. The main tunnel is the hunting ground of Satha, however, so other denizens of the Halls of Horror keep to the smaller passages.

Three monsters in particular make their home in the side tunnels.

The Gelid Abomination (see **Monsters**, below), the horrid result of one of Tsotha-lanti's experiments in creating hybrid life, stalks the tunnels closest to the entrance.

The plant Yothga (see **Monsters**, below) sprouts in a cell at the end of one of the more distant corridors. The cell measures 15 feet square, and is set off from the tunnel by a set of iron bars running from ceiling to floor. One section of the bars is made to swing open, but is held shut by a metal lock that can be opened with one of Shukeli's keys.

Finally, down a small tunnel on the opposite side of the main corridor from the Gelid Abomination is a strange well. It is a sheer pit cut through the floor of the tunnel measuring 5 feet wide and 10 feet long. Characters standing near the well can feel a dark wind blowing up from below. A Listen check (DC 15) detects faint drumbeats drifting up on that wind.

The pit leads down into hell, and what may lie at the bottom is up to the Games Master to decide. The presence of characters at the head of the well attracts the attention of 1d4 Bodiless Slimers (see *Conan, the Roleplaying Game* page 314), who float up out of the well and attack anyone they find. The Slimers will pursue fleeing characters only as far as the main corridor.

Tsotha-lanti's tower: The tower adjoining the Inner Keep can be reached two ways. A wooden door on the eastern side of the courtyard opens onto the ground floor of the tower. In addition, a marble stairway at the northeastern end of the second-floor hallway leads up to the very top of the tower. The ground-floor entrance can be barred from the inside.

Wooden door: 2" thick wood, Hardness 5, hp 20, Break DC 23

The tower has three floors, each with a single circular room 10 feet in diameter. The first floor has no windows. Two narrow arched openings in the eastern wall of the second and third floors allow light and air to reach those rooms. A spiral staircase just to the right of the door to each floor runs between the floors.

The chamber on the first floor has but a single set of manacles dangling from the eastern wall. Tsotha-lanti keeps prisoners here before feeding them to summoned demons above or experimenting with them in the pits below.

Manacles: 1/2" thick iron, Hardness 10, hp 10, Break DC 26, Open Lock DC 25

The second-floor room is Tsotha-lanti's summoning chamber. A permanent circle is inscribed on the floor, surrounded by warding symbols to constrain whatever demon Tsotha-lanti wishes to conjure. Twelve black candles on tall steel candlesticks are arranged about the circle. Two black censers dangle from the ceiling, their scent dank and foul rather than sweet.

The room on the third floor is Tsotha-lanti's sleeping chamber. It contains a single sleeping couch, a wooden trunk, and two censers. The trunk holds spare silk robes and a supply of black lotus power. Tsotha-lanti burns the lotus powder in the censers during his meditations, drawing on the dark dreams the powder induces to enhance his sorcerous powers.

The top of the tower rises 15 feet above the roof of the Inner Keep, making it the tallest tower in the Scarlet Citadel. It is flat and protected by a low wall. Khorshemish, spread out at the bottom of the hill below, seems tiny from here. A constant, chill wind blows across this pinnacle, making it feel lonely and remote.

Tsotha-lanti

Tsotha-lanti appears to be a man with a lean build and sharp, bird-like features. In truth he is a Spawn of Dagoth Hill, a half-demon born to a Zamoran dancing-girl that slept too close to a cursed shrine.

He is wicked and cruel, reveling in the fear he inspires. Even King Strabonus of Koth is terrified of the sorcerer. Tsotha-lanti uses this terror to twist the king to his purposes, making himself the true ruler of the kingdom of Koth.

Tsotha-lanti did not make the pits under the Scarlet Citadel, but he has put them to his own foul use. He feeds prisoners to Satha (see **Monsters**, below), a massive serpent he has set loose in the tunnels. Some prisoners he saves from the snake only to use them in his twisted experiments in creating aberrations. Most of these experiments end in failure, and the hideous results are left to wander in the darkness below.

In combat Tsotha-lanti prefers to use his Kothic Demon-Fire (see *Conan the RPG*, page 234) from a distance to incinerate foes. In melee he closes quickly and uses his poison ring: as a free action, a small metal point juts out from the ring, delivering a dose of whatever poison has been smeared onto it. Tsotha-lanti's favourite poison to use for this purpose is purple lotus juice (see *Conan the RPG*, page 232).

Medium Outsider (native)

19th Level Scholar

Hit Dice:	10d6+16 (62 hp)
Initiative:	+21 (+9 Dex, +6 Reflex save, +2 Lightning Reflexes, +4 Improved Initiative)
Speed:	30 ft
Dodge Defence:	25 (+5 level, +9 Dex, +1 Dodge)
Parry Defence:	18 (+5 level, +3 Str)
DR:	1
Base Attack/ Grapple:	+14/+17
Attack:	Unarmed strike +19 melee finesse (1d4+3 plus poison ring); or Kothic Demon-Fire +18 ranged (5d6 fire)
Full Attack:	Unarmed strike +19/+14/+9 melee finesse (1d4+3 plus poison ring); or Kothic Demon-Fire +18/+13/+8 ranged (5d6 fire)
Magic Attack:	+14 (+9 base, +5 Charisma)
Power Points:	18 (max 72)
Space/Reach:	5 ft/5 ft
Special Attacks:	Spells, poison ring
Special Qualities:	Knowledge is Power, Darkvision (30 feet), immunity to poison, Spawn of Dagoth Hill (+2 effective scholar level when casting <i>summon demon</i> and <i>summon elemental</i>)
Saves:	Fort +6, Ref +17, Will +14
Abilities:	Str 16, Dex 28, Con 10, Int 15, Wis 17, Cha 21
Skills:	Bluff +15, Concentration +22, Craft (alchemy) +28, Craft (herbalism) +28, Decipher Script +24, Diplomacy +17, Intimidate +23, Knowledge (arcane) +24, Knowledge (history) +24, Knowledge (nobility) +24, Perform (harp) +27
Feats:	Spawn of Dagoth Hill, Ritual Sacrifice, Summoner, Dodge, Lightning Reflexes, Tortured Sacrifice, Weapon Focus (unarmed strike), Improved Initiative, Permanent Sorcery*, Craft Aberration*
Possessions:	Silk robes
Corruption:	8
Spells:	Divination - <i>astrological prediction, mind-reading, visions, sorcerous news, greater sorcerous news, dream of wisdom</i> ; Hypnotism - <i>entrance, hypnotic suggestion, dread serpent, domination, mass hypnotic suggestion</i> ; Necromancy - <i>raise corpse, death touch, agonising doom</i> ; Oriental Magic - <i>calm of the adept, darting serpent, warrior trance</i> ; Prestidigitation - <i>conjuring, burst barrier, telekinesis, greater telekinesis</i> ; Summoning: <i>demonic pact, greater demonic pact, summon demon, summon elemental</i>

Medium Humanoid (Koth)	
17th Level Scholar	
Hit Dice:	10d6+18 (53 hp)
Initiative:	+8 (+3 Dex, +5 Reflex save)
Speed:	30 ft
Dodge Defence:	19 (+6 level, +3 Dex)
Parry Defence:	17 (+6 level, +1 Str)
DR:	-
Base Attack/ Grapple:	+12/+13
Attack:	Unarmed strike +15 finesse (1d4+1)
Full Attack:	Unarmed strike +15/+10/+5 finesse (1d4+1)
Magic Attack:	+14 (+8 base, +6 Charisma)
Power Points:	11 (max 44)
Space/Reach:	5 ft/5 ft
Special Attacks:	Spells
Special Qualities:	Knowledge is Power
Saves:	Fort +9, Ref +8, Will +15
Abilities:	Str 13, Dex 17, Con 15, Int 15, Wis 17, Cha 23
Skills:	Appraise +8, Bluff +18, Concentration +22, Craft (alchemy) +24, Craft (herbalism) +22, Decipher Script +22, Gather Information +16, Intimidate +28, Knowledge (arcane) +24, Knowledge (history) +20, Perform (song) +21, Sense Motive +13
Feats:	Iron Will, Great Fortitude, Summoner, Ritual Sacrifice, Tortured Sacrifice, Steely Gaze, Augment Summoning, Noble Blood*, Menacing Aura
Possessions:	Linen tunic
Corruption:	6
Spells:	Curses - <i>lesser ill-fortune</i> ; Divination - <i>astrological prediction, psychometry, mind-reading, visions, sorcerous news, dream of wisdom, greater sorcerous news</i> ; Hypnotism - <i>entrance, hypnotic suggestion, domination</i> ; Necromancy - <i>raise corpse, death touch</i> ; Oriental Magic - <i>calm of the adept, darting serpent, warrior trance, shape-shifter</i> ; Summoning - <i>demon pact, summon demon, greater demonic pact, summon elemental</i>

PELIAS

Pelias is a tall, thin man with a noble countenance. His eyes are dark and intelligent, though his gaze is unsettling. Even when he is unarmed, it is obvious that Pelias is a dangerous man.

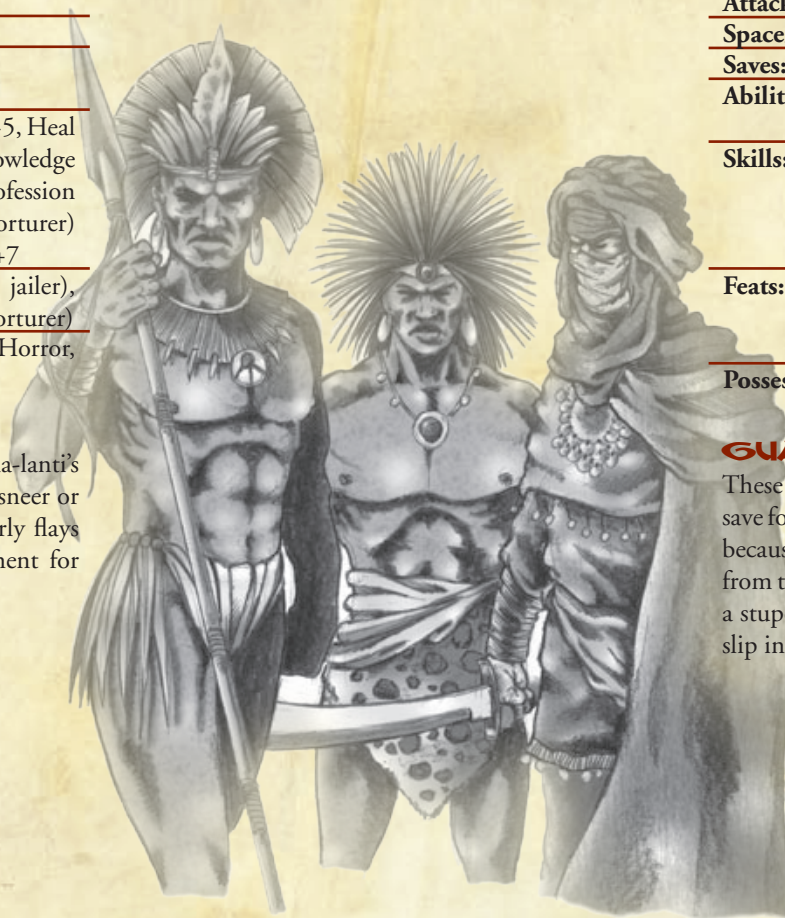
Ten years before the events of *The Scarlet Citadel* Pelias was Tsotha-lanti's chief sorcerous rival, but Pelias had a weakness for fine food and drink. After one typical night of debauchery, Tsotha-lanti captured Pelias in his sleep and imprisoned him in the pits beneath the Scarlet Citadel. Rather than kill him outright, Tsotha-lanti locked Pelias in a cell with the plant Yotha (see **Monsters**, below). This hellish plant slowly drained Pelias' mind and soul for ten years before Conan freed him. When he escaped from the Halls of Horror, Pelias' mind recovered and quickly focused on revenge against Tsotha-lanti.

Pelias takes his powers for granted, and freely employs sorcery to achieve whatever he wants at the moment. He will not hesitate to spy on friends and enemies, use an air elemental to travel great distances, or raise zombie servants if needed. He readily forms alliances against perceived threats, but feels no further obligation to his allies once the threat is gone.

	Medium Human (Koth) 3rd Level Expert
Hit Dice:	3d6+3 (13 hp)
Initiative:	+2 (+1 Dex, +1 Reflex save)
Speed:	30 ft
Dodge Defence:	13 (+2 level, +1 Dex)
Parry Defence:	12 (+2 level)
DR:	-
Base Attack/Grapple:	+6/+9
Attack:	Unarmed strike +3 finesse (1d4)
Space/Reach:	5 ft/5 ft
Saves:	Fort +2, Ref +2, Will +2
Abilities:	Str 10, Dex 12, Con 12, Int 10, Wis 8, Cha 8
Skills:	Bluff +5, Concentration +5, Heal +3, Intimidate +5, Knowledge (local) +2, Listen +1, Profession (jailer) +10, Profession (torturer) +10, Spot +1, Use Rope +7
Feats:	Skill Focus (Profession: jailer), Skill Focus (Profession: torturer)
Possessions:	Keys to the Halls of Horror, loincloth, sandals, belt

SHUKELI

Shukeli is a grossly fat eunuch that serves as Tsotha-lanti's jailer. His mouth is usually twisted into either a sneer or a fiendish grin. He delights in torture and eagerly flays victims alive to provide human skin as parchment for Tsotha-lanti's growing library.



	Medium Human (Southern Islander) 2nd Level Barbarian
Hit Dice:	2d10+6 (17 hp)
Initiative:	+4 (+1 Dex, +3 Reflex)
Speed:	30 ft
Dodge Defence:	13 (+1 level, +1 Dex, +1 racial)
Parry Defence:	13 (+3 Str)
DR:	-
Base Attack/Grapple:	+6/+9
Attack:	Bardiche +5 melee (2d10+4)
Space/Reach:	5 ft/5 ft
Saves:	Fort +6, Ref +4, Will +1
Abilities:	Str 16, Dex 12, Con 16, Int 10, Wis 12, Cha 8
Skills:	Intimidate +4, Listen +3, Perform (dance) +5, Profession (sailor) +3, Profession (guard) +4, Spot +6, Survival +4
Feats:	Track, Fearless, Versatility (-2 penalty), Bite Sword, Crimson Mist, Power Attack
Possessions:	Bardiche

GUARDS

These tall and imposing warriors go completely naked save for their bardiches. They are loyal to Tsotha-lanti only because of their fear of him. When the sorcerer is absent from the Scarlet Citadel, the guards drink themselves into a stupor, offering a perfect opportunity for characters to slip into - or out of - the Citadel unnoticed.

	Medium Aberration
Hit Dice:	10d8 (45 hp)
Initiative:	+8 (+5 Dex, +3 Reflex save)
Speed:	30 ft
Dodge Defence	21 (-1 size, +4 Dex, +8 natural)
DR:	-
Base Attack/ Grapple:	+7/+12
Attack:	Tentacle +13 (1d6+5)
Full Attack:	6 tentacles +13 (1d6+5), Bite +11 (1d8+2)
Space/Reach:	5 ft/5 ft
Special Attacks:	Improved grab, constrict (1d6+5, AP 8), horrible laughter
Special Qualities:	Immunity to physical weapons, darkvision (60 ft.)
Saves:	Fort +5, Ref +8, Will +6
Abilities:	Str 20, Dex 20, Con 10, Int 8, Wis 8, Cha 12
Skills:	Bluff +8, Disguise +4
Feats:	Multiattack, Great Fortitude, Weapon Focus (tentacle), Weapon Focus (bite)

THE GELID ABOMINATION

Born from one of Tsotha-lanti's foul experiments, the Gelid Abomination hunts through the tunnels beneath the Scarlet Citadel. Though it can make human sounds, there is nothing human in its appearance. Stumpy tentacles surround an amorphous, jelly-like mass for a body. A sickly amphibian head grows out from the mass without a neck.

The Gelid Abomination imitates a woman's weeping to draw in its prey. When close enough to be seen, it begins tittering in a wicked voice, causing all Terror saves it provokes to be made at a -2 penalty. The Gelid Abomination then closes and attacks with its tentacles, using its constrict attack to squeeze the life from more sane creatures.

Note that the Gelid Abomination can only be harmed by fire or silver.



	Colossal Magical Beast
Hit Dice:	40d10+200 (420 hp)
Initiative:	+28 (+4 Improved Initiative, +2 Lightning Reflexes, +22 Reflex)
Speed:	40 ft. (8 squares), climb 40 ft., swim 20 ft.
Dodge Defence	27 (-8 size, +4 Improved Initiative, +25 natural)
DR:	4
Base Attack/Grapple:	+40/+69
Attack:	Bite +35 melee (3d8+16+poison), or slam +35 melee (3d6+24)
Full Attack:	Slam +35 melee (3d6+24), bite +30 melee (3d8+16+poison)
Space/Reach:	30 ft./20 ft.
Special Attacks:	Constrict 3d8+24 (AP 17), improved grab, poison, charging slam
Special Qualities:	Scent, darkvision (60 feet), low-light vision
Saves:	Fort +26, Ref +24, Will +17
Abilities:	Str 42, Dex 10, Con 18, Int 12, Wis 12, Cha 2
Skills:	Climb +36, Hide +17, Listen +33, Move Silently +23, Sense Motive +15, Spot +24
Feats:	Alertness, Endurance, Skill Focus (Hide), Improved Initiative, Toughness, Power Attack, Cleave, Great Cleave, Improved Bull Rush, Awesome Blow, Improved Sorcerer's Sight, Lightning Reflexes

SATHA

This massive and terrible serpent is a full eighty feet long, its scales white with a grey sheen. Wicked foot-long fangs curve down from its mouth dripping with a deadly venom. Its great yellow eyes see well in darkness and in light, and its gaze is evil and cold.

Though Tsotha-lanti employs fierce tribesmen from the Southern Islands as guards, Satha is the real prison-keeper of the Halls of Horror. This monster wanders the Halls at will, feeding on prisoners left by Tsotha-lanti or anything else unlucky enough to be caught in one of the larger tunnels under the Citadel. Even the other horrors in the pits give Satha a wide berth.

Satha is drawn to motion, and will not attack an unmoving target. It uses its slam attack to knock out its prey, then wraps its meal in its coils to break all its bones before swallowing it.

Potential food is safest around the serpent immediately after it has fed. Like all snakes, it spends time digesting its food, and will not attack likely prey if it has fed recently.

Poison: Save DC 34, primary damage 2d4 Con, secondary damage 2d6 Con

YOTHGA

Yothga is not native to Earth. Its seeds scattered out from the planet Yag into space. Some found their way to Earth in times forgotten, but could only take root in hell. In time Yothga grew out and up in vine-like stalks till it burst through the floor of the Halls of Horror. Now Tsotha-lanti uses it to torture his most hated captives. Its latest victim is the sorcerer Pelias.

Yothga feeds on the souls of humans. Its tendrils lash out and wrap around anyone that approaches within reach, then pull the victim closer. The poison oozing from its flesh serves to dull the wits of its prey. When its captive's mind is gone (reduced to 0 Int), Yothga dips one of the sickly red blossoms that bloom along its length toward the human's mouth, slowly drinking out its soul. Its foul caress forces a Corruption Save (DC 21) in the target once per month. A target brought to Corruption 10 in this way is consumed, body and soul, by Yothga. The evil plant then grows in size by 1 HD and waits for another victim.

Poison: Save DC 19, Initial and secondary damage 1d4 Int

	Large Plant
Hit Dice:	9d8+45 (85 hp)
Initiative:	+10 (+3 Dex, +3 Reflex save, +4 Improved Initiative)
Speed:	0 ft
Dodge Defence	14 (+3 Dex, +1 natural)
DR:	2
Base Attack/Grapple:	+6/+18
Attack:	Tendrils +11 melee (1d6+4+poison, AP 5)
Full Attack:	4 tendrils +11 melee (1d6+4+poison, AP 5)
Space/Reach:	10 ft/10 ft
Special Attacks:	Improved grab, poison, charging slam, loathsome caress, powerful grapple
Special Qualities:	Low-light vision, plant traits
Saves:	Fort +11, Ref +6, Will +3
Abilities:	Str 19, Dex 17, Con 20, Int 2, Wis 10, Cha 24
Skills:	Listen +11, Spot +4
Feats:	Improved Initiative, Skill Focus (Listen), Weapon Focus (tendrils)

TREASURES OF THE SCARLET CITADEL

The Scarlet Citadel contains a mix of earthly and scholarly treasures. The domed rooms on the second floor of the Inner Keep contain jewels in the walls, goblets carved from a single sapphire, silks on the couches, and fine wines in abundance. Tsotha-lanti's library on the same floor is vast, accumulated over a lifetime of sorcerous study. His alchemical lab is similarly well-equipped, with all the ingredients necessary to make his Kothic Demon-Fire. Even his crystal ball can be found lying on a divan in a room on the second floor (see **Layout**, above).

Most of these things, however, will likely remain out of the player characters' hands. If the characters assist Pelias in overthrowing Tsotha-lanti (see below), Pelias will take up residence in the Scarlet Citadel and consider all its treasures as his. Characters caught prying jewels off of arched doorways will be treated as thieves. If Tsotha-lanti controls the Citadel at the end of the characters' adventure, they are likely fleeing for their lives from the Citadel, with no time to stop and loot the place.

Either way, the Games Master should not worry overmuch about the characters becoming suddenly wealthy. In the unlikely event the characters become masters of the Citadel, they will have to answer to the King of Koth, who may or may not welcome their presence.

USING THE SCARLET CITADEL IN YOUR GAME

The Scarlet Citadel offers a challenging location for characters to explore whether your game is set before or after the events in Howard's story. No matter who commands the Citadel, just getting into it will be an adventure in and of itself.

Should the characters be the ones to free Pelias and help him topple Tsotha-lanti, a number of possibilities open up.

Perhaps Pelias grants the characters one boon each, but as with most sorcery, the boon granted is a mixed blessing. A scholar character may be offered a period as apprentice to Pelias, forcing an interesting choice for both player and character.

Of course, the characters could free Pelias, try to kill Tsotha-lanti, and fail. Even if they manage to drive Tsotha-lanti out of the Scarlet Citadel, they will have made a terrible enemy in the half-demon wizard. Tsotha-lanti could then become a recurring villain in the campaign, always trying to regain his Citadel or revenge himself on the characters.

Even after Conan escapes from the Halls of Horror, most of its monsters are still alive and free. Characters exploring the tunnels beneath the Citadel will face Satha, the Gelid Abomination, Bodiless Slimers, and any other horrors the Games Master decides to place in the underground passages. In addition Pelias, while more human than Tsotha-lanti, will not treat trespassers lightly. If the characters break into - or out of - the Citadel without Pelias' permission, they will have to deal with the sorcerer's wrath.

ADVENTURE HOOKS

Whether your campaign is set before or after Conan was imprisoned in the Halls of Horror, several different scenarios might lead the characters to explore underneath the Scarlet Citadel.

The characters might be hired to break some noble out of the Citadel. The noble might be held in the Inner Keep, awaiting torture or sacrifice, or have been thrown into the dungeon to be eaten by Satha. This would be a desperate mission, a race to get to the noble before he or she dies. Such an adventure would work whether Tsotha-lanti or Pelias holds the Citadel; neither sorcerer would hesitate to capture and kill a perceived enemy.

As an alternative to having to free a noble, perhaps one of the characters crossed the master of the Citadel and was caught. The remaining characters would have to break into the Citadel and free their companion. Again, this would be a fast paced, high tension adventure that makes sense no matter which sorcerer controls the Citadel.

Perhaps the characters are hired by a sorcerer who wants to sneak into the Halls of Horror and go down the well into hell. They would serve as both escort and body-guard for breaking into the Citadel and descending into the tunnels. This adventure would have many of the same risks as the previous two, but without the critical time element. Rather than worrying about getting to someone in time, the characters would worry about surviving their exploration of the tunnels. This scenario would be even more interesting if a scholar character decided to brave the pit himself. The consequences of exploring - and possibly surviving - such an expedition to hell are left up to the Games Master's imagination.

A still risky, but more mundane adventure could start with the characters hired to steal a sample of Satha's venom or a cutting from Yothga. The characters might begin by asking to purchase such a sample from the current master of the Citadel. Tsotha-lanti would likely refuse such a request outright. Pelias might grant the character's wish for some exorbitant price, but insist they gather the samples on their own, without his aid. Either way, gathering the ingredients will not be easy.

DOWN THE HATCH!

Intoxication, inebriation and the morning after. Drunkenness in RuneQuest, by Carl Walmsley

Taverns and roadside inns have long been a mainstay of fantasy roleplaying games – as have drinking games with wild-eyed barbarians who are convinced they can drink you under the table. Accepting such challenges – or celebrating a little too hard at the end of an adventure – is not without consequences. Presented here are rules for all things alcoholic and drunken in games of *RuneQuest*: from flagons of ale to Uz Liqueur, you will find everything you need to deal with mood swings, toilet breaks and fearful hangovers. Cheers!

The Effects of Alcohol

Though the end results of drinking too much of any alcoholic beverage may seem the same – falling over, sleeping in alleyways, a troll-sized hangover – there are in fact a number of important differences. Beyond the fact that various brews can be more or less potent, each type of alcohol can induce a specific sort of drunkenness. Certain drinks can even produce effects that, given the right situation, might be beneficial. What is more, the various types of mood and drunken outlook that these drinks produce can offer some fantastic opportunities for roleplaying. From the sophisticated intoxication of one soused on expensive wine to the brooding sullenness of the vodka drinker, there are different species of drunkards. Each has his own habits and unique behaviour.

Intoxication

As a character succumbs to the effects of alcohol, he acquires levels of Intoxication. These are similar to levels of Fatigue, inflicting penalties on a character's co-ordination and mental capacity, and may eventually result in him passing out.

Queasiness

Once a character has acquired three levels of intoxication, there is a chance he will start vomiting. The character must pass a Resilience test or be physically sick. Though this is unlikely to endear him to his companions or host, it does have the beneficial effect of immediately reducing his Intoxication level by one.

Nausea

A character who has acquired four levels of Intoxication is quite likely to experience uncontrollable vomiting. He must pass a Resilience test with a –20% penalty or start throwing up. This immediately reduces his Intoxication level by one.

Note that if a character's Intoxication level rises and falls (as he begins to sober up and then continues to drink), he must check for the effects of Queasiness and Nausea each time he acquires three or four levels of Intoxication.

Intoxication Levels

Level of Intoxication	Effects
Sober	None
Tipsy	-5% penalty on all skill tests involving DEX.
Merry	-10% penalty on all skill tests involving DEX. Strike Rank suffers a –1 penalty.
Drunk	-20% penalty on all skill tests involving DEX. –10% penalty on all skill tests involving INT. Strike Rank suffers a –2 penalty. Queasiness.
Smashed	-30% penalty on all skill tests involving DEX or INT. –20% penalty on all other skill tests. Strike Rank suffers –4 penalty. Nausea.
Unconscious	Character passes out. He will reawaken naturally once his Intoxication level falls below Unconscious.

For example, Larina reaches three levels of Intoxication after her first few drinks. At this point, she must check the effects of Queasiness. Luckily for her, she passes her Resilience test. After an hour, her Intoxication level

drops to two as her body begins to sober up. Larina, however, continues to drink, acquiring another level of Intoxication. As this takes her back to three levels, she must once again check the effects of Queasiness.

What's your poison?

Despite the fact that most characters will willingly seek out inns and taverns, alcohol is not exactly health food – in fact, it is a toxin that the body tries very hard to eliminate. Accordingly, the rules for alcohol are based on those which deal with poison (*RuneQuest*, page 91).

Each type of alcohol includes an entry that describes its specific potency and effects. Note that there is no 'Type' category for alcohol as it assumed that it will always be ingested. In addition, there is no 'Duration'. A character's body is able to naturally remove one unit of alcohol each hour (see **Sobering Up**).

In addition, various types of drink contain different amounts of alcohol. This is represented by 'Measures'. For *each* Measure, a character must make an Opposed Resilience test versus the relevant Potency in order to ignore the effects of the drink. This means that a single dose of certain drinks can inflict more than one level of Intoxication.

For example, Gerthat quaffs a flagon of mead – a drink containing two Measures with Potency 45. He makes two Opposed Resilience tests, succeeding with one but failing the other. He therefore acquires one level of Intoxication. Had he failed both tests, he would have acquired two levels.

Should a Games Master wish to introduce a generic unit of alcohol, the following information should be used:



Name: 'Alcohol'

Delay: 2D10 minutes

Potency: 50

Full Effect: 1 level of Intoxication

Measures: 1

Individual Resistance

A character's size and physical condition can have a significant impact on the amount of alcohol he can drink before he starts to feel the effects. Accordingly, characters with particularly high SIZ and/or CON are entitled to a number of re-rolls per drinking session to ignore the effects of drinking too much. A single Intoxication Test may only be re-rolled once, however, and the result of the second roll must always be taken.

The following table sets out how many re-rolls characters are entitled to:

Combined SIZ and CON	Number of Re-rolls
25 or less	None
26 – 30	1
31 – 35	2
36 – 40	3
41 – 45	4
46 – 50	5
51+	Special – creatures this large and hardy may re-roll <i>every</i> Intoxication test.

Fearless Resolve

It has long been a practice of those going into battle to seek a little Dutch courage. A few stiff drinks can dull the nerves of those preparing to fight and help them to overcome their fears.

A character who acquires two or more levels of Intoxication whilst psyching himself up for a fight may attempt to dispel his fears in an alcoholic haze. The character should make a POW test with a +20% bonus for each level of Intoxication. If successful, the character enters a sort of battle trance which serves to shield him from the horrors he may be about to experience. The character's Fatigue level is considered two less than it actually is, he receives a +10% bonus on all Resilience tests to ignore the effects of an injury, and he inflicts an additional 1D2 damage in melee combat. In addition, such a character – whilst not immune to fear – is far less likely to break in the face of the enemy.

When a character leaves this alcoholic battle trance – which occurs when he no longer has two or more levels of Intoxication or when there is a lull in the fighting – he loses the benefits of Fearless Resolve and immediately acquires an extra level of Fatigue.

Note that a character in a battle trance suffers all the normal penalties for drunkenness: just because he feels invincible does not mean he is actually any more skilful in combat.

You're So Funny!

It is a strange fact that drunks finds other drunks amusing – alcohol certainly helps people to relax, often allowing them to get along better and to discuss matters in a way which makes them feel they are really connecting. Of course, for those who are not under the influence of drink, the self-perceived charming drunk is often an irritating loudmouth.

All CHA based skill tests between characters whose Intoxication levels are the same or only one apart,

receive a +10% bonus. However, such tests involving characters with two or more levels of Intoxication between them receive a –10% penalty.

For example, Brentwin has been in The Silver Eel for a few hours now, acquiring three levels of Intoxication (Drunk). He attempts to regale other drinkers with the tale of the time he broke into a nobleman's house and ended up spending the night with the man's wife. One of the listeners is also Drunk, another is Merry and two are Tipsy. When resolving the Opposed Influence test to see whether Brentwin's story entertains those listening, he receives a +10% bonus with the first two patrons, but a –10% penalty with the other pair. His rakish charm and somewhat over-enthusiastic laughter might endear him to fellow drunks but is likely to convince others he is a buffoon.

Drinking Competitions

The rules in this article can be used to play out all manner of drinking competition. Common examples include games where the loser is forced to down a drink. Everything from cards to juggling has been adapted over the years. Games where the loser will find it increasingly difficult to compete (as his co-ordination and the ability to react quickly diminish) seem especially popular.

These games usually continue until someone passes out or vomits. Characters with a low Resilience skill should expect to fare poorly in such games, whereas those with a high skill (especially if coupled with a high CON and SIZ) should be able to drink for several hours before suffering any ill effects.

Drinks

Below is a list of beverages that characters can expect to find in most drinking establishments. Each entry assumes a character is imbibing the standard dosage for each particular drink – a flagon of ale, a pint of beer, a shot of whisky, and so forth.

Games Masters and players alike can use the descriptions of the moods brought about by the consumption of each drink as a guide to roleplaying characters who are under the influence.

Ale

Delay: 5D6 minutes

Potency: 40

Full Effect: 1 level of Intoxication, Gift of the Gods

Measures: 1

An incredibly important drink in any European-like medieval culture, ale is part of the staple diet of most non-wealthy people – it is safer than drinking water and is usually cheap to buy. As alcoholic drinks go, it tends to be quite weak, in no small part because of the regular watering down which occurs in many establishments.

Gift of the Gods

Some cultures believe that ale has magical properties, others that it is a gift from the gods. For characters who grew up in such places, and believe this to be the case, one level of Intoxication – and only one level – bestows a +5% bonus on magical skill tests such as Runecasting and Sorcery.

Prices

These are the standard prices that characters can expect to pay for alcoholic beverages. These prices can vary dramatically, however, according to the quality of the premises where they are purchased, along with other factors such as availability of the product locally. For instance, a community located near a large dwarven settlement may have better access to Dwarven Water, forcing down the price.

Drink	Cost by Area				
	Wilds	Rural or Small Town	Large Town	Small City	Large City
Ale	2 LB	2 LB	1 CP	1 CP	2 CP
Beer	1 CP	1 CP	2 CP	2 CP	4 CP
Cider	1 CP	1 CP	2 CP	2 CP	4 CP
Mead	1 CP	1 CP	1 CP	2 CP	4 CP
Rum	-	1 CP	1 CP	2 CP	3 CP
Vodka	-	1 CP	1 CP	2 CP	3 CP
Whisky	-	1 CP	1 CP	2 CP	3 CP
Wine (cheap)	-	2 LB	1 CP	1 CP	2 CP
Wine (expensive)	-	-	5 SP	5 SP	5 SP
Duck Nip	-	-	-	1 SP	1 SP
Dwarven Water	-	-	3 CP	5 CP	1 SP
Lamia Elixir	-	-	-	1 SP	2 SP
Spirit	-	-	3 CP	5 CP	5 CP
Uz Liquor	-	2 CP	4CP	4 CP	6 CP

Beer

Delay: 4D6 minutes

Potency: 50

Full Effect: 1 level of Intoxication, Anger, Lascivious

Measures: 2

Perhaps the world's oldest alcoholic beverage, beer is produced using malted barley, hops, water and yeast.

Anger

Characters who acquire three or more levels of Intoxication whilst drinking beer are likely to become short-tempered and irritable. They receive a -10% penalty for all CHA based skill tests and are generally more prickly.

Lascivious

All drunks suffer from questionable decision-making, but beer induces a particular type of lascivious behaviour. A character with three or more levels of Intoxication from beer regards all members of the preferred sex as having CHA 3 points higher than they actually do. Their behaviour is also generally more sexually aggressive.

Cider

Delay: 3D8 minutes

Potency: 50

Full Effect: 1 level of Intoxication, Addled Brain

Measures: 2

Addled Brain

Excessive consumption of cider rots the brain. Each time a character acquires four or more levels of Intoxication whilst drinking cider, he should roll a percentile die. If the result is lower than his current INT, he permanently loses one point of INT. A character may use a re-roll due to high SIZ and CON to try to avoid this effect.

Dead

Delay: 5D6 minutes

Potency: 45

Full Effect: 1 level of Intoxication, Mellow

Measures: 2

A drink made with honey, water and yeast, mead is often popular where it is difficult to grow grapes. Mead comes in a vast array of forms and tastes, including metheglin (spiced mead) and melomel (mead containing fruit).

Mellow

Characters who are Intoxicated on mead tend to become relaxed and easy-going rather than boisterous and loud.

Rum

Delay: 2D8 minutes

Potency: 55

Full Effect: 1 level of Intoxication, Boisterous

Measures: 1

A popular drink with sea-faring types, rum is said to lift the spirits and fire the blood.

Boisterous

Those Intoxicated on rum tend to become rather lively and animated. A character with one or more levels of Intoxication from drinking rum may ignore one level of Fatigue until such time as he becomes sober. He must then make a Resilience test or acquire an additional level of Fatigue.

Many a sea captain, wary of inciting disturbances within his crew, elects to water-down rum before it is served. Rum that has been diluted in this way is known as 'grog'. A dose of grog has potency 40, but otherwise has the same effects as rum.

Vodka

Delay: 2D8 minutes

Potency: 55

Full Effect: 1 level of Intoxication, Warms the Belly, Melancholy

Measures: 1

A hard drink, often chosen by those who wish to get drunk quickly, vodka is popular in cold climates.

Warms the Belly

A single shot of vodka, whether it induces Intoxication levels or not, is good for warming the blood. This enables a character to ward off the effects of extreme cold. A +10% bonus should be allowed for Resilience

or Persistence tests to remain focused whilst in frigid conditions, to ward off frost bite, or for any similar sort of test.

Melancholy

Characters who suffer Intoxication levels from vodka tend to become very downbeat, often moping over their drinks and lamenting the sad nature of the world.

Whisky

Delay: 2D8 minutes

Potency: 55

Full Effect: 1 level of Intoxication, Gift of the Gab

Measures: 1

Gift of the Gab

Characters with two or more levels of Intoxication from whisky seem to acquire a talent for tale-telling. These inebriated raconteurs receive a +10% bonus on Influence tests which involve anecdotes or the spinning of yarns.

Wine (Cheap)

Delay: 5D6 minutes

Potency: 50

Full Effect: 1 level of Intoxication, Sore Head

Measures: 1

Sore Head

Excessive amounts of any kind of alcohol can result in some unpleasant after-effects, but cheap wine has a



way of inflicting hangovers that make the sufferer wish he was dead.

When checking for the effects of a hangover, a character who has acquired levels of Intoxication from cheap wine must make an additional Resilience test to determine whether he drops down any levels of Fatigue.

Wine (Expensive)

Delay: 5D6 minutes

Potency: 50

Full Effect: 1 level of Intoxication, Sophisticated Drunkenness

Measures: 1

Sophisticated Drunkenness

Acquiring one or two levels of Intoxication from expensive wine results in a particular kind of suave drunkenness. Rather than succumbing to the traditional boisterousness of inebriation, the character benefits from a more refined style of light-headedness. This change can be roleplayed out with flamboyant style – a taste for delicacies, appreciation of art and fine culture, and a hankering for more fine wine.

Characters seeking to pass themselves off as members of a higher station should find their efforts to do so aided by a few glasses of expensive wine. A +10% bonus on Influence tests may be used to represent a character's alcohol-assisted refinement.

However, characters that overdo it, and acquire three or more levels of Intoxication, lose this benefit and become caricatures of their formerly refined selves – too verbose, too courtly to be believable.

Unusual Drinks

Duck Nip

Delay: 7D6 minutes

Potency: 30

Full Effect: 1 level of Intoxication

Measures: 1

This unusual concoction, described by some humans as tasting like water from a millpond, is only mildly alcoholic. Perhaps due to the diminutive stature of Ducks, this mild drink is their tippie of choice.

Presenting a jar of Duck Nip as a gift before negotiating with a Duck is considered an act of admirable courtesy. Characters that do so should receive a +5% bonus on Influence tests which occur thereafter.

Dwarven Water

Delay: 3D6 minutes

Potency: 60

Full Effect: 1 level of Intoxication, Fires the Blood

Measures: 2

Despite its name, Dwarven Water is nothing of the kind. In fact, it is an extremely potent form of alcohol brewed from a fungus-like vegetable which thrives in mountains and underground caverns. Known variously as Thunder Ale, Mountain Brew and Deeping Beer amongst the different Dwarven tribes, all are essentially the same drink.

Fires the Blood

Characters who acquire two or more levels of Intoxication from Dwarven Water gain a feeling of

strength and power. Many dwarves believe it is the blood of the earth itself flowing through them. Such characters gain the benefits of Fearless Resolve, outlined above, without any need to pass a POW test.

Lamia Elixir

Delay: 6D6 minutes

Potency: 55

Full Effect: 1 level of Intoxication, Hypnotic

Measures:

Brewed using methods similar to those employed in the fermentation of wine, Lamia Elixir also contains a number of rare herbs. It is these which imbue the drink with its soporific qualities.

Hypnotic

For each level of intoxication acquired from drinking Lamia Elixir, a character suffers a –5% penalty on Opposed Influence tests and on Opposed Persistence tests to resist a lamia's gaze attack.

Spirit

Delay: 1D6 minutes

Potency: 70

Full Effect: 1 level of Intoxication, Eternal Drunkenness, Ghostly Sight

Measures: 3

This is perhaps the strongest alcohol known to man or beast. In fact, its intoxicating effects are so potent as to last beyond the grave.

Brewed using a rare magical fruit called *phantalus*, Spirit tends to be used only during religious rituals associated with contacting the dead.

Eternal Drunkenness

A character who falls unconscious as a result of drinking Spirit must immediately pass a Resilience test or die. Should the latter occur, the magical properties of the drink ensure that the character's ghost remains inebriated for all eternity. Such unfortunates are known as *drunken shades* and invariably plague the living with their intoxicated behaviour.

Ghostly Sight

A character with three or more levels of Intoxication acquired from drinking Spirit is able to see creatures from the spirit world. In addition, he receives a +10% bonus on any Persistence tests to resist possession.

Uz LIQUOR

Delay: 3D6 minutes

Potency: 60

Full Effect: 1 level of Intoxication, Dull Taste

Measures: 3

This potent troll beverage is enough to floor most humans. Trolls, with their large size, are better able to cope with its tangy strength.

Dull Taste

A peculiar side effect of this drink is that it seems to dull the taste of any food with which it is eaten. Some say that as trolls seem able to eat just about anything, it may be that long years of consuming Uz Liquor has killed off whatever taste buds these ravenous creatures once had.

For non-trolls, a dose of Uz Liquor robs them of the ability to taste anything for 24 hours.

Mixers

Many drinks, most notably spirits, can be taken with a mixer such as water, cordial or *sugar dew* - a sweet, lemony concoction. This has the effect of diluting the alcohol and thereby reduces the Potency by 10.

LETAUREAU ROUGE

There is one particular mixer, popular amongst the young men of certain cosmopolitan cities, which serves to keep fatigue at bay, allowing drinkers to continue carousing through the night.

A dose of Letaureau Rouge, taken with alcohol, reduces a character's Fatigue level by 1. However, when the character determines the effects of any hangover (see Sobering Up), the character must make an additional Resilience test to determine whether he drops down any levels of Fatigue.

Cocktails

Cocktails are combinations of drinks, both alcoholic and non-alcoholic. To determine the effects of such concoctions, one should add together the Measures of all the separate drinks. The Potency is equal to the highest Potency of the drinks used to make the cocktail, plus 10.

For example, Rudgar mixes a dose of Vodka, a dose of rum, some Dwarven Water and a splash of cordial to create the renowned cocktail, a dwarven hammer. The total number of Measures in the drink is 4 (Vodka (1) + Rum (1) + Dwarven Water (2) = 4). The potency is 70 (Dwarven Water (70) + 10 (cocktail) - 10 (mixer) = 70).

Food

Characters wishing to avoid some of the effects of alcohol may elect to eat a meal whilst they are drinking. Doing so entitles a character to ignore the first failed Resilience test to determine whether he acquires any levels of Intoxication.

Toilet Breaks

One hour after a character acquires his first level of Intoxication, he must make a Resilience test to see whether his bladder is still coping with the demands of a night out. If successful, he need not test again for an hour.

As soon as a character fails a test, he finds that he needs to use the toilet. He must now test every ten minutes to see whether or not he needs to go again. This persists until an hour after the character stops drinking alcohol.

Sobering Up

Each hour, as the alcohol in a character's system is cleaned out, his Intoxication level is reduced by one. However, it is quite likely that a character will continue to drink as his body is trying to purify his system - therefore, he will have to keep track of the rise and fall of his Intoxication level, as he downs drinks and his body does its best to keep him upright.

For example, Hetlal downs a single flagon of ale at the start of a night at The Easy Lady. In doing so, he acquires one level of Intoxication. One hour after he downed this drink, his body will reduce his Intoxication level by one, potentially sobering him up. However, Hetlal presses on immediately with a pint of beer which increases his Intoxication level to three. If he stops now, it will take three hours before he completely sobers up.

Hangovers

Once a character who has acquired levels of Intoxication sobers up, he may find that he is left with a hangover. In game terms, this is represented through Fatigue.

The character must make a number of Resilience tests equal to the highest Intoxication level he acquired. Each failed test results in the character dropping down one level of Fatigue. A character who drops down several levels of Fatigue has likely suffered alcohol poisoning and severe dehydration.

Fatigue acquired through heavy drinking is recovered in the same way as normal (*RuneQuest*, page 87).

If a character falls asleep before he sobers up, it is only when he wakes that he should determine the effects of any hangover. Therefore, a character cannot get hideously drunk and expect to completely sleep off the effects.

Note that tests for hangover-related Fatigue are only made when a character sobers up – if he elects to stay drunk, he may avoid the effects of a hangover for some time.

Characters Who Pass Out

A character who falls unconscious due to excessive drinking may, upon waking, suffer any of the following effects that the Games Master deems appropriate: temporary blindness, memory loss, mysterious wounds, food cravings or blackouts. Basically, a character who gets this drunk is fair game for whatever mischief a Games Master cares to devise!

Emergency Measures

Sometimes a character needs to sober up in a hurry. Certain concoctions, many of which contain questionable ingredients, or a sudden shock can help a character clear his head.

Inflicting damage on a character or exposing him to a sudden surprise will immediately reduce his Intoxication level by one. The sort of surprise required for this jolt of adrenaline would be the threat of immediate danger to himself or a loved one.

A 'sobering-up' potion can be rustled up by any character who passes an Easy (+40%) Alchemy or Healing test, and has access to a stocked kitchen. Such concoctions also reduce a character's Intoxication level by one, but multiple concoctions have no further effects.



Sorcerer of the Right Hand

A villain class for Lone Wolf: The Roleplaying Game. By Marco Conti.

As many scholars know, the Principle of the Duality of Aon states that nothing can exist without its opposite. The truth of this principle is a fact for the magic-users of Magnamund. Here, magic is divided into two Paths, identified by the Right and Left Hands. According to the Brothers of the Crystal Star, their magical power comes from the stars and men can channel it through the strength of a pure heart. So where does Right-Hand magic come from?

The Nadziranim are the only ones who could possibly answer this question, but their minds are so alien that any answer they might give would be of doubtful use. What can be determined is that Right Hand magic is the raw energy of the Plane of Darkness; its horrible power is so strong that the human body is too frail to endure it without aid, study and knowledge.

Despite its evil nature there are always those who are entangled by the seductive power of Right Hand magic; men and women who decide, for whatever reason, that the terrible price of such power is worth it. These individuals are the Right Handed Sorcerers.

There are two types of Sorcerer. First, there are the Nadziranim. In these creatures the power of the Right Hand flows like a river, their body unharmed by it. The Nadziranim can learn and cast spells of the Right-Hand path with ease, and many mix their worship of the Gods

of Darkness with studies of dark sorcery. Less powerful are the weak human Sorcerers, whose bodies and souls suffer in order for them for channel black magic.

Details of the Nadziranim can be found on page 117 of the *Darklands* sourcebook. This article covers human Sorcerers only, but Nadziranim can take levels in the class without penalty.

Characteristics

While the Dark Cultists work to increase the number of souls devoted to the Black Deities, the Right Handed Sorcerers' task is to research new magics and tools to improve their power. Typically a Black Sorcerer is in search of ancient artifacts crafted by the servants of Darkness in remote times but sometimes a Sorcerer will try to locate a powerful artifact of Light with the intent to destroy it once and for all. The most attempted (and failed) quest is obviously the search for the lost Doomstones and Runes of Agarash the Damned.

Allegiance

A Right Handed Sorcerer is bound to the Dark without hope.

Religion

The Right Handed Sorcerers are more scientific than devout, but they have a strong faith in the Five Deities of Darkness. Above all, they worship Naar.

Background

The Nadziranim are the most powerful Sorcerers of the Right Hand in the world of Magnamund. However, the Nadziranim have instructed a lot of people in the ways of the Black Hand, be they Drakkarim or humans from the Free Realms. It is rumored that even some Giaks have learned some of the powers of the Right Hand, but the only one to know the truth about this fact is the Darklord Gnaag himself. A Sorcerer of the Right Hand born outside the Darklands keeps the benefits of his country.

Other Classes

A Sorcerer of the Right Hand could expect to find help only from other followers of the Darkness or from someone unaware of the evil in the Sorcerer's soul. The natural allies of the Sorcerer of the Right Hand are Dark Cultists, Dark Warriors and very occasionally the Cener Druids. If there some common goals, a temporary alliance could be made between a Sorcerer of the Right Hand and a Shadakine Wytch.

Game Rule Information

A Right Handed Sorcerer has the following game statistics.

Abilities: Intelligence, Wisdom, Charisma and Constitution are the keys to achieve the power of the Right Hand. Only a keen mind with great awareness and a strong personality is able to manipulate the

horrible, corrupting force of the Right Hand. However, without a healthy body, the Sorcerer is doomed to certain death.

Endurance Die: d4

Base Speed: 30 feet

Class Skills

The Sorcerer of the Right Hand's class skills (and the key ability for each skill) are: Bluff (Cha), Concentration (Con), Craft (any, taken as separate skills) (Int), Diplomacy (Cha), Disguise (Cha), Heal (Wis), Intimidate (Cha), Knowledge (any, taken as separate skills) (Int), Occult (Int), Perception (Wis), Profession (any, taken as separate skills) (Wis), Sense Motive (Wis), Speak Language (n/a), Use magical Items (Cha).

Skill Points at 1st Level: (3 + Int modifier) x 4

Skill Points at Each Additional Level: 3 + Int modifier.

Class Features

All of the following are class features of the Sorcerer of the Right Hand.

Armour and Weapon Proficiencies: Right Handed Sorcerers are only proficient with light armour and the following weapons: dagger, club, whip, short sword and broadsword.

Pacts of Darkness: In order to become a Sorcerer of the Right Hand, a common mortal must consecrate his body and mind to the Pentad of Darkness. The ritual must be performed on the dark of the moon, when the power of Ishir is weakest. This ritual is called The First Pact, and is fulfilled at 1st level. Then, a Sorcerer of the Right Hand renews the Pact of Darkness at 5th and 11th level.

The First Pact of Darkness: the ritual of the 1st level is very simple. With the aid of a Dark Cultist of Naar,

the apprentice Sorcerer must inscribe on his body tattoos representing the Five Gods of Darkness. If one of the Dark Powers doesn't accept the would-be Sorcerer as a servant of Darkness, the poor apprentice dies in extreme pain. If the Pentad considers the applicant worthy, the new Sorcerer gains the Darkspawn subtype, knowledge of the Dark Tongue (written and spoken) and, above all, the ability to manipulate the forces of Right-Handed magic. With the completion of the First Pact, the tattoos act as small portals opened to the Plane of Darkness, the source of Right Hand magic. Holding the essence of the Plane of Darkness in the body is a dangerous action: at 1st level the Sorcerer of the Right Hand is forced to determine randomly his starting Endurance Points, instead of taking the maxim result as the other characters. The Sorcerer can add his Constitution modifier to the Endurance die.

Willpower: The Sorcerer's iron will and the powers granted to him by the Pacts are the source of a mental strength nearly supernatural. In game terms, every Sorcerer has a Willpower score. A 1st level Sorcerer's Willpower is equal to his Wisdom score, at every level it increases by a number of points equal to his Wisdom modifier (minimum 1 point). The Sorcerer regains a number of Willpower points equal to his Charisma score every 24 hours. When the Sorcerer's current Willpower drops to 0, he cannot cast any Right-Handed spells.

Conceal Aura: A Sorcerer with this ability gains a form of Magic Resistance against any spell or Kai Discipline which might uncover his Dark allegiance. If his Magic Resistance is sufficient to defeat the spell or power, the Sorcerer appears as an Adept of moderate strength, aligned with the Balance. This power is active even if the Sorcerer is unconscious or otherwise unaware of the attempt to read his aura, and extends to cover objects in his possession as well as his person.

Dark Wand: At 2nd level, the Sorcerer is able to forge a Dark Wand. This requires 1000 Gold Crowns of a special material called nyneril and a week of solid work

during which the Sorcerer cannot cast any spells as all his magical power is focussed on the wand.

A Dark Wand can be wielded by any character with a Willpower score to produce a blast of magical energy. This blast must be targeted using their magical attack bonus just like any other magical attack. Only Sorcerer of the Right Hands learn more refined uses for the power as they level up.

No more Willpower can be spent on a single attack with the wand than the wielder's character level, but effects can be combined as the Sorcerer sees fit.

Magical Blast – Each point of Willpower spent on a blast does 1d6 damage. This blast can be countered using sorcery: the DC is equal to the attack roll. When a Sorcerer of the Right Hand uses this power, the blast does an extra 1d6 damage.

Weakness – If a weakness blast hits a living target, that target suffers one point of Strength damage per Willpower point spent. These points return at the usual rate.

Blinding – Any target hit by a blinding blast must make a Fortitude save with a DC of 10 + half the Sorcerer's class level + his Wisdom modifier. If this save is failed, they are blinded for one round per Willpower point spent.

Fear – A fear blast is a mind-affecting effect. Anyone hit by one must make a Will save with a DC of 10 + half the Sorcerer's class level + his Wisdom modifier or be *shaken* for 2 rounds per Willpower point spent.

Terror – Exactly the same as the fear blast, but the victim is *frightened* for 1 round per 2 Willpower points spent.

Paralysis – A paralysis blast paralyzes the target for 1 round per 2 Willpower points spent. The victim may make a Willpower save to negate this with a DC of 10 + half the Sorcerer's class level + his Wisdom modifier.

Nadziranim with levels in Sorcerer of the Right Hand do not need to go through any of the pact ceremonies and simply gain all the benefits at the appropriate level without suffering any of the drawbacks. Many will tattoo themselves with icons of the Pentad anyway, but it is not strictly necessary.

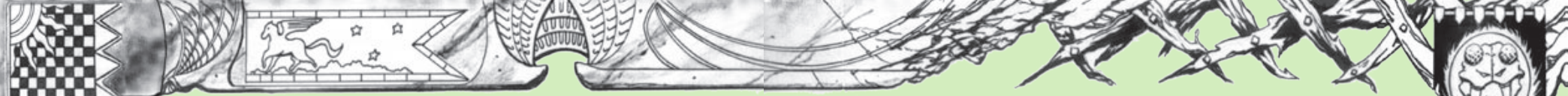
Psychic Awareness (Su): At 3rd level, a Right Handed Sorcerer's training allows him to defend himself competently in psychic combat. As he grows in ability, he learns the Focus and Attack actions, and at 12th level he no longer needs to expend Willpower to maintain a mental shield – he may do so automatically.

Power Crystal: At 5th level the Sorcerer is able to craft Power Crystals. Again, the base material is nyneril, and the creation process is similar to that of the Dark Wand.

The raw components for the Power Crystal cost 2500 Gold Crowns, and it requires a week of dedicated work and the sacrifice of 500 XP.

Unlike Nadziranim Power Crystals, those crafted by a human Sorcerer can only store a number of 'Tiers' of power equal to the crafter's class level + 5. Once crafted, a Power Crystal's capacity cannot be increased, but so long as he has the money and experience he can make as many as he likes. For more details on the Power Crystals, see page 99 of *The Darklands* volume.

Level	Base Combat Skill	Fort Save	Reflex Save	Will Save	Base Magical Combat Skill	Base Magical Damage	Special
1	+0	+0	+0	+2	+1	1d6	Right Hand spells (Tier I), Willpower, Pact of Darkness (The First Pact), Magical Combat
2	+1	+0	+0	+3	+2	1d6	Dark Wand (Magical Blast), Conceal Aura +2
3	+1	+1	+1	+3	+3	1d6	Psychic Awareness (Erect a Shield)
4	+2	+1	+1	+4	+4	1d8	Psychic Awareness (Focus 1/day)
5	+2	+1	+1	+4	+5	1d8	Power Crystal, Dark Wand (Weakness)
6	+3	+2	+2	+5	+6/+1	1d8	Psychic Awareness (Attack), Right Hand spells (Tier II), Pact of Darkness (The Second Pact)
7	+3	+2	+2	+5	+7/+2	1d8	
8	+4	+2	+2	+6	+8/+3	1d10	Psychic Awareness (Focus 2/day), Dark Wand (Fear)
9	+4	+3	+3	+6	+9/+4	1d10	Psychic Awareness (Stun)
10	+5	+3	+3	+7	+10/+5	1d10	Conceal Aura +4
11	+5	+3	+3	+7	+11/+6/+1	1d10	Right Hand spells (Tier III), Pact of Darkness (The Final Pact), Dark Wand (Blinding)
12	+6/+1	+4	+4	+8	+12/+7/+2	2d6	Psychic Awareness (Focus 3/day), Psychic Awareness (Instinctive Shield)
13	+6/+1	+4	+4	+8	+13/+8/+3	2d6	
14	+7/+2	+4	+4	+9	+14/+9/+4	2d6	Dark Wand (Terror)
15	+7/+2	+5	+5	+9	+15/+10/+5	2d6	
16	+8/+3	+5	+5	+10	+16/+11/+6/+1	2d8	Psychic Awareness (Focus 4/day)
17	+8/+3	+5	+5	+10	+17/+12/+7/+2	2d8	Dark Wand (Paralysis)
18	+9/+4	+6	+6	+11	+18/+13/+8/+3	2d8	Conceal Aura +6
19	+9/+4	+6	+6	+11	+19/+14/+9/+4	2d8	
20	+10/+5	+6	+6	+12	+20/+15/+10/+5	2d10	Psychic Awareness (Focus 5/day), Crucible of Power



The Second Pact: to reach the 6th level in this Class, the Sorcerer must renew his bond with the Darkness. He must perform a second ritual, again with a Naar Dark Cultist's aid in a night of new moon. The Sorcerer must imbibe a mixture made of human blood, Darkspawn Essence (see page 162 of the Lone Wolf Roleplaying Game) and the fragments of the first Power Crystal crafted by the Character. This lethal beverage lowers permanently by 3 points the Sorcerer's Strength score (plus any Strength damage from the Darkspawn Essence) and forces the Character to gain only 1 Endurance Point from his new Endurance die, regardless of Constitution. Additionally, the Sorcerer gains a number of Corruption Points equal to 6 + his Constitution modifier. This number becomes the new minimum Corruption score for the Sorcerer. However, the magic power of the Plane of Darkness flows with ease in the Sorcerer's blood, allowing him to cast Right Hand spells of the Second Tier.

The Third Pact: at the 11th level the Sorcerer's body is ready to become a true recipient of the magic energies of the Right Hand. To advance from the 10th level to the 11th of this Class, the Character must make a pilgrimage to one of the cursed places of Magnamund where the power of Darkness is nearly unlimited. The most sought-after destinations are the Ruins of Naaros and the Maaken Gorge. Once the Sorcerer has reached the place of his choice he must draw on the ground, during a night of the new moon, a special magic circle full of symbols. This diagram must be inscribed in a mixture of the Sorcerer's blood and the powder obtained by grinding the bones of at least eleven newborn children. To fulfill this phase without flaws, the Sorcerer must make a Knowledge (Arcana) Check with a DC of 30. Then, the Sorcerer must pray and meditate inside the circle just drawn at least for an hour, requiring a Concentration Check with a DC of 25. If the Sorcerer passes both checks, the raw Right Hand magic that pervades the place of the ritual totally opens the 'spiritual doors' that were pushed ajar with the First Pact. Now the Sorcerer has the ability to

cast the Right Hand spells of the Third Tier, and he does not suffer the adverse conditions of the Darklands or the Plane of Darkness. With the Third Pact, the Sorcerer has cut off all ties with Magnamund and the power of the Gods of Light. However, the human body cannot endure this mutation without harm. After the completion of the Third Pact, the Sorcerer's current and minimum Corruption scores are boosted in the same way as the Second Pact, he doesn't gain any Endurance from the Endurance die of the 11th level (regardless of Constitution) and his maximum Endurance is lowered by 1d6 points.

Crucible of Power: At 20th level the Sorcerer has learned the final secrets of Right Handed magic and transfigures himself into a living conduit of Dark energy. When activated, the Crucible of Power ability grants the Sorcerer +4 Constitution, a +4 bonus to all saving throws, double his base magical damage and a 'pool' of 24 spell Points that can be used in place of Endurance when casting spells. This apotheosis lasts for 20 rounds, and can be used twice per day.

Right Hand Spells: At 1st level, the Sorcerer can cast a number of Right Hand spells of the First Tier equal to his Wisdom modifier +2. At 6th level, the Sorcerer learns a number of Right Hand spells of the Second Tier equal to his Wisdom modifier +1. At 11th level, the Sorcerer learns a number of Third Tier spells equal to his Wisdom modifier -1 (minimum 1). Every level thereafter, the Sorcerer learns another Right Hand spell of his choice. See below for more details on Right-Handed magic.

Ex-Sorcerer of the Right Hands

It is impossible to leave the way started with the First Pact. Anyone who tries it, dies. Horribly.

Multiclass Sorcerer of the Right Hands

While many Dark Cultists dabble in sorcery, the only other denizens of Magnamund likely to learn any Right-

Handed magic are Cenerese druids – and even then that is a surpassingly rare occurrence.

Right-Handed spells

Right Hand magic is the essence of the Plane of the Darkness channelled with the right tools, namely the gestures and words that make possible the Sorcerer's spells. Some objects can channel the raw energy of the Plane of Darkness, and the most famous specimens are the Doomstones. The reason why all Sorcerers must perform the Pacts is that the quantity of Dark energy present in the human body is too little to cast Right Hand spells and so the Sorcerer must improve their magical reserves. The damage to the body is largely worth the power derived from the dark magic. True creatures of Darkness, such as the Nadziranim, the Darklords or any sentient creature with the Darkspawn subtype, cannot be harmed in the same way by the magic of the Right Hand, so they can acquire levels in this class without penalties.

Each day the Sorcerer can cast any Right Hand spells of the First Tier that he knows as often as he likes. He can only cast a number of Second Tier spells each day equal to the sum of his Intelligence and Wisdom modifiers, and a number of Third Tier spells each day equal to half the sum of his Intelligence and Wisdom modifiers.

When a Sorcerer casts a Right Hand spell, he must make an Occult check with a DC of 15 + 5 x the Tier of the spell. A natural 1 on this check is an automatic failure, while a natural 20 is an automatic success and allows the spell to be cast for no Endurance cost.

Every Right Hand spell has a corruption chance equal to 5 x Tier of the spell. Whenever a Right Hand spell is cast, roll percentile dice against this score – if the result is less than the corruption chance, add one to the Sorcerer's Corruption score.

Unless otherwise stated, casting a Right Hand spell is a standard action.

A Sorcerer at 0 Willpower cannot cast any Right Hand magic. All Right Hand spells have a Willpower cost equal to half (round up) the Endurance cost. Casting a Right Hand spell costs 1 Willpower even if the spell's Endurance cost is reduced to 0 by a natural 20 on the casting check.

A Sorcerer cannot go to negative Endurance while casting a Right Hand spell. If that happens, the spell is lost and the Sorcerer becomes unconscious but stable.

When a Right Hand spell allows a saving throw, the DC is equal to 10 + the Tier of the spell cast + the Sorcerer's Intelligence modifier + half the Sorcerer's Class levels.

Many Right-Handed spells are Tiered, such as Vile Evocation. A Sorcerer cannot learn a higher Tier of a spell without knowing all lower Tiers.

Optional Rule

If the victim of a Right Hand spell has some Corruption points and is allied with the Light or the Balance, he suffers a penalty to his saving throws against Right-Handed magic of -1 for every 2 Corruption points he has.

Right Hand spells of the First Tier

Baleful Rage (3 Endurance)

If the target of this spell fails a Will save he is dominated by a terrible bloodlust and will attack the nearest possible foe. This spell lasts for the Sorcerer's Class levels +1 rounds. While this spell is active the target gets +4 Strength, +4 Dexterity and +4 Constitution, but will savagely attack whoever is nearest to them.

Black Fire (2 Endurance per attack)

This spell is very similar to the First Tier of the Brotherhood spell Lightning Hand, but has a range of 60 feet. The Black Fire can be cast multiple times as a full magical attack if the Sorcerer's Base magical Combat Skill allows two or more magical attacks in a round. Every attack costs 2 Endurance. At will, the Sorcerer can decide to generate attacks visually identical to the Lightning hand or rays of black energy with blue sparks. Every attack deals the Sorcerer's base magical damage.

Black Tentacles (5 Endurance)

The sorcerer manifests a web of black tentacles, seething with purple sparks, and directs them to entangle his enemy. The target must be within 60 feet of the caster and gets a Reflex save to avoid the spell. If the saving throw is failed, the victim is entangled for 5 rounds and suffers half of the Sorcerer's base magical damage each round. Any form of damage reduction or electrical resistance will negate all damage, but the target is still entangled.

Break the Will (2+ Endurance)

The Sorcerer of the Right Hands use this spell to weaken the defences of their victims. The target of this spell suffers a penalty to their Will saves of -1 per 2 Endurance that the Sorcerer uses to power the spell. The penalty lasts for a number of rounds equal to the Sorcerer's class level + 1. There is no saving throw against this spell, but targets with a Willpower score may spend Willpower points to offset the penalty on a one-for-one basis.

Coma (3 Endurance)

With this very useful and simple spell, the Sorcerer can set his enemies asleep. Coma can be cast only on living creatures that actually need to sleep. The spell has a range of 60 feet and must be cast multiple times to affect multiple targets. The victim falls asleep for a number of hours equal to half the Sorcerer's class levels + 1 if he fails a Fortitude Save. The Sorcerer cannot cast this spell on

targets with more Endurance Dice than his class levels. The slumber achieved by this spell is equal to that of the potion of Gallowbrush. Casting this spell requires a full-round action. Kai Lords with Mindshield may add their Mindshield bonus to Will saves to the saving throw against this spell.

Dark Boon (1 Endurance)

See *The Darklands*, page 117.

Dark Perception I (1 Endurance per round)

At this Tier, Dark Perception can be used to extend some of the Sorcerer's senses (smell, sight, hearing) outside his body, up to 300 feet. To accomplish this, the Sorcerer must make, after the normal Occult check, a Concentration check with a DC equal to 10 + 2 for every 30 feet between his body and his target location. This spell can be blocked only by magical means.

While the spell is active, the Sorcerer sees, hears and smells things as if he were present at the location. However, his physical body lies comatose and helpless until he chooses to end the spell and restore his perceptions.

Mantle of Darkness

See *The Darklands*, page 117.

Mould the Matter (2 Endurance)

The power of the Right Hand corrupts the physical and the spiritual world alike. A Sorcerer who knows this spell can create physical objects through the exertion of his will alone, although he cannot create anything he is not familiar with. With an appropriate Craft check at DC 25, the sorcerer can create mastercrafted items. With a check at DC 30 he can create superior items. If he has 10 levels in Sorcerer of the Right Hand and succeeds at a DC 30 Craft check he can make sublime items.

The item created with this spell can occupy a maximum of 1 cubic foot per level and lasts for as

long as the Sorcerer commits a single point of Willpower to it. This essentially lowers his maximum Willpower until he chooses to cease maintaining the object.

The object created radiates an evil aura that bestows a single point of Corruption on the owner per month of ownership. Many Sorcerers craft and maintain one or two coins of little value, allowing them to circulate and spread Corruption among the populace.

Smell the Prey (1 Endurance per 2 rounds)

While this spell is in effect, the Sorcerer gains the scent ability. The enhanced sense of smell granted by Smell the Prey can be used with Dark Perception.



Steal the Force of Life I (4 Endurance)

If the target fails a Fortitude save, blood bursts from a spontaneous wound on their body and flows to the mouth of the Sorcerer. This deals the Sorcerer's base magical damage and heals the Sorcerer by an equal amount. Anyone who witnesses this spell other than the Sorcerer himself must make a Will save or be shaken for one round.

This spell has a range in 5 ft squares equal to the Sorcerer's class levels + 1, and it only works on living targets with blood. Undead, constructs, elementals, and certain other creatures are immune.

Lift the Secrets (2 Endurance per round)

While this spell is active the Sorcerer can read the surface thoughts of his target (who must be within 60 feet). The target is allowed a Will save to resist, and if he passes the save by 5 or more he becomes aware that someone is attempting to read his mind. This spell can be used in conjunction with Dark Perception.

Kai Lords with any tiers of Psi-Screen are immune to this spell, but should still make the Will save to see if they notice the attempted intrusion.

Terrorize I (4 Endurance)

With this spell the Sorcerer can fill his enemies' hearts with fear. This spell has a range of 60 feet. The target of this spell must make a Will save or remain shaken for a number of rounds equal to the Sorcerer's Wisdom modifier; additionally, if the target fails his save, he will suffer cold damage equal to the Sorcerer's base magical Damage. If the target makes his save, he will avoid the damage and be shaken for only a single round.

Vile Evocation I (6 Endurance)

When the Sorcerer casts this spell, he must chant rhymes in the Dark Tongue. These words have the power to raise the dead and put them at the Sorcerer's will. At this Tier

Vile Evocation requires a full round action to cast and summons a lesser spirit of the dead that remains in the Sorcerer's service for a number of minutes equal to the sum of the Sorcerer's Intelligence, Wisdom and Charisma modifiers.

Lesser Spirit of the Dead

	Medium Undead [Incorporeal]
Endurance Dice:	2d12 (13 Endurance)
Initiative:	+1
Speed:	Fly 30 ft (perfect)
Armour Class	13 (+1 Dex, +2 deflection)
Base Combat Skill:	+1
Attack:	Incorporeal touch +2 (1d4 Wisdom)
Space/Reach:	5 ft/5 ft
Special Attacks:	-
Special Qualities:	Darkvision, undead traits.
Saves:	Fort +0, Ref +1, Will +3
Abilities:	Str 8, Dex 12, Con -, Int -, Wis 10, Cha 14
Skills:	-
Feats:	-
Challenge Rating:	2

Walking Dead I (4 Endurance)

The power of this spell at this Tier is still weak. For now, the Sorcerer is able to create a skeleton or a zombie from the body of a person dead up to one week prior to the casting of the spell. The undead created by this spell will obey the Sorcerer's orders until destroyed and, in his absence, will follow the last order received. Every day the Sorcerer can create a number of undead equal to his Charisma modifier +1 (minimum 1) but cannot exert simultaneous control over more than his class level x 2 at any one time.

Whispers in the Dark I (1 Endurance per round)

At 1st Tier Whispers in the Dark grants to the Sorcerer the ability to transfer his voice to a place that he is monitoring through Dark Perception.

Withering Blast

See *The Darklands*, page 117.

Right Hand spells of the Second Tier

Artefacts of Evil (Special)

Once the Sorcerer has learned this spell he can create magical items using the rules of the Jewelcraft (Itemcraft) skill, as explained in *Magic of Magnamund* (page 120 and following). Every time the Sorcerer forges a magical object his permanent Endurance scores lowers by 6 for 6 weeks.

Blasphemous Texts (Special)

Once the Sorcerer has learned this spell he can produce magical scrolls as if he had the Scribing (Itemcraft) skill (see *Magic of Magnamund*, page 119). Every time the Sorcerer inscribes a scroll his maximum Endurance score is lowered by 6 for 6 days. He can produce up to 3 scrolls in a day.

Dark Perception II (4 Endurance per minute)

As the Tier 1 version of Dark Perception, except that the Sorcerer can project his senses up to 3000 feet away from him and the Concentration check has a DC of 10 + 2 for every 300 feet of distance.

Lethal Illusion (4 Endurance)

This spell creates an illusion that exists only within the mind of a single target within 60 feet. If the target fails a

Will save, their perceptions are entirely controlled by the Sorcerer for a number of rounds equal to the Sorcerer's class level + his Charisma modifier. Any attackers the Sorcerer wishes to conceal with the illusion are treated as invisible attackers. The Sorcerer must make a DC 15 Concentration check every round to maintain the spell, and cannot use any other magic while concentrating on the Lethal Illusion.

Medusa's Eye (6 Endurance)

This spell is a magical gaze attack with a range of 30 feet. If the target meets the Sorcerer's gaze (see page 256 of the Lone Wolf Roleplaying Game), he must make a Fortitude save with a special DC of 10 + half the Sorcerer's class levels + the Sorcerer's Charisma modifier or be paralysed for a number of rounds equal to half the Sorcerer's class level + his Charisma modifier.

Steal the Force of Life II (8 Endurance)

As the spell of the first Tier, except that the Sorcerer's base magical damage is doubled and applied as temporary Endurance points rather than healing.

Terrorize II (6 Endurance)

As the spell of the first Tier, except that victims are frightened rather than shaken.

Toxic Fumes (6 Endurance)

This spell requires a full-round action to cast. The Sorcerer breathes out a billowing green cloud of poison with a five foot radius. The poison's save DC is the same as the spell's save DC and it has a primary and secondary damage of 1d6 Strength. The cloud remains for a number of rounds equal to the Sorcerer's Wisdom modifier and victims who remain within the cloud are exposed to the poison every round. Creatures with the Evil or Darkspawn subtypes – including the Sorcerer himself – are immune.

Tortured Spirit

	Medium Undead [Incorporeal]
Endurance Dice:	6d12 (39 Endurance)
Initiative:	+1
Speed:	Fly 30 ft (perfect)
Armour Class	13 (+1 Dex, +2 deflection)
Base Combat Skill:	+3
Attack:	Incorporeal touch +4 (1d4 Dexterity)
Space/Reach:	5 ft/5 ft
Special Attacks:	Frightful moan, horrific appearance
Special Qualities:	Darkvision, undead traits.
Saves:	Fort +2, Ref +3, Will +5
Abilities:	Str 12, Dex 12, Con -, Int -, Wis 10, Cha 14
Skills:	-
Feats:	-
Challenge Rating:	7

Frightful Moan (Su)

A tortured spirit can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a DC 15 Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same spirit's moan for 24 hours.

Horrific Appearance (Su)

Any living creature within 60 feet that views a tortured spirit must succeed on a DC 15 Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same spirit's horrific appearance for 24 hours.

Unnatural Beauty (2+ Endurance)

For every two Endurance spent on casting this spell the Sorcerer gets +1 on all Charisma-based skill checks. The spell lasts for one hour per +1 bonus gained.

Vile Evocation II (12 Endurance)

Casting this spell is a full-round action, and it only works if the Sorcerer killed someone in the round immediately prior to casting it. The spirit of the victim is torn from their recently deceased corpse and bound to a place or object of the Sorcerer's choosing. The spirit is compelled to obey the Sorcerer's commands, but is limited to manifesting within 120 feet of the object or place it is bound to. It cannot travel outside that radius. The spirit remains bound until its destruction or the death of the sorcerer who bound it. See 'tortured spirit' on the previous page for game statistics.

Walking Dead II (6 Endurance)

At this level, a Sorcerer can animate more powerful undead. Corpses raised by this spell have the statistics of a vordak although they are lacking any intelligence (Int –), have no ability to participate in psychic combat and do not revert to a gemstone form when destroyed. Sorcerers can only exert simultaneous control over a number of these equal to half their class level.

If a Sorcerer has access to the right tools, normally found only in Helgedad, he can use this spell to create full vordaks and even (with the permanent sacrifice of 1 Endurance) helghasts, although intelligent undead cannot be directly controlled and must be intimidated or negotiated with.

Whispers in the Dark II (2 Endurance per round)

A Sorcerer needs to use this spell to speak through Dark Perception II at ranges of greater than 300 feet. At ranges of less than 300 feet, he may use this or the first Tier equivalent as he sees fit.



Right Hand spells of the Third Tier

Acid Rain

(10 Endurance + 5 Endurance per round)

One of the most feared spells of the Right Hand, Acid Rain strikes every target in a circular area (centered on the Sorcerer) with a radius of 20 feet. Every target, be it living or not, takes the base magical damage of the Sorcerer as acid damage. Acid Rain ignores the hardness of objects but the Sorcerer must beat a target's magic resistance to affect that target. In addition, a strong magical fear produced by this spell paralyzes the victims unless they make a successful Will save. The targets of this spell cannot avoid the damage through saving throws: the only escape is to get away from the area of effect. The spell lasts for as long as the Sorcerer is willing to continue fuelling it: the first round of effect costs 10 Endurance Points, the following rounds 5 each.

Chains of the Mind

(8 Endurance for every 24 hours per creature dominated)

This spell grants the Sorcerer the ability to completely dominate the will of a target up to 30 feet away. The target can make a Will save to avoid the mental attack. The Kai Lords with at least the third Tier of Psi-Screen are immune to this spell. If the target fails to resist the spell, he will be totally under the Sorcerer's control and will obey the Sorcerer's commands with maximum efficiency. The Sorcerer can maintain simultaneous control over a number of targets equal to his Charisma modifier.

Dark Perception III

(8 Endurance for every 10 minutes)

As the Tier 1 version of Dark Perception, except that the Sorcerer can project his senses up to 10 miles away from him and the Concentration check has a DC of 10 + 2 for every mile of distance

Extinguish (8 Endurance)

This spell produces a back-red whirlwind in the hands of the Sorcerer, who can throw it at a target within 30 feet. If the target fails a Fortitude save, the Sorcerer deals his base magical damage in Constitution damage.

Invulnerability (4 Endurance per round)

While this spell is in effect, the Sorcerer gains damage reduction equal to his class level. This damage reduction can only be bypassed by weapons which are both magical *and* Good-aligned. He also gains a resistance to all elemental damage equal to half his class level.

Spectral Body (2 Endurance per minute)

With this spell the Sorcerer gains many of the benefits of the incorporeal bodies of ghosts. Nonmagical attacks pass through him harmlessly, and even magical attacks have only a 50% chance of connecting. When he makes weapon or unarmed attacks he uses his

magical attack bonus and deals damage directly to Strength or Wisdom (Sorcerer's choice with each attack). He may move through any obstacle of less than five feet thickness without harm or impediment. His spells continue to work as normal. When the Sorcerer assumes a Spectral Body all carried equipment also gains the benefits of the spell but he cannot acquire any more until he dismisses the magic with a free action.

Steal the Force of Life III (8 Endurance)

As the spell of the first Tier, except that the Sorcerer's base magical damage is *tripled* and applied as temporary Endurance points rather than healing. In addition, onlookers who fail their Will saves are nauseated rather than shaken.

Terrorize III (8 Endurance)

As the spell of the first Tier, except that victims are panicked rather than shaken.

Vile Evocation III (10 Endurance)

This spell can be cast in one of two ways. The first method is identical to the first Tier version of Vile Evocation except that it summons a pair of inbetweens rather than a single lesser spirit. The second version may be cast as a free action and summons any combination of Darkspawn with a total CR less than or equal to the Sorcerer's class level. Both spells last for a number of rounds equal to the sum of the Sorcerer's Intelligence, Wisdom and Charisma modifiers.

Walking Dead III (8 Endurance)

At this level, the Sorcerer can create any kind of corporeal undead that he is familiar with so long as he has the correct raw materials. He may create undead in a single casting with a total challenge rating equal to his class level, and he may now maintain simultaneous control of a number of skeletons and zombies equal to 4 x his class level and a number of more powerful unintelligent undead equal to his class level. Intelligent undead, as usual, cannot be controlled directly and must be intimidated or negotiated with.

Whispers in the Dark III (4 Endurance per minute)

A Sorcerer needs to use this spell to speak through Dark Perception III at ranges of greater than 3000 feet. At lesser ranges, he may use Whispers in the Dark I or II as appropriate.



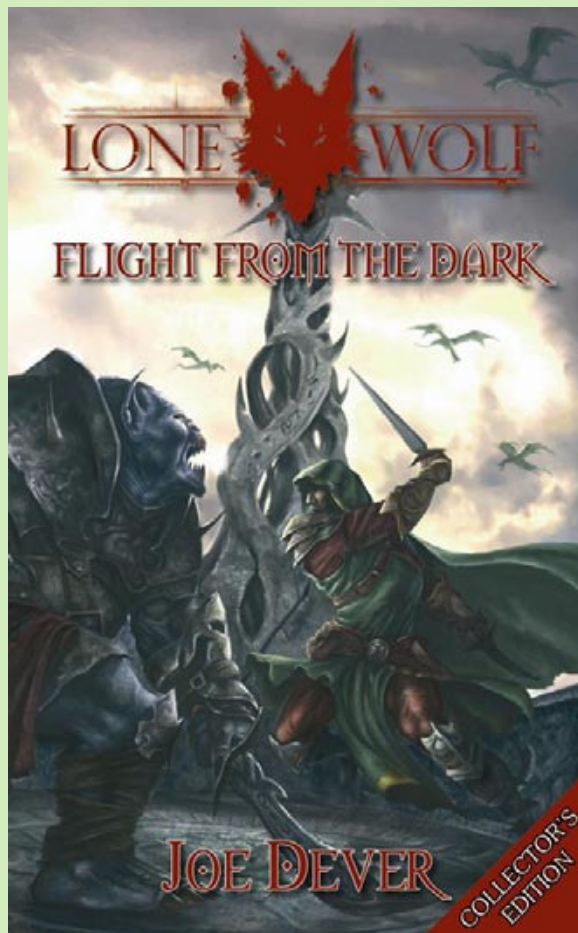
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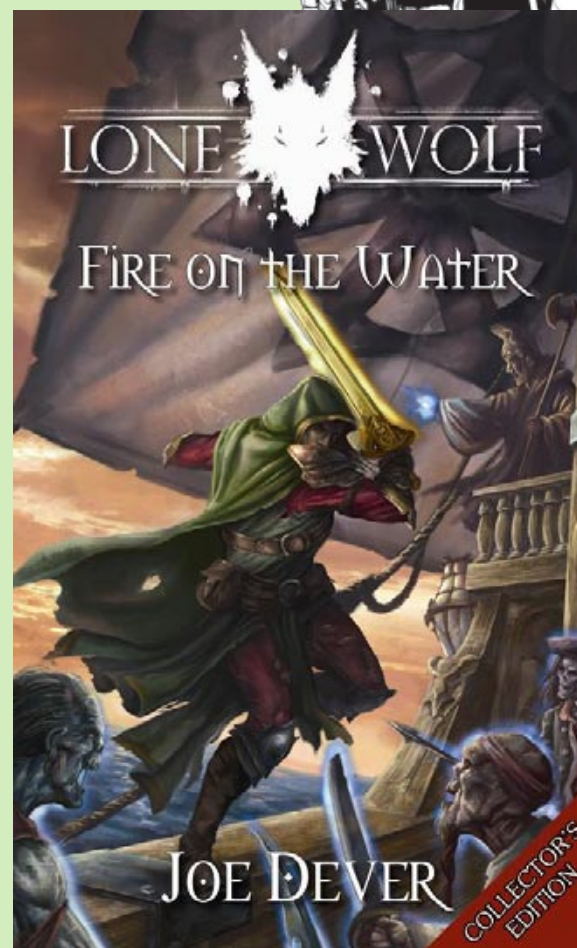
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The Magnamund Mega-Deal

LONE WOLF

ENCHANTED ARCANA

A selection of magic items and the methods used to create them, by Carl Walmsley.

The rules presented in the *RuneQuest Companion* allow characters to forge their own magical items through use of the Enchantment skill, rather just relying on discovering them as they complete quests. Presented here are several new items – and rules for creating them – that characters can fashion for themselves or, indeed, that Games Masters might present as rewards for a successful adventure.

Shift Weapons

Shift weapons are slightly out of phase with normal time, the metal of their construction seeming to shimmer and move. The keen edge of a Shiftblade, for instance, looks as though it is vibrating and any attempt to fix the steel in one's gaze proves impossible.

According to some scholars, these weapons do not exist in one time at all, but flicker faintly back and forth between the past, present and future. This may explain why the movement of Shift weapons leaves a dizzying blur of motion.

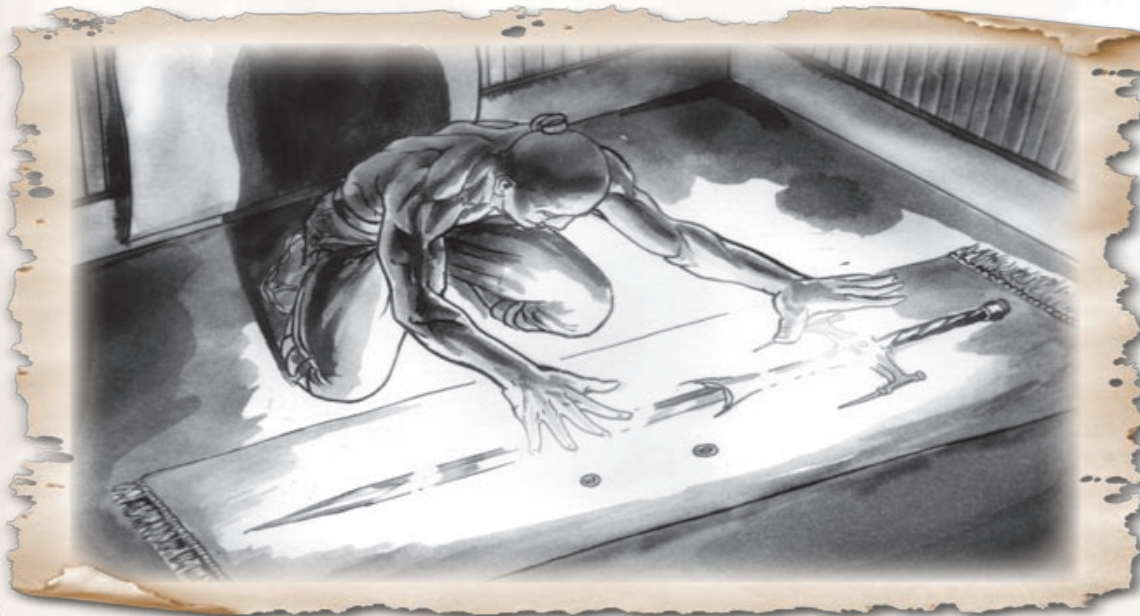
Whenever a character is wielding a Shift weapon in combat, he may use its power to make time *stammer*. In effect, he jumps back a fraction of a second in time, allowing him a second chance at an action which has just failed.

Shift items which are designed primarily for attack (swords, bows, axes and the like) allow a character to re-roll one attack or damage roll in each Combat Round. The result of the second roll must always be taken, even if it is worse than before.

Objects designed primarily for defence – most notably shields – allow a character to re-roll one parry attempt each round. The result of the second roll must always be taken, even if it is worse.

Shift Enchantment (Hard –40%)

Placing this enchantment on an item requires the investment of 2 POW.



Requisite Spell: Mobility, Pierce, Slow.

Sample Weapon: Tempus Fury

Notorious for its use as a slayer of men, *Tempus Fury* is a Marvellous, Baleful broadsword (+15% skill bonus; 1D10 Damage; Shift enchantment). It has found use in the hands of many miscreants over the years, especially those who prize single combat, using the sword's Shift ability to give them a distinct advantage over an opponent.

Estimated Value: 7,000+ SP

Sineu Boots

At first glance, there is nothing to reveal the true nature of these unusual boots. However, hidden beneath the thick leather lining is a series of muscles and tendons. Carefully sewn into the casing, these muscles are fully functional, and allow Sineu Boots to move the feet of the wearer rather than the other way round. The result is that the owner of the boots can walk for mile after mile, with virtually no effort at all.

For the purposes of determining fatigue from travel on foot (see *RuneQuest*, page 86), a pair of Sineu Boots allows the wearer to class his current activity as one category less. So, for example, a character may run (normally a medium activity, now considered light) without ever becoming fatigued.

Sineu Boots Enchantment

(Normal +0%)

Placing this enchantment on an item requires the investment of 1 POW. The boots which will receive the enchantment must be carefully fashioned, using the muscles and tendons of a freshly slain creature with

a Movement of at least 5m and a minimum CON of 15. Horses are most often used for this purpose. Construction of the boots requires a successful Craft (Leatherworking) test, and a Medicine test with a –20% penalty.

Requisite Spell: Mobility, Vigour



Lodestone Missiles

Forged from sharp, brittle rock, Lodestone Missiles are designed to chip and crack whenever they strike a target. As a result, fragments of the missile – most often an arrowhead – will be left behind in a wound, even if the missile itself is removed.

Because of the rare magnetic properties of lodestone missiles, and the enchantment upon them, each is attuned to a type of compass known as a *Seeker's Dial*. In the way that a true compass points north, a seeker's dial always points towards the most recently shed lodestone fragments to which it is attuned.

Hunters – whether their prey is man or beast – use lodestone missiles to mark and track a target that they suspect might prove elusive. Once a creature has been wounded by a Lodestone Missile, the attuned Seeker's Dial will always point towards the target's location. It is then simply a question of persistence, as the hunter moves in on his quarry.

Some spies have also found a use for Lodestone Missiles, inflicting small wounds on a subject they wish to keep tabs on, and then using the Seeker's Dial to monitor his movements.

As the body heals, it naturally seeks to expel the foreign matter within it. Once a character is completely healed of the injury which resulted in lodestone fragments entering his body, there is a 20% chance every 24 hours that the shards are expelled.

Lodestone Enchantment

(Difficult –20%)

Creating a Seeker's Dial requires the investment of 2 POW – and a successful Enchantment test. The raw materials for a dial cost 50 SP.

Once a dial is created, the enchanter may attune up to five missiles to it. The attuning of each missile requires a separate test, but no further investment of POW.

The Seeker's Dial will point towards the shards of the most recently fired missile to which it is attuned.

Requisite Spell: Detect (Any)

Pain Weapons

These weapons inflict unusually hurtful injuries, sending tremors of pain through any creature that they wound.

Pain enchantments range in power, with each step causing increasingly excruciating injuries but requiring a greater investment of POW to create.

Enchantment Strength	POW Investment
Suffering	1
Wrenching	2
Agonising	5

Suffering Enchantment

The least powerful form of Pain enchantment, Suffering weapons send a sudden, but brief, pulse of pain through their victims. A successful Resilience test is required to ignore this pain. Failure inflicts a -10% penalty on the victim's next action.

If the wielder of a Suffering weapon inflicts a critical hit, the Resilience test must be made with a -20% penalty.

Wrenching Enchantment

These more powerful Pain weapons inflict an enhanced form of pain that can send a victim's body into spasm. A successful Resilience test is required to ignore the pain caused by each wound; failure means that the victim suffers a -10% penalty on all skill tests for the rest of



the Combat Round. Note that the effects of multiple wounds from a Wrenching weapon *are* cumulative. For example, a character struck twice in a round may find himself suffering a -20% penalty for the rest of that round.

If the wielder of a Wrenching weapon inflicts a critical hit, the target must succeed at a Resilience test or lose its next action in addition to the penalty listed above.

Agonising Enchantment

The most powerful form of Pain weapon can elicit screams of distress from even the hardiest of warriors. This enchantment induces pain not just within the body, but within the mind as well.

A creature struck by an Agonising weapon must make both a Resilience test and a Persistence test. Failure in either test means that the victim suffers a -20% penalty on all skill tests for the rest of the round. The effects of multiple wounds from an Agonising weapon are also cumulative.

If the wielder of an Agonising Weapon inflicts a critical hit, the victim must pass his Resilience and Persistence tests or lose all of his actions for the current combat round. If he succeeds, he still suffers a -20% penalty on skill tests that round.

Note that Pain Weapons of any kind cannot cause a character to lose any Reactions.

Sample Weapon: The Spear of Torment

It is said that this vile weapon has found its way into the hands of more than one torturer over the years. If so, many a secret must have given itself up to the burning touch of the spear's point. The Spear of Torment is most notorious, however, as a symbol of subjugation – a foul weapon carried aloft by tyrants seeking to bring only chaos and conquest.

The spear is a Surpassing, Penetrating, Agonising long spear (+20% skill bonus, -10% penalty on parry tests to parry this weapon, Agonising enchantment, 1D10 damage). The spear tip is forged from a rare alchemical metal known as *runeiron*, which gives it AP 9.

Estimated value: 15,000+ SP

Focus Stone

In the same way that certain crystals channel and concentrate light, a *Focus Stone* acts as a lens for one's thoughts. Disparate ideas and memories are clarified, making their meaning clearer. Thoughts that might otherwise remain at the edge of one's consciousness come plainly into view.

Reflecting on recent experiences, when enhanced by the power of a Focus Stone, allows a character to learn more fully from his failures and successes. In essence, a moment in his life is considered from every angle and examined in the tiniest detail.

Lesser Focus Stones are designed to allow enhanced learning of only one particular Skill. Greater Focus Stones may be used to aid the development of any Skill.

In order to use a Focus Stone, a character must first have earned an improvement roll – there must be some notable experience from which a character can learn in order for the stone to enhance the process.

The character must then spend one uninterrupted hour with the stone, contemplating his recent experiences. At the end of this time, he should then make a Persistence test. If this is successful, the character has remained sufficiently focused and alert to benefit from the power of the stone. He may now roll twice for his improvement roll and select whichever of the totals he chooses. Note that if the Persistence test is failed, the character may not try to use the stone again with that particular skill until he has earned another improvement roll.

For example, Kanif the hunter is using an improvement roll to advance his skill with IH sword, following a tough battle with a dark troll. Currently, his skill is 54%. In possession of a Lesser Focus Stone (IH sword), Kanif tries to use it to examine what he has learned. Kanif's player succeeds at a Persistence test, meaning that the hunter has maximized his reflections on what happened during the fight. Kanif's player therefore rolls 1D100 twice to see how much the hunter will improve his skill. The first roll is only 35 but the second is 76. Selecting the second roll, Kanif is able to improve his skill by 1D4+1%.

Note that Focus Stones cannot be used in conjunction with the teachings of a mentor.

Focus Stone Enchantment (Special)

Creating a Lesser Focus Stone requires the investment of 1 POW. The stone itself must be a clear piece of quartz, worth at least 200 SP. The Enchantment test to make a Lesser Focus Stone receives no modifier.

Greater Focus Stones require the investment of 5 POW. The stone must be made from a rare gem known as *rainbowglass*. This will cost at least 1000 SP. The Enchantment test required to make a Greater Stone receives a -40% penalty.

Requisite Spell: Mindspeech, Second Sight



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