



Signs & Portents

TRAVELLER - NEW STATS, SKILLS & TASK CHAINS ALONG WITH A SCENARIO
 GOMC-1 - "THE ITALIAN'S JOB" - A BRAND NEW SCENARIO
 "PRESS PLAY" - BRYAN STEELE BEGINS HIS MONTHLY MISSION TO
 RECOMMEND "GAMER FRIENDLY" MOVIES"

ALSO RONEQUEST, CONAN, AN INTRODUCTION
 TO QUINTESSENTIAL WIZARD, B5,
 BFEVO: WORLD AT WAR

PLUS YOUR CHANCE
 TO WIN GOODIES

Signs & Portents

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Hello and welcome to the new look Signs & Portents Magazine. This issue is packed full of excellent articles for your gaming pleasure. You will spot some nice features and be sure that there are more in the pipeline with a few of them starting from the December issue so be sure to keep an eye out for those. To mention but one, we will have the first instalment of an epic campaign based around the new *Babylon 5* that uses the *Traveller* rules!

You will notice that the borders, although fabulous, are a lot simpler than in the old version. The reason for this is that they help to decrease the file size of S&P. With that reduction in place I am able to add in a lot more content and as much art as I can, without S&P ending up huge and difficult to download. So more for the same if you will.

As for myself, before I begin work on the next issue of S&P I am having a few well deserved days away (so please don't take offense if I fail to respond to submissions in the first week of this month!). In fact after all of the hard work that has gone into S&P recently I am going to forget about it completely for the next week. Starting.....

.....NOW!x

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Contents



Press Play

Mongoose Writer Bryan Steele begins a monthly mission to bring gamer friendly movies into the spotlight

5



Ghost Of A Chance

A new RuneQuest scenario by Carl Walmsley

9



The Italian's Job

Nick Robinson brings you an exciting new scenario for GOMC-1

21



Wildlife and Monsters in Atlaia

A supplement from Vincent N Darlage for use in your Conan Campaigns

27



Quintessential Wizard

Marco Picone provides you with an introduction to the forthcoming Quintessential Wizard

33



Jury-Rigging #2

Stats, Skills and Task Chains for Traveller by Gareth Hanrahan

36



Shermans

Revised and new Units for BFEVO: World At War By Agis Neugebauer

43



Fantasy Regimes

A Generic Supplement for your roleplaying games by Uri Kurlianchik

51



B5 Open Day

All of the action from the day by Katrina Hepburn and Sandrine Thirache

55

At Your Throat

A new Wraith Recon Mission by Gareth Hanrahan

59



Trilemmas

Previously unseen B5 material by Gareth Hanrahan

68

The Fall of Rigella Namsey

A new Traveller scenario by Nick Robinson

71



Go For The Eyes

Six Ocular Creatures for RuneQuest games by Chris Longhurst

76



Plus...

Convention and Events Diary 4

Mongoose News 40

Claudia Christian Competition 58

Write for the Mongoose 84

Mongoose Product List 85

Mail Order Form 88

Convention and Events Diary

**Game '08. New Century House, Manchester,
UK.**

Saturday 1st - Sunday 2nd November 2008.

<http://www.game08.eu/>

Dragonmeet 08. Kensington Town Hall

Saturday 29th November 2008

<http://dragonmeet.co.uk/>

Conception 2009.

January 28th - February 1st 2009

<http://www.conceptionuk.org/>

Press Play

DVD Reviews for Gamers

By Bryan Steele

Before we delve into the first series of gamer-centric DVD reviews, I should probably give you – the loyal readers of this prestigious magazine – a good semblance as to why you might pay any attention to my opinions on DVDs. You see, I am a huge lover of movies. Good movies, bad movies, short flicks and long epics. I am one of those people who tries to find redeeming qualities in *any* movie that I watch; sometimes to no avail.

To give you some scope as to the level that my adoration of cinema (although some of the things I watch can hardly be called that) reaches, I have assembled a few bullet point facts about my movie watching:

- I belong to a rent-as-often-as-like program at my local DVD rental establishment. I pay a flat fee and get to rent as often as I like; all I have to do is come back to the store and switch them out. Some days I am in two or three times.
- At last count, since July 2007, I had rented over 650 DVDs. A number that makes me ashamed of my lack of free time... seriously.
- Both managers and the assistant manager of my local video store know me by name and often ask for my opinions on movies that they have yet to see.
- I do not watch normal television *until* a series comes out on DVD...in fact, my wife and I have not had normal, piped-in television in over a decade at our house(s).

- I love movies...and often find myself ‘geeking out’ and comparing them to game terminology on my own time. Now you can benefit (I hope!) from these geekery sessions.

Now that you know why I begged to be able to do this column for the new and improved Signs & Portents, let us move on to the first array of DVD reviews for gamers!

Gamer Rating System

1d4 – Not a DVD I enjoyed or recommend; definitely not a worthwhile rental.

1d6 – A rather negative experience with a few shining moments; rent it if you are bored.

1d8 – The average movie-watching event. Rent it, watch it and buy if you like it...but probably do not buy it without watching it first.

1d10 – I liked it and found it inspiring in some way for my gaming; an overall enjoyable experience. You should really go out and rent this if you are fan of the genre.

1d20 – This was a great movie and I highly recommend it to anyone reading this column. You may as well go out and buy it, because I think you probably will after you see it anyway.

1d100 – Why are you still reading this? Go and get this movie!!!



DOOM

Universal Pictures

Released in theatres in 2005, *DOOM* was heralded as an ‘explosive action-packed thrill ride’ that was to bring the feel and story of the video game franchise to the silver screen. Borrowing the star power of such names as Karl Urban and Dwayne Johnson (when he was still just ‘The Rock’), the movie had a great deal of potential. It did not exactly receive high marks in the mainstream critic circle but it still touched





The Scorpion King

Universal Pictures

For anyone out there that likes the *Conan* franchise, this Dwayne Johnson (still being billed as The Rock) starring movie gave

everyone a healthy dose of sword against sorcery back in 2002. Although it was a prequel of the story that took place in *The Mummy Returns* in which Johnson has a small role, I found this movie to be exciting, fun, full of a little comedy and everything that I enjoy when I am reading a *Conan* story or even watching the old movies. In my opinion, *The Scorpion King* is the ‘Conan’ of the 2000s.

Our hero, Mathayus, is one of the last members of a mercenary culture that live to fight and get paid well for it. Like Cimmerians in *Conan*, these ‘Akkadians’ have a barbarian-esque code of honour and they seem fearless of death as long as it happens in the course of duty. Mathayus and his two allies are hired by a secret group of cultural leaders that looks like a group picture straight out of the Hyborian Age. Amazons, dark-skinned nomads, a greek-styled king and so on. This group is afraid of the rampaging of Lord Memnon, a draconian warlord that is bent on taking over the world. Because of Memnon’s ‘sorcerer’, he cannot be stopped. Thus, the hiring of the Akkadians to kill the sorcerer.

When Mathayus and his fellows are caught by Memnon and all but Mathayus are killed brutally, it becomes a revenge story as much as it is the stopping of a tyrant. The twist, of course, is that the sorcerer is actually a *sorceress* (played by the VERY attractive Kelly Hu) and a prisoner

of Memnon as well. Mathayus sees a new way of removing the sorceress from Memnon and kidnaps her. The rest of the movie is Memnon’s forces chasing down Mathayus, the sorceress and their plucky thief ally. This comes in the form of several interesting fight scenes and even a deadly poisoning (which later earns Mathayus his foreboding title and the title of this movie).

I know that when I watched this movie for the first time I continually saw places like Shem and Shadizar in the cities that Mathayus went to, a Temptress/Scholar in the sorceress Cassandra and a Kushite noble/borderer in Balthazar (played by Michael Clarke Duncan). This movie is not just fun to watch and an enjoyable story that reflects well on the *Conan* world but also a great way to introduce a larger legend that could easily be transposed into a game chronicle easy enough.

Gamer Rating: 1d20





Ghost of a Chance

A RuneQuest Scenario By Carl Walmsley

When strange creatures begin attacking the town of Holmfort and the ghost of a dead sorcerer appears exactly ten years after his death, the PCs are called into action to renew a failing spell and safeguard the locals.

The Arcane Cordon

More than 60 years ago, two brothers – Caylis and Tavrín – began to study sorcery. Two decades later and armed with a formidable knowledge of the mystic arts, the brothers discovered a magical pool, imbued with the primeval energy of creation. Tavrín and Caylis began to experiment with the pool and soon discovered that it could create living, breathing creatures apparently out of nothing.

These crafted beings proved to be extremely loyal and easy to train. For a time, the brothers presented these conjured servants as gifts to friends and allies and they proved themselves to be excellent protectors and watch ‘men’. However, it was not long before Caylis tired of such benevolent good deeds and suggested to his brother that they begin selling their creations for a profit. Reluctantly, Tavrín agreed.

What neither brother realised at this time was that the pool’s true power was to create physical manifestations of someone’s motives and emotions. The two brothers had – at first – sought to use the power of the pool to help others. Accordingly, it

fashioned selfless, benevolent creatures to fulfil this desire. As Caylis’ thoughts became more avaricious and self-centred, the creatures emerging from the pool began to change. Where the creatures Tavrín conjured continued to be cooperative and obedient, Caylis’ became awkward and selfish. This in turn nourished a latent seed of envy that had always dwelt within Caylis, further corrupting the creatures that he was creating.

It was not long before one of these new, malign beings escaped. It ran amok in the nearby town of Holmfort pillaging and plundering and when threatened with capture, attacked some of the locals. Tavrín and Caylis helped to destroy this rogue conjuration but it was clear that something had gone drastically wrong with their experiments.

Tavrín – always the more cautious of the two brothers – had for some time been trying to divine the true nature of the pool. The truth, bitter as it was, was revealed to him at last when his brother refused to abandon the pool. He saw that it was his brother’s greed and selfishness that was tainting the creatures – more of which were turning rogue by the day.

Calling upon every ounce of his sorcerous skill, Tavrín erected a magical cordon around the hills where the pool was located in order to isolate it and trap the creatures. He beseeched Caylis one last time to leave the pool but his brother refused. With no alternative, he sealed the cordon, trapping him along with his creatures.

Putting aside his grief and sense of betrayal, Tavrín helped the locals to hunt down and destroy the creatures that had already escaped from the hills, ending what the locals believed was a curse brought about by their Godless ways. In so doing, Tavrín became something of a local folk hero.

As powerful as the magical cordon was, the spell that created it needs to be renewed every 10 years or so. Driven by a deep sense of responsibility for the deaths that his brother caused, Tavrín spent his life patrolling the cordon, renewing its strength each time it began to fade.

10 years ago Tavrín died of old age. Now, the cordon has started to fail and some of the creatures trapped within the hills are beginning to escape. A few have descended upon Holmfort, slaughtering a family en route to a religious service. The frightened villagers have begun to talk once more of the curse that once blighted their town.

Ghost Sorcerer

To make matters worse, several villagers have received ghostly visitations from Tavrín’s restless shade. He has tried – unsuccessfully – to communicate the need for someone to renew the cordon before every creature trapped within the hills is released.

Some of those who have been visited have become the focus of gossip and vicious rumour. A few of the more superstitious townsfolk even talk of black magic and have begun to consider driving



out those who have seen the ghost – arguing that they are the source of the curse.

Witch Hunt

The PCs introduction to the adventure occurs only a few moments after they first arrive in Holmfort. A young man is chased through the town directly towards them, pursued by a small but angry mob. The man pleads with the PCs for assistance, invoking – if possible – the name of a deity that one or more of the PCs worships.

Even if the PCs hesitate to get involved – though you should encourage them to do so – their mere presence will slow the pursuit and give the young man, Iato, a chance to escape. The would-be witch burners will quickly disperse – with tails between their legs if the PCs step in to defend Iato.

This first encounter should, at the very least, let the PCs know that all is not well in Holmfort.

Everyone's Talking About It

Following this incident, the PCs will hopefully make enquiries to find out why the young man was being chased. Even if they do not, they will quickly pick up on the gossip that is running around town – a family has been murdered and the town is under a curse.

If Iato is questioned directly, he will reveal that – along with several others in the town – he has recently seen the ghost of an old man. The apparition appeared to Iato in his bedroom, early one morning. The ghost – a moustachioed man

with a distinctive scarred cheek – seemed anxious and upset but was unable to speak. Iato, and the others who have seen the ghost, are now being blamed for the return of a curse that plagued the town a generation ago.

Anyone in Holmfort can tell the PCs about the murders that have recently taken place. Enara and Thackery Hill and their son, Emos, were killed three days ago on their way to the local temple. Several villagers witnessed the assault from a distance, describing the attacker as a large hunched man, who bounded away at great speed.

Understandably, the locals are more anxious than normal and rather suspicious of strangers – unless of course, they are promising to deal with the curse and find the murderer.

Who is the Ghost?

If the PCs talk with Iato – or any other townspeople who has seen the ghost – they will acquire a description of the spirit and may try to identify him. The only person in town who will recognise the description is Bocram – the town scholar, archivist and general know-it-all. He has lived in Holmfort longer than anyone else and it is only a matter of time before inquisitive PCs are directed towards his house in the centre of town.

Any attempts by the PCs to contact or locate Tavrin's ghost at this time prove fruitless.

Bocram's House

The house of Bocram the scholar serves as both his domicile and the village library and archives. Deprived as he usually is of educated company

– something Bocram constantly tells his fellow townsfolk (he is not a popular man!) – Bocram will welcome any bright or knowledgeable PCs who come to question him.

If provided with a description of the ghost, Bocram identifies it at once. Producing an old book, he shows the PCs a painting of Tavrin – one of two sorcerers who once protected the town. Bocram adds that Tavrin – whom he met many times in the past when they were both young men – died just over a decade ago. The old mage staggered into town muttering something about a spell and promptly dropped down dead, apparently of old age. Perhaps even more significantly, the 10 year anniversary of Tavrin's death corresponds exactly with the murder of the Hill family.

If the PCs ask where Tavrin lived, Bocram expresses his belief that the wizard once had a cottage up in the hills.

Bocram can tell the PCs nothing about the supposed curse that inflicted the town some 40 years ago as he was away studying at the time. He is also sketchy about what happened to the other sorcerer who once guarded the town. The only thing he knows is that his name was Caylis.

Local Legends

Either by talking with the locals or visiting Bocram, the PCs can uncover a number of folk tales and local legends:

- There is a place in the hills where people do not go – it is inhabited by strange animals.
- Two sorcerers used to live near the town and protected it from danger.
- There was once a curse that resulted in nightmarish beasts coming down from the hills and slaughtering villagers.



Scene of the Crime

If the PCs check the scene of the Hill family murder, they can see a few rough prints in the mud that seem like those of a bare-footed man with long nails. These seem to head off in the direction of the hills. It has rained since the incident, however, so no further clues can be gathered.

Up into the Hills

The PCs should realise that if they are to find answers to the strange murders and the ghostly visitations they need to head up into the hills northeast of the town.

The path from Holmfort up into the hills is rough and unused. However, there are fresh tracks for those who search for them. Some match those near to the scene of the Hill family murder: others seem like elongated paw-prints of other strange beasts.

Once within the hills themselves, the PCs will encounter a creature that emerges from the bole of a fallen tree. The creature resembles a rainbow-hued snake with a feathered crest and oddly human eyes. It will constantly hiss the word 'mine!' as it moves in and attacks the PCs.

This is one of the countless creatures that Caylis has created since his imprisonment behind the magical cordon. Each such beast is a reflection of his frustration, fury and dark emotions.

Serpent of Envy

Characteristics

STR	3D6+6	(16)
CON	3D6	(10)
DEX	4D6	(13)
SIZ	2D6+9	(16)
INT	3D6	(10)
POW	3D6+3	(13)
CHA	3D6	(10)

Serpent of Envy Hit Locations

D20	Location	AP/HP
1-7	Tail	4/8
8-18	Body	4/10
19-20	Head	4/7

Weapons

Type	Weapon skill	Damage
Bite	65%	1D6 + 1D4
Constrict	55%	2D8

Special Rules

Combat actions: 3
 Strike Rank: +11
 Movement: 4m
 Traits: Excellent Swimmer
 Skills: Athletics 80%, Dodge 60%, Perception 50%, Resilience 55%, Stealth 85%
 Typical Armour: 4

The serpent – a pure manifestation of Caylis' envy – will seek to disable the PCs and steal their valuable belongings. If the PCs manage to subdue the creature and attempt to interrogate it, it will be apparent that it is not sentient in the true

sense and lives only to fulfil its overriding lust for possessions.

Hidden inside the bole of the tree where the creature was resting are several baubles and trinkets that it has stolen from the locals. These are worth 25 SP.

Tavrin's Cottage

A few miles further along the path, the PCs discover a ramshackle old cottage. The roof sags and has fallen away in places and the door hangs loosely from the frame. Animal tracks – both those of normal creatures and other, unidentifiable ones – surround and lead into the structure.

If the PCs enter the tumbledown cottage, a spectral apparition of Tavrin will appear. Though unable to talk – or to hear what the PCs say to him – the ghost will gesture towards the fireplace. It will be apparent from his manner that he is extremely anxious about something. A few seconds after he appears, the ghost will vanish.

If the PCs search the fireplace, an Easy (+20%) Perception Test will reveal a hidden compartment inside the chimney space. Unfortunately, this hiding space is trapped – something that Tavrin will have been unable to communicate.

The compartment is sealed shut with a rough fitting brick, which can be prised out without too much trouble. Doing so triggers a snare that closes around whatever has loosened the stone – most likely a hand. A character who specifically states he is on the look out for traps may be allowed



a Dodge or similar Test to avoid the snare. The round after the trap is triggered; the fireplace will burst into flame, ignited by a dormant spell that Tavrín set in place many years ago. This inflicts D6 Damage each round upon any character standing in the fireplace.

A successful Brute Force Athletics Test is required for a character to pull free of the snare, though it will release him after two rounds of exposure to the fire anyway. Tavrín's intent was never to kill an intruder – only to drive him off.

Inside the compartment is a small collection of items: a map, a scroll, a small box and an amulet.

The map (Map One) details the surrounding area and provides details of where Tavrín located the magical cordon. It also provides the PCs with directions to the cave where the magical pool is located.

The scroll (Handout One) explains some of the events leading up to the creation of the cordon, including the problems Tavrín and Caylis encountered with the magical pool and the creatures that began emerging from it. It also explains that the barrier needs to be renewed every 10 years and includes instructions as to how this can be achieved. Unfortunately for the PCs, some damp has crept into the compartment and rotted away sections of the scroll. As a result, they will have to puzzle out aspects of the ritual for themselves.

The small box contains several metallic pieces (Handout Two). These fit together to form an octagonal spell key. The PCs will need to assemble the pieces later in the adventure in order to complete the ritual that renews the magical

cordon. Note that Handout Two should be cut up before it is given to the players.

Finally, the amulet allows safe passage through the cordon – something that the PCs will need if they are to repair the magical barrier. As Tavrín explains in his scroll, the amulet only works when the cordon begins to weaken and for a short time after it is renewed.

If the PCs search the rest of the cottage they will find evidence that animals have rooted around in each of the rooms. Hidden away in Tavrín's bedroom beneath the floorboards are two Potions of Magic Replenishment and a Potion of Healing (Magnitude 5).

Breaching the Cordon

Using the map from the cottage, the PCs should have little difficulty making their way to the cordon. They will find that only a character who is wearing the amulet is able to pass through. Once through the barrier, however, the amulet need no longer be worn, meaning that the amulet may be tossed from one character to another in order to allow a group to pass through, one at a time.

If the PCs cross the cordon via the route marked on the map, they will find that an ambush has been set for them. A swarm of creatures resembling giant mosquitoes will swoop down from either side of shallow canyon walls and attack. Amidst the buzzing of their wings, the word 'feed!' rings out. There should be 50% more ravenous mosquitoes than there are PCs.

Ravenous Mosquitoes

Characteristics

STR	1D6+6	(9)
CON	2D6	(7)
DEX	4D6	(13)
SIZ	1D6+3	(6)
INT	2D6	(7)
POW	2D6+3	(10)
CHA	2D6	(7)

Ravenous Mosquito Hit Locations

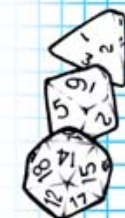
D20	Location	AP/HP
1	Right Rear leg	2/2
2	Left Rear Leg	2/2
3-6	Body	2/5
7-8	Right Middle Leg	2/2
9-10	Left Middle Leg	2/2
11-12	Right Wing	-/3
13-14	Left Wing	-/3
15-16	Right Front Leg	2/2
17-18	Left Front Leg	2/2
19-20	Head	2/3

Weapons

Type	Weapon skill	Damage
Bite	55%	1D6 + blood drain

Special Rules

Combat actions: 3
 Strike Rank: +10
 Movement: 2m, 5m when flying
 Traits: Blood Drain
 Skills: Athletics 60%, Dodge 60%, Perception 50%, Resilience 35%, Stealth 45%
 Typical Armour: 2



Each time that a Ravenous Mosquito inflicts damage with a bite attack, it restores 1 Hit Point of damage to its most severely injured location.

These creatures are a reflection of Caylis's hunger for fine food and wine – something denied him for many years.

Try to use this encounter to instill a sense that in crossing the cordon the PCs have entered a perilous region, where they may encounter all manner of bizarre creatures. If they do not take care to move stealthily, you should feel free to have them run into other creatures conjured up by Caylis's darker desires. Examples might include a vicious wolverine spawned by his wrath or a lustful hag born out of his frustrated desire.

Renewing the Spell

According to the instructions in Tavrin's scroll, the PCs need to make their way to the cave where he and his brother discovered the magical pool. Once there, they can follow the instructions outlined in the scroll (Handout One) in order to renew the spell for another 10 years. This is unlike a normal spell casting and does not require the person carrying out the ritual to have any knowledge of magic. Tavrin carefully designed his original spell to function in this way.

In short, one of the PCs must assemble the spell key, place it on the plinth, douse it in water from the pool and recite the short rhyme. The following round, the character must then spend 10 Magic Points to complete the ritual. If he is unable to do so for any reason, the renewal of the spell fails.

The Cave

When the PCs reach the cave, they will spy a single, natural tunnel that slithers down into the darkness. Concealed a little way inside the entrance is a creature that is a manifestation of Caylis's loneliness. This creature, at least to begin with, resembles a small, tearful child. It will seek to embrace one of the character at which point its true form will be revealed – that of a clinging, blanket of flesh. The clinging child will seek to smother its victim, choking it to death so that they can remain together forever.

Clinging Child

Characteristics

STR	2D6+6	(13)
CON	4D6	(14)
DEX	3D6	(10)
SIZ	3D6+3	(13)
INT	2D6	(7)
POW	2D6+3	(10)
CHA	3D6	(10)

Clinging Child Hit Locations

D20	Location	AP/HP
1-20	Body	3/26

Even when disguised as a child, this creature has only one real Hit Location.

Weapons

Type	Weapon skill	Damage
<i>Smother</i>	50%	<i>Special</i>

The clinging child always elects to grapple a foe. This duplicates the effects of both the Immobilise and Inflict Pain special Combat Actions.

Special Rules

Combat actions: 2
 Strike Rank: +8
 Movement: 4m
 Traits: Life Sense
 Skills: Athletics 30%, Dodge 30%, Perception 40%, Resilience 45%, Stealth 25%
 Typical Armour: 3

The Pool

If the PCs follow the tunnel, it leads into a large chamber containing a pool of viscous liquid that emits a faint blue glow and seems to move of its own accord (see Map Two). The PCs will also see a shimmering cage that contains the spirit of Tavrin, a workbench and a bookshelf.

The cage is a magical item forged by Caylis who, though mad, had lost none of his magical cunning. The cage was fashioned with a single goal in mind – to capture and torture Tavrin's shade. For a decade now, it has served this purpose. Caylis knows that his brother's spell will soon fail. When it does, he plans to leave; sealing his brother's spirit away for what he hopes will be an eternity.

The workbench is covered with alchemical equipment: vials, tubes, herbs and strange concoctions. Amidst the flotsam is a potion of swiftness (Doubles a creature's Movement and Strike Rank for 1 hour).



The bookshelf contains scrolls and grimoires detailing all of the sorcery spells that Caylis knows (see his character description for details).

Renewing the Spell

In order for the PCs to complete the ritual outlined in Tavrín's scroll, the PCs will need to collect some water from the pool. Doing so is a slightly tricky business, as the surface is constantly moving and contact with the pool can be hazardous. A player who states that his character is trying not to touch the liquid must succeed with a Sleight Test. A character who fails this test – or who does not specify his wish to avoid contact with the pool – touches the liquid.

The effects of contact with the pool are to conjure a creature based on the characters innermost desires and motivations. As GM, you will need to judge what form this creature takes and how it responds to its creator. Some sample motivations and corresponding creatures are as follows:

Motivation

Creature

Avarice/Greed

Giant Magpie-harpy (use harpy from *RuneQuest Monsters*, page 77)

Anger

Enraged Bear with blood-red eyes (use brown bear from *RuneQuest Monsters*, page 16)

Curiosity

A creature summoned from the pool appears in 1D6 Combat Rounds.

Freeing Tavrín

The enchanted cage holding the ghost of the old wizard has 4 AP and 30 HP. There is no lock on the cage, as it was designed never to be opened. If it is destroyed, Tavrín's shade is immediately released. From this moment, he is free to engage the characters in conversation and possibly to aid them further (see below).

Tavrín's visitations to the folk of Holmfort were the few times when he managed to partially break free from the cage. Even then, he was unable to speak or to hear.

Caylis

Unfortunately for the PCs, before they have had a chance to begin the ritual or to free Tavrín's shade, Caylis enters the cave via a secret door. His numerous creatures have observed the presence of the PCs and warned him about their approach.

Caylis, now quite mad after years alone, will demand that the PCs allow the cordon to fail so that he can be free. In his eyes, he was betrayed by his brother and sees Tavrín's imprisonment as the enactment of righteous justice.

If the PCs do anything to indicate that they will not leave and allow the spell to fail, Caylis and his two most trusted conjured companions – the manticore, Hubris and a wraith, Revenge – will attack.

Shadow Cat
(*RuneQuest Monsters*, page 113)

Caylis will conduct his discussion with the PCs from a safe distance. If a fight breaks out, he will send Hubris and Vengeance into melee, whilst he casts spells from a distance.

Caylis

Characteristics: STR 12, CON 11, SIZ 15, INT 16, POW 15, DEX 13, CHA 11

Skills: Athletics 32%, Dodge 41%, Influence 37%, Lore – (animal) 45%, Lore (Plant) 42%, Perception 66%, Resilience 50%, Survival 55%, Tracking 41%

Rune Magic Skills: Runecasting (Beast) 80%

Sorcery Magic Skills: Manipulation (Magnitude) 60%, Manipulation (Duration) 54%, Manipulation (Range) 75%, Manipulation (Targets) 45%

Atk: Marvellous Baleful Dagger 57%, 2D4 +1D2 Damage

Armour: None

Possessions: Marvellous Dagger (+15%; Baleful), Beast Rune

Rune Magic Spells: Bestial Enhancement (Beast)

Sorcery Magic Spells: Ball of Lightning 70%, Bolts of Agony 80%, Cast Back 75%, Damage Resistance 80%, Holdfast 90%, Palsy 70%



D20	Hit location	AP/HP
1-3	R Leg	-/6
4-6	L Leg	-/6
7-9	Abdomen	-/7
10-12	Chest	-/8
13-15	R Arm	-/5
16-18	L Arm	-/5
19-20	Head	-/6

Weapons None

Combat Actions: 3; *Damage Modifier:* none; *Strike Rank:* +14; *Movement:* 4m; *Magic Points:* 15

Hubris

Use manticore from *RuneQuest Monsters* (page 91)

Vengeance

Use wraith from *RuneQuest Monsters* (page 149)

Finishing the Adventure

There are a number of ways that the PCs can finish the adventure. They can defeat Caylis and his creatures and then complete the ritual at their leisure. However, this is no mean feat – especially if the PCs rely entirely on brawn rather than brains.

One or more of the characters might elect to touch the pool and summon a creature of their own. If they do, it will be up to the GM to determine what creature appears and how it acts. You should take

into account the character's general motivations as well as those he is experiencing at the moment he touches the pool. A genuinely virtuous character should find he summons a noble creature that will aid him in this fight.

If the PCs can free Tavrín's ghost, the sorcerer's shade begins an almighty battle of spells with his brother. Sorcerous energies will fill the chamber and begin reacting with the pool, amplifying their magical effects. Tavrín will tell the PCs to flee. Five rounds after this confrontation begins, the entire cave will collapse beneath thousands of tons of rock. If the characters have not yet started the ritual to renew the cordon, this will give them just enough time to do so and then dash out as the roof starts to collapse.

Assuming that the PCs manage – one way or another – to renew the spell, Holmfort will be safe for another 10 years. After that, who knows? You should reward characters who take an interest in what will happen the next time the cordon fails, especially if they take it upon themselves to come back and defend the town.

Once the cordon is renewed, the PCs will have an hour to pass through it – after this, even with the help of the amulet – they will find themselves trapped for the next ten years!

Having Tavrín's ghost reappear after things have been resolved can provide a satisfying denouement. Before moving on to the next world, the sorcerous shade can fill in any gaps in the PC's knowledge and answer any questions they might have.



Handout One

Alas, the truth is revealed at last. The pool creates not benevolent creatures, but beings fashioned subconsciously – from our motivations and desires. I see now that my brother's lust for gold has grown far greater than I have ever been willing to admit. The creatures that come now are greedy, cruel and selfish. I must accept that my brother – and perhaps I? – have become that way too.

After the escape, I am left with little choice. I must seal these abominations away forever. I only hope that I can persuade Caylis...

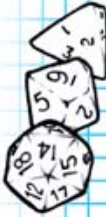
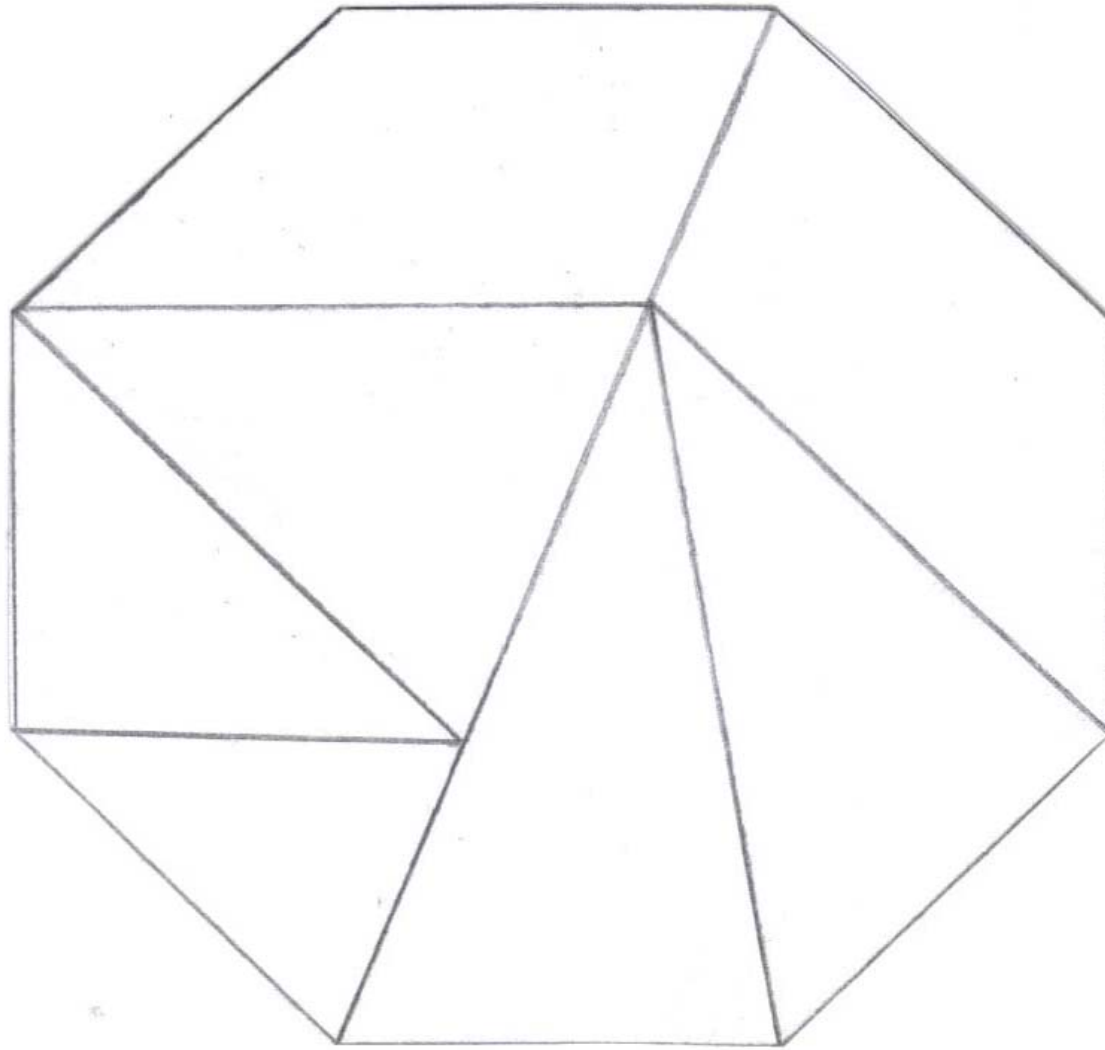
... will only last ten years. After that I must renew it. I dread to think what will happen after my death. I must find someone in Holmfort that I can trust to continue this task. Years from now, who knows what will reside beyond the cordon? Especially if Caylis continues to refuse...

I can at least make the renewing of the spell a simple thing. Using the amulet, I will be able to breach the cordon – although even then only when it starts to weaken and for a short time after it has been renewed. The spell key, which I will keep apart as often as I can, must be assembled and placed upon... within the cave and doused with water from.... The simple repetition of these words will then suffice:

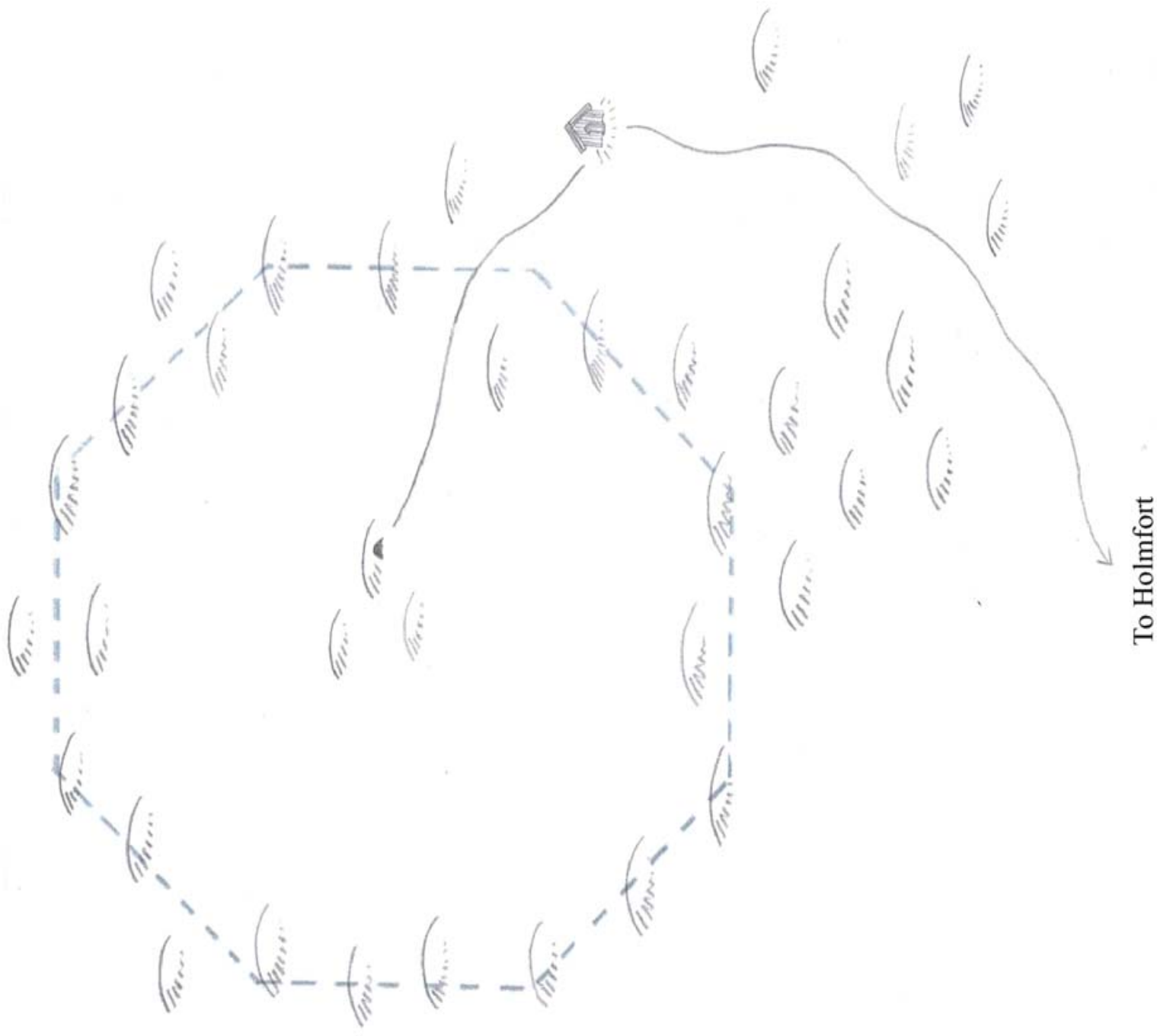
Make fast the seal, and close the door
Beasts, bird and man may pass no more

I pray that the Gods will forgive us for what we have done.

Handout Two

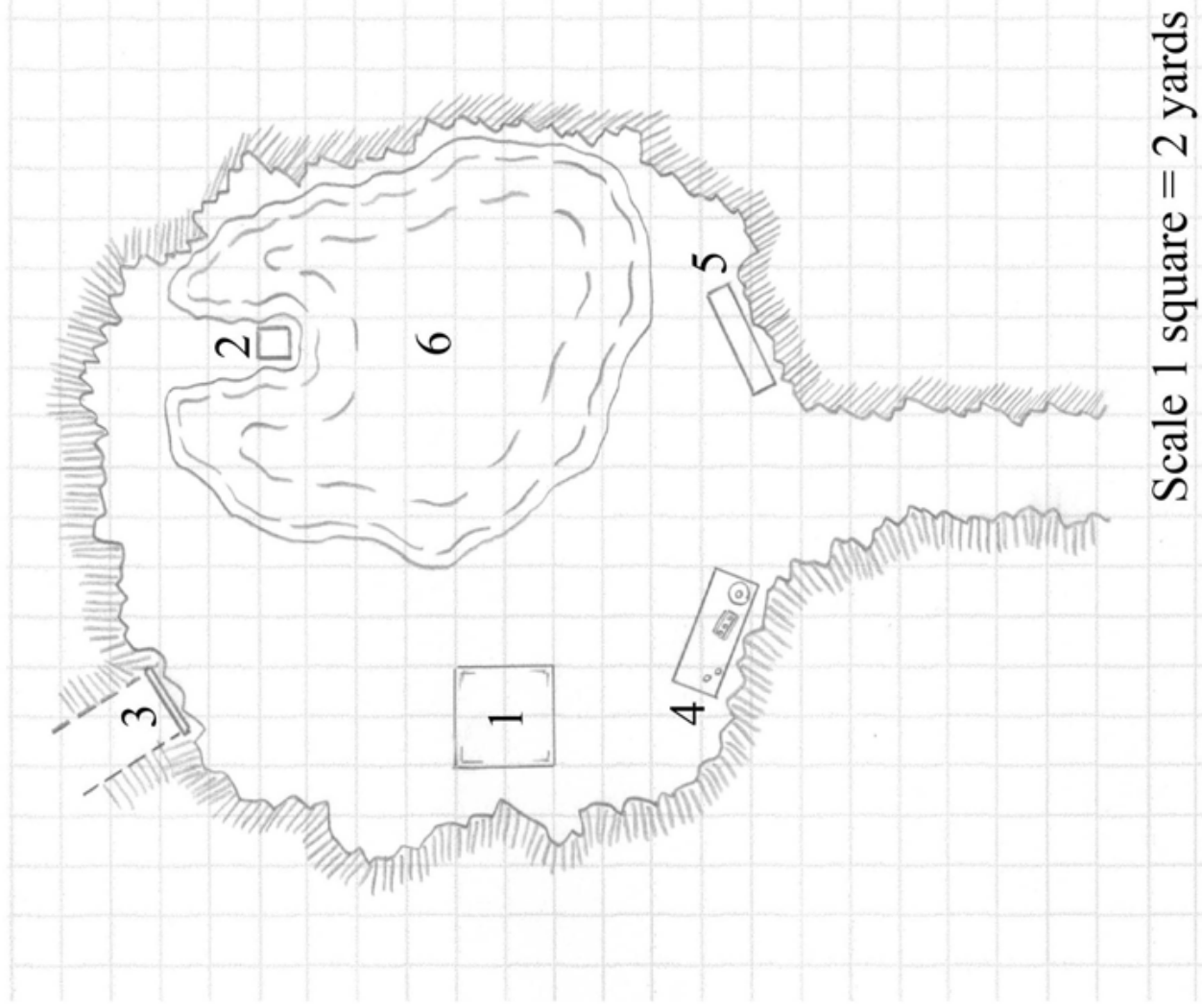


Map One



Scale 1 cm = 1 mile

Map Two



Key

- 1 - Tavrín's Cage
- 2 - Plinth
- 3 - Secret Door
- 4 - Workbench
- 5 - Bookshelf
- 6 - Magical pool

BATTLEFIELDS.

TROOPS.

TACTICS.

INSTANTLY.



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The Italian's Job

A Gangs of Mega-City One Campaign Ending Scenario By Nick Robinson

Introduction

Campaigns of Gangs of Mega-City One tend to be fairly open ended, with players continuing to expand their gangs and territories until one of them becomes so dominant that the other players accept defeat. Whilst it is satisfying for the player to have succeeded in becoming so powerful it would do little for his gang leader, after all he probably did not set out on his life of crime just so he could boast that he was the leader of the largest street gang in the neighbourhood. No, gang leaders should have ambition and a goal in life besides not getting killed or sent to the Iso-Cubes for a long stretch (although avoiding either of these two possibilities is certainly a good start!)

The Italian's Job represents a Gang Leader becoming far more than just another street hood. It offers him a route into the ranks of meg-city organised crime. Not only that but the structure of the scenario allows most of the players in a campaign a chance for campaign winning glory, even if they are nowhere near as powerful as their rivals!

Don Alfredo Bonano threw the vid-phone across the room in a fit of pure rage. 'Drokkers!' he yelled 'Stupid drokkers!'

His eldest son, Josefi, looked up quizzically 'Papa?'

'That special job that Pietro and his boys were due to do for me in Sector 117, well he can't get there as the dumb drokker managed to get himself involved in an accident with a Big-Mo.'

'What, he can't make it to the vehicle pound?'

'Not unless they ship him and his boys there in a bottle, apparently the Mo just failed to stop at some lights and flattened his entire crew. And we don't have anyone else nearby who can step in quick enough.'

'Papa - I know some guys with contacts in 117. There are a few street gangs down

there that show some promise. We offer them a cut in the takings and they get to join our family if they deliver - we get a return on our investment. Besides we are going to need some new boys now Pietro's crew is out of the picture.'

The Don looked out across the city from his penthouse suite. It had taken a lot of his own time and effort, as well as a serious outlay in creds, to set up this job. Street toughs were mean enough, for sure but they weren't professionals and he did not like it. But there again what other choices did he have? 'Do it, Josefi. But make it an open contract - the gang that delivers the goods gets the rewards.'

Josefi picked up his own vid-phone handset 'Hi, this Cosmo? Yeah, look, you know you were telling me about a friend who wanted in on the business, well I might have something for him...'

As Josefi rang around his contacts to arrange for the raid Alfredo looked out across the city once more. Drokk it! A Big-Mo, that was sure to ruin anybody's day.



untold billions of proscribed products went up in smoke. However the Don had come up with a plan of extreme cunning to prevent this and get his hands on the confiscated goods.

First of all the incinerator company had a major fire and although the insurance would pay up, no new incinerators or parts for Justice Department would become available in the next six months. Then he sabotaged the incinerator in Sector House 114 using a disgruntled auxiliary (who was now a rich, happy ex-auxiliary on an off world colony with a different identity).

Once the sector house had filled its storage rooms with confiscated products they would have to be shipped out to a different location to be destroyed. Don Alfredo paid a highly skilled Sino-cit hacker to send the armoured truck to a vehicle pound in sector 117, rather than the sector house where the billions of credits of contraband would have been incinerated. As a final touch at 14:00 today the fire alarms would go off in the pound's administrative buildings, forcing the judges out in the open and then initiating an automatic lockdown keeping them from returning the relative safety of their workplace - just as the security van would be arriving (the hacker was worth every last credit).

With the unfortunate loss of his own mobsters Don Bonano has had to turn on the far less proficient gangs around the vehicle pound to overwhelm the judges there, open up the van and then escape before the judges are able to call down reinforcements. This is where the players come in.

Special Rules & Victory Conditions

The scenario is designed for five players, four will play using their various gangs from the campaign, whilst the fifth player will be responsible for the judges. It is possible to have no judge player and for the gang players to rotate the responsibility of the Judges actions between them (this does not mean judges will perform in a suicidal manner, though!).

It is possible to have more than four gangs but this will slow the game down considerably, with players having to wait some time between their turns. Fewer gangs is another possibility but the scenario works best with four.

In a campaign the best four gangs (those with the highest reputation) will have the ability to go for the big payday this scenario represents. Once the

terrain is set up the player with the highest reputation can choose to set his gang up first or to set up last and then have the first turn, each player will then get to choose in turn with highest reputation gangs getting to choose between early set up or moving earlier. This ensures that a player either benefits from superior terrain or from being able to move first.

There are three sacks full of pure zizz in the armoured vehicle; it takes two actions for any gang member to open the van (one to enter the security code, thoughtfully provided by the hacker and one to open the door). Any gang member can carry a single bag of zizz only, although this will reduce his speed by 1".

The judges will set up in their deployment zone first and move last in every turn, they are caught unaware by Don Bonano's audacious scheme. No judges (or other Justice Department miniatures) can be placed inside or on top of any piece of terrain, they are not expecting any problems so would not have taken advantage of the surrounding terrain in any way to begin with.

The judges will have as many justice points as the best gang has reputation. However there are severe restrictions as to the number and type of judges and ancillary staff available to choose from. The judge player may have no Judges on a lawmaster, cadets, psi-judges, riot or med-judges. These personnel are simply too important to have stationed at a car pound administration building.

He can have a maximum of one street judge, one tech judge and two retired street judges (rules below) at their standard costs, plus an unlimited number of admin judges and auxiliaries. For any additional street, tech or retired street judge their Justice Points cost is doubled (Justice Department Central will not want to waste so many valuable resources in such a low priority role). Every admin judge should have at least one auxiliary staffer to aid in his duties (justice points permitting). None of these are particularly good at combat and are nowhere near as effective as real judges but it is a car pound!

The scenario is set to last for a duration of 10 turns, the players in possession of the most contraband at that point wins, if there are players with equal amounts of contraband then the player whose gang member with the contraband is closest to any edge wins. Any gang member still inside the judge's initial deployment zone at this point will be vaporized by the H-



Wagon that will arrive in response to the automated S.O.S. sent out when the attack first began.



New Judge Characters

Administrative Judge

Never good enough for the streets this pen-pusher has rarely seen any action more serious than a minor scuffle with a prisoner. Able to use a lawgiver, although not with the skill of more front line judges, these men and women are an important cog in the Justice Department machinery, being dutiful servants of the law (just they ride a desk, not a lawmaster).

Spd	Ag	Res	CC	Hts	WtF	Justice Points
4"	4+	5	2D	2	3+	3

Equipment: Boot Knife, Lawgiver, Respirator, Street Armour

Ex-Street Judge

Age and injury catch up with every judge in the end, the skills they have learnt over the years are eroded until they become a liability on the streets.

When this happens these tough old veterans often become tutors in the Academy of Law or go on a Long Walk, bringing the Law to the lawless. Some just take secondary roles alongside administration judges instead, providing some much needed practical experience from their time on the streets to their ranks.

Spd	Ag	Res	CC	Hts	WtF	Justice Points
4"	3+	7	3D	2	2+	4

Traits: Nerves of Steel

Equipment: Boot Knife, Lawgiver, Respirator, Street Armour

Auxiliary

Not everyone in justice department is a judge. Clean-up squads, meat wagon drivers, technicians and others can all be composed of citizens who are employed for these various duties throughout the city. Due to the dangers in even these secondary roles auxiliaries are given special dispensation to be armed to protect themselves if trouble brews and can use their weaponry only if fired upon. However they are civilians and as such they are likely to bolt if things suddenly become too dangerous.

Spd	Ag	Res	CC	Hts	WtF	Justice Points
5"	5+	6	1D	1	4+	2

Equipment: Handgun

Advice on the scenario setting if not enough vehicles to hand

This scenario was designed to be run in a vehicle pound for one simple reason - when I first designed the game it was the best terrain available that I could use to fit in. However not everyone will have a big collection of sci-fi vehicles to draw upon so feel free to use whatever terrain you have to hand.

Signs & Portents

A small traffic control post is a possibility, especially in a run down area where there is plenty of rubbish and cover for both judges and gang members. If you have the right terrain even a small Justice Department office within a block's shopping mall is an intriguing possibility, with all the action taking place inside a block. With the vastness of Mega-City One the possibilities are nearly endless, although making a delivery to a Cursed Earth work farm might be stretching things a little bit...



Scenario Map

The Judges set up within 8 inches of their administration building. The different gangs set up in their own deployment zones at least 16 inches away from the nearest judge. The map assumes there are four different gangs but it is possible to use more or less and just alter the deployment areas to suit your gaming group.

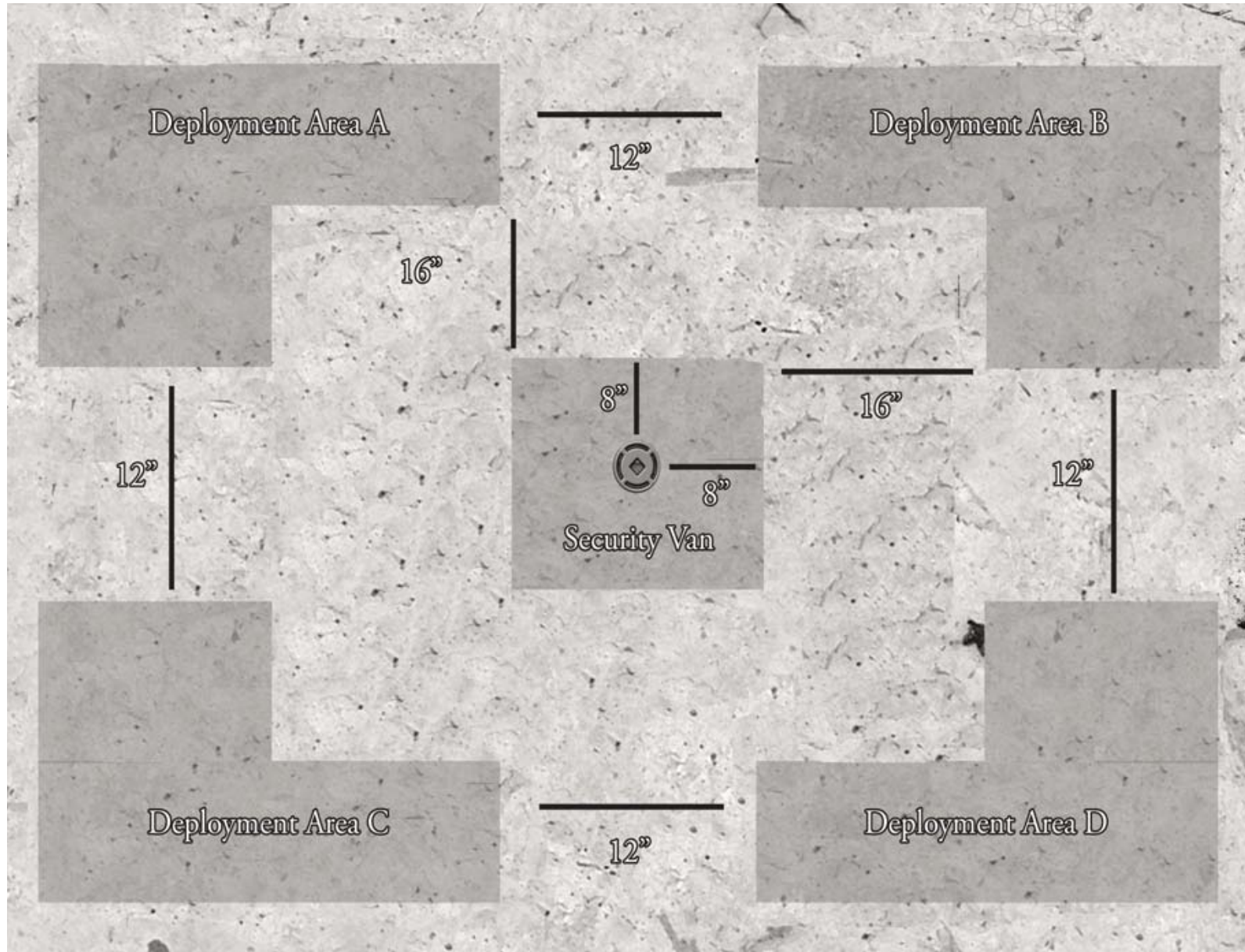
The armoured security van (and target of the gangs) should be placed in the exact centre of the judges deployment area.

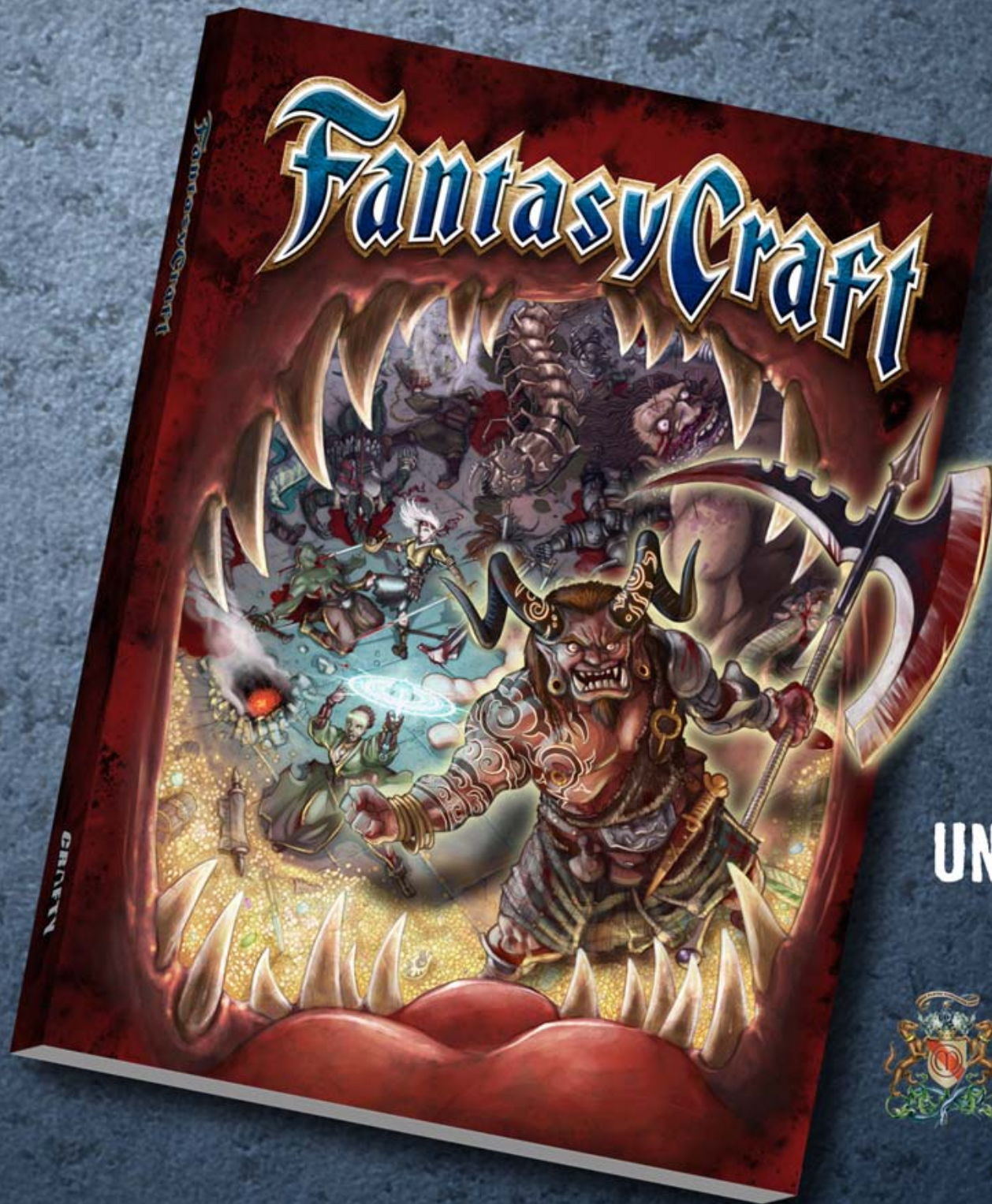
The Don was caught halfway through a smile and a scowl as he turned to the gang leader who had turned up with all those billions of credits worth of zizz. 'Never let it be said a Bonano goes back on his word when he rewards those who have done him a good deed. Welcome to the family.'

'Ook!' said Bonzo Five-Bananas, the first chimp ever to join the oldest crime family in the meg.



Signs & Portents





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Wildlife & Monsters in Atlaia

By Vincent N Darlage

CONAN

CONAN

Atlaia was created by Robert E. Howard in his Hyborian Age essay but he did not place a story there or mention it again. Atlaia is a vast area of the Black Kingdoms lying south of Zembabwei. See *Conan: Tales of the Black Kingdoms* for an adventure set in Atlaia. Atlaia is dominated by lush jungles, nameless and dark, in the southwest; and veldts and savannas are found in the north and the south-east. Atlaia has an abundance of wildlife, including wildebeest, lions, leopards, chimpanzees, apes, gazelles, hyenas, jackals, elephants, rhinoceroses, cattle and water buffalo. Many animals that are similar are grouped together. Below is a list of animals and where the statistics can be found.

Animal Similarities

Animal Name	Location	Use Statistics For
Antelope	Kush and the Black Kingdoms	Deer
Gazelle	Kush and the Black Kingdoms	Deer
Hippopotamus	Stygia, Kush and the Black Kingdoms	Stygian River Horse
Jaguar	Kush and the Black Kingdoms	Panther
Leopard	Kush and Black Kingdoms	Panther
Mounrain Lion	Any Mountain	Panther
Ngoloko	Forests	Snake, Greater Son of Set
Water Buffalo	Kush and the Black Kingdoms, Khirai	Cattle and Other Herd Animals
Wildebeest	Kush and the Black Kingdoms	Cattle and Other Herd Animals
Zebra	Kush and the Black Kingdoms	Cattle and Other Herd Animals

Agogwe (Kakundakari, Kilomba)

Small Animal (Primate)

Climate/Terrain: Warm forests, especially in southern Black Kingdoms

Organization: Solitary, pair, or company (3-5)

Initiative: +4 (+2 Dex, +2 Ref)

Senses: Listen +3, Spot +3, low-light vision, scent

Dodge Defence: 11 (-1 size, +2 Dex)

Hit Points: 5 (1 HD +1); **DR** 1 (fur)

Saves: Fort +3, Ref +4, Will +1

Speed: 20 ft. (4 squares), climb 30 ft.

Melee: 2 Slams +3 melee (1d3+2) and bite +1 melee (1d4+1)

Base Atk+1 **Grapple:** +3

Abilities: Str 14, Dex 15, Con 12, Int 2, Wis 12, Cha 7

Special Qualities: Low-light vision, scent, *ill-fortune*

Feats: Alertness

Skills: Climb +6, Listen +3, Spot +3

Advancement: 2-4 HD (Small); 5-8 HD (Medium)



An Agogwe is a short, hairy humanoid who lurks in the jungles of the southern Black Kingdoms. An Agogwe stands about four to five feet tall (female Agogwe are shorter than the males), has long arms for its size, woolly hair over its whole body and nearly orange skin beneath the coat of hair. Its coat of hair is usually reddish but black and grey are reported as well. It has opposable toes on its feet and its fingers are decidedly monkey-like but the Agogwe has a forehead more human than an ape and much smaller canines than a great ape. Otherwise it looks grotesquely ape-like. Its brain is a little larger than a chimpanzee's brain – it is essentially a primate on the verge of becoming human. It is a fully bipedal, man-like creature, however.

The Agogwe are rarely seen. Some Mwezi claim one might see an Agogwe but once in his lifetime. They tend to live among baboons but are clearly separate from them. In Zembabwei, the Agogwe are called Kakundakari and the jungle tribes to the west of Atlaia call them Kilomba. They are considered mischievous and have no technology – they have not even become stone-age. Agogwe prefer fruit and leaves for food, but will eat meat if it is available. Agogwe live in small groups of breeding females and children dominated by a powerful male.

Ill-Fortune (Ex): Most Atlaians believe the Agogwe are bad luck to see – and worse luck to kill. Anyone who sees the Agogwe who has heard the stories about the bad luck must make a Will save (DC 8) or suffer the effects of an *ill-fortune* spell for 24 hours. Atlaian or Black Kingdom tribesmen who see one have been conditioned through stories to automatically fail this save when they encounter the Agogwe. Killing an Agogwe causes the killer *greater ill-fortune* for a week (same save conditions). Since this is not a spell, anyone who is ignorant of the Agogwe and its supposed 'powers' are not subject to the effect.

Baboon

Medium Animal

Climate/Terrain: Warm plains & forests

Organization: Solitary or troop (10–40)

Initiative: +4 (+2 Dex, +2 Ref)

Senses: Listen +5, Spot +5,

Dodge Defence: 12 (+2 Dex)

Hit Points: 5 (1 HD +1); **DR** 1

Saves: Fort +3, Ref +4, Will +1

Speed: 40 ft. (8 squares), climb 30 ft.

Melee: Bite +2 melee (1d6+3)

Base Atk+0 Grapple: +2

Abilities: Str 15, Dex 14, Con 12, Int 2, Wis 12, Cha 4

Special Qualities: Low-light vision, scent

Feats: Alertness

Skills: Climb +10, Listen +5, Spot +5

Advancement: 2–3 HD (Medium)

Baboons are powerful and aggressive primates adapted to life on the ground. They prefer open spaces but climb trees to find safe places to rest overnight. Throughout the hot plains of Ghanatas, Tombalku and Atlaia baboons are a fairly common sight. A typical baboon is the size of a big dog, males can be two to four feet long and weigh as much as 90 pounds. Baboons are usually found in groups, though lone males are not unheard of.

Skills: Baboons have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Chiruwi

Medium Outsider (demon)

Climate/Terrain: Any land and underground

Organization: Solitary

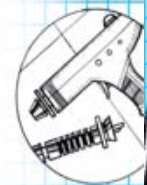
Initiative: +8 (+2 Dex, +6 Reflex)

Senses: Listen +3, Spot +3

Dodge Defence: 18 (+2 Dex, +6 natural)

Hit Points: 58 (9 HD +18); **DR** 1

Saves: Fort +8, Ref +8, Will +9





Speed: 20 ft.

Melee: Unarmed Strike +13/+8 melee (1d6+4) or Battleaxe +13/+8 melee (1d10+4)

Base Atk+9/+4 **Grapple:** +13

Abilities: Str 18, Dex 14, Con 15, Int 14, Wis 17, Cha 19

Special Attack: Loser's death

Special Qualities: Immunities, manifest, winner's gain

Feats: Brawl, Crushing Grip, Improved Grapple, Improved Unarmed Strike

Skills: Craft (herbalism) +15, Escape Artist +15, Heal +14, Hide +13, Knowledge (arcana) +13, Knowledge (nature) +13, Move Silently +13, Tumble +11

Power Points: 13 (base 10, +3 Wis)

Magic Attack Bonus: +8 (+4 natural, +4 Charisma)

Advancement: By character class (usually scholar)

A *Chiruwi* is a demon with one eye, one arm, one leg and half of a torso. The other half of his torso is made up of wax. A *Chiruwi* typically travels with an axe and haunts remote forested areas. The demon will challenge any man he meets to a wrestling match. If the man can defeat the demon, the demon will teach him several herbal cures, medicines or even sorcery. If the man is defeated, the man dies and the demon takes his spirit.

Combat

If the demon's challenge is accepted, he sets aside his axe and wrestles his opponent. If the challenge is not accepted and the demon feels inclined, he may attack with the axe or he may just leave them alone. The demon will always defend himself with the axe if attacked outside of his challenge.

Immunities (Su): Chiruwi is immune to weapons, poisons and sorcery and can only be harmed with unarmed strikes and grapples.

Loser's Death (Su): If a man accepts the demon's challenge and loses, the man dies. No saving throw. By agreeing to the wager, the loser is assumed to willingly accept the consequences.

Manifest (Su): As a standard action, a Chiruwi can either leave Earth and return to its home place or appear on Earth. In either case, it manifests at the new location at the end of its action.

Winner's Gain (Su): If a man accepts the demon's challenge and wins, he gains a permanent +5 bonus to Craft (herbalism), Heal and Knowledge (nature); or he gains a permanent bonus Advanced Spell or new Sorcery Style as a bonus. Note that learning at the foot of this demon may involve a save vs. Corruption. Either way, the demon usually wins.

Mkovu

Small Undead

Climate/Terrain: Any land and underground

Organization: Solitary

Initiative: +1 (+0 Dex, +1 Reflex)

Senses: Listen +5, Spot +5, low-light vision, scent

Dodge Defence: 11 (-1 Dex, +1 natural, +1 size)

Hit Points: 22 (3 HD +3); **DR** 1

Saves: Fort +1, Ref +1, Will +3

Speed: 20 ft.

Melee: Unarmed +3 (1d2+1)

Base Atk+1 **Grapple:** -1

Abilities: Str 13, Dex 10, Con -, Int -, Wis 10, Cha 1

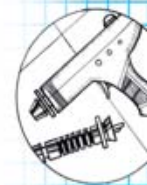
Special Qualities: Undead, Death Knell, Limp Stumble

Feats: Diehard, Toughness

Skills: Climb +10, Listen +5, Spot +5

Advancement: 4-5 HD (Small)

The *Mkovu* is a *wanga's* familiar, an undead creation who does the necromancer's bidding. By performing a certain dark ceremony (Perform (ritual) DC 22) while casting *raise dead*, the *wanga* transforms the corpse into an *Mkovu*. The *Mkovu* has the relative dimensions of the corpse but smaller – the size of child. The ritual involves cutting off the tip of the corpse's tongue and running a red-hot needle up the forehead. Since the tongue is damaged, the *Mkovu* cannot speak except in a garbled, unintelligible manner.



Combat

Mkovu usually attack unarmed, though they can be ordered to wield weapons if available.

Death Knell (Su): The *Mkovu* makes an excellent assassin, for if it enters a homestead and is seen by someone in that homestead, anyone suffering from an illness within is far less likely to be healed or cured – any attempts to heal or cure a disease adds the Magic Attack Bonus of the *wanga* who created the *Mkovu* to its difficulty class; further, if a character has recently been healed from an illness, the character must save again (with the save DC increased by the same amount) or fall under the illness again. *Wanga* often send *Mkovu* on the heels of the *black plague* spell. The *Mkovu* must be seen by someone in order for this power to work.

Limp Stumble: *Mkovu* are highly ineffective in combat and indeed everything else. All that they do is characterised by slowness, clumsiness, and brainlessness. Each round, they may take either a standard action or a move action but not both.

Mngwa, the Strange One

Large Animal

Climate/Terrain: Warm forests

Organization: Solitary

Initiative: +7 (+2 Dex, +5 Ref)

Senses: Listen +5, Spot +5, low-light vision, scent

Dodge Defence: 15 (-1 size, +2 Dex, +4 natural)

Hit Points: 45 (6 HD+18); **DR** 3 (tough hide)

Saves: Fort +8, Ref +7, Will +3



Space/Reach: 10 ft./5 ft.

Speed: 40 ft.

Melee: 2 claws +10 melee (1d8+6) and bite +5 melee (2d6+3)

Base Atk +4 **Grapple:** +14

Abilities: Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6

Special Attacks: Improved grab, pounce, rake 1d8+3

Special Qualities: Low-light vision, scent

Feats: Alertness, Stealthy, Multiattack

Skills: Balance +14, Climb +14, Hide +5*, Jump +14, Listen +5, Move Silently +11, Spot +5, Swim +11

Advancement: 7–12 HD (Large); 13–18 HD (Huge)

These jungle cats are about the size of a donkey, with grey brindled fur. From a distance, its fur looks uniformly grey but up close one can easily see it has peppered fur with indistinct stripes. Male mngwas weigh around 400-670 pounds, measure around three feet at the shoulder and grow to be around 8 to 10 feet long but specimens as long as 13 feet have been reported. Female mngwas weigh around 220 - 368 pounds and are considerably smaller. It is a ferocious animal and known to kill men. Its tracks are similar to a leopards, but larger. Its kills are often mistaken for a lion's kills. An mngwa is typically larger than a lion, however.

Combat

The mngwa hunts by stalking its prey patiently in the undergrowth and then springs on its prey in ambush. The killing bite is delivered to the nape of the neck if the prey is less than half the mngwa's weight; otherwise, the mngwa goes for the throat. These animals are only known to the clans of Atlaia. Other Black Kingdoms usually consider them mythical.

Improved Grab (Ex): To use this ability, a mngwa must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a mngwa charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +6 melee, damage 1d4+1.

Skills: Mngwas have a +8 racial bonus on Jump checks and a +4 racial bonus on Hide and Move Silently checks. Mngwas have a +8 racial bonus

on Balance and Climb checks. Mngwas can always choose to take 10 on a Climb check, even if rushed or threatened.

Nshi'mbaua (Lion-Killer Ape)

Large Animal (Primate)

Climate/Terrain: Olu-Igbo rainforest

Organization: Solitary, pair, or company (3-5)

Initiative: +6 (+2 Dex, +4 Ref)

Senses: Listen +6, Spot +6, low-light vision, scent

Dodge Defence: 14 (-1 size, +2 Dex, +3 natural)

Hit Points: 29 (4 HD +11); **DR** 3 (fur)

Saves: Fort +6, Ref +6, Will +2

Space/Reach: 10 ft. (2) /10 ft. (2)

Speed: 30 ft. (6 squares), climb 30 ft.

Melee: 2 Slams +7 melee (1d6+5) and bite +2 melee (1d6+2)

Base Atk +3 **Grapple:** +12

Abilities: Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7

Special Qualities: Low-light vision, scent, poison-immunity

Feats: Alertness, Toughness

Skills: Climb +14, Listen +6, Spot +6

Advancement: 5-8 HD (Large)

Nshi'mbaua are a curious type of primate. They behave like a combination of gorilla and chimpanzee – not wholly one or the other. Its skull is like that of a chimpanzee but it has the prominent crest of a gorilla. Overall,



the Nshi'mbaua looks like a chimpanzee that has grown to be larger than a gorilla. They usually nest on the ground like gorillas, preferring swampy river beds but their nests are more intricate. Some nest in low branches of trees instead of ground. They are noted for howling at the full moon, especially when it rises or sets. Nshi'mbaua prefer to eat fruits and insects. Their fur turns grey as they mature. A fully mature Nshi'mbaua has a completely grey coat, regardless of the sex of the animal. Their faces are flat with a wide muzzle, with a brow-ridge that hangs over their eyes.

The Nshi'mbaua ape is unafraid of most predators and have been known to kill lions. Typically they will surround newcomers, looking at them with curiosity.

Combat

Nshi'mbaua can be aggressive apes. They make mock charges, screaming to intimidate intruders – or if angered, they make real charges with intent to kill. A real charge is quiet.

Poison Immunity: Most apes hunted in the Olu-Igbo rainforest succumb easily to the poisoned arrows of the hunters but the Nshi'mbaua is completely immune. Mwezi hunters have yet to find a poison that works on one of these apes, including the Apples of Derketo.

Popobawa

Medium Outsider (demon)

Climate/Terrain: Any land and underground

Organization: Solitary

Initiative: +8 (+2 Dex, +6 Reflex)

Senses: Listen +3, Spot +3

Dodge Defence: 18 (+2 Dex, +6 natural)

Hit Points: 58 (9 HD +18)

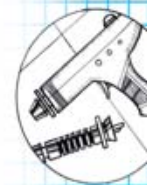
Saves: Fort +8, Ref +8, Will +9

Space/Reach: 5 ft. (1)/5 ft. (1)

Speed: 40 ft.; fly 20 ft.

Melee: Unarmed Strike +14/+9 melee (1d6+5)

Base Atk +9 **Grapple:** +14



Abilities: Str 20, Dex 14, Con 15, Int 12, Wis 17, Cha 19

Special Attacks: Dream-trance

Special Qualities: Immunities, manifest, shapeshifting, strength in secret

Feats: Brawl, Crushing Grip, Improved Grapple, Improved Unarmed Strike

Skills: Escape Artist +15, Hide +13, Jump +16, Knowledge (arcana) +12, Move Silently +13, Search +12, Tumble +15

Power Points: 13 (base 10, +3 Wis)

Magic Attack Bonus: +8 (+4 natural, +4 Charisma)

Advancement: By character class (usually barbarian)

Popobawa is a sexually voracious demon haunting Atlaia. He is a shapeshifter, so his actual form is unknown; however, no matter what form he takes, he always casts a dark shadow with large bat wings, and is always described as having an obscenely enormous penis. He is surrounded by a strong acrid smell and his manifestation is usually accompanied by a flash of black smoke. Occasionally a decadent cult arises around this demon, with cultists who worship violence and sodomy.

Combat

Popobawa attacks men most of the time. He grapples with the men in their beds and overpowers them. He holds their head to the floor and sexually assaults them for up to an hour (Games Master's seeking a less graphic game can have the demon just defeat the victims night after night, kill their victims and so on.). Victims are placed in a trance as they are being attacked. He only preys on people who sleep in their own beds, so when he is haunting a

community, the Atlaians typically refuse to sleep in their own houses until it is driven off by the witchdoctors.

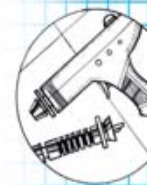
Dream-Trance (Sp): Popobawa takes victims as they sleep in their own beds. Victims are usually placed in a dream-like trance as they are being attacked. When Popobawa encounters someone asleep, the demon may make a magic attack roll and this determines the Will save of the Victim. If the Will save fails, the victim's Strength and Dexterity are treated as though they had scores in the 4-5 range (-4 Modifier) while fighting the demon. Note that the scores are not actually modified – the change only occurs in the mind of the victim. This is a mind-influencing effect.

Immunities (Su): Popobawa is immune to weapons, poisons and sorcery and can only be harmed with unarmed strikes and grapples.

Manifest (Su): As a standard action, a Popobawa can either leave Earth and return to its home place or appear on Earth. In either case, it manifests at the new location at the end of its action with a puff of black smoke and an especially pungent smell.

Shapeshifting (Sp): Popobawa is a shapeshifter. Although his shadow always reveals bat-wings, he may take any form he desires. In all of his forms, he has a massive penis. It takes a full-round action to change his shape.

Strength in Secret (Su): Victims who do not reveal their assault are doomed to be attacked again the next night – this time with a -5 penalty to their saving throw. This penalty is cumulative with each passing day that the victim does not reveal he was sexually assaulted. Also, the assault lasts longer with each additional visit from the demon.

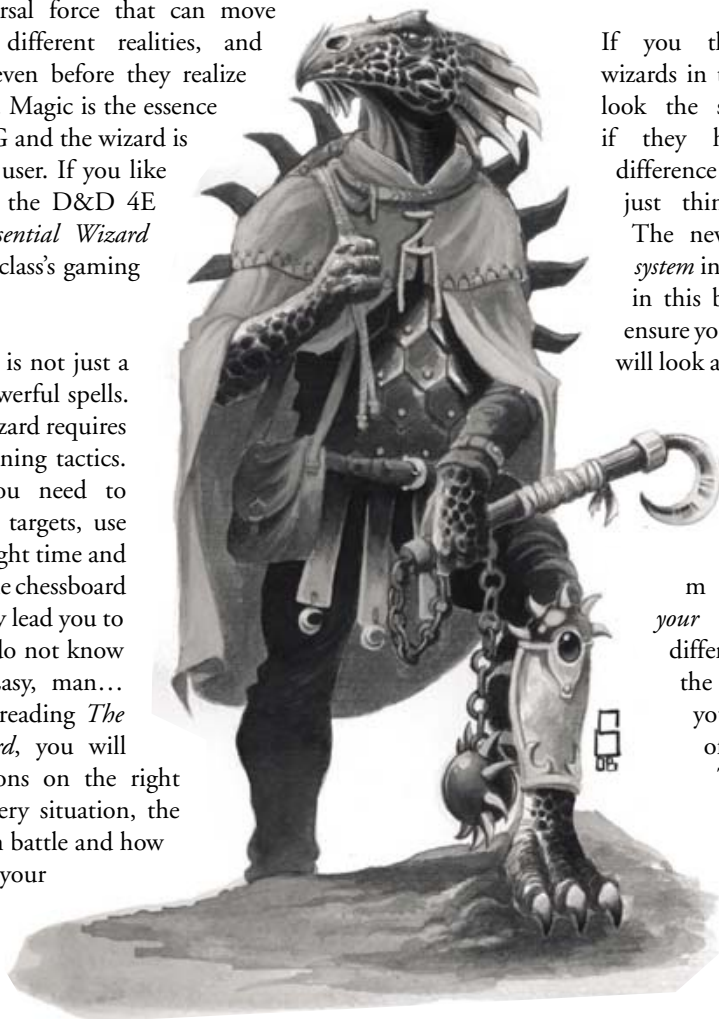


An Introduction to Quintessential Wizard

By Marco Picone

Magic is the universal force that can move mountains, create different realities, and subdue opponents even before they realize what they are facing. Magic is the essence of a true fantasy RPG and the wizard is the only true magic user. If you like playing a wizard in the D&D 4E game, *The Quintessential Wizard* greatly expands this class's gaming options.

First, being a wizard is not just a matter of casting powerful spells. Being a successful wizard requires preparation and cunning tactics. As a controller, you need to carefully select your targets, use your powers at the right time and move the pieces on the chessboard so that they can easily lead you to victory. What? You do not know how to do that? Easy, man... You're a wizard! By reading *The Quintessential Wizard*, you will find many suggestions on the right powers to use in every situation, the right place to hold in battle and how to get the best of your role.



If you think all wizards in the game look the same, as if they have no difference of sort, just think back.

The new *origins system* introduced in this book will ensure your wizard will look absolutely unique!

What

truly

make
your wizard
different from
the others is
your choice
of powers.

Try

replacing your *magic missile* with *electrocution* and your *fireball* with *spinning staffs*, just to name a few of the more than 80 spells and rituals you will find in the book and your foes will be the first to be left speechless!



Signs & Portents

As you grow up in level, you might want to specialize in a particular path of knowledge and power. Take a look at the 14 new paragon paths included in *The Quintessential Wizard*. Maybe you should try the cryomancer (see the preview at www.mongoosepublishing.com) and freeze all of your opponents in cold and ice. Or maybe you would rather use the hypnomancer's powers to mesmerize your enemies. Just be careful when you meet a fellow wizard, as she might have followed the gloom necromancer's path, revealing herself a much more dangerous enemy than you thought at first!

When it comes to choosing a feat for your wizard, you might consider one of the over 60 new feats specifically designed for you. Would you like your spells to be a bit different? Try some metamagic feats like Twin Spell or Persistent Spell! If you think staves, wands and orbs are not the right arcane implements for your wizard, *The Quintessential Wizard* introduces four new implements that will satisfy every caster's needs: the dragonmask, the hat of wizardry, the safeguard shield and the unreal mirror. You will also find dozens of mundane and magic items particularly useful to a wizard, in addition to a new category of magic items: runes.

Last but not least, your wizard needs a place in the world. Maybe she could be a member of an arcane society, like Relldale Academy or the Court of Enchantments. However, even then, she still needs a place to sleep... you do not think a simple inn would suffice, do you? A wizard of her grandeur needs a personal tower, to show the world her true potential... And in the book you will find an entire chapter on how to build your own tower and fill it with all the magic tricks and items you need, along with maps ready to use in any campaign!



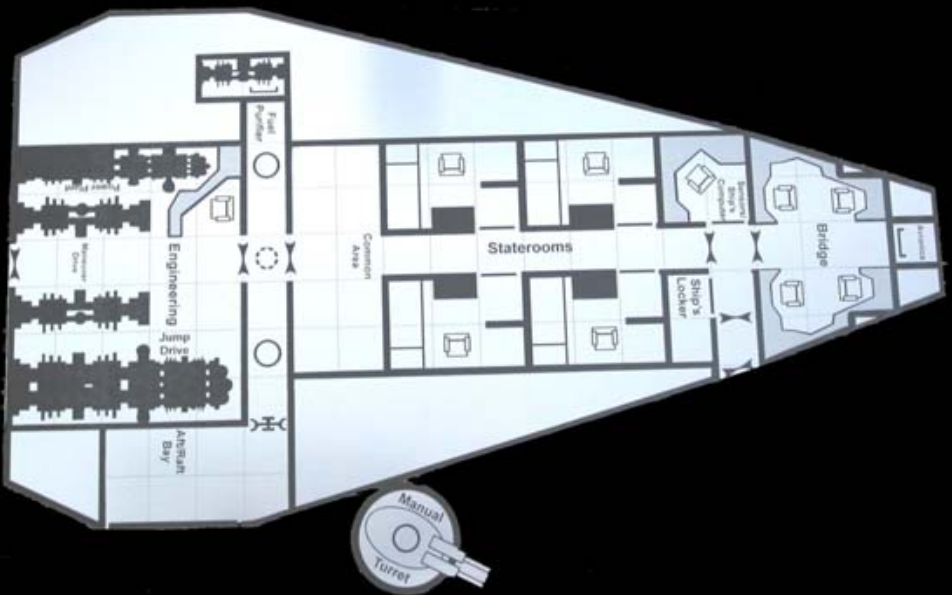


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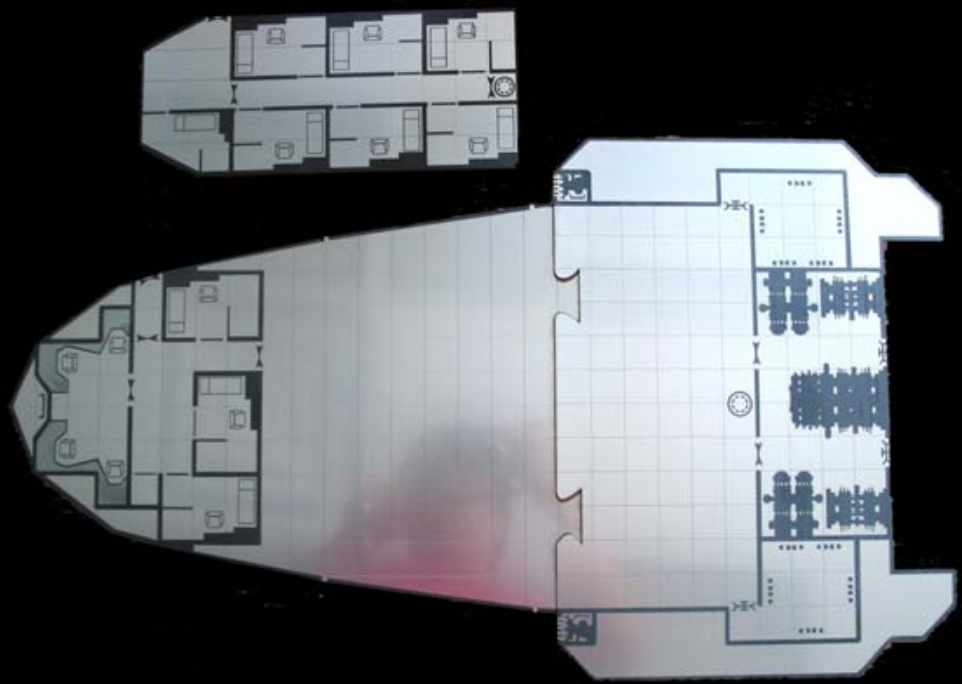
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Jury-Rigging #2 – Stats, Skills & Task Chains

TRAVELLER

By Gareth Hanrahan

TRAVELLER

Jury-Rigging is an infrequent series of articles about the *Traveller* rules and how to hack them for different universes and styles of play. All of the rules here are entirely optional.

One of the goals of the new edition of *Traveller* was to marry a variation on *Classic Traveller's* roll 2d6 system with the stat+skill roll seen in later editions, including *Traveller 5*, while also making the skill system a little more consistent and removing special-cases and exceptions where possible. (There are still a few legacies, like the Battle Dress skill, which is rarely rolled but determines the penalty for using armour when unskilled).

The core system of '2d6+ skill + stat modifier + other DMs, get 8+' works very well for one-off skill checks – did the Player Character hit the target with a gunshot? Did he persuade the guard to let him into the TAS hostel? – However, *Traveller* encounters often call for more detailed task resolution rules. A scene where the characters repair a starship is just as important to the game as a firefight and should have the same level of detail and scope for player input.

Task Chains

Task chains are explained in the *Traveller* rulebook on page 51. The idea is that each check in the chain gives a bonus or penalty to the next check, so several Player Characters can contribute to the same task. Each check in the chain gives a bonus or penalty (up to +/-3) to the next one. Most task chains are only going to be two or three links long.

For example:

Task	Check #1	Check #2	Check #3
Aiming a vehicle-mounted gun	Drive (to put the vehicle into position)	Heavy Weapons (to fire)	
Finding a buyer for stolen goods	Streetwise (to find the buyer)	Persuade (to get in to talk to him)	Broker (to seal the deal)
Digging up rumours about an enemy	Carouse (to find someone willing to talk)	Deception (to pretend to be someone else)	Investigate (to wheedle out the right rumours)
Making your way across a desert	Navigate (to find the way)	Survival (to cross the wilderness successfully)	
Jumping a ship	Astrogation (to plot the course)	Engineering (jump) to activate the engines	

Breakable Task Chains: Most task chains assume that the final goal can also be completed – the previous skills just make things easier. The gunner with the vehicle-mounted gun can always fire the gun; the driver may make things

easier, by driving smoothly and lining up a nice shot or harder by slewing the vehicle wildly and forcing the gunner to compensate but the gunner can always fire.

In some task chains, though, any break in the chain makes future checks impossible.

For example:

Task	Check #1	Check #2	Check #3
Disarming a bomb	Investigate (find the bomb)	Explosives (disarm the bomb)	
Stealing a shuttle	Stealth (sneak onto the starport)	Engineering (electronics) (overcome the electronic locks)	Pilot (small craft) (to fly the shuttle)

In both of the above examples, if any link in the chain fails, the whole chain fails. If the characters do not find the bomb, they cannot disarm it. If they fail to sneak onto the starport, then all of the piloting skill in the world will not let them fly a shuttle that they do not have.

Breakable chains are very risky for the players – the chances of failure multiply with every link in the chain – but some tasks are that risky.

Combined-Effort Chains: Normally, each link in a task chain only affects the next task by +/- 3. This means that one check can fail dismally but with a good roll in the next link, the character can still get a huge success and pass on a big positive DM to the final check. Often, the only ones that really matter are the second-last and the last check.

Combined-effort checks allow multiple characters to affect the final roll – instead of a chain; it is a combined effort, with lots of checks contributing to the final roll. Each supporting check in a combined-effort check raises or lowers the difficulty by one step on the difficulty table.

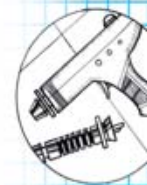
Difficulty	DM
Ridiculously Easy	+8
Simple	+6
Easy	+4
Routine	+2
Average	+0
Difficult	-2
Very Difficult	-4
Formidable	-6
Impossible	-8

For example, if the characters are trying to impress clients at a party, then everyone could make Carouse or Diplomacy or Perform rolls. These rolls would affect the final difficulty of the Broker role to seal the deal. If the final Broker check was going to be Very Difficult and two characters succeed at their supporting checks while another one fails, then the final check moves down one step on the difficulty ladder to merely Difficult (-2).

Open Chains: For a more free-form game, let the players come up with skills to fill a task chain. For example, the characters are trying to break into a prison camp. The Referee announces that this will be a Formidable (-6) Stealth skill check.

The players can now suggest and implement ways to bring this difficulty down. One player might say 'I'm going to use Comms to intercept the guards' radio traffic', another might suggest using Recon to spy on the camp from a distance, another might use Deception to disguise himself as a guard or Clairvoyance to observe a guard entering the code into an electronic lock. Each of these checks would be at a much lower difficulty than the final check but if the characters succeed, they bring the difficulty down for that final check. (If they fail, of course, they raise the difficulty.)

The Referee should encourage creative use of skills in an open chain.



Competency

Not every use of skills needs to involve a skill check. Sometimes, randomness does not factor into a situation – the character either has the skill or he does not. For example, if a character has a Medic or Life Science skill of 2+, then he has heard of some obscure disease. Otherwise, he simply has never heard of it. Competency checks should be used when the Referee wants to avoid interrupting the game with dice rolling.

Example competency tests include:

Condition	Required Skill
Qualified to fly a spacecraft	Pilot 2+
Can recognise a particular obscure brand of gun	Gun Combat 3+
Automatically avoids leaving a trail when moving through the wilderness	Stealth 2+ or Survival 2+
Knows contacts in town	Streerwise 3+
Can operate a vacc suit	Vacc Suit 0
Can operate battle dress	Battle Dress 0

Risk & Consequences

To make skill checks more interesting, the Referee can specify a risk involved before making the check. This risk is in addition to any normal consequences for failing the check. For example, if a Player Character is trying to repair a damaged subsystem on his spacecraft. The Referee says that this will be a Hard (-4) check or a merely Difficult (-2) check if the character takes the risk that if the check is failed, he will get fried by an electrical discharge and take damage. Offer the player a greater chance of success – at a cost.

Alternatively, the Referee can offer the player a reduced success in exchange for a reduced difficulty. When making a Stealth roll to sneak past guards, offer the player a choice of *'it's Difficult to sneak past the guards and they don't spot you at all. Alternatively, it's only Routine to sneak past them, but they'll spot you after you go past and they might chase you.'*

The point of risks and consequences is to give the players more choice on important skill checks. If a check is a key moment in an adventure, then there should be room for more input than just a dice roll.

For example, each of the following Risks could be accepted by the player to make a skill check easier.

Situation	Skill	Risks
Falsifying records	Admin	A trivial investigation will uncover the false records
In a firefight	Gun Combat	The enemy gets a free attack on the character
Dodging in a dogfight	Pilot	The ship takes a point of Structure damage due to the stress of dodging
Treating a wounded character	Medic	The patient loses a limb

Keep Dice Modifiers Under Control

Several of the optional rules presented here can give considerable bonuses to the player's skill check. Keep the Probability of Success table (*Traveller* rulebook, page 49) in mind – too many DMs will make a check too easy. It is generally better to make a check too hard and let the players find a creative way around the problem than make every check too easy.

Opposed Checks

When two characters are acting against each other, the simplest solution is that the character with the highest Effect wins. That works perfectly well when a quick resolution is needed but some dramatic scenes call for an extended conflict between the two. For example, if two characters are wrestling on the edge of a cliff or arguing in a murder trial, then a single roll is not enough.

In an opposed check, both sides keep making skill checks. There is also a running total called the Advantage. A positive Advantage benefits the

attacker, a negative total benefits the attacker. If the attacker wins, his Effect is added to the Advantage; if the defender wins, his Effect is subtracted from it. The opposed check ends when a positive Advantage equals or exceeds the most appropriate Characteristic of the defender (or a negative total equals or exceeds the most Characteristic of the attacker). The character with the Advantage has a +1 DM to all opposed checks in the conflict.

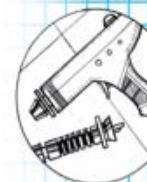
For example, Lucius is arguing with Zarek. Lucius has Social Standing 6, Zarek has Social Standing 8. Both characters make opposed Intelligence + Persuade checks. Zarek is the defender.

Round	Result	Advantage
0	The conflict begins. Lucius accuses Zarek of <u>allying with the Zhodani</u> .	0
1	Zarek wins with an Effect of 4. Zarek easily <u>dismisses Lucius' accusations</u> .	-4
2	Lucius wins with an Effect of 1. He brings up evidence of strange comm traffic from Zarek's <u>ship (offensive)</u> .	-3
3	<u>Both sides fail</u> .	-3
4	One of Lucius' allies demands that Zarek answer the question. Lucius wins with Effect <u>2 (offensive)</u> .	-1
5	Zarek snaps that there's no evidence that he's a <u>Zhodani traitor, winning with Effect 2</u> .	-3
6	Zarek again wins the argument with Effect 3 by bringing up an occasion when Lucius was <u>psionically influenced by a Zhodani agent</u> .	-6

As the Advantage now equals Lucius' Social Standing, Zarek has won the extended conflict.

Extended Conflicts

Situation	Attack Rolls	Attack Characteristic	Defend Rolls	Defend Characteristic
Bluffing past a guard	Social Standing + Deception	Social Standing	Intelligence	Intelligence
A court case	Education + Advocate	Social Standing	Education + Advocate	Social Standing
Wrestling on a cliff	Strength + Melee	Endurance	Strength + Melee	Endurance



Mongoose News

Gygax works Come to Mongoose

Trigee Enterprises Co. DBA Gygax Games and Mongoose Publishing are proud to announce their agreement for the publication of *Legendary Adventure™* a multi-genre role playing game system by Gary Gygax, the father of tabletop role-playing games.

The re-launch of the *Legendary Adventure™* multi-genre role playing game system will include the newly edited core rule books *Legendary Rules For All Players*, *Lejend Master's Lore* and *Beasts of Lejend*. The system is rules-light, skill based and features richly detailed world settings.

New world environments written and created by Gary Gygax and never before published material will follow, along with new adventures written by a team of writers dedicated, to surprise and entertain the avid gamer.

Gail Gygax, of the Lake Geneva, WI based Gygax Games, leads a team of talented and dedicated "Gygaxian" developers to continue with the creative works of her late husband.

June 2009 will see the first release of *Legendary Rules for All Players* hardback and *A Question of Tribute* scenario. Further releases will follow on from this at regular intervals.

For additional information please contact Gygax Games at gygaxgames@gmail.com

Traveller News

We are proud to announce that the *Traveller Core Rulebook* is now going through its fourth reprint and is going from strength to strength. November will see the long awaited release of several *Traveller* titles, most notably *High Guard*, which after an unfortunate recall in October due to a printing error, will be hitting the shelves by the second week in November.

Mongoose Towers News

Hard work continues at Mongoose Towers and we continue to plough through a rather hectic schedule. Will Chapman, Publishing Layout Assistant and newest member of the Mongoose team has settled in very well and is steaming on ahead with the book layouts. You will all be noticing the rise in layout quality over the next few months as Will works his magic on all of our upcoming releases.

Plans for the Mongoose relocation are still going ahead. We have yet to make a final decision on the exact building but this should not be too far away now. Fear not we are staying in Swindon and we shall also be retaining a gaming centre for future events.

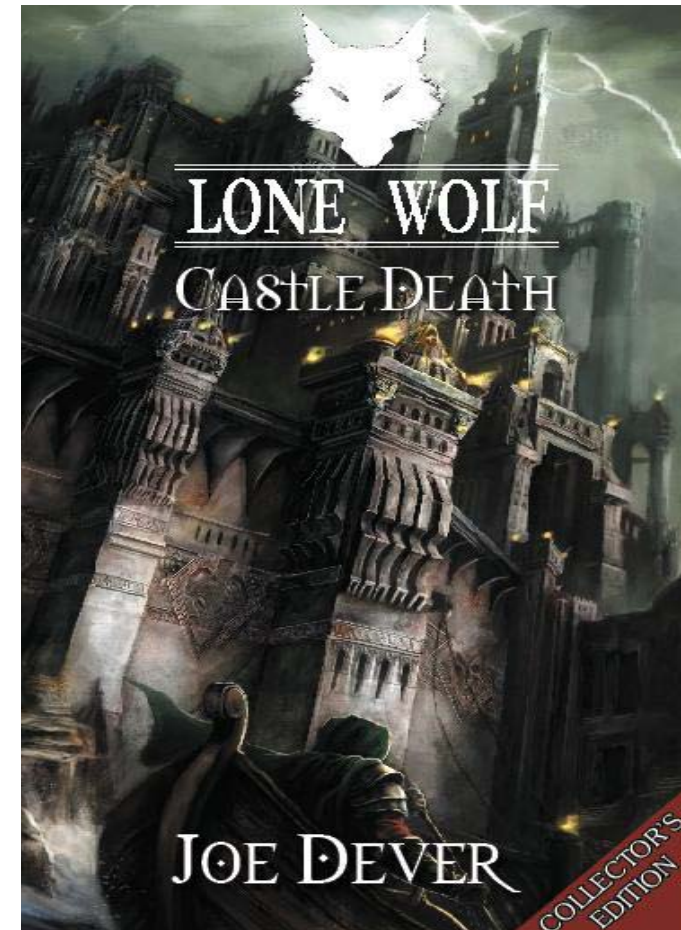
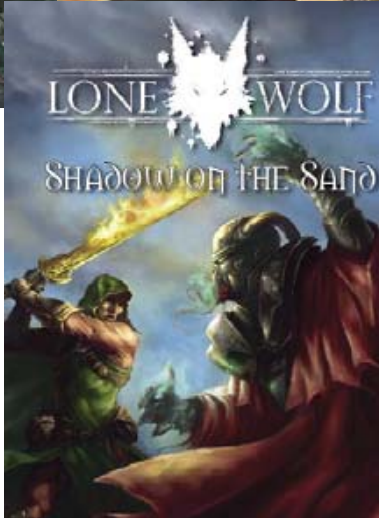
October has been a relatively uneventful month aside from the large work load. However this can only be reassuring to our customers, to know that we have been knuckling down to work and that our warehouse has been firing out new releases in all directions!

Please see the opposite page for all of the upcoming November releases. For full details or to order, please see our website www.mongoosepublishing.com, or see the catalogue at the back of the magazine. An order form is also included.

Special Announcement

We are happy to announce that Matthew Sprange has recently become the proud father of a bouncing baby girl. She weighs in at 2oz, has lots of golden hair and is Syrian in decent. She enjoys playing in her wheel, reversing through tubes and stuffing her cheeks full of food. Yes ladies and gentlemen, Matthew has gotten himself a hamster! We are sure that "Kristin Scott-Hamster" will enrich Matthew's life for many months to come.





LONE WOLF

Book 7 Castle Death, the latest instalment from Joe Dever's Lone Wolf Series.

Available NOW, only from Mongoose Publishing.



Shermans!



Revised and new units for British and US Forces in Battlefield Evolution: World at War

By Agis Neugebauer

The Sherman in British use.

The Sherman was America's main medium tank in World War II and a true mass produced armoured fighting vehicle. Many were also provided under the Land Lease agreement to the Allies. British forces alone received over 17,000 Sherman tanks.

British forces designated their Sherman's in a different way to their American counterparts: The British Sherman I equals an American M4, the Sherman II an American M4A1, the Sherman III an American M4A2 and the Sherman V an American M4A4. The different guns and equipment used were coded in the following way:

- Sherman II / III **A**: with M7 76mm anti-tank Gun and the safer (wet) ammunition stowage
- Sherman I / II **B**: with 105mm Howitzer
- Sherman IB / IIA **Y**: with wider tracked HVSS (horizontal volute spring suspension) system. The Sherman IV (M4A3) was the first to be factory-produced with the new HVSS system. It featured wider tracks for lower ground pressure and a smoother ride and resulted also in higher speeds. The experimental E8 designation led to the nickname "Easy Eight" for US Sherman's so equipped. Unfortunately the Sherman IV was not used operationally by British forces. The HVSS system however was fitted to some Sherman IB and IIA.

Sherman I, II, III, V – 175 points

The Sherman I to V was the basic tank design provided under the Land Lease agreement to the British forces.

Type	Size	Move	Close Combat	Facing	Target	Save	Kill	Traits
Sherman I, II, III, V	4	3"	4xD10	Front	9+	5+	12+	Hits/2, Lumbering, Multi-fire/2, Tracks /7"
				Sides	8+	5+	10+	
				Rear	8+	5+	10+	

Unit: Sherman I, II, III, V with 75mm tank Gun and one MG and one MG (FaF)

Co-Axial MG: To improve target acquisition, MGs on vehicles were often mounted co-axial to the main gun. One MG has a co-axial mount. The co-axial MG must always use the same Fire Zone as the main gun. As soon as a Fire Zone is placed within range of the co-axial MG, you may add +1 to all Damage Dice of the main gun. If you use the MG in this way you do not roll the Damage Dice of the MG.

Options:

- A Pintle MG (FaF) may be added for +25 points.

Sherman II / III A – 225 points

The British II and III A version were equipped with the M7 76mm anti-tank Gun and the safer (wet) ammunition stowage.

Type	Size	Move	C l o s e Combat	Facing	Target	Save	Kill	Traits
Sherman II / III A	4	3"	4xD10	Front	9+	3+	12+	Hits /2, Lumbering, Multi-fire /2, Tracks /7"
				Sides	8+	5+	10+	
				Rear	8+	5+	11+	

Unit: Sherman II / III A with M7 76mm anti-tank Gun and one MG and one MG (FaF)

Co-Axial MG: To improve target acquisition, MGs on vehicles were often mounted co-axial to the main gun. One MG has a co-axial mount. The co-axial MG must always use the same Fire Zone as the main gun. As soon as a Fire Zone is placed within range of the co-axial MG, you may add +1 to all Damage Dice of the main gun. If you use the MG in this way you do not roll the Damage Dice of the MG.

Options:

- A Pintle MG (FaF) may be added for +25 points.
- **Sherman IIA Y:** The Sherman II A may be upgraded with the HVSS system. This costs +5 points and increase the Move to 4" and Tracks/9".

Sherman I / II B- 155 points

The Sherman I / II B were equipped with 105mm Howitzer. The Sherman IB was sometimes equipped with the wider tracked HVSS system.

Type	Size	Move	C l o s e Combat	Facing	Target	Save	Kill	Traits
Sherman I / II B	4	3"	4xD10	Front	9+	5+	12+	Hits /2, Lumbering, Multi-fire /2, Tracks /7"
				Sides	8+	5+	10+	
				Rear	8+	5+	10+	

Unit: Sherman I / II B (unit leader) with 105mm Howitzer and one MG and one MG (FaF)

Co-Axial MG: To improve target acquisition, MGs on vehicles were often mounted co-axial to the main gun. One MG has a co-axial mount. The co-axial MG must always use the same Fire Zone as the main gun. As soon as a Fire Zone is placed within range of the co-axial MG, you may add +1 to all Damage Dice of the main gun. If you use the MG in this way you do not roll the Damage Dice of the MG.

Options:

- Up to 2 extra Sherman I / II B may be added to the unit for +155 points each.
- A Pintle MG (FaF) may be added for +25 points.
- **Sherman IB Y:** The Sherman IB may be upgraded with the HVSS system. This costs +5 points and increase the Move to 4" and Tracks/9".

Sherman IC / VC "Firefly" - 230 points

The Sherman V was the natural choice for the conversions with the new 17 pdr. Gun, although other Sherman variants (I, I Hybrid – cast hull with welded rear – and maybe II) were also converted. The powerful 17 pdr. Gun gave the Firefly a good chance to penetrate the armour of the German Panthers or Tigers.

Type	Size	Move	C l o s e Combat	Facing	Target	Save	Kill	Traits
Sherman Firefly	4	4"	4xD10	Front	9+	5+	12+	Hits /2, Lumbering, Multi-fire /2, Tracks /8"
				Sides	8+	5+	10+	
				Rear	8+	5+	11+	



Unit: Sherman Firefly with a 17 pdr gun and one MG and one Browning .50 cal MG

Browning .50 cal MG: This weapon may not be fired in the same Shoot action as the main gun. When fired it may create its own separate Fire Zone without discarding any Damage Dice.

Co-Axial MG: To improve target acquisition, MGs on vehicles were often mounted co-axial to the main gun. One MG has a co-axial mount. The co-axial MG must always use the same Fire Zone as the main gun. As soon as a Fire Zone is placed within range of the co-axial MG, you may add +1 to all Damage Dice of the main gun. If you use the MG in this way you do not roll the Damage Dice of the MG.

Options:

- **Pintle MG:** The pintle mounted Browning .50 cal AAMG may be downgraded for -10 points to a Pintle MG.

Extended British Vehicle Armoury

Weapon	Range	Damage	Traits
105mm Howitzer	24"	D6+3	Lethal Zone/3", Slow
M7 76mm anti-tank Gun	60"	D10+3	Lethal Zone/1", Piercing/1, Slow

105mm Howitzer: The 105 mm Howitzer was the standard medium field howitzer for the United States and the equivalent of the British 25 pdr. Gun. It gained a reputation for its accuracy and a powerful blow.

M7 76mm anti-tank Gun: Introduced to US forces in order to counter heavy German armour, the M7 proved to be successful in maintaining the balance in the race for heavy armour between Axis and Allies.

The American Shermans

M4 Sherman- 175 points

The Sherman was America's main medium tank in the war. The M4 was equipped with the Continental radial engine and featured a welded hull.

Type	Size	Move	Close Combat	Facing	Target	Save	Kill	Traits
M4 Sherman	4	3"	4xD10	Front	9+	5+	12+	Hits/2, Lumbering, Multifire/2, Tracks/7"
				Sides	8+	5+	10+	
				Rear	8+	5+	10+	

Unit: M4 Sherman with 75mm tank Gun and one MG and one MG (FaF)

Browning .50 cal AAMG: This weapon may not be fired with the same Shoot action that the 75mm tank Gun is fired. When fired it may create its own separate Fire Zone without discarding any Damage Dice.

Co-Axial MG: To improve target acquisition, MGs on vehicles were often mounted co-axial to the main gun. One MG has a co-axial mount. The co-axial MG must always use the same Fire Zone as the main gun. As soon as a Fire Zone is placed within range of the co-axial MG, you may add +1 to all Damage Dice of the main gun. If you use the MG in this way you do not roll the Damage Dice of the MG.

Options:

- A Pintle mounted Browning .50 cal AAMG may be added for +35 points.
- **M4 (105) Sherman:** The M4 Sherman may be upgraded to M4 (105) variant. This costs -20 points per vehicle and replaces the 75mm tank Gun with a 105mm Howitzer.
- **M4 (105) HVSS Sherman:** The M4 (105) Sherman may be upgraded with the HVSS system. This costs +5 points and increase the Move to 4" and Tracks/9".

M4A1 Sherman- 175 points

The M4A1 Sherman was equipped with the Continental radial engine and a one piece cast hull.

Type	Size	Move	Close Combat	Facing	Target	Save	Kill	Traits
M4A1 Sherman	4	3"	4xD10	Front	9+	5+	12+	Hits/2, Lumbering, Multifire/2, Tracks/7"
				Sides	8+	5+	10+	
				Rear	8+	5+	10+	

Unit: M4A1 Sherman with 75mm tank Gun and one MG and one MG (FaF)

Browning .50 cal AAMG: This weapon may not be fired with the same Shoot action that the 75mm tank Gun is fired. When fired it may create its own separate Fire Zone without discarding any Damage Dice.

Co-Axial MG: To improve target acquisition, MGs on vehicles were often mounted co-axial to the main gun. One MG has a co-axial mount. The co-axial MG must always use the same Fire Zone as the main gun. As soon as a Fire Zone is placed within range of the co-axial MG, you may add +1 to all Damage Dice of the main gun. If you use the MG in this way you do not roll the Damage Dice of the MG.

Options:

- A Pintle mounted Browning .50 cal AAMG may be added for +35 points.

M4A1 (76) W Sherman- 225 points

The M4A1 (76) W Sherman version featured better front armour and were equipped with the M7 76mm anti-tank Gun and the safer (wet) ammunition stowage.

Type	Size	Move	Close Combat	Facing	Target	Save	Kill	Traits
M4A1 (76) W Sherman	4	3"	4xD10	Front	9+	3+	12+	Hits/2, Lumbering, Multifire/2, Tracks/7"
				Sides	8+	5+	10+	
				Rear	8+	5+	10+	

Unit: M4A1 (76) W Sherman with M7 76mm anti-tank Gun and one MG and one MG (FaF)

Browning .50 cal AAMG: This weapon may not be fired with the same Shoot action that the M7 76mm anti-tank Gun is fired. When fired it may create its own separate Fire Zone without discarding any Damage Dice.

Co-Axial MG: To improve target acquisition, MGs on vehicles were often mounted co-axial to the main gun. One MG has a co-axial mount. The co-axial MG must always use the same Fire Zone as the main gun. As soon as a Fire Zone is placed within range of the co-axial MG, you may add +1 to all

Damage Dice of the main gun. If you use the MG in this way you do not roll the Damage Dice of the MG.

Options:

- A Pintle mounted Browning .50 cal AAMG may be added for +35 points.
- **M4A1 (76) W HVSS Sherman:** The M4A1 (76) W Sherman may be upgraded with the HVSS system. This costs +5 points and increase the Move to 4" and Tracks/9".

M4A2 Sherman- 205 points

Used in great numbers by both the US and its allies, the Sherman was a solid and reliable tank. The M4A2 variant featured slightly better armoured in the hull as the M4A3 and a diesel engine. It was used by the USMC and not by the army.

Type	Size	Move	Close Combat	Facing	Target	Save	Kill	Traits
M4A2 Sherman	4	3"	4xD10	Front	9+	3+	12+	Hits/2, Lumbering, Multifire/2, Tracks/7"
				Sides	8+	5+	10+	
				Rear	8+	5+	10+	

Unit: M4A2 Sherman 75mm tank Gun and one MG and one MG (FaF)

Browning .50 cal AAMG: This weapon may not be fired with the same Shoot action that the 75mm tank Gun is fired. When fired it may create its own separate Fire Zone without discarding any Damage Dice.

Co-Axial MG: To improve target acquisition, MGs on vehicles were often mounted co-axial to the main gun. One MG has a co-axial mount. The co-axial MG must always use the same Fire Zone as the main gun. As soon as a Fire Zone is placed within range of the co-axial MG, you may add +1 to all Damage Dice of the main gun. If you use the MG in this way you do not roll the Damage Dice of the MG.

Options:

- A Pintle mounted Browning .50 cal AAMG may be added for +35 points.
- **M4A2 (76) W Sherman:** The M4A2 Sherman may be upgraded to the M4A2 (76) W variant. This costs +20 points per vehicle and replaces the 75mm tank Gun with a M7 76mm anti-tank Gun.
- **M4A2 (76) W HVSS Sherman:** The M4A2 (76) W Sherman may be upgraded with the HVSS system. This costs +5 points and increase the Move to 4" and Tracks/9".

M4A3 Sherman- 180 points

The M4A3 Sherman was the preferred US Army vehicle. It was equipped with the Ford GAA V-8 engine and a welded hull.

Type	Size	Move	Close Combat	Facing	Target	Save	Kill	Traits
M4A3 Sherman	4	4"	4xD10	Front	9+	5+	12+	Hits/2, Lumbering, Multifire/2, Tracks/8"
				Sides	8+	5+	10+	
				Rear	8+	5+	10+	

Unit: M4A3 Sherman with 75mm tank Gun and one MG and one MG (FaF)

Browning .50 cal AAMG: This weapon may not be fired with the same Shoot action that the 75mm tank Gun is fired. When fired it may create its own separate Fire Zone without discarding any Damage Dice.

Co-Axial MG: To improve target acquisition, MGs on vehicles were often mounted co-axial to the main gun. One MG has a co-axial mount. The co-axial MG must always use the same Fire Zone as the main gun. As soon as a Fire Zone is placed within range of the co-axial MG, you may add +1 to all Damage Dice of the main gun. If you use the MG in this way you do not roll the Damage Dice of the MG.

Options:

- A Pintle mounted Browning .50 cal AAMG may be added for +35 points.
- **M4A3 Flamethrower Sherman:** The M4A3 Sherman may be upgraded to the M4A3 Flamethrower variant. This costs -35 points per vehicle and replaces the 75mm tank Gun with a Heavy Flamethrower.
- **M4A3 (105) Sherman:** The M4A3 Sherman may be upgraded to the M4A3 (105) variant. This costs -20 points per vehicle and replaces the 75mm tank Gun with a 105mm Howitzer.
- **M4A3 (105) HVSS Sherman:** The M4A3 (105) Sherman may be upgraded with the HVSS system. This costs +5 points and increase the Special Movement to Tracks/9”.

M4A3 (76) W Sherman- 230 points

The M4A3 (76) W Sherman version featured also better front armour, the M7 76mm anti-tank Gun and the safer (wet) ammunition stowage.

Type	Size	Move	Close Combat	Facing	Target	Save	Kill	Traits
M4A3 (76) W Sherman	4	4”	4xD10	Front	9+	3+	12+	Hits/2, Lumbering, Multifire/2, Tracks/8”
				Sides	8+	5+	10+	
				Rear	8+	5+	10+	

Unit: M4A3 (76) W Sherman with M7 76mm anti-tank Gun and one MG and one MG (FaF)

Browning .50 cal AAMG: This weapon may not be fired with the same Shoot action that the M7 76mm anti-tank Gun is fired. When fired it may create its own separate Fire Zone without discarding any Damage Dice.

Co-Axial MG: To improve target acquisition, MGs on vehicles were often mounted co-axial to the main gun. One MG has a co-axial mount. The co-axial MG must always use the same Fire Zone as the main gun. As soon as a Fire Zone is placed within range of the co-axial MG, you may add +1 to all Damage Dice of the main

gun. If you use the MG in this way you do not roll the Damage Dice of the MG.

Options:

- A Pintle mounted Browning .50 cal AAMG may be added for +35 points.
- **M4A3 (75) Sherman:** The M4A3 (76) W Sherman may be downgraded to the M4A3 (75) W variant. This costs -20 points per vehicle and replaces the M7 76mm anti-tank Gun with a 75mm tank Gun.
- **M4A3 (76) W HVSS Sherman:** The M4A3 (76) W Sherman may be upgraded with the HVSS system. This costs +5 points and increase the Special Movement to Tracks/9”.

M4A3 E2 (76) “Jumbo” Sherman- 395 points

The M4A3 E2 - postwar nickname “Jumbo” - Sherman was an assault tank with thick extra armour on front and a vertical sided turret. The extra armour resulted in about 3-4 mph slower speed. The Jumbo was built with the 75mm tank Gun but was frequently re-armed by the using units with the M7 76mm anti-tank Gun.

Type	Size	Move	Close Combat	Facing	Target	Save	Kill	Traits
M4A3 E2 (76) Sherman	4	3”	4xD10	Front	10+	3+	13+	Hits/3, Lumbering, Multifire/2, Tracks/7”
				Sides	10+	3+	12+	
				Rear	9+	5+	12+	

Unit: M4A3 E2 (76) Sherman with M7 76mm anti-tank Gun and one MG and one MG (FaF)

Browning .50 cal AAMG: This weapon may not be fired with the same Shoot action that the M7 76mm anti-tank Gun is fired. When fired it may create its own separate Fire Zone without discarding any Damage Dice.

Co-Axial MG: To improve target acquisition, MGs on vehicles were often mounted co-axial to the main gun. One MG has a co-axial mount. The co-axial MG must always use the same Fire Zone as the main gun. As soon as a Fire Zone is placed within range of the co-axial MG, you may add +1 to all Damage Dice of the main gun. If you use the MG in this way you do not roll the Damage Dice of the MG.

Options:

- A Pintle mounted Browning .50 cal AAMG may be added for +35 points.
- **M4A3 E2 (75) Sherman:** The M4A3 E2 (76) W Sherman may be downgraded to the M4A3 E2 (75) variant. This costs -20 points per vehicle and replaces the M7 76mm anti-tank Gun with a 75mm tank Gun.



Extended U.S. Armoury

Weapon	Range	Dam	Traits
105mm Howitzer	24"	D6+3	Lethal Zone/3", Slow
75mm tank Gun	48"	D10+2	Lethal Zone/1", Slow
Heavy Flame-thrower	12"	3xD6+1	Double Suppression, Flame, Slow
M7 76mm anti-tank Gun	60"	D10+3	Lethal Zone/1", Piercing/1, Slow

105mm Howitzer: The 105 mm Howitzer was the standard medium field howitzer for the United States and the equivalent of the British 25 pdr. Gun. It gained a reputation for its accuracy and good hitting power.

75mm tank Gun: The standard gun of the Sherman, this main gun stood in good stead against early German tanks, but was found to be lacking in the later periods of the war.

Heavy Flamethrower: When mounted in a vehicle, the fuel reserves and effective power of a flamethrower can be greatly increased, though it remains a relatively short-ranged weapon.

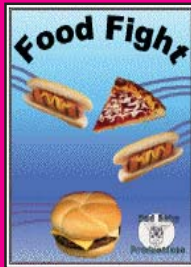
M7 76mm anti-tank Gun: Introduced to US forces in order to counter heavy German armour, the M7 proved to be successful in maintaining the balance in the race for heavy armour between Axis and Allies.

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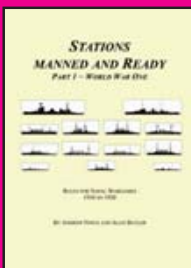
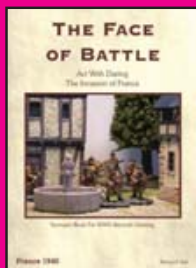
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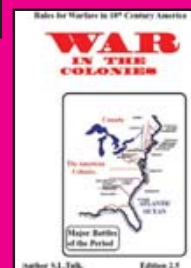
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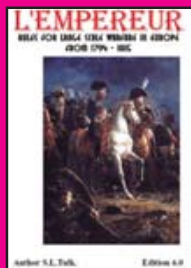


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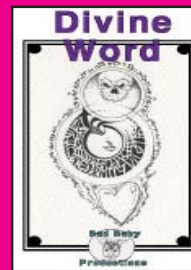


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Fantasy Regimes

By Uri Kurlianchik

Sooner or later, every adventurer has a brush with the authorities, either working for them to defeat evil, fleeing from them after being framed for a foul murder or simply paying his or her taxes. In most cases, we assume that the government to be a benevolent monarchy or a republic and the people to be normal and generally good folk. However what if interacting with the government and the people is the hardest part of the adventure? What if simply walking down the street is as challenging as surviving a trap-infested dungeon? This article explores three unorthodox regimes, presents three nations and six NPCs for inspiration or immediate usage in your campaign.

Collective - The Reign of the Common Purpose

A collective is a type of a society that gives absolute priority to group goals rather than to the individual's needs. Usually, a collective is imposed on a nation by a dictator but in rare cases, it is born as a result of some form of a common conscience or lack of individualism. Collective regimes are always extremely lawful and enjoy low crime rates and a more or less equal distribution of wealth (although usually at the price of overall poverty). Some races are inherently collective and enjoy a hive mind that deletes any need for a government; the most famous of these races are the ant-like Fomorians.

The Unidwarf Collective

"It doesn't matter if you add or take a fish as long as the aquarium stays clean."

Sage 412, on the execution of deviants

Thousands of years ago, a great dwarven hero, whose name has been long since forgotten, embarked on a mighty quest to bring order to this chaotic world but before he could finish his noble mission, he was set upon by jealous enemies and killed in an epic battle that made mountains crumble and seas vaporize. So important was the hero's mission that the dwarf god Moradin gave life to what remained of his body, turning every drop of blood into a dwarf determined to finish the hero's noble quest. Thus was the Unidwarf born.

The Unidwarf collective is a society that needs neither government nor laws, for every member knows exactly what his duty is and how he should best perform it. Members of the collective do not have personal possessions, wealth, permanent homes, families or even names; these things hold not the slightest importance compared to the world-shaking mission they must accomplish.

Unfortunately, the mission's ultimate goal is unknown to the Unidwarf, only a long list of actions that must be accomplished to make the world a better place and even these are not known but rather *felt*. Some of these actions are as challenging as to slay the great Dragon King of

the North; others are as absurd as to paint all the cats of Tuincaria a very specific shade of purple.

Every dwarf belongs to one of the three equal castes; the warrior brigade, the worker guild or the sage school. Transfers are sometimes made, according to the needs of the Great Mission but these are extremely rare and are generally considered to be curse rather than a boon.

Although the Unidwarf is not controlled by a hive mind, every dwarf knows where he should be, what he should do and what part of the Great Mission is performed at the moment. This knowledge is not coercive, however and can be twisted or even ignored by individuals in favour of satisfying selfish personal needs or as the result of fear, lust or greed.

The Law: There is only one crime in the unidwarf – hindering the progress of the Great Mission. For this unforgivable crime there is only one punishment – death. This law applies to everyone, including foreigners, including those living thousands of miles away.

The People:

Warrior 726 (LE male dwarf fighter 13): Warrior 726 is the chief slayer of deviants in the Unidwarf. He has killed more lazy workers, treacherous sages and cowardly warriors than all of his peers put together. Ironically, Warrior 726 himself is on the brink of becoming a deviant himself as he puts slaying deviants above the needs of the Great Mission. In fact, Warrior 726 did nothing in his

whole life to advance the Unidwarf's goals in any way. To make matters worse, he started to decorate his plain soldier's bed with the body parts of his victims, use foreign-made weapons and boast of his personal achievements, which is strictly forbidden.

So far his contribution to the Unidwarf is considered greater than the damage he caused but that is due to change any day and when it does, the caverns will flow red with dwarven blood.

Worker 2672 (CG female dwarf sor 5): Since an early age, Worker 2672 was a problematic girl, constantly asking "why?" and making strange suggestions. However, she did her work exceedingly well and was never considered to be a deviant. Nevertheless, most workers avoided speaking to her as her questions were thought-provoking and a worker is not supposed to think. One morning, while working in the mines, she suddenly made a massive boulder hover and land in a cart with her will alone. Immediately, a group of raging workers charged at her, only to be engulfed by a massive fireball that came seemingly out of nowhere. Worker 2672 realized that she was the cause and fled, knowing that soon warriors would come to kill her as the worst type of a deviant – a murderer.

Currently, she hides in the endless cavern system around the Unidwarf city, planning some contribution to the Great Mission so immense that her usefulness will outweigh the terrible damage that she has wrought. Unbeknownst to her, Warrior 726 is frantically looking for her, not knowing whether to kill her or to help her. After all, she is his only daughter...

Adventure Ideas

- The party accidentally stray into Unidwarf territory, where they are required to contribute to the Great Mission by bringing the Sage

School seven whiskers from the moustache of a 15-foot-tall farmer or die as deviants. A monetary prize can be negotiated.

- The party comes to possess an item that the Unidwarf believes to be vital for the Great Mission. They are constantly begged by the representatives of the collective who try to beg, threaten, buy, steal, rob or trick the item from the party.
- An evil individualist dwarf wizard secretly develops a method of faking the "Great Mission sense" that directs the Unidwarf and uses it to enhance his personal wealth and power.

Theocracy - the Reign of the Gods

Most theocracies are simply dictatorships or oligarchies where the ruler imposes the state religion on his subjects, often banning or discriminating against other religions. The laws are based on the religion's holy text and the priesthood has not only spiritual but also secular authority. In rare occasions, a nation is actually ruled by a deity or a god-like figure that is worshipped and appeased with sacrifices as if it were a true god. Monsters and evil wizards often exploit the superstitions of primitive societies and pretend to be gods in order to enslave these simple and naïve people for their cause or greed. Sometimes, ordinarily normal societies are forced to appease extremely powerful monsters such as the legendary tarrasque or some evil wyrm with worship and sacrifice, lest they be destroyed by the invincible beast.

The Blessed Realm

of Olgar

"Do not cry at your son's death but rather rejoice at his ascension."

- High Priest Kulitan, to the mother of a God Speaker-

Once per three years the priests of Olgar gather 13 of the brightest and noblest children of the Blessed Realm and throw them down into the Godly Pit where Olgar, the Chained God, is imprisoned. 12 of the children will remain below to serve Olgar but the 13th will arise and rule the people as the God Speaker – an innocent child infused with the overpowering will of Olgar. So powerful is the will of this primordial deity, that it slowly consumes the child from within, killing or crippling him within three years. Ex-God Speakers are usually hurled back into the Godly Pit to reunite with Olgar. During these three years, however, the child will enjoy absolute power over his people. His whim is law, his favour is blessing, his anger is death.

The people of Olgar are a fanatic lot, obeying the God Speaker's decrees with violent zeal, mercilessly killing all those who dare to argue. Since every word that the God Speaker utters is recorded in the Blessed Book of Laws and there have been thousands of God Speakers since Olgar was chained in the Godly Pit, it is almost impossible for a stranger (or a careless man) to simply walk down the street without breaking some divine decree and suffering one of the many terrible punishments practiced in the Blessed Realm. Even the most pious citizens risk being randomly chosen to be sacrificed to the Chained God or to die in some holy war against a faraway "infidel" kingdom.

The Law: The Blessed Realm of Olgar has a very complex and ever-changing legal system that includes many absurd crimes such as wearing a shirt in front of the God Speaker or any of his servants, eating meat with one's left hand, yawning or sneezing while saying "Olgar" or making a chain out of copper. Sadly, the priesthood is very efficient

in locating and punishing the culprits with various terrible punishments that they invent on the spot. Common punishment include: seven years of hard labour, confiscation of property in favour of the church, purifying torture or humiliation or the ritual sacrifice of life or non-vital body parts to Olgar.

The People:

Sulfizin, the False Goddess (CG female human cleric 20): When the God Speaker Kurfidzil arose from the Godly Pit, burning with the god's black fire, Sulfizin's parents cried bitterly for they knew that they would never see their sweet daughter again. When, two nights after the ceremony, she appeared at their door their joy was short lived. What came back was not their daughter.

No one knows how it happened but somehow, the girl escaped the Godly Pit and came back to the land of the faithful to spread false beliefs and despair. The priests claim that Sulfizin is a challenge created by Olgar to test the devotion and prowess of his followers. Those who claim otherwise are quickly silenced. Nevertheless, many people find the girl, with her simple message of personal freedom, a far better leader than the capricious and cruel God Speaker. Her cult is quickly growing, threatening to bring the worship of Olgar to a bloody end.

Sulfizin is able to grant her followers divine spells, reinforcing the belief that she is a young goddess born to save the people from Olgar's tyranny.

Jursazal, the Holy Beggar (CN male human commoner 3): Jursazal was a God Speaker like thousands of children before him and his reign was a good and prosperous one. What makes it unique is the fact that, after his three-year term was over, he did not die or become a drooling invalid but simply returned to being a normal,

healthy boy with a tendency for daydreaming, sudden mood swings and an overpowering lust for travel. As Olgar's laws did not cover the subject of living ex-God Speakers, the boy was released from the God Speaker's palace with the best of wishes but without a penny to his name.

After living for three years as the Realm's wealthiest and holiest man, Jursazal decided to spend the rest of his life being the poorest and humblest. During his travels he encountered many poor men and women and told them with childish naivety how fun it was to be poor and free. The people, knowing that the boy was once a God Speaker and assuming that he was kept alive for some great purpose, decided to join his travels and share his simple beggar's life. To show their poverty and devotion the "Holy Beggars" wear nothing but rusty iron chains, just like their imprisoned god, Olgar.

Nowadays, Jursazal's followers include more than 1,000 people of all ages and from all walks of life. The church does not know how to treat these "holy beggars"; on the one hand they are a large band of filthy beggars who contribute nothing to society and ruin the country's image but on the other they are among the most pious and zealous followers of Olgar.

Adventure Ideas

- The party is invited to the high priest's house where they are treated with the uttermost respect. Unbeknownst to them they are to be "honoured" by being sacrificed to Olgar under the next full moon.
- A foreign sage or politician hires the party to go down to the Godly Pit and discover what Olgar really is and the fate of all those sacrificed to him.
- The new God Speaker is possessed not by the will of Olgar but by the malevolent ghost of a priest executed for abusing his power.

Patriarchy - the Reign of the Elders

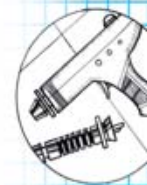
Patriarchy is the most primitive and basic form of government known to man and is found only among savage humanoids and wild tribes. Younger male members of the tribe are expected to obey their elders, who in turn obey the chief, usually the oldest and wisest member of the tribe. Females have a status only slightly better than that of slaves or farm animals although older females sometimes rise to the status of a "witch" or a "wise woman" and are treated with a mixture of fear and respect as they are believed, usually not without justification, to have magical and prophetic powers. Such societies usually live by hunting, raiding or foraging and are constantly at war with both civilization and neighbouring tribes for honour and resources.


The Free Tribes of the Gru Forest

"Why wait so many years when you can kill so many elders?"

- Chief Zu, after killing his father and elder brothers

Of all of the wild and ferocious animals that inhabit the primeval Gru forest, none are as violent and blood-thirsty as the savage elven tribes who worship the venerable Old Man of the Woods and conduct terrible rites and perform unspeakable sacrifices in his honour. Lazy and violent, the Gru elves never developed beyond the most basic technological and cultural level – they fight with crude stone tomahawks and paint primitive images of nature on the damp walls of their burrows, carved in the trunks of enormous trees. However, for some





mysterious reason, Gru males have an intuitive talent for psionics that grows more and more potent with age. The oldest and wisest of the Gru are capable of such psionic feats that most civilized psions cannot even dream of.

The social system is simple; non-psions obey psions, younger psions obey their older psions (called “elders”) and elders obey the immortal Old Man of the Woods. Females are considered the possession of some male (usually their father, husband or son) and can be traded like cattle. Fertile females are considered a great prize and are often fought over. Adult males decorate their bodies with fearsome tattoos that indicate their age, personal achievements and battle prowess, usually the more tattoos an elf has the older and more powerful he is. Another way of advancing up the social ladder is by slaying elder tribe members in fair psionic duels and adding their tattoos to your own; this is called “age-stealing” and is socially acceptable and rather commonplace.

The Old Man of the Woods is the Gru elves’ undisputed leader, a psion of unimaginable age and power, who demands constant human (and elf) sacrifices and ceremonial wars. His true age and power are unknown but are believed to be almost god-like. Many powerful elders challenged him – their tattoos now decorate his withered, bark-like skin.

The Law: Gru elves do not have written laws, instead relying on an intuitive sense of honour that comes from ultra-orthodox traditional education. One is expected to obey his elders, be honest with his fellow tribe members or members of allied tribes and never attack another elf without a

proper declaration of intents. Crimes against the tribe are usually punished by fines, ritual maiming or exile (almost a certain death), with the tribal chief or the offender’s father serving as judges. Females, like cattle and slaves, are considered individual property and can be treated by their master as he sees fit.

The People:

Chief Zu (CE male wild elf fighter 9 \ psion 6): Zu is the youngest and most feared of the Gru chieftains. What he lacks in psionics he more than makes up for with ruthlessness and physical power. Zu spent his youth as an adventurer, slaying many powerful monsters and retrieving many wondrous items from their lairs until, feeling that he was sufficiently armed and experienced; he murdered his companions and returned to his tribe, a celebrated hero. Nevertheless, Zu was still only a young boy and was treated as such. That is, until he challenged and subsequently killed his father, elder brothers and a few other elders whose tattoos he fancied.

Being far more ambitious and vigorous than his fellow chieftains, Zu dreams of one day slaying the Old Man of the Woods, uniting all of the tribes into an unstoppable horde and conquering the civilized lands to the north. Meanwhile, he spends his time raiding his neighbours and acquiring weapons from unscrupulous human merchants.

Chief Vis (CG female wild elf psion 9): Since childhood Vis knew that she was destined for something greater than raising children and pleasuring her master. She spent hours studying her father practicing his psionics until, one

morning, she woke up to discover that she was hovering in mid-air. Seeing that, her father made a very unorthodox decision – he decided to raise his talented daughter as if she were a son, a decision he never came to regret.

Vis grew up to become a powerful psion. Many males challenged her, all were defeated but none were killed, for Vis was not violent by nature and preferred acquiring a new friend rather than slaying an old enemy. After her father was killed in a Zu raid, the elders of her tribe gathered and unanimously agreed that the bright woman should rule in his stead as the tribe’s chieftain.

Adventure Ideas

- The chieftain of a small but wealthy tribe hires the PCs to help him defend his people from the better armed and trained Zu raiders.
- Whilst travelling in the Gru forest the party encounters a young female with some talent for psionics who is fleeing from her tribe in order to join the Vis tribe where she will be able to further hone her talent. She asks the party to escort her to Vis and defend her from her brothers who want to murder her for dishonouring the family and the tribe.
- The daughter of a wealthy merchant disappears while adventuring in the Gru forest and the party is hired to retrieve her. The girl is not held against her will but simply fell in love with a Gru warrior, along his people’s wild and carefree culture and decided to stay and live with them.

Babylon 5 Open Day at Mongoose - October 18, 2008

By Katrina 'Kat' Hepburn and Sandrine 'Sand' Thirache

I was there at the dawn of the Mongoose Publishing Open Day, nearly a month after the GenCon UK gaming convention.

The open day was a dream given form. Its goal; to gather gamers from all over the United Kingdom who could then work out their differences peacefully over a cup of hot cocoa.

It's a port of call - home away from home for publishers, gamers, fans and even editors.

Humans and aliens or at least some who looked like aliens, wrapped in two million five hundred thousand tons of dice and books, all alone in the evening, from just after midday.

It can be a dangerous place but it was our last best hope to meet Claudia Christian in person.

This is the story of the october open day.

The year is 2008.

The name of the place is Mongoose Publishing.

The name of the game is BABYLON 5...

(Cue the groovy introduction music.)



ACTA - A Fight for Survival



The Mongoose Shop

As we entered the main offices of Mongoose, the crowd was obvious and centred around the main guest of honour, Miss Claudia Christian. Giving away signed photographs galore, supplied by our very own Mongoose Matt, the famous Susan Ivanova of the Babylon 5 series seemed in her element, mingling with everyone who had arrived for the special day. It was not long before names were called out for the main event of the afternoon, a session of

Competition Time!

Before Miss Christian left a humbled Mongoose crowd, she was kind enough to sign 2 copies of Signs & Portents Issue 2, featuring her photo on the front cover.

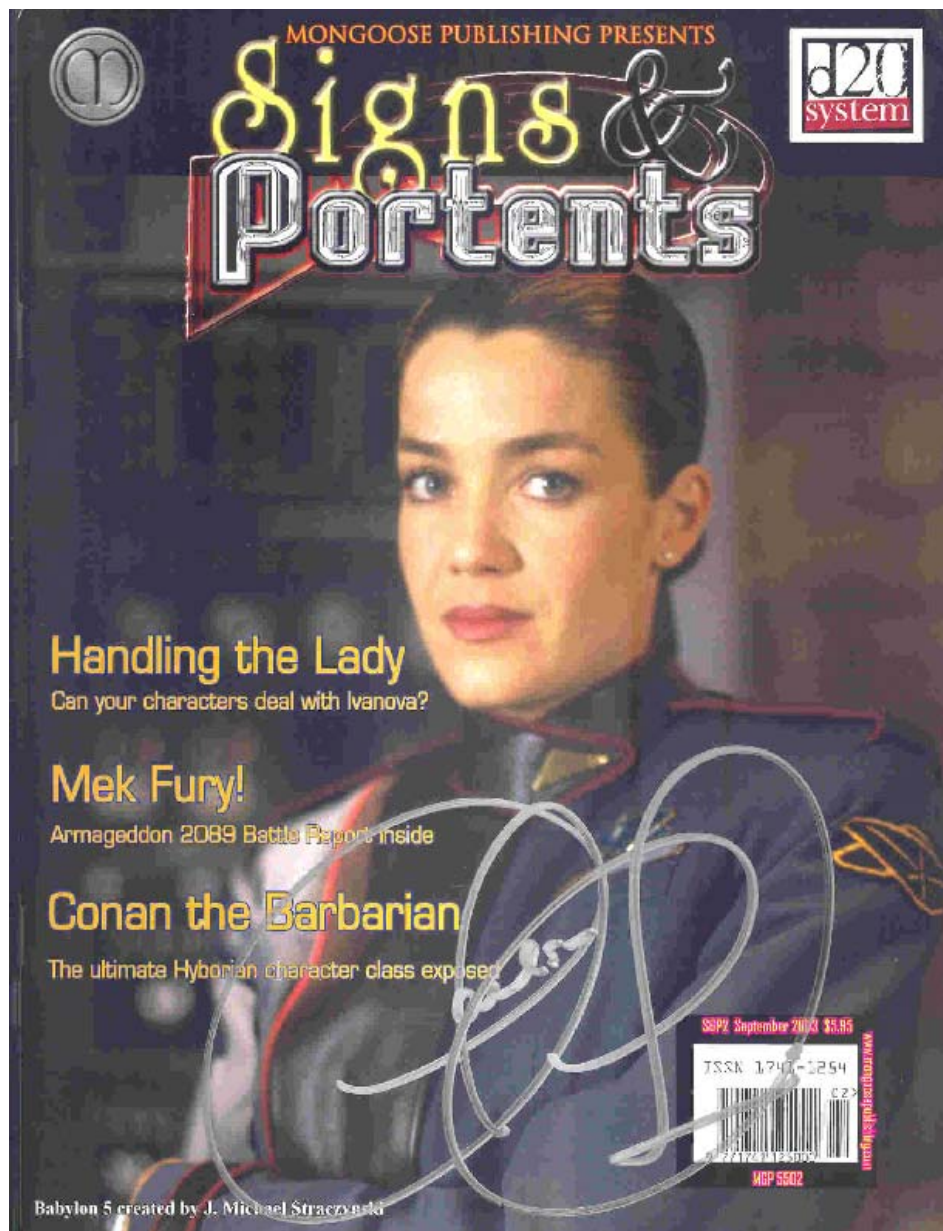
As we are a generous bunch, we have decided that rather than hogging them to ourselves, or as I thought... ebuying them(!), we have decided to give you the chance to win them.

We have provided you with a scan but obviously the originals look much clearer.

All that you have to do to be in with a chance at being one of the two lucky winners is to answer the following Babylon 5 related question:

What did Susan Ivanova give to her brother before he left for the Earth Minbari War?

Email your answers to Charlie on claw@mongoosepublishing.com with "Ivanova Competition" as the subject. Any other subject headings will be disregarded. Competition closes 25th November 2008, and the winners will be drawn out of a hat and contacted via email, also their names will be announced in the next issue.





At Your Throat

By Gareth Hanrahan

This *Wraith Recon* mission is for a 1st or 2nd level Wraith team. An important Dondarrick noble, Baron Hostmer and his family have been taken hostage; worse, the noble possesses vital intelligence about Wraith activities that cannot be permitted to fall into enemy hands. The team need to get in, rescue the noble and his family, eliminate the attackers and secure the hunting lodge before the noble gets his throat slit.

At least, that is the plan.

The Ebon Cup

The Baron's second son, Malvo, has fallen in with a dangerous crowd, a cult called the Ebon Cup dedicated to the worship of Mortessal the death goddess. In exchange for the cult's aid in eliminating Baron Hostmer and ensuring that Malvo inherits instead of his older sister Ista, Malvo will support the cult financially. Of course, it would look suspicious if everyone except Malvo was slain, therefore the cult intends to put a doppelganger in the Baron's place. The doppelganger will serve for a few months, then 'die of grief' and let Malvo take over.

The cult planned to storm the hunting lodge and capture everyone there, then send a messenger to the nearby town of Southwatch to demand a ransom for the baron. Most of the people in the lodge, including the baron, would then be ritually murdered and the doppelganger put in place. Once the ransom arrived, the cult would flee the hunting lodge using an old teleport circle hidden in the grounds that Malvo told them about.

It went wrong. The baron's old retainer, Jaka, managed to escape and rode to Southwatch and alerted the council there.

The council alerted Wraith Recon.

Key NPCs

Baron Hostmer: The fiery Baron Hostmer was a great knight in his youth but age and injury have stolen away his vitality. He is now nearly crippled and walks only with difficulty. His mind is still keen, though and the Baron is an advisor to the Brotherhood of Magnus. He is an expert in military tactics and history and was among those who supported Raspeng's proposal to create Wraith Recon.

Ista: The Baron's daughter is still unmarried, which is quite scandalous for a woman of her age and station. Ista claims she has no time for marriage, as she has taken over most of her father's responsibilities in actually ruling his domain, leaving him to 'potter about with books and maps' as he puts it.

Malvo: It was hailed as a miracle when Baron Hostmer's wife conceived again nine years after her first child. If it was a miracle, then the gods are cruel indeed, for she died giving birth to her son. Malvo was a sickly child and quite unable to live up to his father's example. Malvo tried to excel in the arcane arts but he lacked the discipline for magic. He fell in with the Ebon Cup and sees the Cup as the best way to take his 'rightful inheritance.' Chala, his main sponsor in

the cult, has also hinted that she might be able to call up the ghost of Malvo's mother if he aids the Ebon Cup.

Chala: An ambitious cultist within the Ebon Cup, Chala targeted Malvo Hostmer for more than his father's wealth. Baron Hostmer also has an extensive occult library, which could be of value to the cult and has access to state secrets of Dondarrick that could be worth a fortune to the right person.

The Doppelganger: The Doppelganger is sworn to serve Chala until death, in payment of a debt that the monster owes the death cultist.

Mission

Assignment

Mission Start Date: 3rd day of Bloom, 1,209 YBD

Deployment Location: Hostmer Hunting Estates, north of Southwatch

Deployment Method: Portal Drop (near)

Primary Mission Goal: Rescue Baron Hostmer, his children, and any civilians

Secondary Mission Goal: Secure the documents
Expected Resistance: Unknown number of cultists

Useful Information:

- Baron Hostmer is old, crippled and restricted to his bath-chair.
- The cultists have threatened to kill their hostages if any rescue attempt is made. Therefore, the Wraith team must remain completely unseen



and/or eliminate any cultists before they can kill the Baron or his children.

Additional Pre-Deployment Equipment: Scroll of *Linked Portal* to be used for Exportation of the team and the hostages.

The mission is time-critical, so the characters are roused from their beds or even grabbed as they come back from their last assignment.

Pre-Mission Briefing

I'll keep this short.

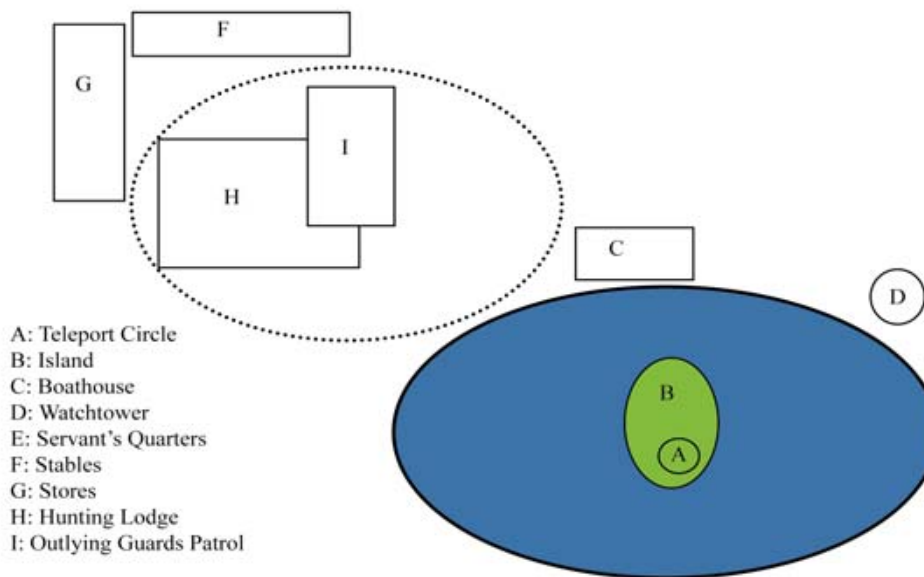
Baron Hostmer of Greyling Valley is one of our most respected and important strategists. He has a hunting lodge four hours ride outside Southwatch, on the edge of the Forest of Thorns.

Six hours ago, one of the baron's men rode into Southwatch. He was nearly dead from blood loss but managed to tell the council that the baron's hunting lodge had been taken over by strange black-robed attackers. The baron and his two children, Ista and Malvo, have been taken hostage. A ransom demand was received by the baron's seneschal an hour ago.

The ransom is not the issue. The baron knows as much about the inner workings of our military as anyone and has copies of several secret documents that cannot be permitted to fall into enemy hands. We do not know who these black-robed attackers are or how they got past the lodge's guards, so we are taking no chances. Here is a map of the grounds of the lodge. You will be ported to the old circle here, on the island. From there, make your way to the lodge and secure the baron and the documents.

Time is a factor. Move.

Mission Map



The Documents

The Baron's secret documents are buried in a secret cache at the foot of the folly (D). A successful Perception check (DC15) made near the folly lets a character find the tracks of the baron's bathchair in the grass.

Mission Segment

0.1 - Hot Drop

Encounter Level 2 (652 xp)

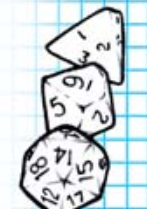
The team teleports into the old teleport circle on the island – to find it guarded by zombies and

cultists. The cultists were not expecting anyone else to arrive via the circle but are guarding their escape route from the hunting lodge.

Setup

This encounter includes the following forces:
 Zombie (level 2 soldier) x 2
 Zombie Rotter (level 3 minion) x 4
 Ebon Cultist (level 2 artillery controller) x 1
 Ebon Acolyte (level 2 skirmisher) x 1

The zombies shamle forward and surround the adventurers. The Cultist and the Acolyte lurk in the trees, using ranged attacks and waiting for an opening.



As the team ports in, read:

The shimmering haze of the portal fades and you find yourselves on a small, thickly wooded island in the middle of a lake. The stones of the old magic circle glow dimly for a moment around you – and in their light, you notice that the grass in the circle has been recently trampled.

Something moves beneath the trees, several somethings. You're surrounded!

Features of the Area

The only clearing on the island is the one containing the magic circle – the rest of the island is wooded, which is difficult terrain that provides cover, although there are paths through it. Zombies lack the manual co-ordination to climb trees, so agile characters can scamper up into the branches and fire down on the enemy.

Ebon Cultist

Level 2 Artillery Controller
Medium Natural Humanoid
XP 125

Initiative +3 **Senses** Perception +2

HP 34; **Bloodied** 17

AC 16 **Fortitude** 14 **Reflex** 14

Will 14

Speed 6

(melee) Dagger (standard, at-will) ♦ Weapon
+9 vs AC, 1d4 damage

(ranged) Magic Missile (standard, at-will) ♦ Force
+9 vs AC, 2d4+4 damage

(ranged) Necrotic Burst (standard, recharge 4, 5, 6) ♦ Necrotic

+7 vs Reflex, 2d6+2 damage

Secondary Effect: Burst 2 centred on the target; any one zombie within the burst may immediately shift one square or make an opportunity attack

Alignment Evil **Languages** Common

Skills Arcana +9, Stealth +8

Str 10 (+1) **Dex** 14 (+3) **Wis** 12

(+2)

Con 12 (+2) **Int** 16 (+4) **Cha** 12

(+2)

Equipment Robes, Ebon Wand

Ebon Acolyte

Level 2 Skirmisher
Medium Natural Humanoid
XP 125

Initiative +6 **Senses** Perception

HP 38; **Bloodied** 19

AC 18 **Fortitude** 14 **Reflex** 14

Will 14

Speed 6

(melee) Dagger (standard, at-will) ♦ Weapon
+7 vs AC, 1d6+3 damage, and the Acolyte shifts one square

(ranged) Shortbow (standard, at-will) ♦ Weapon
+7 vs AC, 1d10+3 damage

Combat Advantage: If the acolyte has combat advantage over a foe, he deals an extra 1d6 damage with his attacks.

Undead Allies: When shifting, the acolyte may move into a square occupied by another ebon cultist or a zombie. The ally moves into the square the acolyte just left as a free action.

Alignment Evil **Languages** Common

Skills Stealth +9, Thievery +9

Str 14 (+3) **Dex** 16 (+4) **Wis** 10 (+1)

Con 12 (+2) **Int** 8 (+0) **Cha** (+0)

Equipment Black robes, leather armour, bow, dagger

Tactics

The zombies surround the magic circle and attack, while the cultist fires as many necrotic bolts as possible to maximise the undead attacks. The acolyte keeps attacking with his bow until he is sure that none of the adventures have broken free to attack the cultist; he then either moves in to deliver killing blows or else flees the island to warn the rest of the cult.

Aftermath

If examined, the zombies are wearing the livery of Baron Hostmer and are freshly dead. It looks as though the intruders killed the baron's servants and then animated their corpses. The team is dealing with at least one necromancer.

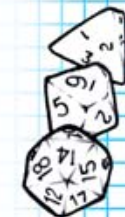
The cultists are wearing black robes and have a small stone with the symbol of a winged cup. A successful Religion roll (DC20) identifies it as the Ebon Cup, a sect devoted to the worship of Mortessal.

Mission Segment

0.2 – The Lake

Skill Challenge: 100xp

The adventurers need to cross from the artificial island to the lakeshore without being seen. This is resolved as a Level 2 skill challenge of Complexity 1 (requires 4 successes before 2 failures).



The small lake surrounding the island is thick with rushes and pond scum. When the moon comes out from behind the clouds, the waters turn to brilliant silver for a moment before darkness covers the lake once more.

Primary Skills: Athletics, Endurance, Stealth
Athletics (DC15): You swim stealthily across the lake.

Endurance (DC15): You wade through the shallow, icy waters.

Stealth (DC15): Your passage leaves neither a ripple in the water or a whisper on the wind.

Perception (DC20): You spot a good place to ford the lake, reducing all further Endurance checks in this challenge by DC5.

Nature (DC20): You spot some rushes that offer cover, reducing all further Stealth checks in this challenge by DC5.

Thievery (DC20): Hey, there's a boat!

If the characters fail this skill challenge, raise the Alert Level by 1. See the Alert Level box for details.

Alert Levels

If the Wraith team's presence is detected by the Ebon Cup cultists, the cultists respond initially by increasing the number of guards and then by fleeing the scene.

Alert Level 0: The starting value. The cult is on watch but expect any attack to come via the road through the forest north of the lodge, not from the island.

Alert Level 1: The cult is on watch. Add two zombie rotters (+72 xp) to each encounter.

Alert Level 2: The cult believes it is under attack. Add a Zombie (+125 xp) to each encounter. Furthermore, the harpy now patrols the ground

constantly, looking for intruders.

Alert Level 3: The cult prepares to flee. Add a zombie rotter and an Ebon Cultist (+163xp) to each encounter.

Alert Level 4: The cult panics. See 2.4, below.

Mission Segment

1.0 - Recon

Skill Challenge: 175XP.

The characters need to gather information about the enemy – without being seen. This is a level 4 skill challenge, requiring 6 successes to get all the information. A single failure means that the challenge is failed, raising the Alert Level by 1.

Ahead, you can make out the outline of Baron Hostmer's hunting lodge. It is a two-storey ivy-clad building, surrounded by sheds and stables. You can see lights in several of the windows.

Primary Skills: Perception, Stealth, Thievery

Perception (DC15): Using the magnification power of your SpellCom lens, you spot movement in the grounds. Zombies are shambling around the house.

- If the characters climb the folly (D) on the map, they can see the house from above, giving a +5 bonus to Perception checks. They also automatically spot the harpy.

Stealth (DC15): You creep closer through the underbrush.

Thievery (DC15): You use the sheds and outbuildings for cover, slipping from shadow to shadow.

Dungeoneering (DC20): The hunting lodge has a cellar, and you can use that as a way in.

Insight (DC20): You intuit the movement of the guards.

Complication: The Harpy

The cult has a harpy among its guards. The harpy spends much of the night perched on the roof of the lodge but every so often, the harpy takes off and flies around the lodge, occasionally shrieking. The characters make a skill check, roll 1d6. On a 1, the harpy has taken off and is flying overhead during that skill check. The characters may make a Perception check (DC15) to spot the harpy before it gets overhead and take cover (gaining a +5 bonus to Stealth checks). If this check is failed, then the harpy may notice them.

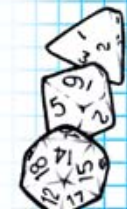
The harpy has two effects:

- The character must also make a Stealth check (DC15) to avoid being spotted. If it spots a character, the harpy shrieks an alarm, raising the alert level by 1. It also keeps flying (so stop rolling 1d6 per skill check to see if the harpy is airborne) and starts shrieking instead.
- If the harpy knows there are intruders, it starts using its Alluring Song power to draw characters out of cover and lure them towards the outlying guards (see 1.1).

Successful Recon

If the characters are successful in spotting the guards, they know the following:

- Small groups of zombies are slowly shambling around the lodge in a wide circle.
- A group of living cultists are also patrolling the grounds. The living cultists are moving faster than the zombies and are basically herding the undead.
- It should be possible to sneak past the zombies and living guards but it would be easier to quickly engage one group of zombies, kill them quietly, then use the gap in the patrol to reach the lodge.



- There are lights in the hunting lodge's kitchen and in one upstairs room.
- Possible entry points into the lodge – kick the main door in, climb up the ivy or go through the cellar.

Mission Segment 1.1 - The Outlying Guards

Encounter Level Special: The characters can either try to sneak past the outlying guards or attack them. If they attack, then the number of foes they engage depends on how long the fight lasts and what the alert level is.

Zombie Patrols (4):

One Zombie (level 2 brute): 125 xp

Three Zombie rotters (level 3 minion): 114 xp

Cultist Patrol (1):

Two Ebon Cultists (level 2 artillery): 125 xp

One Ebon Acolyte (level 2 skirmisher): 125 xp

+ Any extra monsters from a high alert level

Harpy (1):

Harpy (level 6 controller): 250 xp

Setup

The zombie patrols are wandering in a vague circle outside the lodge. To get past the guards, the characters can either engage them in combat or try sneaking past them. This is easier if the characters eliminate one zombie patrol, they open up a gap in the routine.

Sneaking Past All The Guards: DC20 stealth
Sneaking Past After Killing A Zombie Patrol: DC10 stealth.

Combat Escalation

If the characters take too long killing the zombies, then the other patrols will run into them and attack.

After six rounds of combat, the cultist patrol shows up.

Every six rounds after that, another zombie patrol arrives.

Features of the Area

Depending on where the characters try to sneak past the patrol, there may be stables or sheds to hide in. Hiding indoors is a good way to avoid the harpy.

Tactics

The zombies just shuffle forward to attack. The cultists use their Necrotic Bursts to hasten the zombies' attacks, while the skirmishers act as bodyguards.

Complication: The harpy is either on the roof or stalking the characters from the air. If the harpy is lurking on the roof, then roll 1d6 in each round of combat. On a 1, the harpy flies over the characters that round and blasts one with a Deadly Screech.

If the harpy is stalking the characters, then it uses its Deadly Screech attack as often as the attack recharges.

The harpy will not enter melee combat and flees back to the roof if it takes more than 20 damage.

Mission Segment

1.2

Once the characters have gotten past the outlying guards, they have a choice of attack routes. They can go through the cellars, through the main door or through an upstairs window. Clever adventurers could also steal a black robe from a cultist and try to bluff their way in.

Targets: Ista is upstairs.

Malvo and the doppelgangered baron are on the ground floor.

The real baron and the important documents are in a locked room in the cellar.

Mission Segment 1.2A -

The Cellars

Skill Challenge: 100xp

Complexity 1 (4 successes before two failures)

Primary Skills: Athletics, Thievery, Dungeoneering

Athletics (DC10): You force open the door.

Thievery (DC10): You pick the rusted lock.

Dungeoneering (DC10): You move easily through the cramped confines of the cellar.

Failing the skill check raises the Alert Level by 1.

The cellars of the hunting lodge contain the baron's library, which has been looted by the cultists. Books of lore and military tactics are scattered around the floor. There is also a locked antechamber, the baron's private study. If the alert level is under 4, then Chala, his personal guards and the baron are in this room, as Chala tortures the baron to get him to divulge his secrets. See 2.3 below.



Mission Segment 1.2B -

Kick The Door In

Encounter Level 1 – 228 xp

If the characters smash through the door, then they run face first into a room full of zombies. They also hear Malvo crying for help from the next room. There are six Zombie Rotter minions in the hallway. See also 2.2 below.

Mission Segment 1.2C

- From Above

Skill Challenge: 100 xp

Complexity 1 (4 successes before two failures)

Primary Skills: Acrobatics, Stealth, Nature

Acrobatics (DC10): You clamber quickly up the wall.

Stealth (DC10): You avoid detection.

Nature (DC10): You find the strongest section of ivy to climb.

Failing the skill check raises the Alert Level by 1.

The main obstacle with this route is the harpy on the roof. Characters can either try to sneak past it or engage it in combat.

From the roof, the characters can easily climb through a window into an unoccupied bedroom or into the room where Ista is being held. See 2.1 below.

Mission Segment 1.2D

- Undercover

Skill Challenge: 125 xp

Complexity 1 (4 successes before two failures)

Primary Skills: Bluff, Stealth, Religion

Bluff (DC15): I'm a cultist, really I am!

Stealth (DC15): You avoid detection.

Religion (DC15): You can pretend to be a member of the cult.

Failing the skill check raises the Alert Level by 1.

A character attempting to go undercover must have a black robe and a symbol of the Ebon Cup, or use magic to change his appearance to match the other cultists. By going in undercover, the character can find out where the hostages are being held.

Mission Segment 2.0 – Takedown

In this section of the mission, the characters need to rescue the hostages. There are three hostages, one on each level of the hunting lodge, although the characters will learn about the real baron in the cellar only if they investigate the whole building before acting.

In each case, the team must act quickly – if they do not bring down the guards at each hostage swiftly, then the alarm will be raised, raising the alert level.

Mission Segment 2.1 - Ista

Encounter Level 1 (625 xp)

Ista is being held in one of the bedrooms upstairs. Of the three hostages, she is the least valuable, so the cult intend to use her to hold off any rescue attempts. If any soldiers show up to mount a rescue, then Ista will be dragged out in front of them; if the soldiers do not retreat, the cult will kill her.

Setup

Ista is guarded by one cultist and two undead warriors.

One Corruption Corpse (Level 4 Artillery) – 250xp

One Ebon Cultist (Level 2 Artillery) – 125 xp

Two Zombies (Level 2 Soldier) – 125 xp

The Corruption Corpse – made from the corpse of Ista's maidservant – is at the back of the room, holding Ista down with one hand while it hurls Motes of Corruption with the other. One zombie stands by the door, the other by the window.

Ista is a non-combatant. She has 10 HP.

Features of the Area

Characters entering via the window automatically gain surprise.

There is a large wardrobe in one corner – a character can push a zombie in there and slam the door shut with an Athletics check (DC15), trapping the zombie inside. The zombie must make a successful Strength check at DC15 to smash its way out.

If the feather bed is cut open, the cloud of feathers makes the room lightly obscured for three rounds.

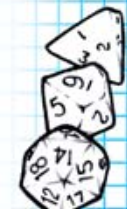
Tactics

The room is rather cramped, so the Corruption Corpse and the Cultist will head to Ista's side and let the two Zombies defend them.

If the Cultist is bloodied, then he tries to flee the room, either via the door or, if he must, the window. If he escapes, then raise the Alert Level by 1.

Aftermath

If Ista is still alive, then she tells the Wraiths the following tale as soon as they calm her down:



It was my brother, Malvo! He – he brought them here, through the old circle in the lake! There was a dozen or so of them, black-robed bastards. They killed all of our servants, then turned them into... those things and sent them after our guards.

The cultists, there was one who seemed to be the leader. A dark-haired woman, young and pretty but she spoke with a voice like...like death. She had a creature with her, I don't think it was undead. It had skin white as moonlight and dead black eyes.

A successful Nature check (DC20) identifies the latter creature from the description as a doppelganger.

Mission Segment

2.2 - Malvo & The Baron

Encounter Level 1 (440 xp) or Encounter Level 2 (690 xp)

Malvo and the doppelganger masquerading as Baron Holsten are being kept in the large kitchen downstairs. The doppelganger altered its appearance to appear as the baron with a large bruise on his forehead and will use its 'head wound' as an excuse for any suspicious behaviour on its part. The doppelganger is seated in the baron's bathchair.

Note that if the characters use the magic detection property of their Spellcom Omnilems, they can detect that the doppelganger is using an illusion to mask its true form.

Setup

One Doppelganger (Level 4 skirmisher) – 250 xp
Five Zombies rotters (Level 3 minions) – 38 xp each

Malvo (Level 4 brute) – 250 xp

Malvo and the Doppelganger are both seated at the table; the zombies are standing around the room on guard.

Malvo
Level 4 Brute
Medium Natural Humanoid
XP 250

Initiative +2 **Senses** Perception +1
HP 56; **Bloodied** 28
AC 18 **Fortitude** 16 **Reflex** 14
Will 12
Speed 5
(melee) Sword (standard, at-will) ♦ Weapon
+9 vs AC, damage 1d10+3

(melee) Deranged Stabbing (encounter, when bloodied) ♦ Weapon,
+9 vs AC, damage 1d10+3, Close Burst 1
Malvo panics and starts attacking everyone and everything within range. He makes one attack on each creature within range. If he hits, he may make another attack on that creature. He keeps attacking until he has missed one attack on every creature within reach.

Alignment Chaotic Evil
Languages Common
Skills Athletics +9, Bluff +9, Religion +6
Str 14 (+4) **Dex** 10 (+2) **Wis** 8 (+1)
Con 12 (+3) **Int** 12 (+3) **Cha** 14 (+4)
Equipment Sword, Scale Mail

Features of the Area

There are two entrances – a door into the hallway and a back door to outdoors. The back door is heavily barricaded with a large cupboard.

The kitchen has a large fireplace and a fire is still burning in the grate. A zombie pushed into the fire takes 2d6 damage.

Tactics

If Malvo's plan works, then the Wraith team charges in, kills the zombies and rescues him and the doppelganger. If the team spot the doppelganger's deception, then Malvo and the doppelganger both join in the attack.

When bloodied, the doppelganger runs for the door, raising the alert level by 1 if it succeeds.

Aftermath

If the characters rescue Malvo, then he urges them to get him and the baron to the teleport circle immediately. He claims that Ista is already dead and that his father is wounded and needs the attention of a healer.

Mission Segment

2.3 - The Cup of Death

Encounter Level 2 (701 xp)

Chala and her minions have been torturing the baron in this locked room in the cellar. The baron is on the brink of death but has not divulged any of the secrets he holds.

Setup

Two Zombie Rotters (Level 3 Minions) – 38 xp each
Chala (Level 2 Solo Controller) – 625 xp



Chala
Level 2 Solo Controller
Medium Natural Humanoid
XP 625

Initiative +2
Senses Perception +11
HP 152; **Bloodied** 76
AC 18 **Fortitude** 14 **Reflex** 16
Will 16
Speed 6

Action Points 2
(melee) Black Staff (standard, at-will) ♦ Weapon
 +7 vs AC, 1d10+3 damage, and the target is pushed three squares back

(melee) Double Attack (standard, at-will) ♦ Weapon
 Chala makes two Black Staff attacks.

(ranged) Greater Necrotic Burst (standard, recharge 4, 5, 6) ♦ Necrotic
 +7 vs Reflex, 2d6+2 damage
Secondary Effect: Burst 2 centred on the target; all zombies within the burst may immediately shift one square or make an opportunity attack. Any corpses within the burst rise up as Zombie Rotter minions.

Ghost Form (minor, recharge 4,5,6)
 Chala becomes insubstantial for one round.

Death Field (standard, encounter) ♦ Zone
 Close Burst 3, targets enemies, +5 vs Fortitude. Inflicts 2d6 damage to any living creatures. Chala gains an equal number of hit points.

Alignment Chaotic Evil **L a n g u a g e s**
 Common

Skills Perception +11, Religion +11, Arcana +9
Str 12 (+2) **Dex** 16 (+4) **Wis** 18 (+5)
Con 14 (+3) **Int** 14 (+3) **Cha** 14 (+3)
Equipment Black Staff, Scroll of *Linked Portal*.

Features of the Area
 The study has a spare bath-chair and several bookcases.

Tactics
 While Chala is a dangerous combatant, bolstered by her necromantic powers, she has no intention of staying and fighting. If attacked, she tries to hammer her foes using her black staff and necrotic bursts and flees in ghost form to a place where she can raise up more undead.

If the characters are being defeated by Chala, then Baron Hofsten can make a heroic effort, grab a weapon and stab Chala for 4d10+10 damage. This effort exhausts the old man.

Aftermath
 If Hofsten is rescued, then he tells the players much the same information as Ista. He also tells them to recover the documents from the folly and then get him and Ista back to SpellCom immediately.

Mission Segment
2.4 – The Escape
 This event is triggered if the Alert Level hits 4. Chala has any remaining hostages killed and reanimates them as zombies. Then Chala and

any surviving cultists and zombies head to the boathouse and from there to the circle on the isle.

It is unlikely that the characters will be able to stop this exodus without an *Arcana Tactical* strike, which SpellCom will only authorise if they are certain that the Baron and his heirs are all dead.

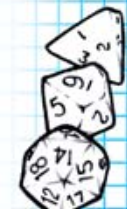
Mission Segment

3 - Extraction and Debriefing

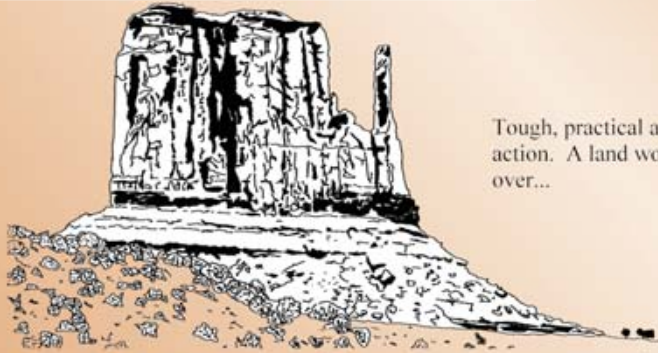
If Chala escapes with the documents or with the Baron's body (*Speak With Dead* is a potent interrogative tool), then track her down and recover the secrets before Wraith Recon can be compromised. Even if she escapes, this brazen attack by the Ebon Cup is worth investigating – if the cult is becoming a threat, it needs to be beaten down.

If the cult's plan works and the Wraith Recon team fail to identify the doppelganger baron, then the Ebon Cup suddenly gains access to the baron's fortune. Worse, the Brotherhood of Magnus will continue to supply the baron with secret briefing documents – an unexpected bonus for the cult. This mole in the Dondarrick military command is a terrible security leak if the cult makes contact with the Kingdom of Lorn or another player.

If the characters successfully retrieve the documents and defeat all foes, but fail to rescue the hostages, they gain 200XP. They get an extra 100XP if Ista survives, 100XP if the Baron survives, and 100XP if they capture Malvo alive for questioning.



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Trilemmas

By Gareth Hanrahan



The Minbari Triadic Dialogues are a stylised form of writing and are always composed of debates between representatives of the three castes. Some Triadic Dialogues are actual transcripts of conversations between three Minbari; others are fictionalised accounts or satires. During the Earth-Minbari War, one anonymous series of triadic debates circulated among the religious caste. They were written in the style known as Ambrath'Vo'Aso, translated into English as 'the Brash Fool, the Hesitant Fool and the Wise Fool', where the down-to-earth wisdom of the worker caste was used to mock the other two. Some speculate these were written by Lenonn of the Anla'Shok; others attribute them to the scholar Draal. These debates illuminate changing Minbari attitudes towards the war and are especially cutting towards the religious caste's ambivalence.

The First Debate

Written soon after the death of Dukhat

WARRIOR: He was the best of us.
RELIGIOUS: He was the best of us.
WORKER: He made us better.
WARRIOR: His death must be avenged!
RELIGIOUS: His spirit calls for vengeance.
WORKER: He's not even cold yet.
WARRIOR: What has that to do with anything?
RELIGIOUS: Best to strike when our blood runs hot!
WORKER: This is uncertain ground.
WARRIOR: But certain purpose!
RELIGIOUS: A holy war!
WORKER: In Valen's name?

WARRIOR: In the names of all the honoured dead!

RELIGIOUS: For such a man to be brought down by animals in a savage, unprovoked attack...

WORKER: That doesn't answer my question.

WARRIOR: But the answer's clear.

RELIGIOUS: Written in Dukhat's blood.

WORKER: He is dead then?

WARRIOR: Blasted by a sneak attack!

RELIGIOUS: Crushed by the weight of care!

WORKER: I knew we should have made that bulkhead stronger.

WARRIOR: Avenge him with blood!

RELIGIOUS: Mourn him with blood!

WORKER: We'd better mop up this blood.

The Second Debate

Written after the destruction of the Prometheus

WARRIOR: The ship that slew Dukhat is now burning dust.

RELIGIOUS: Her crew have returned to the stars.

WORKER: So it is done?

WARRIOR: Does one ship repay us for the loss of our greatest leader?

RELIGIOUS: Does an ocean of Human blood equal a drop of Minbari?

WORKER: I know the mathematics of stone and crystal, of graviton and circuit, not of blood.

WARRIOR: The answer is self-evident.

RELIGIOUS: Slay them all; that was what the Grey Council commanded.

WORKER: I'm not tired yet.

WARRIOR: A hundred stars shall feel the bite of our neutron beams!

RELIGIOUS: A hundred stars shall know Minbari justice.

WORKER: A hundred stars and a dozen ships. I don't know these mathematics either.

The Third Debate

Written early in the Earth-Minbari War

WARRIOR: Today I destroyed a dozen fighters in single combat. They were worthy foes for my skill.

RELIGIOUS: They were lower animals, unthinking beasts who lashed out in the same manner as a creature whose burrow is trampled on.

WORKER: There is a contradiction here I cannot solve.

WARRIOR: There is no contradiction, just the dictates of honour.

RELIGIOUS: There is no contradiction, just the necessity of punishment.

WORKER: Are honour and justice identical then?

WARRIOR: An honourable man is a just man.

RELIGIOUS: To be just is to be honourable.

WORKER: So this war is just honourable?

The Fourth Debate

Written after the fall of the Black Star

WARRIOR: Infamous treachery!

RELIGIOUS: How can this be? Never in many

cycles have we suffered such a loss!

WORKER: Crude, crude. To fuse hydrogen so, like being buried by falling rocks or crushed by a twisted bulkhead...

WARRIOR: Death to the Starkiller!

RELIGIOUS: How can you talk of death when so many have died!

WORKER: You talked of much death when one died.

WARRIOR: Time for blood and slaughter! Onwards! Death to the Starkiller! Death to the Humans!

RELIGIOUS: Time to mourn, time to prepare, time to contemplate. My mind is a reflection of a reflection of reflection.

WORKER: Time to pick up the pieces and gather the parts, to grow the crystals and mend the hearts.

The Fifth Debate

Written during the False Peace

WARRIOR: A hundred stars lie before us and we do not step upon the path.

RELIGIOUS: For many hundreds of years, we did not walk in that space.

WORKER: Times change in blood and fire. Why do they not change in light and laughter?

WARRIOR: It is time to finish this.

RELIGIOUS: Do not act hastily.

WORKER: All is prepared.

WARRIOR: We do not begin an act; we finish the one you began. You commanded death, death you shall have.

RELIGIOUS: It was the Council's decision.

WORKER: You might as well appeal to the dark spaces between the stars.

The Sixth Debate

Written during the siege of Cyrus III

WARRIOR: They hide in pits but we shall root them out. I'll close my fingers around their throats.

RELIGIOUS: Animals run to earth.

WORKER: For Dukhat we built a tomb of crystal. For the I, we made a monument of compacted neutronium. Now we dig graves in the mud.

WARRIOR: This is war. Did you think it would be a pretty thing?

RELIGIOUS: There is so much death.

WORKER: You asked for beams that burn and knives that cut. We made what was asked of us; the intent was yours.

WARRIOR: War is a crucible.

RELIGIOUS: We never asked to be tested like this.

WORKER: What is being forged, I wonder?

The Seventh Debate

Written after the attack on Vega

WARRIOR: Have you heard the news?

RELIGIOUS: I no longer read the reports. They upset me.

WORKER: I'm told what I need to know.

WARRIOR: They come at us with fusion bombs by the hundred. A flight of buzzing insects, only one's got a poisoned barb.

RELIGIOUS: It bears the mark of the Starkiller!

WORKER: We'll build more Nials and fill the skies with our warriors.

WARRIOR: Would you see our blood scattered across a hundred worlds?

RELIGIOUS: Is that not the purpose of the warrior caste?

WORKER: First, find us wisdom here.

The Eighth

Debate

Written after the fall of Proxima

WARRIOR: The end is in sight.

RELIGIOUS: Merciful Valen! At last.

WORKER: And what end is that?

WARRIOR: Victory over the enemy!

RELIGIOUS: A death avenged.

WORKER: Whose death?

WARRIOR: All the warriors who fell in battle!

RELIGIOUS: Dukhat, the great leader.

WORKER: If we do not know why or who we kill for, are we any more than animals lashing out?

The Ninth Debate

Written after the Surrender

WARRIOR: What madness is this?

RELIGIOUS: There is method in it, I am sure.

WORKER: Do you need a reason to not die? Do you need a reason to stay your hand from killing?

WARRIOR: Victory was in our grasp!

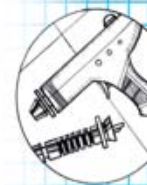
RELIGIOUS: Revelation was blocked by clouds of debris from burning ships. Only from the *Valen'tha*, the high place, can the truth be seen.

WORKER: I'm just a humble worker. I don't ask questions. I don't need to know why I'm not killing.

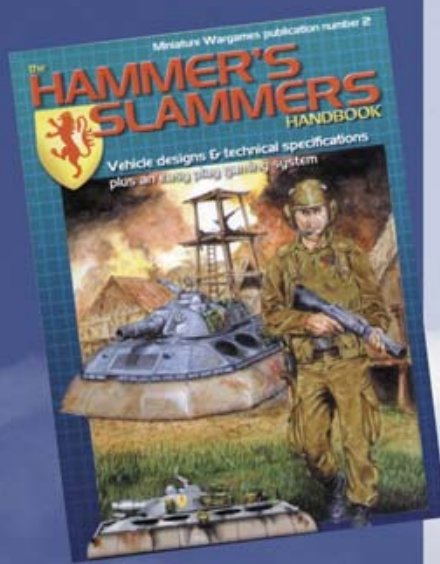
WARRIOR: I am a warrior, trained for battle. My purpose is denied me. I must know.

RELIGIOUS: I am a scholar, trained for inquiry. My curiosity is roused. I must know.

WORKER: Would you know the secrets of time and space? Would you know the song of the stars? Know yourselves first, know your minds and your hearts before you delve into such secrets. For now, rejoice! We are no longer death, the destroyers of worlds.



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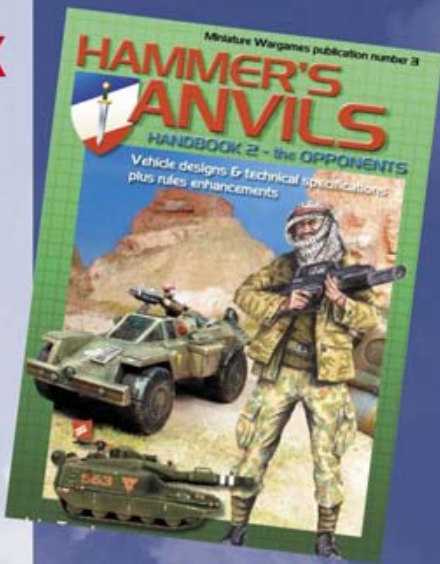
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The Fall of Rigella Namsey

By Nick Robinson

TRAVELLER

Referees Information:

This adventure is designed for four to six travellers on a mid to high tech world. The world will have a fairly relaxed law level, large population (certainly in the tens of millions, preferably more) and with a tainted atmosphere that require filters of some sort. It should be based somewhere within the Imperium, since the main protagonist is on the run from a number of alien governments, however it can be very easily converted to any setting that features aliens who would be upset if people started to eat them...

In my own campaign I used the (slightly modified) world of Persephone in the Lunion subsector of the Spinward Marches.

Introduction:

The contact is an ape. Not exactly what you expected from the well educated and privileged tones that made contact with you via an audio only link. An intelligent chimpanzee – go figure. He met you in a park on the planet's capital, Erskine. You are all wearing filter masks to keep out the harmful pollen that is always abundant in the air of the planet and the ape, Mr Tidds, has quickly gotten down to business.

'I have a simple job for you. Locate a person who is of interest to my employers. If you are able to find out where they are then I will have more work for you. You will get a 10,000 credit payment upon receipt of the information required.'

(Assuming the players agree to the terms).

'Excellent. The person you are looking for came to this world under the pseudonym Delores Vashinelli. This is not her real name, safe to say. We know she stayed at the Starborne Hotel for a couple of nights before disappearing. Apart from the hotel the only lead I have is that one Max Janthar is an old friend of hers and also lives in this city. Once you have tracked her down contact me on this number immediately and payment will be directly sent to your bank accounts and any further instructions for additional work will be provided at that time. Any questions?'

Mr Tidds has little other information for the characters. Vashinelli is described as a middle-aged woman of some means; 5'6", talk of a slightly dumpy build. She is not dangerous but may have a bodyguard or two in her employ. All that the characters have to do is find her.

The Hotel

The staff here are generally friendly to potential guests but are not that well paid. As a result they will not be overly suspicious of enquiries made by the characters as long as the party provides a plausible reason for any requests and do not give them any cause for alarm (turning up at the hotel lobby kitted out in combat gear would certainly be cause for alarm and the hotel staff will try to escape or hide in panic if the party were to decide to put on such a show of force.

Any information that might be gathered can be via the appropriate use of bribery (for hotel staff (and bank staff if they try to find out more about the account)) or Computer, by hacking into the computer records of the hotel (or bank).

The only leads that the characters might be able to come up with are Vashinelli's bank account details and vidphone records. The account is now closed and the only contacts that she had with outsiders was with Max Janthar and another private citizen, Chloe M'banda.

The Bank Account

Vashinelli had a very healthy balance in excess of 20,000 credits at a local bank, Shavathans but this account was only active for a very short time. It was opened days before Vashinelli came to the world until two days after she left the hotel. There were no regular payments; it was used for payment in some shops near the hotel and the hotel bill itself. The funds were eventually transferred into another (unnamed) account, which the characters cannot access no matter how hard they try.

Max Janthar

Max Janthar is an elderly, retired chef, who once owned a small chain of restaurants on the planet and was the star of several cookery shows on the local entertainment networks. He now lives in the penthouse apartment of a reasonably well kept building in the capital of this world.

TRAVELLER



The security for the building is minimal, although Janthar's apartment can only be reached via a security door. It might be possible to trick the old man into letting the party through or a player can use either his computer or electronics skill to get past the relatively simple security system, causing the door to open.

Janthar is easily scared and will help the party as well as he can if they threaten him. If the party gets too carried away with their threats of or actual physical acts of violence Janthar will suffer a heart attack, which may or may not, cause the players to panic.

He has known the target for a great many years, having appeared alongside her in some old cookery shows many years back. Now an aging man he is aware the Vashinelli is actually Rigella Namsey, but has no idea where she is. He does have a mobile vidphone number, though.

There is little of interest in Janthar's apartment, with mementos of his past fame and (of course) an exceptionally well stocked kitchen. A thorough search will turn up some panic buttons located around the apartment, which could also cause the players to panic. Fortunately for them Janthar has forgotten about their existence (never having had to consider using them in the 30 or so years he has called his apartment home) and he will not have set off the alarm even if he has had the opportunity to do so.

Chloe M'banda

Chloe M'banda is an attractive woman in her early thirties with previous experience in both the military and as a government intelligence agent. When the government of her home world was overthrown in a violent revolution she fled and joined the private security industry using her

personal contacts to secure a fairly senior position and she has prospered ever since. She takes the role of a senior co-ordinator for clients, ensuring that her team is ready at all times to deal with threats as and when they arise.

She currently resides in a pleasant neighbourhood with a large yard surrounding a well kept three bedroom, two storey home. The property has a panic room and a small security room and the tall fences around the property are constantly monitored by discreetly hidden security cameras. None of her neighbours know anything about her; other than she appears to be a professional lady, has always driven a new and immaculately kept vehicle and keeps herself to herself. No neighbour has ever seen the interior of her property and they just think that she is a private person. Her garden is nothing more than an immaculately mowed lawn, which means there is no cover in the 30 yards from the edge of her property to her home.

Currently her private security firm employers have been hired to protect Vashinelli/Namsey. When the players approach her she will be cautious and claim to know nothing, whilst secretly getting help sent to her via a personal panic button that she carries at all times. If she is made aware of intruders on her property (through laser or ground sensors and/or security cameras) she will hit her panic button immediately and take up her position in one of the upstairs rooms, using an assault rifle if she has the opportunity.

A back up team will arrive in less than 10 minutes. There are four men, all well armed and armoured, arriving in a pair of fast vehicles. They will turn up with guns blazing. Whilst the characters may have no idea as to what they have gotten themselves into these mercenaries are well prepared to deal with any possible threats and always assume the

worst in any given situation due to their previous experience in the personal protection industry.

If captured M'banda or one of the mercenaries can be made to talk via intimidation/torture and know the location of Vashinelli, plus the details of her security detail. M'banda also has Vashinelli's vidphone number should she need to contact her. She is well aware of the reason that her client needs protection, although she will not reveal this information (or any other information) unless asked directly and tortured/given drugs to force the truth from her.

The vidphone

With the right skills and equipment it is possible to trace the location of Namsey using her phone. Since Namsey is an old friend of Janthar it will prove easier to do this if the travellers use her old friend's vidphone or M'banda's. Calls from other vidphones will be ignored since as far as she is aware no one else has her number. She will inform her bodyguards of this and they will then seek to trace any vidphone that tries to contact Rigella subsequently, to ensure it is a wrong number call.

Using tracing equipment (if the travellers have access to it), bribing vidphone company employees or hacking into their computers, are all methods that have a chance of working.

Primary Threat Security

The only other way to find Vashinelli's location is to enter M'banda's office at Primary Threat Security. PTS is a respected mercenary outfit that operates throughout the sector, being considered a top end (and expensive) company that can be relied on to do the job better than most of their competitors. Totally professional, they understand that they can come up against rival mercenaries who may one day be allies or even employees or



employers, so it is all very business-like once the bullets stop flying.

Their offices are well guarded with two roving security officers plus a pair of large canines inside a perimeter fence, one man at the reception and a response team of four men always on site. It is worth noting that these four men are those who will respond to any distress call from either M'banda or Vashinelli. If they have already been dealt with elsewhere they will not reappear here.

The offices themselves are fairly small and if the security is dealt with it is easy to find M'banda's office and find out Vashinelli's address by simply accessing her file (either the hardcopy or via M'banda's computer). M'banda's computer does have a password set up and will require a very difficult skill check to get past the security she has on her machine. It is possible to get this information from M'banda if she is interrogated.

Neither M'banda or any of the other employees can be bribed to turn over this information. Threats will work in the right circumstances but they are utterly professional in their work, reflecting their employer's own standards in this regard.

Vashinelli Found

Once the travellers have found Vashinelli/Namsey they should contact Mr Tidde immediately. His vidphone will answer after two rings and they will hear an automated message (Mr Tidde has already escaped off planet).

'This is a recorded message. If you are calling this number you have managed to track down the package for me. You are to be commended. You can either send me the details via the vidphone messaging

service and upon confirmation that you have tracked down the package you will be paid or you can deal with the package yourself. You will be paid a bonus sum of 50,000 credits if you eliminate the package. Upon confirmation that you have done so you will be paid this sum. If you do not wish to go ahead with this contract you will not be hearing from me again and I bid you good day.'

'To accept this contract you will need to ring this number again five minutes from now and just say the word yes. I look forward to hearing this response. Good luck.'

The Safe House

Half an hours drive away from the capital the safe house is where PTS hide their clients. This is normally only for short term use, there are better facilities elsewhere that are better protected.

Located in a glacial valley the property is in an area that has higher than normal amounts of hazardous pollen in the air. It is overlooked on one side by a steep glacial cliff several kilometres from the property. The house is also screened by large bushes and trees that stand on the perimeter of the grounds and can not be seen from the winding road that passes almost half a kilometre away from the building. Within the grounds there is little cover from the edge of the grounds to the building itself, providing a good killing ground, although there are small dips and rises in the land that will provide a minimal amount of cover for attackers.

The house itself has a bunk room, bathroom, ready room, security room, three en-suite bedrooms (for clients, sometimes families use the property and PTS), armoury, kitchen area, lounge, a large

garage is attached to the main building. The walls are especially reinforced to be able to withstand any small arms fire, giving those within a distinct advantage when it comes to combat.

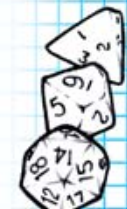
Vashinelli is protected by a team of three security officers. There is also a reaction team half an hour away, of four men (at the PTS offices). The local police will respond to initial reports of fighting but will back off once they realise that this is some sort of major actions, for which they are not trained or equipped to deal with. They see the business of mercenaries as something that does not require them to get shot at by professional killers. If there is an extended fire fight then better organised paramilitary police and/or military may be sent (arriving in an hour at the earliest, such a quick response would involve the players wounding or killing the first local police officers at the scene (before they have had a chance to evaluate the situation and back off)).

If captured alive Namsey will beg for her life, explaining it was all a joke and it was not her fault that some people actually used the recipe for K'Kree a l'Orange!

Payment

Mr Tidde has long left the planet by the time that this contract is over. Upon the confirmed death of Namsey payment will be made to the Player Characters. They will have the funds transferred into their accounts (unless they have specified another method of payment).

Depending upon the chaos the players might have caused on the planet they may wish to leave the world. If they do so they will no doubt be contacted by Mr Tidde or another middleman of his employers again at some future date with another contract to fulfil.



Rigella Namsey

A popular celebrity chef, Rigella has been in the entertainment industry for over two decades, with her cookery shows being syndicated across many worlds. Her career came to a shuddering half four years ago with the ill-advised publication of an electronic cookbook 'The Intergalactic Cookbook' which featured recipes involving sentient alien species. Since publication (and the assassination of both her publicist and publisher) Namsey has been on the run and is believed to be hiding out in the near Vland, in the belief that the nature of Imperial space there will protect her.

The Intergalactic Cookbook

The only cookbook in history thought to have pushed so many races close to war!

Written by top chef Rigella Namsey the book was an underground cult hit, supposedly as a spoof for all the other cookbooks out there that featured unusual ingredients from the worlds beyond the Imperium.

It was the K'Kree who first brought to light the problematic nature of the book with its recipes featuring various sentient races. Unsurprisingly the Aslan and various Vargyr governments soon added their voices in protest, the Hivers

initially thought it was a great joke until it became clear that some enterprising traders had been capturing hiver young and shipping them far from their homeworlds to farms where they grew to adulthood destined for the pot.

Namsey is still on the run after her publicist and printer were both assassinated by freelance agents, the K'Kree are prime suspects, although the cookbook's notoriety made her many enemies.

As a footnote - the recipe for K'Kree is Orange Sauce was considered a classic by several (now deceased in unusual circumstances) top gourmands.

NPC Statistics:

The main protagonists are presented below. The vehicles and equipment for the mercenaries may vary according to the Referees preference to take into account the Tech Level they may be operating at. All of their equipment will be well maintained and in excellent condition. Neither Janther nor Namsey will be equipped with any weapons of their own, neither has any personal experience of the more brutal side of the Traveller universe.

Rigella Namsey

Entertainer Entertainer (performer) 6 terms
4 7 5 10 11 9
Advocate 1 Athletics 1, Carouse 1, Melee 0,
Steward 4, Streetwise 1
Cloth Armour (TL10). Comm

Max Janther

Entertainer Entertainer (performer) 7 terms
3 5 3 9 9 8
Carouse 2, Deception 1, Investigate 1, Melee 0,
Steward 3
Comm

Chloe M'banda

Army (infantry) 2 terms, Security 2 terms 8
8 9 11 7 7
Melee (unarmed) 1, Gun Combat (slug pistol)
1, Gun Combat (slug rifle) 2, Athletics (co-
ordination) 1, Streetwise 1, Tactics (Military) 2
Comm, Cloth Armour (TL10), ACR

Typical Mercenary

Army (infantry) 3 terms, Security 1 term 9
8 10 6 6 6
Melee (unarmed) 2, Gun Combat (slug rifle) 2,
Athletics (co-ordination) 1, Sensors 1, Stealth 1
Comm, Flak Jacket (TL 8), ACR





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Go for the Eyes

Six ocular creatures for your RuneQuest games, by Chris Longhurst

Eye Spider

Although its name conjures unappetising images of eyeball-devouring predators, an eye spider is actually no more than a small magical construct much-beloved of assassins, spies and others who need to keep a clandestine watch on a person or area. A versatile creation, the eye spider can also pilfer and carry small objects (no larger than a coin or heavy key) or be loaded with a dose of venom for delivery to an unsuspecting target.

In its dormant form an eye spider resembles a black sphere of some sort of glassy substance, about the same size as a human eyeball. The eye spider in fact gets its name from the dwarf troubleshooter Gatemborek, who infamously kept one in his empty left eye socket, concealed behind an eyepatch.

When activated, the central sphere extrudes eight spindly limbs of surprising toughness, reaching a diameter of about eight inches. It travels about on these limbs with surprising speed for something so small, can jump a considerable distance and can climb almost any surface.

If a liquid is applied carefully to an eye spider in either active or dormant form, the featureless black substance will absorb and store up to one dose of something. Assassins normally use the most potent poison they can find but in theory the spider can deliver anything from a sedative to a stimulant to a healing potion.

The liquid dose is delivered using the eye spider's ninth limb: a flexible, pointed tendril about six inches long known as its 'sting'. A successful sting delivers whatever the spider has absorbed or it can be 'milked' by its owner to retrieve a chemical previously stored. The sting can also be used to take and carry small objects, as an extra limb should one be needed and can even be used for picking locks.

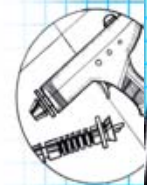
Each spider recognises only one owner but they adapt to a new one after being kept on their person for a week. Smart people make sure any previous owner is definitely, really dead before carrying an eye spider on their person for such an extended period. A character with the right rune(s) learns the control spell at its basic level once the eye spider 'imprints' on him. This spell works for any eye spider he may come into control of and is improved in the normal manner.

Special Qualities

Construct: An eye spider is not a living being and so is immune to almost all poisons, diseases and other ailments that would only harm organic creatures. It also suffers no further damage once a Hit Location has been reduced to 0 or fewer Hit Points. However, due to its size if a Hit Location at 0 Hit Points is struck, apply the damage directly to the body instead of ignoring it.

Active/Inactive: An eye spider activates or deactivates at the mental command of its owner. This power operates at any distance. If it is inactive and its owner casts Seeing Eye spider then the spider automatically activates. When it activates the spider does so with care not to damage its surroundings (such as an eye socket) – unless it has been activated by Seeing Eye spider and the owner wills it to inflict harm.

If left active while not under the effects of Seeing Eye spider an eye spider will use its rudimentary intelligence and great mobility to stay out of sight. If its owner dies, the eye spider assumes its inactive state.



Characteristics

STR	1D6	(3)
CON	1D6	(3)
DEX	5D6	(17)
SIZ	1	(1)
INT	4	(4)
POW	1D6	(3)
CHA	4	(4)

Eye Spider Hit Locations

D20	Hit Location	AP/HP
1-11	Body	5/2
12	Sting*	5/1
13	Leg #1	5/1
14	Leg #2	5/1
15	Leg #3	5/1
16	Leg #4	5/1
17	Leg #5	5/1
18	Leg #6	5/1
19	Leg #7	5/1
20	Leg #8	5/1

*If the sting is not deployed, hits to location 12 hit the body instead.

Weapons

Type	Weapon Skill	Damage/AP
Sting	70%	1 + optional poison/-

The sting cannot penetrate armour. It only has a 50% chance of penetrating normal clothing.

Special Rules

Combat Actions: 3

Strike Rank: +10

Movement: 3m

Traits: Construct, Active/
Inactive

Skills: Athletics 70%, Dodge 50%, Perception 50%, Persistence 40%, Resilience 20%, Stealth 70%

Armour: Magical Composition (AP 5, no penalty)

Rune Spell: Seeing Eye Spider

Casting Time 1, Concentration, Magnitude 0

Runes: Anyone (or more) of Communication, Darkness, Mastery or Shadow

While concentrating on this spell, the caster's visual senses are transferred to those of any one eye spider that he controls. Once the spell is cast it immediately drains an additional amount of MP depending on how far away the eye spider is:

Distance	MP
Within POW metres	0
Within POW x 5 metres	1
Within POW x 25 metres	3
Within POW kilometres	5
On another plane	10

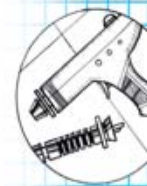
If the caster does not have enough MP to pay for the range cost the spell reveals which distance category the spider is in, drains all of his remaining Magic Points and ends.

Once contact has been established, the caster must pay one Magic Point every POW minutes to sustain the spell.

The senses are those of the caster, so they include any Night Vision or other visual enhancements he has, with the bonus that the eye spider has 360 degree vision. However, the caster cannot use his own eyes at the same time – he is effectively blind.

The eye spider is fully under the control of the caster for the duration of the spell. He can use any of its skills at their normal percentage and at the Games Master's option can also use his own skills that require fine manipulation and little strength – such as Sleight or Mechanics – through the spider at -20%.

One drawback of the spell is that if the eye spider is targeted by mind-affecting magic while it is active, the magic instead affects the mind of the owner. He may make his normal resistance roll to avoid the effects but doing so breaks his connection with the eye spider and he must cast Seeing Eye spider again.



Farseer Giant

The farseer giants are a rare and isolated branch of their gargantuan kind who live alone or in small family groups as far away from other creatures as they can manage. Typically smaller than other giants (although such is a relative term – a farseer giant often reaches 20 feet in height) and possessed of great intelligence, their most distinctive feature is that their entire body is covered with eyes. This makes them reluctant to engage in physical activity such as combat as they are extremely easy to hurt.



Farseer giants are sometimes sought out in their remote caves and towers because

they are said to possess great wisdom and magical power. With their assortment of visual organs they are also said to be able to see the secrets of anything or anyone presented to them. On rare occasions an adventurous or well-defended farseer giant may make a trip into more settled areas on some arcane errand or other.

Farseer giants wear very little when away from others, preferring to allow their eyes to see fully but often don all-concealing robes when others may be present. Farseers who live alone often surround themselves with magical constructs or summoned entities for company. The homes of farseers of all stripes often boast elaborate and extensive magical defences.

Ocular Flesh: A farseer giant's body is covered with additional eyes. This makes them very sensitive to violent impacts of the sort often involved in combat. When they take damage from physical sources, double any Hit Points lost after taking armour into account.

All-Seeing: A farseer giant's excess of eyes grants it several visual abilities. Apart from its great Perception skill it can see in all directions at once, can determine if an item is magical or not at a glance and can identify 1D2 properties or functions of a magical item if it makes a successful roll against half its Perception ability. A farseer

giant can also tell the general nature of anyone it can see, especially if they bear a strong character, great destiny or are otherwise of note.

These powers are all lost if the farseer giant wears enough clothing or armour to block more than 50% of its eyes.

Characteristics

STR	5D6+10 (27)
CON	4D6+12 (26)
DEX	3D6+3 (13)
SIZ	5D6+10 (27)
INT	2D6+12 (19)
POW	3D6+18 (28)
CHA	2D6+12 (19)

Farseer Giant Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-/14
4-6	Left Leg	-/14
7-9	Abdomen	-/16
10-12	Chest	-/18
13-15	Right Arm	-/12
16-18	Left Arm	-/12
19-20	Head	-/14

Damage to a farseer giant is doubled after taking armour into account.

Weapons

Type	Weapon Skill	Damage/AP
Large Club	60%	2D6+1D12 / 3
Large Fist	40%	1D4+1D12 / -

Farseer giants will use superior weapons if they can get them in their size, and will

often enchant them with as much defensive magic as they can muster.

Special Rules

Combat Actions: 3

Strike Rank: +16

Movement: 6m

Traits: Ocular Flesh, All-Seeing, Dark Sight, Night Sight

Skills: Athletics 32%, Dodge 21%, Evaluate 98%, First Aid 51%, Language (at least two) 80%, Lore (at least three kinds, often more) 80%, Perception 120%, Persistence 72%, Resilience 56%, Survival 38%

Armour: None

Magic: A typical farseer giant will know 1D4+2 sorcery spells (and all the modifier skills) at 50-60% and will have 1D4+1 runes integrated with associated Runecasting skills of 70%+ and at least one spell for each. Many have other, esoteric magical skills, although they show little aptitude for divine magic.

Abyss Puppet

It has been said that if you gaze too long into the abyss, the abyss also gazes into you. In the case of these unfortunate creatures the abyss did not merely gaze back but plucked out their eyes, crawled into their heads and began wearing them as clothes. Abyss puppets claim their goal is to become 'exemplary monsters'; although each has their own preferred method, they all exist to spread chaos, horror and suffering.

Abyss puppets look like normal members of any sentient race except that they have no eyes; in place of their visual organs there are only insubstantial balls of darkness that give off tendrils of shadowy smoke. Abyss puppets with an interest in blending in with society wear blindfolds or claim some sort of sorcery or curse – such things are common enough that the lie can pass.

No one knows what the original abyss is or was or how it came to infect the minds of thinking creatures. The abyss spreads from creature to creature through the power of the abyss puppets: each abyss puppet is empowered to create more of their own kind by staring into another creature's eyes and overcoming their will; those with magic are rumoured to know more effective ways of spreading their taint.

Shadow Sight: An abyss puppet's eyes of shadow allow it to see perfectly in even pitch darkness. It also cannot be blinded by magic or damage to its eyes. However, an abyss puppet's eyes are still eyes: it still needs them uncovered to see and it cannot see through obstructions or concealment other than darkness.

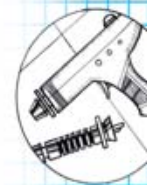
Abyss Gaze: An abyss puppet can create another abyss puppet from a sentient creature by staring into its eyes. This requires a full second or two of sustained eye contact and so is almost useless against someone they are fighting in combat. Once contact has been established, however, the

victim finds that they are unable to look away. They must make Persistence checks at a rate of one per round, starting at their normal score and suffering a cumulative -10% penalty on each subsequent check. The victim is able to take one combat action every time they succeed on a check; this is usually spent on trying to escape or kill the abyss puppet.

Once a single Persistence check has been failed, the abyss gaze drains 1D6 POW per round it is maintained. The victim is still allowed one combat action per round. Once the victim's POW reaches 0, they are transformed into an abyssal puppet. If the abyss gaze is interrupted before the victim's POW is drained to 0, lost POW returns at a rate of one point per hour.

It should be noted that the abyss gaze requires eye contact. It does not work on blind people or people who close their eyes before the abyss puppet makes successful contact. It can be interrupted by something as simple as a piece of paper interposed between the puppet and the victim. For these reasons, abyss puppets prefer to corrupt those who are alone and unsuspecting.

Unholy: Abyss puppets are loathed by the gods and are consequently punished severely by divine magic. They are at -30% to resist divine spells and always take full damage from divine magic. They are also vulnerable to any divine spells that



specifically target 'enemies of the faith'; in essence, abyss puppets are considered enemies of every faith.

Characteristics

STR as the original creature
 CON as the original creature
 DEX as the original creature
 SIZ as the original creature
 INT as the original creature + 1D6
 POW 3D6+6 (16)
 CHA as the original creature – 1D6

Abyss Puppet Hit Locations
 As for the original creature.

Weapons

Type Weapon Skill Damage/AP
 As the original creature

Special Rules

Combat Actions: As the original creature
 Strike Rank: As the original creature
 Movement: As the original creature
 Traits: Abyss Gaze, Shadow Sight, Unholy
 Skills: As the original creature, +10% to Perception, +20% to Stealth, and Runecasting (Darkness and Shadow) at a minimum of 60%.
 Armour: None or whatever is worn.
 Magic: All abyss puppets can learn and cast rune magic as if they had a Darkness and a Shadow rune integrated, although they do not have such runes and gain none of their other benefits.

Sorcery Spell: Deliver the Abyss

Concentration, Magnitude 2, Resist (Dodge or Persistence)

This spell only works for abyss puppets. When it is cast, a boiling tide of shadows bursts from the caster's eyes and crashes into the eyes of their victim(s). If the spell is not resisted victims are subject to the abyss puppet's abyss gaze for as long as the spell is maintained. In addition, the abyss puppet may spend Magic Points to force an additional Persistence test or drain an additional 1D6 points of POW per Magic Point spent. The abyss puppet may not spend more than three Magic Points per Combat Round on this and victims do not gain extra combat actions from it.

Unlike the normal abyss gaze, deliver the abyss will force a victim's eyes open and penetrate any barrier more flimsy than a solid piece of wood.

Parasitic Eyeball

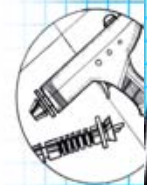
A loathsome creature of Chaos, a parasitic eyeball resembles a normal eyeball – of any size from dog's eye up to those of an ogre – with a trailing mass of nerves and muscle fibres. These tissues are animated and allow the eyeball to move, squishing along in a trail of clear juices. They are also capable of burrowing into flesh and digging

out a cavity for the eyeball to rest in. This is the manner in which parasitic eyeballs are normally found; attached to another creature.

Parasitic eyeballs seek out living creatures with blind instinct. When they feel the touch of warm flesh the tendrils immediately latch on and begin digging. The tissues integrate themselves into the host's nervous system, ensuring that removing the eye is every bit as traumatic as having one of your natural eyes put out. The eye itself settles into its new socket – which could be anywhere on a living creature – and draws an eyelid around itself from the surrounding flesh. The whole process takes about two minutes and is painful beyond imagining.

Of course there are some who choose to allow a parasitic eyeball to attach itself to them. Because the eyeball becomes part of the host's nervous system it can be seen through as if it was a normal eye, which can be an advantage if you have one on the back of your neck or in the palm of your hand (to enable safe peering around corners). Parasitic eyeballs can also bestow mystic powers on their host, although this is not a safe gamble by any measure.

Symbiosis: A host can benefit from only one parasitic eyeball per Hit Location. Multiple eyeballs can certainly install themselves on one Hit Location but the host only gains the benefits (or drawbacks) of the first one they gained on that location.



Signs & Portents

Granted Power: When a parasitic eyeball is bonded with a host it might grant the host a special ability. When a victim is claimed by a parasitic eyeball, roll on the following chart to see what power it grants:

D100	'Gift'
1-15	Nothing. Never mind, it could have been worse...
16-25	Bone Vision. The character with this 'gift' can only see animals as their skeletons, with some translucent outlines that hint at clothes and features. This imposes a -50% penalty on any skills that involve dealing with people in person.
26-35	Jealous Eye. The character can only see out of any parasitic eyes he has attached. His normal eyes cease to function unless and until the parasitic one is removed.
36-45	Evil Eye. Every day, one person that the character sees is cursed. They will automatically fail the next important roll they make. The character has no control over who is cursed in this way.
46-55	Eye of the Warlord. The eye can predict the trajectory of melee attacks with uncanny accuracy and grants +10% to the host's Dodge skill. The host also gains this 10% bonus when using weapon skills to block attacks. This ability does not apply to avoiding ranged attacks.
56-65	Unsleeping Eye. The parasitic eye is awake and active even when the character is asleep. So long as it is uncovered it will immediately wake the host if something happens nearby that requires his attention.
66-75	Keen Eye. The parasitic eye grants its host Night Vision and +20% to the Perception skill.
76-85	Kirlian Eye. The parasitic eye grants its host the Life Sense trait and +20% to Perception when trying to find living things.
86-90	Eye of Inhuman Sight. The host is aware of his surroundings at all times. He sees in all directions, even with his eyes closed or covered. He cannot be blinded. He can see perfectly in even pitch darkness and can even see through walls and other solid objects up to POW metres away. Unless characters take extraordinary measures to defeat his supernatural sight, he cannot fail a visual Perception test.
91-95	Eye of Blasting. Once per round, as a combat action, the host can unleash a blast of force that automatically hits, does 1D6 damage to a single Hit Location and forces the victim to make a Resistance test or be knocked flat on his back. This power emanates from the parasitic eye directly, so it must be uncovered and capable of seeing the target.
96-100	Chaos Glance. Once per Combat Round, a character with this power can glance at a single living thing he can see; that creature gains a random Chaos Feature for 1D4 minutes. The chaos glance is a free action.

Games Masters should feel free to make up their own 'gifts' and either add to this table or replace it.

Characteristics

STR	1	(1)
CON	1	(1)
DEX	3D6	(10)
SIZ	1	(1)
INT	1D6	(3)
POW	1D6	(3)
CHA	1D6	(3)

Parasitic Eyeball Hit Location*

D20	Hit Location	AP/HP
1-20	Body	-/1

*A parasitic eyeball is not difficult to destroy. Just make sure you are wearing boots when you stamp on it...

Weapons

Type	Weapon Skill	Damage/AP
None		



Special Rules

Combat Actions: 2
 Strike Rank: +6
 Movement: ½ m
 Traits: Granted Power, Symbiosis
 Skills: Perception 20%, Persistence 10%, Resilience 10%, Stealth 30%
 Armour: Squish squish (none)

Vision

The vision is a rare and unusual creature capable of choosing the appearance it presents to any observers. Nobody knows what they really look like – their bodies dissolve into white dust upon death – but beneath their illusory appearances they are roughly humanoid, genderless and their flesh is cool and smooth to the touch.

Visions tend to be anarchic and greedy, using their powers to play elaborate practical jokes on authority figures and help themselves to gold and jewellery. Unfortunately visions also seem to lack any empathy for other creatures and often leave a trail of casualties and chaos in their wake. Visions place a higher emphasis on the humour and ‘poetry’ of their actions than on any harmful consequences for others.

Visions are also hunted by those who know of their existence. The powder their bodies dissolve into is a potent reagent for creating magical items and potions with a focus on illusion and deception and a

single vision can provide enough powder for many (1D10+10) uses. In addition, runes of Illusion are sometimes found amid their remains. This is a rare occurrence but frequent enough to keep people trying.

Visage: A vision chooses what it looks like. Its appearance can be anything from human size up to that of a two-storey building and is perfect in almost every regard (-80% to Perception checks to notice any flaws or inconsistencies). The vision maintains this appearance subconsciously, even when asleep or otherwise unable to act. A vision can choose to become invisible or adopt a chameleon-like reproduction of the background if it desires; boost its Stealth skill by +50% when it does so.

A vision gains only the visual appearance of any disguise it chooses. It remains the same to all other senses, and coming into physical contact with it will reveal any major inconsistencies. For this reason visions usually keep to a humanoid form for ‘everyday use’ and wear normal clothes.

Characteristics

STR 3D6 (10)
 CON 3D6 (10)
 DEX 2D6+6 (13)
 SIZ 2D6+6 (13)
 INT 3D6+6 (16)
 POW 4D6 (14)
 CHA 3D6+6 (16)

Vision Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-/5
4-6	Left Leg	-/5
7-9	Abdomen	-/6
10-12	Chest	-/7
13-15	Right Arm	-/4
16-18	Left Arm	-/4
19-20	Head	-/5

Weapons

Type Weapon Skill Damage/AP
 Hidden Claw 60%* 1D4 / -
 Or by weapon 50%

*Because a vision’s natural weapons are always concealed under some sort of illusion, blocking or dodging the hidden claw is at -30%.

Special Rules

Combat Actions: 3
 Strike Rank: +14
 Movement: 4m
 Skills: Acrobatics 40%, Athletics 40%, Disguise 100%, Dodge 40%, Influence 65%, Perception 50%, Persistence 50%, Resilience 50%, Stealth 100%
 Armour: None, or whatever is worn.
 Magic: Some visions (about one in 20) have an Illusion rune contained within their body. These visions have a Runecasting skill of 60% and usually know 1D3 spells. Visions can integrate other runes or learn other forms of magic as normal, although they generally lack the discipline to amass any great skill or power.

The Immortal Eye of Hun-Tzi Lam

The stories are divided over who or what Hun-Tzi Lam actually was or why this huge floating monstrosity bears his name. The most common legend runs that Lam was a god (or giant) of unpleasant aspect and voyeuristic nature who was spying on a particularly attractive goddess as she bathed. The goddess (or her husband or her father) caught Lam looking where he should not have looked and tore his eye out by way of revenge. The goddess (or her husband or her father) cast the eye away and it landed in the world of men.

Unfortunately, the eye retained Hun-Tzi Lam's immortal vitality. Rather than die when separated from its original owner it merely adapted and became a life form in its own right. The eye is a gargantuan eyeball, bloodshot and ever-roving, some 20 feet in diameter, encased in thick, leathery flesh that constantly oozes a viscous fluid. This 'blood of the immortal eye' is noted for destroying the fertility of anything it touches. The upper and lower lids of the eye sport 'lashes' of prehensile tentacles. The surface of the eye itself, although transparent, is rubbery and resistant to the blows of weapons.

The eye itself does not seem to have any agenda. It roams the world, leaving poison and destruction in its wake. When people realise that it is coming, the simplest option is usually to just vacate the area until it gets bored and moves on. It would take a group of true heroes to slay the immortal eye, if it can even be killed by mortals.

Some scholars learned in the lore of monstrous beings worry about the possibility of other separated parts of Hun-Tzi Lam's anatomy, although none have yet surfaced.

Loathsome Secretions: Where the blood of the immortal eye lands, infertility follows. Anyone who comes into contact with the eye's flesh (which includes being hit by its tentacle strikes) or who wounds it with a melee weapon must make a Resistance test. Failure means the character is no longer fertile. As a power of divine origin this curse even affects creatures of supernatural fertility such as broos, although it is possible that the act of another deity could overcome it.

The effects of the eye's loathsome secretions on the landscape are less severe. For some reason, plants are less susceptible to its corruption and the land will recover in a few years.

Voyeurism: The immortal eye of Hun-Tzi Lam is easily distracted by the sight of a naked woman. For as long as the nudity continues it will do nothing but watch, although it will stop watching to defend itself if attacked. If the distraction continues for more than 1 minute per point of the woman's CHA, the eye has a cumulative 10% chance per further minute of becoming bored and tearing the woman apart with its tentacles.

Characteristics

STR 12D6 (32)
CON 20D6 (70)
DEX 5D6 (17)

SIZ 4D6+12 (26)
INT 3D6+6 (16)
POW 4D6+12 (26)
CHA 2D6 (7)

Immortal Eye Hit Locations

D20	Hit Location	AP/HP
1-7	Main Body	12/40
8-11	Eye Surface	12/20
12-20	Tentacles*	12/40

*There are enough tentacles that their ability to attack is not impaired until they are all severed; that is, until this Hit Location's Hit Points are reduced to 0.

Weapons

Type	Weapon Skill	Damage/AP
Tentacle*	80%	3D6+1D12 / 12

*The tentacles can reach out to 8m, and the eye can attack with up to three with each combat action dedicated to attacking.

Special Rules

Combat Actions: 3

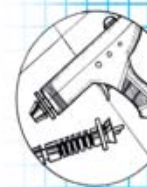
Strike Rank: +16

Movement: 8m (naturally flies, can hover and rotate in place)

Traits: Dark Sight, Life Sense, Loathsome Secretions, Formidable Natural Weapons, Night Sight, Regeneration (1D6 hit points per location, per round), Voyeurism

Skills: Perception 100%, Persistence 120%, Resilience 120%

Armour: Immortal Flesh (AP 12, no penalty)



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