

Also This Month: Continuum - All the highlights • Conan - Brand new armour • Traveller - New Ships

# Darrians Out This Month



# PS Signs & Portents

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# Editorial



It has been a strange few months for me. What with moving and a very heavy work schedule, my life seems to have been a constant blur of heavy lifting and heavy editing.

I have been fortunate enough, however, to get to know several S&P readers over the past few months, either via emails or at a convention. I have encountered several individuals who have some fantastic article ideas but have thus far been unable to do anything with them. The running theme amongst these individuals appears to be a lack of self confidence.

Because of these encounters I decided to use my editorial this month to send a message to all of you out there, who know you have a solid idea, but lack the faith in yourself to showcase your talents to anyone other than your immediate family. Now not all of you who have great ideas will find that everyone else thinks so but you will never know unless you try. Don't let lack of writing ability phase you. If the idea is good enough and you can string it together into a vague semblance of an article, the editors can do the rest. In my experience some of the best writers cannot write well... but they have the amazing content ideas, hence why editors have jobs!!

So if you have an idea, send in a submission. You never know, it could be the start of something great.

Take care and have a great month.

Charlie

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# Mongoose News

By Matthew Sprange

## Mongoose Living Campaigns

The Mongoose Living Glorantha and Traveller Campaigns are now live, with adventures ready for you to download and play. Whether you take part at your local club, store, at home or at a convention, create a character and start exploring these two great universes. Full details can be found at;

<http://www.mongoosepublishing.com/living-campaigns.php>

## New Books

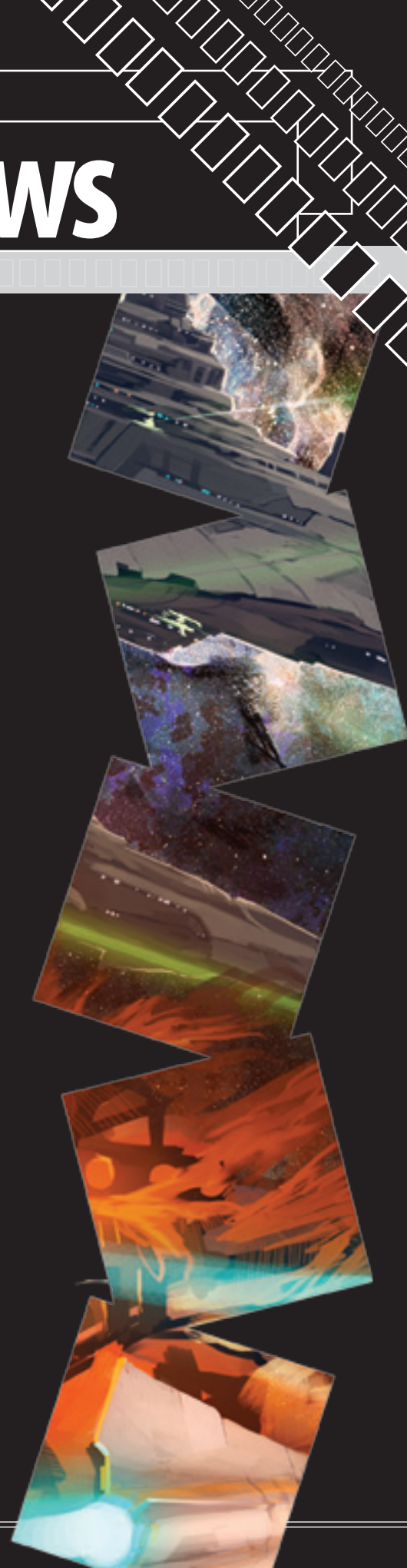
Advance copies of Cults of Glorantha and the Traveller Compendium have skidded into our office late this month, so be on the look out for them early August!

## Fats

From the skilled hands of Bobby Jackson, new Fatties have arrived for the Judge Dredd miniatures game, allowing you to create your very own Fattie Stampede! We'll have pictures up on the web site very soon, and they will be available for sale by mail order mid-August.

## Gen Con

Don't forget to swing by the Mongoose booth if you are attending Gen Con. We'll have a number of pre-releases available there, and you can poke some of the senior Mongoose staff for the latest news on your favourite games!



# Convention Diary

## **GenCon INDY**

5th - 8th August 2010  
Indiana Convention Center,  
100 South Capitol Avenue in Indianapolis,  
Indiana 46225  
[www.gencon.com](http://www.gencon.com)

More events will be added to this list on a monthly basis as they are confirmed

# The Awesometer

Generic events that get our hearts racing (or sometimes not) each and every month!

# AWESOME

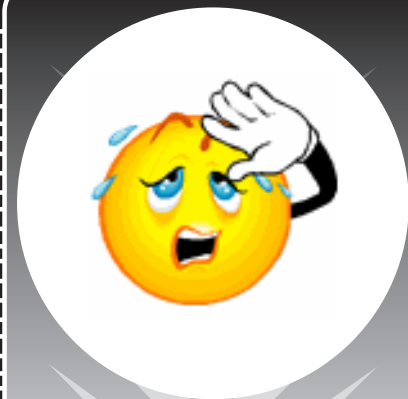
## Zee Twenty Three's TOP 5

### Kick \*\*\* Rockin' Bands

- **30 Seconds to Mars** - Easy listening Rock at its finest
- **Paramore** - Female vocals are totally under represented
- **Killswitch Engage** - Kill Switch... ENGAGE!!!!
- **KMFDM** - My stand out track 'Ultra', tuneage!
- **Tenacious D** - They did not mean... to blow my MIND! but they succeeded!



We Are going to go with the incredible heat wave hitting the UK this month (like last month), apparently were all going to evolve into molten madmen/women by the end of the Summer.



Then again predicting a surge in evolutionary activity might be premature, maybe the intake of gallons of water to compensate for the perspiration might hold us back.

# GRUESOME

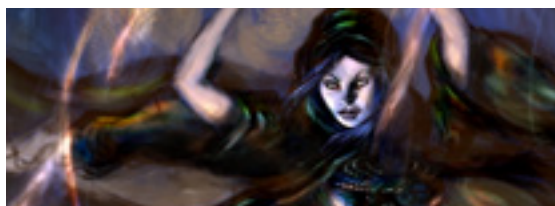
# The Timeline

A visual guide to get your tails wagging for future Mongoose releases

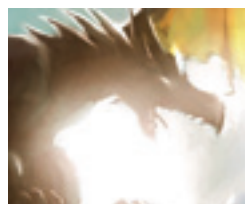
August: Elric returns with a brand new Editon!



September: Cults of the Young Kingdoms goes forth!



October: Wrath of the



# Quote of the Month

Which phrases have been flying around the office more than the dogs ball?

You know the Muffin Man? The Muffin Man?  
THE MUFFIN MAN!!!

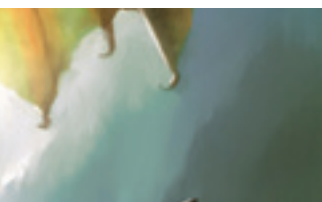
**G**o and watch Shrek now if you have not already had the pleasure, this is the best line in the film according to my significant other, enjoy the twist on the fairy tale genre, its a fun film.

## The Time Chart

What have we been spending our time on at Mongoose this Month?



e Magnumund Bestiary



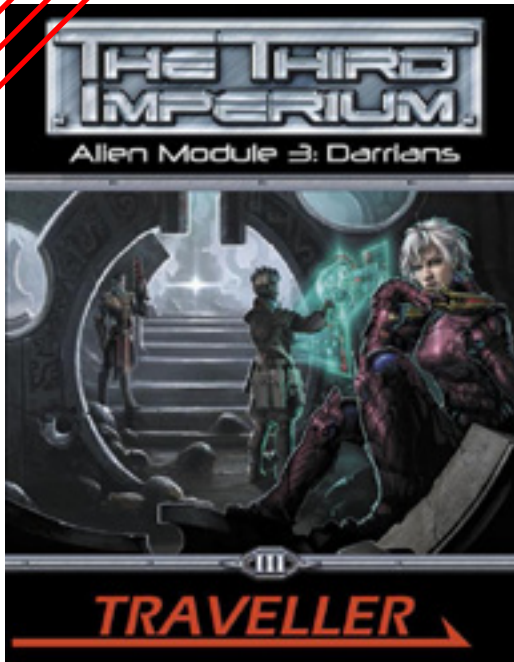
November: Wraith Recon blown wide open



December: Cybernetics for Traveller

**TRAVELLER**

# August 10 Releases



This Alien Module explores the mysterious and enigmatic Darrians and their domain within the Spinward Marches. With access to incredible technologies, including the apocalyptic and legendary Star Trigger, the Darrians have nonetheless only a relatively small empire, far from the Third Imperium.

Alien Module 3 covers shows you how to create Darrian characters, and explores their psychology, culture, society and technology. New Darrian ships are featured, and every world within their domain is fully detailed, allowing your characters to walk on their surfaces and visit their peoples.

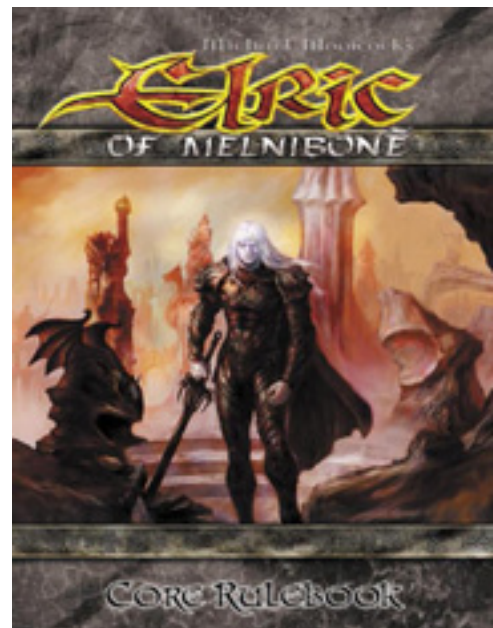
Darrians  
Price: \$34.99  
Format: Hardback (168 pages)

Elric  
Price: \$39.99  
Format: Softback (216 pages)

Fully updated and revised for RuneQuest II, Elric of Melniboné will transport you to the Young Kingdoms, an eldritch setting providing a wealth of strange places, deadly foes and potent spells for your games. Sail the seas of fate into a demon-haunted world where dragons ride the storm-racked skies and the price of dreams is above rubies. Walk the streets of fabled Elwher, steal the lore of Pan Tang, and cross the Sighing Desert as you quest for eternal Tanelorn.

Starting the new Eternal Champion line, Elric of Melniboné takes players to the Young Kingdoms where dragons fly the skies and chaos reigns!

A copy of the RuneQuest II rulebook is required.







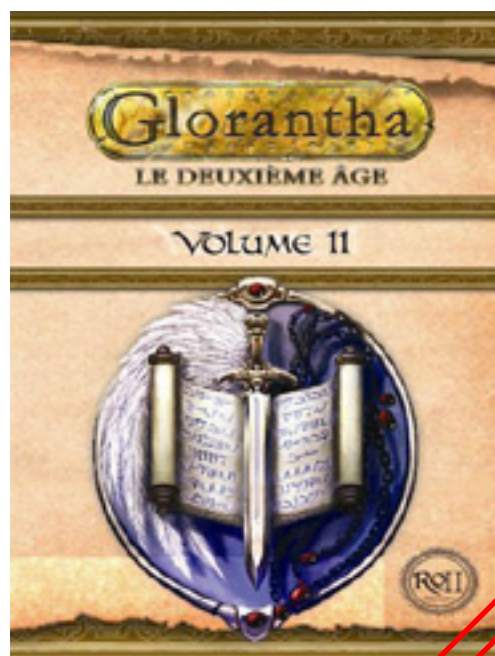
Elric Screen  
 Price: \$14.99  
 Format: Screen

With stunning Eternal Champion artwork facing the players, and every vital table for the Games Master, the Elric of Melniboné Games Master's Screen is the perfect complement to a well run Young Kingdoms campaign.

With all the important tables and charts, the new Elric of Melniboné Games Master's Screen is constructed from quality heavy-weight cardstock that will stand the ravages of many years' gaming.

Glorantha est un monde empli de magie et façonné par les mythes. Ses héros accèdent au pouvoir grâce aux runes, manifestations physiques des forces éternelles abstraites qui dirigent le Destin. Ils peuvent obtenir des pouvoirs magiques encore plus puissants en émulant les exploits des dieux, en maîtrisant les formules magiques des arts de la Sorcellerie, en s'alliant avec les esprits ou en méditant sur les secrets insondables de la vie. A cette fin, ils puisent dans les mondes mythiques qui entourent le monde matériel. Avec la magie adéquate, ils peuvent se rendre dans les royaumes des dieux, participer aux anciens mythes et en tirer de nouvelles capacités extraordinaires. Mais rares sont ceux qui reviennent indemnes de ces terribles épreuves : certains sont affaiblis, d'autres détruits et d'autres encore errent à jamais dans les royaumes mythiques.

Glorantha (Le Deuxième Âge), Volume 2  
 Price: \$34.99  
 Format: Softback (136 pages)



# August 10 Releases



The Little Black Books return! Harking back to the original release of Traveller in the 70's, the Little Black Books from Mongoose bring the latest version of Traveller to your gaming table in a handy and collectible size.

Concentrating on Psion characters and psionic powers, this addition to the Traveller range will literally open your mind to new possibilities. Whether you are looking to introduce psionics to the Third Imperium, add new abilities to members of the Psi Corps, or flesh out psion organisations of your own creation, this book has everything you need. Including new talents, equipment and survival techniques, it is the essential companion for every Psion.

LBB4: Psion  
Price: \$14.99  
Format: Softback (98 pages)

## FLAMES OF AVARICE

Stumbling upon a massacre at an isolated roadside inn, the characters track down highway brigands. But their lair on the shattered shore of the Scarlet Sea contains more than meets the eye...

## BLACKOUT

In the tunnels and caverns far beneath the Inner City of Hustane, the characters investigate a potential threat to the Kingdom of Throal. What they find in the darkness, however, is far more serious than anyone had expected...

## BETRAYAL'S STING

A century after the kaers re-opened, the characters get a good impression of how the vile work of the Horrors affects Barsaive's common man even today...

## A TEAR FOR JASPREE

Short-sighted greed, Barsaive's most dangerous predators, instruments of a Passion's wrath: the characters encounter some unlikely allies, facing the plague of Barsaive...

## WESTHRALL'S PASSAGE

The characters are taken on a journey into the depths of the Kingdom of Throal, where the Pale Ones dwell and survival is always uncertain...

Shards Collection Volume Two is a collection of five stand-alone adventures for Earthdawn Third Edition, providing challenges for Novice through Journeyman adepts. Requires use of the Earthdawn Player's and Gamemaster's Guides.

## Shards Collection volume 2

Price: \$24.99

Format: Softback (96 pages)





**Glorantha**  
THE SECOND AGE

**MONGOOSE PUBLISHING**

[www.mongoosepublishing.com](http://www.mongoosepublishing.com)

# Continuum 2010

By Katrina Hepburn

In my opinion Continuum is one of the most laid-back conventions to ever experience. The Trade hall is extremely small, selling only the essentials. The ground has a bar and there is a supermarket nearby for snacks and softer drinks. The con is set in the middle of the summer heat and the venue is extremely large so you never need to squish yourself among dozens of packed tables or find your seat has been nicked halfway through your gaming session when you decided to take a loo break. There is always another room or another hall or even the bar area where you can just chill down with the games you sign up for and literally not need to worry about anything except the luck of your D6, D10, D20 or whichever dice are required for your personal RPG flavour.

Myself, Sandrine and Matt arrived a day early to set up the stall. While the trade hall is small by other convention standards it also means it can get quite packed relatively quickly. Half a day of lugging books up and down stairs had a bit of an impact on my left leg and back. But I trooped through!

The first morning of the convention sees a sporadic influx of people at all hours during the course of the day. Having the trade stand ready and open for the masses of gamers I decided to take the day to nurse my back and leg after the previous evening of box-lugging. As I watched the gamers come and go from the trade hall I decided to take a look over the few stalls myself. When I say it is just the essentials I really mean it. Only four stalls in total including Mongoose Publishing! Reapers Revenge ([www.reapersrevenge.com](http://www.reapersrevenge.com)) had Bob the dice man with his amazing collection of dice spread out over three tables, Fools and Heroes ([www.foolsandheroes.org](http://www.foolsandheroes.org)) displaying a collection of LARP items, as well as being hosts to a playful arena



**Seminar Part 1**

**The Trade Hall**



**The Mongoose Team**

**Seminar Part 2**



**Reapers Revenge**

tournament over the course of the convention, were taking up another corner, The bring and buy stand in another corner (Always worth a good look over, you never know what you will find) and of course our very own Mongoose stand selling the almighty written word.

After looking over the stalls I decided to rest my back and leg by spending the day reading. I grabbed a copy of 'Sex, Dice and Gamer Chicks' from the Mongoose stall and spent most of the day laughing my rear off. Written by Jonny Nexus and James Desborough, this book is filled with categories explaining a parody look at all the different types of gamers and what to do when you spot them. Including the rare species of Girl Gamers! I can safely say that it is a brilliant book and definitely worth being an addition to

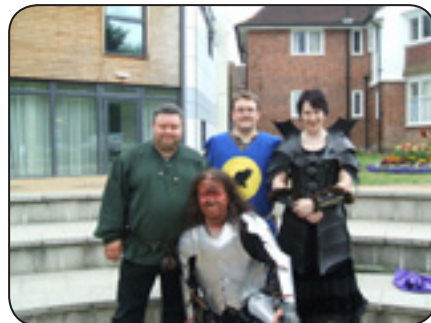
any gamer library. You can pick it up at the Mongoose Website shop, or better yet, come to one of the conventions that we will be at and grab one from the stall!

Halfway through the day I bumped into Julian Hayley and he dragged me off to the RPG sign up board and got me to sign up for a few Saturday games. The main game I wanted to try was a Mass Effect MIA RPG using a basic roleplaying system, mainly because I am a huge fan of the Mass Effect universe. But unfortunately the game sheet had not been placed up on the boards yet and when I did eventually see it up on the board all the spots had been filled including the reserve places. Whenever you go to any RPG convention, always make sure you get your names on those boards before you do anything else. There will always be gaps in the gaming

for you to do your drinking, eating or catching up with friends but you only get so many slots per game and you need to get your names in those slots as fast as possible. As it turned out, Julian and I were able to sign up for an afternoon game of Clockwork Chivalry being run by Ken Walton, which uses the Runequest system. Think of a cross between Swords and Sorcery style and Steampunk style and you have the kind of atmosphere I felt while in this very groovy scenario. Two opposing factions of Alchemists and Engineers were brought together to bring down a dragon while also each one having their own agendas and mini quests. Me, Julian and Martin Burt had taken the roles of the Alchemists while Tom Zunder, Martin Smart and Roy Ashworth played the opposing Engineers. We all had to work together to be able to bring down the dragon, but of course the first hour or two was



**Reapers and Mongoosers**



**The Fools and Heroes team and I**



**Peekaboo**

# Continuum 2010

taken up with witty jibes and pokes at the opposing factions. Such quotes included remarks like 'Quite honestly, I am Gorgeous!' - Julian Hayley, 'I made a guest appearance at Naseby and killed thousands of you. It was Marvellous!' - Martin Burt and 'It is your complete lack of odour that makes us think that you are the spawn of Mephistopholes!' - Tom Zunder. I have to admit that Tom's remark towards me had been said to me before however not as colourfully. When the expedition finally got under way the journey itself was filled with each opposing team playing harmless pranks on each other. Including myself casting a small spell to make the inside of the Leviathan recharge station pitch black so Martin Smart would be stumbling around for 15 minutes in the dark before being able to recharge their tank-like machine. He banged his shin. I laughed.

When we did finally manage to get to the dragon's nest it was all over rather quickly. Elementals were summoned to fight the beast and the Leviathan repeatedly fired its cannons until the dragon itself was quite pulverised. It was at this moment everyone turned on everyone else. I summoned an elemental to bring me the dragon's heart and its egg (which was my own sub quest. I had to retrieve both for my Mistress because I was under her spell). This is where everything went quite wrong. Julian was killed by my elemental in the process of it retrieving the dragon items and when it brought me back the egg it was so hot it burned me, I dropped it and it shattered, spilling its contents everywhere. Having used my elemental summoning to get hold of the egg and heart I had nothing more left to throw at the opposition and so I decided to try and escape with just the heart on my horse. It took only a few seconds for Martin Burt to summon another elemental, which then grabbed me and threw me through the air so far and so high that when I did eventually

**Clockwork Chivalry**



**Arena**

**Living Traveller**



**Matt plays with a radio controlled car**

come down to earth my neck was snapped instantly and everything went black. It was a fantastic RPG and Ken Walton ran it extremely well. Thoroughly entertaining!

Me, Sandrine, Matt, Julian and Bob the dice man had also signed up for a *Living Traveller* Scenario later in the evening and so I had to finally create my *Living Traveller* character.

*Living Traveller* is where you create a *Traveller* character that you then play over the course of many scenarios and conventions with completely different GM's for nearly every scenario. Potentially playing with hundreds of other like-minded gamers but keeping the character you create and allowing the gamers to get much more of a feel for the personalities as well as more of an attachment and sense of achievement for their creations. A quest log keeps track of everything you do and your character sheet keeps track of most other things. This allows for a more extended and diverse battlefield of gaming and I have to admit that it is very addictive for those of us who like to build on characters and hate level restrictions.

Unfortunately I cannot go into too much detail about the scenario we played because this is one of those times where the likelihood of you playing the same scenario sometime in the near future with your own *Living Traveller* characters is rather high and I would not want to spoil anything for you. All I will say is that if you have not already then you need to try this out and get rolling those characters! New scenarios are being thought up all the time and you can check out the Mongoose Website to find out more about it. It's a MUST SEE!

Between the pen and paper RPGs I did manage to don my suit of Drow-like heavy leather armour and jump in the arena with the people from Fools and Heroes. Even though I had a sore leg and back I stood tall with sword in hand against a Platemail clad Uruk-hai. Gary Smith In full clad Platemail armour, Tusks and Rocker-like long hair makes for a pretty intimidating opponent! Then me in my heavy black leather armour, velvet gypsy skirt, high heels, bad leg and bad back. But this was one opportunity I was not going to turn down. Granted, of the many matches we played I only won one. But hey, it was damn fun despite the pain! And judging by the amount of photos that have now been covering Facebook it does seem that many people enjoyed watching the arena fights. Some people even joined in and went up against Gary in the arena too. It is a hell of a lot of fun. The weapons

are foam so nobody really gets hurt and when a limb gets hit it then gets taken out of play. For example: if your leg was hit you must get down on one knee or if your arm is hit then you must place it behind your back. Very simple and very fun and if you can dress up to look the part as well then, all the better. Just expect a lot of people to be taking your photo because you will look COOL inside the arena, fully clad in gear and fighting an Uruk-hai! Even if you have a bad leg and back!

Continuum is a brilliantly relaxing convention. An abundance of space, friendly faces, warm weather and easy access to good food and drink make for a very laid-back few days of gaming fun. It only comes about once every two years though, which in my opinion is not enough. It is definitely one I would highly recommend attending if you get the chance.



**Fools and Heroes**

# Living Campaign Open Day 2010

By Katrina Hepburn

Every so often Mongoose Publishing opens the main doors and holds a gaming day. Usually these consist of *Traveller* or *RuneQuest*. We call them Open Days. It was only two months ago when we had our last *Traveller* open day. But this one was different. 'Living' *Traveller* or 'Living' *Glorantha* is unlike any other gaming experiences you will ever have. The character generation is less random allowing you to have more control over what skills and attributes your characters have and there is no chance of killing your character off in character generation unlike in the normal rules systems. When creating a *Living Traveller* character you get 40 points, which can be allocated as you see fit across all your statistics, skills, rank and money. The higher you want a skill or stat to be the more points it will cost you. You can select your skills from the multiple career choices available and equipment you can buy with however many points you allocate into spending money. You can have more than one character but if you're like me you can choose to keep to the one and build it up. The best thing though is the fact you can play multiple scenarios with different gamers and games masters for each one and yet keep the same character through the whole process. This not only allows you to get an in-depth feel for your character's persona but also allows you to build up a character beyond what you would normally do from any standard one off RPG's. Every Scenario that your character participates in gets them one experience point, which can then be spent on whatever you wish according to the same rules that you created your character with. Now I know what most of you will be asking. What about cheaters? What about ethical guidelines of play? Most gamers are pretty honest. The aim here is to give you a new variation of gaming. Players

are expected to conduct themselves in a manner that is suitable for the enjoyment of the group as a whole. The chances of you playing new scenarios with people you have played previous scenarios with is not uncommon and usually people will be able to spot if you have modified your character statistics illegally or not. Play honestly and fairly and you will have a lot of fun. Remember, it is a game, it is for your enjoyment. It is not a competition!

Living Gaming is still relatively new for a lot of people and Mongoose is building on it constantly to make game play more diverse and to give players more scenarios. Mongoose Hall Open Days are one of the easiest and best ways to have a relaxing day of gaming yet also build on the character you will be using at all your Convention gaming escapades. While I cannot go into any detail of the scenarios I played at the Open Day I can say its a whole

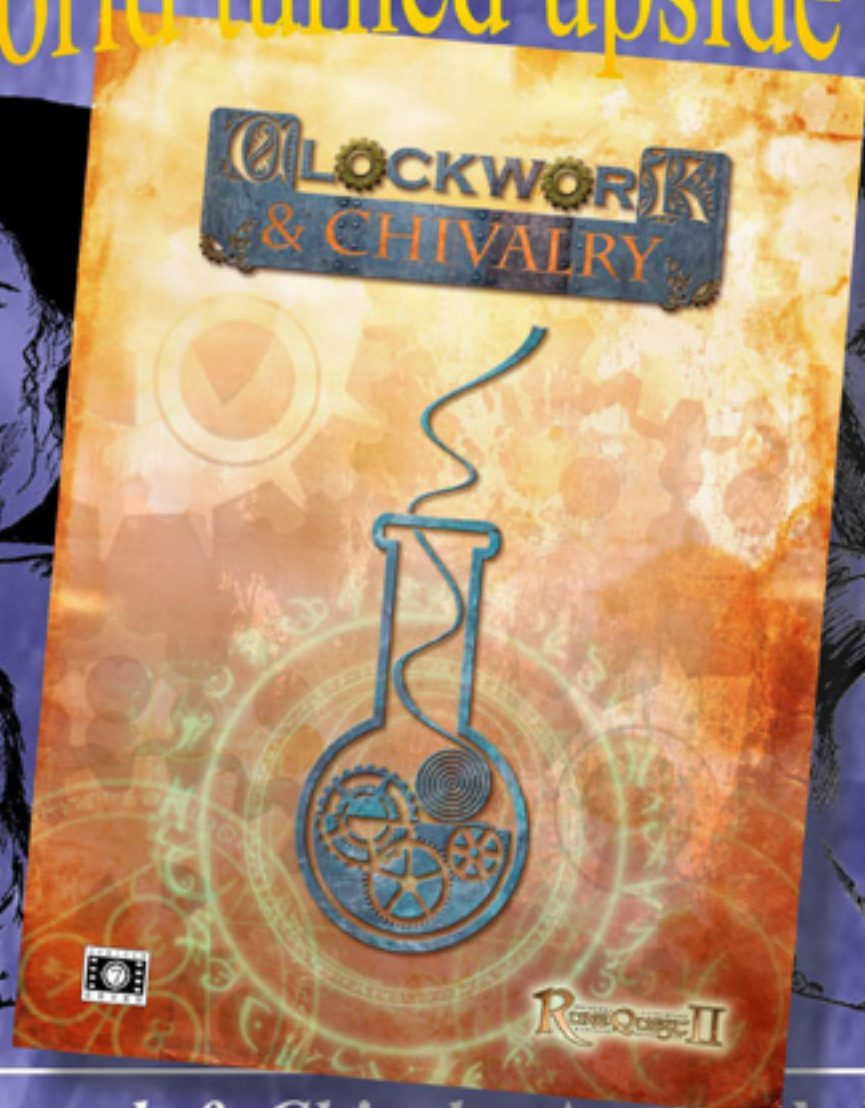
lot of gaming fun. The chances of you all playing the same scenarios at some point in the near future either at another Mongoose open day or even at one of the year round conventions is likely. It would be unfair of me to spoil any of your fun by letting out any plot lines or spoilers. So this article is going to be relatively short in the fact that the only things I really need you all to understand is that: 1) *Living Traveller* and *Living Glorantha* are well worth a look. Check it all out on the Mongoose Publishing webpage and see for yourself. 2) Mongoose Open Days are a brilliant way to get together with some like minded players to have a fun and relaxing day of gaming and to build on your *Living Traveller/Glorantha* character a bit. 3) Uh. I forget. But it was something deeply profound I am sure.

*Bottom line is: Get your rear ends in gear and come to the next Mongoose open day! I guarantee you will have a brilliantly fun day!*





# Machines against Magick in a world turned upside down!



## *Clockwork & Chivalry Available Now!*

17th Century England – Civil War – A multitude of rival factions

Where do *your* loyalties lie?

Requires the *RuneQuest II Core Rulebook* from Mongoose Publishing

[www.clockworkandchivalry.co.uk](http://www.clockworkandchivalry.co.uk)

Don't miss the epic  
Kingdom and Commonwealth  
Campaign, beginning  
mid-August!



# The Lone Wolf Power Hour

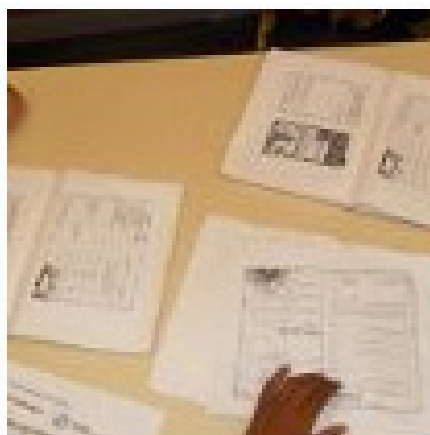
By Matthew Sprange

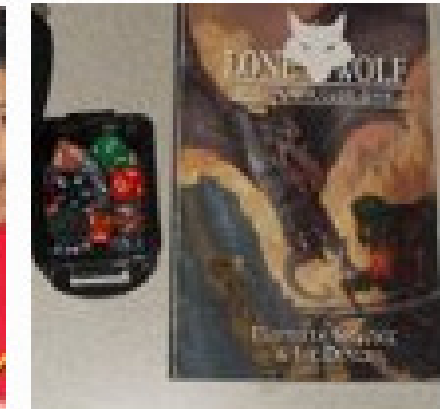
We recently received an email from Frankie Sierra, from New York City, in the Bronx. He is currently using the Lone Wolf Multiplayer Gamebook to run two groups of 6-9 year olds at his local girls and boys club. They are currently playing through the mini-campaign in the rulebook, but are looking forward to starting *Terror of the Darklords* as soon as that is complete!

We would like to thank Frankie for introducing the kids to the wonderful world of roleplaying games, and wish them the best of luck in their games - may their Kai Lords never know defeat!

## The Kai Initiates of the Bronx

**SwiftDancer - WiseFriend - TrueStar - WiseBlade - TrueHeart - StormHelm - RuneShield - MoonStrider - TrueHawk  
SwiftShield - SwordHeart - StormBlade - BraveBlade - SunHeart - MoonHawk - StormHeart - BoldHelm - TrueFire.**





# The Dragon of Naseby

By Peter Cakebread & Ken Walton

*The Dragon of Naseby* is a standalone adventure for *Clockwork and Chivalry* written originally for Continuum 2010. The pre-generated characters included have been randomly created using the rules for Seasoned Adventurers (aside from the Earl of Richmond, who is a Veteran), reflecting the difficulty of the mission.

## INTRODUCTION

The Battle of Naseby caused great disturbances in the area around the village of Naseby in Northamptonshire. The land itself has become 'tainted', perhaps by the concentration of magicks expended at the battle. The area is uninhabitable for most, now home only to the damned and the cursed. (See *The Alchemist's Wife* for more information on the Tainted Lands). As if that were not enough, the magickal energy has woken an ancient Dragon from its long sleep beneath the earth. The Dragon flew from the already ravaged Tainted Lands, seeking plumper targets on which to feast, rather than the miserable twisted denizens of that place. At first it circled to the south, frustrated by the cool air, but driven by hunger, to pluck what livestock it could from the land. Petrified tenants hid in their shacks as the Dragon perched itself on Arbury Hill. Before settling, the beast intentionally scorched the top of the rise and forged a nest of animal bones.

Once ensconced on the hill-top, the Dragon, rather than resting and contenting itself with the marrow from its animal victims, flew forth once more, terrorising the nearby villagers. In fact, it was seeking a larger target – it laid waste to the Parliament-held town of Northampton to the east of its new lair, swooping in, again and again, and releasing fire upon the town, swallowing retreating residents whole in its fearsome maw, its claws smashing down church towers and mangling siege-works. The Dragon seemed to delight in its frenzied destructive rage as much as it relished its meal of human flesh.

Now Parliament and Royalist alike fear the beast and the damage it could do, both sides uncertain as to the Dragon's

intentions. A pact of convenience has been forged between Cromwell and Prince Rupert – neither of them certain of how the Dragon may be brought down; neither wishing the glory that would be bestowed on the Dragon Slayers to be rendered to their opponents; neither wishing to take the risk that the Dragon might move on once more, and perhaps make their respective capitals its next target. Brokered by the old friends Henry Ireton and Reginald Perkinson, this deal has led to an expedition being launched to kill the malevolent beast.

The Adventurers have received the following letter, dispatched via a rider, with individual instructions as to how to make their way to a common rendezvous:

*18th Day of March, Anno Domini 1646*

*My dear friends,*

*As you may have heard, a greate menace has arisen in the land, which threatens both Royalist and Parliamentarian alike. But one week ago, a mighty dragon was seen flying over the lande from the direction of Nasebye. Two days ago it descended on Northampton, casting that towne in fire and flame, killing many and destroying a great deal of the said towne. Such a dragon has not been seen in England since Saint Leonard killed the last one in Hampshire in the sixth century.*

*Scholars speculate that the dragon muste have been sleeping beneath the land itself, and nowe it has been disturbed by the magickal upheavals at the battle of Naseby, the summer laste. After its attack (during which it devoured several prominent townspeople, including the Mayor, as well a large number of cattle) it retreated to nearby Arbury Hill, where it has curled up once more in a nest that it has contrived from the bones of its victims, going to sleep in that moste ancient hill fort. Although it is currently in Parliament-held Northamptonshire, it is within easy striking distance of Royalist Oxford. It has been decided at the very highest levels that a joint mission to wipe out this evil creature is of vital necessity.*

*You are required to report to Northampton, where the Leviathan 'Hope' is waiting to take you to the site of the dragon's slumbers. It is to be hoped that a combination of Alchemical magick and Clockwork science can defeat the massive beast, uncomfortable as this combination may be for some of you. If this beaste is not laid low, divers mischiefs may befall us all. For now, brother must once more fight alongside brother and make common cause. From Northampton you will travel to the Winding Station at Daventre, where the Leviathan will be recharged, and then on to Arbury Hill itself, which lies just outside the village of Badbye.*

*May God go withe you all, Henry Ireton, General of the New Model Army, Governor of Ely and Member for Appleby Sir Reginald Perkinson, Dean of Christ Church College and Vice Chancellor of Oxford University*

## HOPE

The Leviathan Hope is currently mounted with six light cannon. Each require a crew of two to fire and are bolted in place; three along the port side, three along the starboard side of the machine. The machine has 55 hit points (any hits, breaching the armour, do damage to the total hit points of Hope), 16 armour points (all round) and moves at 8m per round in low gear; 40m in high gear.

SIZ: 60 Move: 8/40 AP: 16 HP: 55

Ramming Damage: +2D6/+2D12

6 Cannon: Damage: 4D6 Range: 100m

Load: 15 AP/HP: 12/100

D20	Hit Location	AP/HP
1-3	SB (r) Side/f	16/-
4-6	SB (r) Side/r	16/-
7-9	Front	16/-
10-12	Rear	16/-
13-15	Port Side (l)/f	16/-
16-18	Port Side (l)/r	16/-
19-20	Front	16/-

## New Blood

A tragedy befell Hope's crew prior to the current mission. As the Leviathan was being put through its paces post re-fit, the machine lurched uncertainly while practising scaling an earth-work, and some poorly fitted plating broke free from

the mechanism. In the ensuing accident the *Hope's* Commander lost his life and the driver was seriously injured, resulting in multiple amputations. The engineer was arrested and papers sent to NMACR headquarters to request replacements. An ugly rumour has gone around the barracks that the Leviathan's gunners did for their unpopular Commander. It is a completely false rumour, the gunners were not even present at the test-drive, but nevertheless word has got back to the Master gunner and his crew, who all feel most aggrieved by the slander.

The new driver, Arthur Flats, has had no time to get to know the crew or machine. His appointment was rushed through due to the Dragon's antics, and he has been driving constantly, bar breaks at Winding Stations along the way, since leaving Cambridge accompanied by the new engineer, Tremble Spangle. The new Leviathan Commander has not even seen his new machine yet – he was dispatched after the Leviathan left for Northampton, riding hard on its heels to catch up with it so as not to miss the action.

**Master Gunner Mister William Pince**

**Lead Gunner of Leviathan Hope**

STR 12 CON 12 SIZ 11 INT 12 POW 10 DEX 13 CHA 10

SR 13 CA 3 DM 0

Skills: Artillery 76%, Drive 34%, Evade 45%, Persistence 70%, Resilience 50%, Sword 40% (1D6+1), Unarmed 50% (1D3)

Faction: New Model Army  
RP: 80

D20	Hit Location	AP/HP
1-3	Right Leg	0/5
4-6	Left Leg	0/5
7-9	Abdomen	0/6
10-12	Chest	0/7
13-15	Right Arm	0/4
16-18	Left Arm	0/4
19-20	Head	0/5

William is one of only a few crew member to have served on Hope since its manufacture and installation in the NMACR (although not *all* the others have actually died, some were merely maimed). At Naseby

William served as an ordinary gunner and he watched his former Master die from horrific wounds, caused by Alchemical fire. William himself was lucky to escape with his life, and the left side of his face bears burn marks to prove it. William has been the lead gunner of Hope since after Naseby. His crew have quickly learnt from the old hand, priding themselves on affecting the fatalistic demeanour and reckless courage that runs through the NMACR. They believe that William is a lucky Master to serve under.

William and his crew are most annoyed at the scurrilous rumours that have been circulating since Hope's former captain and driver were involved in a nasty training accident. Like most Leviathan crews, William and his boys are eccentric to say the least. You don't serve in a Leviathan in the heat of battle without becoming slightly maddened, and the newer recruits always like to pretend they are as battle hardened as the old hands. But, the rumours have punctured the gunner's pride – Leviathan crews are nothing but loyal, and to suggest otherwise is an insult. William is also less than impressed that the Leviathan has had a new Commander appointed, another toff from what he has heard, although he grudgingly admits to himself that it had to happen. The new driver and engineer seem like they will fit in well enough though.

**Leviathan Gunners (11)**

STR 11 CON 11 SIZ 11 INT 10 POW 10 DEX 11 CHA 10

SR 11 CA 2 DM 0

Hit Points 11 AP 0 Faction NMA  
Righteousness 60

Artillery 55%, Evade 40%, Persistence 50%, Resilience 55%, Sword 50% (1D8), Unarmed 50% (1D3)

When William and the rest of the gunners find out they have to take Alchemists on the mission, they will seem close to mutiny. In fact the crew will not abandon the mission, but they will still feign needing convincing as a matter of principle. Their obedience to Ireton and Cromwell and their pride in their own personal courage

is such that they will follow orders and fight to the last *while stationed in Hope*, only retreating if they fear their beloved Leviathan is in danger of becoming completely destroyed. Under no account will they fight outside the Leviathan, nor will they undertake any aspect of the mission that requires operating outside of their duties as gunners (basically, they will fire the cannon and that is it). If their new Commander attempts to make them operate outside of the Leviathan they will effect a Levelling attitude! Otherwise, ensure that the Parliamentary Adventurers bear the burden of hearing interminable complaints about Alchemists from the gunners.

**Northampton Laid Waste**

The adventure begins with the party gathering in Northampton. It's probably mid or late morning. Read them the following:

*The town is in ruins, many of its buildings are burnt to the ground, and a pall of ash hangs in the air. A few disconsolate people pick among the smoking rubble, looking for lost belongings or missing loved ones. But most are heading east. A stream of refugees are leaving, their meagre possessions piled in carts or carried on their backs, making for the dubious safety of Cambridge.*

*On the edge of the burnt-out town stands a massive vehicle. Its spiked wheels are three times the height of a man, and its iron-clad sides are broken by cannon-ports and musket slits. This is the Leviathan 'Hope', one of the three terrifying war machines of Parliament's New Model Army Clockwork Regiment. To Parliamentarians it is indeed a symbol of hope; but to Royalists it is a monstrous blasphemy against the natural order. A small huddle of people stand beneath its terrible shadow, surveying the blighted town.*

There are twelve NMA gunners awaiting the Adventurers by the Leviathan, including the master gunner (if none of the Adventurers has the expertise to drive and operate a Leviathan, there will be a driver too). Those Adventurers who do not know each other already will meet now for the first time.

If using the pre-generated Adventurers

# The Dragon of Naseby

- **Arthur Flat** and **Tremble Spangle** will have driven in the Leviathan from Cambridgeshire to Northampton; the Leviathan commander, **Captain Haston Masterton** will have ridden down from barracks in Huntingdonshire; and the Alchemists, **Sir Marmaduke** and **Henderson Fry** will have ridden from Oxford, accompanied by the Cavalier, **Sir Maudesley**. The Leviathan has been there for an hour or two, the others all arrive within a few minutes of each other.

Allow the Adventurers a little time to become acquainted if they are so inclined. The gunners will be uncommunicative for the moment, sullenly staring at the ground, perhaps glaring a little at any Royalist Adventurers. William does all the speaking for the gunners.

## **Leaving Northampton**

As the Adventurers are preparing to leave, one of the many refugees who are streaming past the Leviathan will break off to come and rant at the party.

## **Repentance Adams**

*A gaunt man, dressed all in black and wearing the typical wide-brimmed hat of a Puritan, approaches you. There is a wild look in his eye, and a bible open in his hand. 'Do not think to go up against the great dragon. For as is said in the Book of Revelation, an angel came down from Heaven and laid hold of the dragon, that old serpent, which is the Devil, and Satan, and bound him a thousand years, and cast him into the bottomless pit, and shut him up, and set a seal upon him, that he should deceive the nations no more till the thousand years should be fulfilled, and then he must be loosed upon the world! And now, behold! The prophecy is fulfilled, for Satan IS loosed out of his prison and the last days are upon us, and the time of judgment is here!'*

At this the Leviathan crew start muttering among themselves. As they return to their machine, mutterings of 'we're doomed' can be heard emanating from the gunner's ranks.

Repentance will gloomily rant further prophecies of Armageddon, probably quoting the entire book of Revelations for those who care to listen, his voice eventually drowned out by the immense

clanking of the Clockwork as the Leviathan begins its journey.

## **Journeying in a Leviathan**

Leviathans are very big. This will cause problems when journeying due to the terrain. Rather than number crunch, just draw attention to the consequences of the Leviathan's progress through the countryside and villages (the party can observe from the hatches, or even walk alongside – in slow gear the Leviathan goes no faster than someone on foot). By far the easiest way for the Leviathan to travel is cross country. The roads are simply not big enough for the machine to fit down, and the consequences of trying would be to merely crush the hedgerows and dry stone walls that flank the tracks, causing maximum damage to the farmer's land. Cross country, the machine will wreck the furrowed fields that the farmer is preparing for planting, and will still mean that enclosures need to be periodically breached as the Leviathan exits one field and enters another. However the route will tend to be more direct. Make sure you describe the occasional angry farmer waving his pitchfork, or pitiful tenant clutching his hungry children, as the Leviathan smashes through his tiny plot and destroys his hard work!

Bridges are an even greater problem. Again, avoid the labour of recording Structure Points to bridges and damage to the Leviathan at this stage. Just make sure that the Leviathan takes the odd bridge (see *Flowre* below) crashing down behind it, narrowly avoiding careering off the side in a horrific manner; or suffers some minor (non-crippling) damage, as it crosses the river avoiding the bridge (you get the idea - water rising through the floor; the gunners powder becoming wet; and perhaps a gunners leg being crushed, as cannonballs slide across the Leviathan floor due to the lurching of the machine as it goes down or up the river banks).

Nearer the Dragon's lair, the ancient tracks are not sided with walls or hedges, although the hill-top pastures themselves are enclosed, so it will be as easy to follow the rough tracks as churn up the landlords fields.

The Leviathan will need to be driven in low gear, if it wants to be guaranteed to reach the Winding Station. Generally low gear is used, unless high gear is needed in a combat situation, as it tends to cause the Leviathan to wind down much more slowly. Also anyone not used to travelling in a Leviathan will find that the change from low gear to high gear (and vice versa) causes an incredible lurching sensation. Anyone not holding on and bracing themselves is likely (Athletics -20) to sustain an injury (1D4 to a random location). The crew are unlikely to bother warning anybody, although the driver should shout 'Gear Change!' as a courtesy just before he cranks the lever.

Also, emphasise the deafening noise of the Clockwork mechanism, amplified in the giant metal box, and the sickening motion of the regular lurching movements. Anyone prone to biliousness should make regular resilience rolls to avoid throwing up.

## **Killingbury**

Killingbury is a small village, surrounded by small independent farms. The Manor belongs to John Maunsell, a Lawyer and a member of the Gentry. When John's father, also a Lawyer, bought the Estate, he had no desire to farm his land, or even manage it. So he parcelled it up and sold it to the existing tenants, arranging favourable terms by which they could buy it. This means that the locals are mainly fiercely independent yeoman farmers, who will not be happy that a big Leviathan is trampling their fields and hedges. Some of these farms are stretched along the north bank of the river, the probable route the Leviathan will take. The farmers will rush to John Maunsell, when they sight the Leviathan approaching, and as the machine comes to the edge of their lands, a man on horseback will approach and hail the Leviathan to stop.

John Maunsell, a young man with earnest features, dressed in the crow-like cloaks of a lawyer, is clutching a hastily drawn up legal document. He will present it to anyone outside the Leviathan, and if there is nobody available, will dismount and quickly run up to a hatch and try to drop it

through (on a fumble, 99-00 he slips and is squished flat, one answer to the problems he will present). Of course if the Leviathan is going fast it will be impossible to deliver the paper, but warn the party, as above in the *Journeying in a Leviathan* section, about the dangers of winding down. The document is an order demanding that the Leviathan does not trespass through Beetham Jessop's farm property, on pain of a personal fine for all involved. If the Adventurers ignore the document, that is fine, but they will be hectored as they continue. A little later, another document will be sent their way – this time it has another name on it. The lawyer intends to serve them with a writ each time they enter a different yeoman farmers property.

The party have a choice. Any gentry or noble Adventurers can make a Culture (own) and any Adventurer a Lore (Law) roll. If successful they will realise that Maunsell is a top London lawyer who will likely win a case for compensation, which will be directly levied on the Adventurers. On the other hand, if they stop and negotiate they can guarantee a smaller amount of compensation on behalf of Parliament (Maunnsell does not believe Prince Rupert and the Royalists will be around long enough to pay up). They will be asked to sign a further eight documents guaranteeing compensation, which Maunsell will shuffle off to prepare, wasting an hour of journey time. If the party accept this peaceful way out, they will only hear praise for Maunsell from the farmers. Otherwise, they will only hear abuse directed at the Leviathan (and have to await their day in court). Warn the party if they attempt to go round the farms, they will probably run out of power before they reach the Daventre Winding Station.

#### **Flowre**

Flowre is a small village, with little of note to recommend it. The villagers gather at a distance and cheer their approval, shouting encouraging words to the party. 'Slay that Dragon, sirs!', 'Good Luck and Godspeed!' and a brave lass might even

dart forward and offer a homemade cake through a hatch.

Flowre is a good place to have the bridge collapse – so if the party decide to go over the bridge (make it wide enough to tempt them) it will crumble in their wake, and they can hear the happy exclamations of encouragement from the villagers turn to angry shouts of recrimination – '*That bridge has been there for centuries*'; '*Go and ruin someone else's village*'; and '*Don't come back here unless you want a pitchfork up yer backsides*.'

#### **Daventre Winding Station**

As the day draws to a close (after all the Leviathan does move slowly and may well have been delayed by a lawyer) the party approach the outskirts of Daventre. Read them the following:

*You are nearing the end of the first leg of your journey. You can see Daventre town quite clearly now, a substantial enough place. Before the town is the welcome sight of a converted water mill by the river, the Daventre Winding Station. As you get even closer you see there is some sort of altercation occurring outside the mill.*

*A concerned looking Parliamentary Sergeant is trying to reason with an angry mob. There must be upwards of thirty people, and many of them are armed with stout cudgels. The sergeant speaks:*

*'Boot it is wrooang. It is not, how you say, your Stashoon.'*

*An angry protester shouts from a hatch near the top of the Winding Station.*

*'This were never your mill. It's our bloody mill. Bread 'as doubled in price, then doubled again. we've 'ad enough. Yer a bloody shower of criminals the lot of you. You can't eat bloody Clockwork. Now take yer guard an' shove off.'*

*You can see there is an old winching pole, jutting out of the mill. Before it was converted to a Winding Station it might have been used, with a pulley, to carry up sacks of grain. The shouting man's voice comes from a hatch by this pole. When he finishes speaking the hatch is swung open, a rope lashed around the winching pole, and then a terrified soldier is thrown out of the hatch. He has been strung up. His gurgling quickly stops, his legs shaking above the cheering crowd below.*

Basically the Winding Station is occupied by Clubmen. They are angry at the high grain prices, the lack of a local mill and the war itself. With the added threat of a Dragon they are venting their fear and frustration on the local Winding Station and its unfortunate guard.

The crowd might be bought off. If a substantial enough bribe is offered and an amnesty promised, they may disperse. But it has probably gone to far for that.

It is very likely a battle will ensue. Some of the Clubmen are milling about outside the Winding Station, the others, (about a dozen of them, including all the leaders) are actually inside the Winding Station. One of them is unsuccessfully trying to set the place on fire, the others are scattered about, but unless the party open up with a volley of withering fire they will all join in the fray.

#### **Clubmen Leaders (3) Loaf, Plym and Jonesy**

STR 12 CON 11 SIZ 12 INT 11 POW 11 DEX 11 CHA 12

SR 11 CA 2 DM 0

Hit Points 11

Club 55% (1D6), Evade 55%, Persistence 50%, Resilience 50%, Unarmed 50% (1D3)

The Clubmen aren't really that organised, but certainly three of their number hold some sway over the mob. Although they do not give orders (they really are a fairly egalitarian bunch) if all three fall, then reluctantly the rest of the mob will disperse.

#### **Clubmen and women (20)**

STR 11 CON 10 SIZ 11 INT 10 POW 10 DEX 10 CHA 10

SR 10 CA 2 DM 0

Hit Points 10

Club 40% (1D6), Evade 45%, Persistence 45%, Resilience 45%, Unarmed 40% (1D3)

Basically the Clubmen (and women) are angry for a variety of reasons. Some are secret Royalists, some are farmers who have to travel further to grind their grain etc. But mostly they are united in being angry that Parliament has stolen their mill and given them no compensation. They will fight, but are not prepared to take heavy casualties. If either five of their number are seriously wounded or killed, or the three leaders listed above are similarly injured, they will flee. Although only 20 are

# The Dragon of Naseby

capable of fighting, the others mill around attempting to help their brethren (their stats are not included as they won't fight back even if assaulted).

## Sergeant Elbert Hindricks

### Sergeant of the Guard

STR 14 CON 16 SIZ 12 INT 12 POW 10 DEX 12 CHA 10

SR 12 CA 2 DM +1D2

Skills: Evade 45%, Persistence 70%, Resilience 50%, Sword 70% (1D6+1+1D2), Unarmed 50% (1D3+1D2)

Faction:

Puritan

RP: 50

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

Elbert is a Dutchman who travelled to England to escape persecution, and signed up to the Parliamentary cause. He is starting to wish he hadn't bothered. He doesn't know what to do about the rebellious Clubmen. Some of his garrison have gone to Northampton to help the survivors there. He has sent into Daventre town for reinforcements, but doesn't think there will be enough to dislodge the Clubmen, even if they do arrive, and they seem to be refusing to listen to his attempts to negotiate. He will beg the party for aid. He commands a small troop of four Parliamentary foot soldiers.

### Parliamentarian Infantry (4)

STR 11 CON 11 SIZ 11 INT 10 POW 10 DEX 11 CHA 10

SR 11 CA 2 DM 0

Hit Points 11

Evade 40%, Persistence 50%, Resilience 55%, Sword 50% (1D8), Unarmed 50% (1D3)

AP 1 all over

After, hopefully, sorting out the stand-off at the Winding Station, the party will be able to wind up the Leviathan. A grateful Elbert will profusely thank the party. He will say that it will be possible to drive the Leviathan into the market town, and suggests the Wheatsheaf as a suitable inn

for such gentlemen as the Adventurers. He will then busy himself, sorting out casualties, cutting down the hanging guard, tidying up the Winding Station etc.

### DAVENTRE

The party will not have a vast choice of places to stay. When the Adventurers arrive, read the following:

*Daventre has been a market town for centuries, broad streets sweeping in to a large square which would normally be filled up with traders and their stalls. Were it not for the tension in the air it would be a pleasant enough place. But with doomsayers cluttering the street corners; grieving civilians, weeping as they walk, fearing the delivery of dreadful news regarding their relations in Northampton; and grim-faced soldiers, fearful that the mood of the people might turn ugly; the place feels gloomy. Rather than a happy bustle, it feels shambolic and chaotic; desperate people filing into the town, frightened people moving out.*

*Some of the inns have filled up with people fleeing from the hamlets closest to Arbury Hill. Others, the owners having heard tell of the fate of Northampton, have their doors shuttered as a futile precaution against the Dragon's wrath, and some are full of refugees, for even though Daventre takes them nearer to the Dragon, their relatives live to the west and they have little choice but to attempt the journey, having nowhere else to go.*

*One inn maybe worth trying for a billet. The Wheatsheaf Inn is certainly the most exclusive looking of the various drinking establishments, so there is a chance that it might have some rooms left, prospective customers put off by the 'exclusive' prices.*

The gunners will insist they stay with the Leviathan, which can be parked either in the Market Square, drawing a mixture of interested and bemused looks, or on the outskirts of town, in preparation for the morning's journey. The Leviathan engineer and driver can choose to stay at the Wheatsheaf (if they can afford it or one of the wealthier Adventurer's is paying), or in the Leviathan with the gunners. Basically, the gunners will be impressed with them if they stay (and most unimpressed if anyone else decides to). The gunners send out for hard liquor and gamble and carouse, until

they fall into a drunken stupor. If in the town square, a watchman might attempt to rouse the Commander of the Leviathan and ask him to tell the gunners to quieten down their bawdy choruses. If so, the men will quieten down for two minutes, then sing twice as loudly, so the noise is audible through the whole town.

In the Wheatsheaf, the party will be greeted by a large red-faced fellow. His name is Jeremiah Gilbody, and he is the proprietor. He will explain that he has only one room left, which he would be happy to allow the party to share. Jeremiah will extract as an extortionate price as he can, explaining that it is the luxury suite, and crowned heads and important personages have rested there. (Depending on whether he gauges it safe, he will reveal King Charles himself stayed there).

The inn is truly splendid, and its clientele all seem pleasant enough, although gripped by the same fear as the rest of the town. They are mainly merchants. If anyone tries to find out any gossip they might discover the following:

- Daventre is more divided than Parliamentary Northampton, with a larger proportion of the townsfolk favouring the Royalists;
- The Watch are useless. They couldn't catch a cold, let alone a thief, and the only way for a gentleman to be safe is to hire a bodyguard;
- There were some outspoken Ranters in the town earlier, but they were evicted by the soldiery as a public nuisance.

The party will be able to get a splendid (but costly) meal and similarly high quality (and highly priced) drinks. If they enquire, whores are not available. Jeremiah will explain he is 'not running that sort of establishment.'

### Overnight in the Charles Suite

If one or more of the Adventurers decides to take the suite (there really is nowhere else available in town, so it's that; the Leviathan with the rowdy (and smelly) gunners; or the streets) then at some point in the night the following will occur:

*The evening has been pleasant enough, warm and with the gentlest of breezes. As you settle down to rest for the evening, the*



window frames start to rattle. A whoosh puffs out of the chimney, pushing soot into the room, then the chamber pot flies from out under the bed, cracking into a wall. An apparition starts to form, coagulating out of the air itself. The pale figure is translucent, a vivid red mark around its otherwise lily-white neck, crimson blood streaking down from the wound, the only colour visible. The ghost has a small goatee beard and was obviously handsome in life. The figure looks around at all of you and speaks:

*'Hear me. Your task is impossible. You cannot win through force of arms. Your mission is doomed. Fire cannot be fought with fire.'*

The figure is the ghost of the former King's advisor, Thomas Wentworth, 1st Earl of Strafford. Strafford was so famous that most of the party will probably recognise him. Killed at the Tower, despite the King's grave misgivings, this is not the first time Strafford's ghost has appeared at the inn. When Charles stayed last year, before his ignominious capture and execution, Strafford warned the King not to go to Naseby in similar tones.

Strafford will not stay long. He confines his speech to dire warnings, whining about having his head cut off by ungrateful and jealous traitors - *'I only wanted the best for the country'; 'The king was given bad advice, had he listened to me it would have been different'; 'They say beheading is so quick that you can't feel a thing. I tell you it's not true. It bloody hurt.'*; etc. His statistics are not given, as he does not stay long, and if anyone tries to banish him he will go voluntarily, moaning all the while about the party's *'terrible ingratitude and appalling manners'*. If the party tell anyone else of the encounter they will shake their heads and explain it is a terrible ill omen.

#### **Civil War**

The next morning any Adventurers in the Wheatsheaf will have their sumptuous breakfast interrupted by a commotion outside. Likewise any Adventurers who slept in the Leviathan will be woken from their drunken stupor.

*A large crowd has gathered in the Market Square. There are two large blocks of men, all dressed similarly, but obviously hostile to each other. A row has broken out in the*

*town regarding the Leviathan. Half the townsfolk, the Royalists, have decided it is an evil machine which will only bring the nation to ruin, and that it must be taken apart by force. The other half (Parliamentarians) are convinced that it is the only hope against the Dragon, and that after the Dragon has been defeated it should return to mow down the Royalists.*

*Cries ring out of 'rebel scum' and 'treacherous villains' and it seems a riot must break out.*

And indeed it will. Unless the party are inclined to get involved, let events play out and allow the party to do what they may in a dynamic and descriptive way - the numbers involved don't make for an easy combat to run (without figures and a set of wargames rules).

Basically the following will happen:

#### **Phase 1**

The crowd will start jostling each other, and the odd punch will be thrown. This stand off will last a while. The party will largely be ignored, despite being involved with the Leviathan which started the whole argument. The town is in panic, and relishing letting off steam and the feeling of doing something. Suppressed hostilities are boiling over, and no-one wants to step back from the brink. The Parliamentary soldiers can't do anything. Most of them are now guarding the Winding Station and the few that remain have merely joined the Parliamentary mob (to avoid being lynched by the Royalists), or gone home to hide. The party, if they get back into the Leviathan, could really mishandle things now. If they start to move the Leviathan it will crush people. Even in low gear it is too crowded and people will get caught. In high gear it will be a massacre.

#### **Phase 2**

It's all very odd. The crowd seem to have dispersed. Now would be a really good time for the party to go. If so they will see phase 3 from the rear hatches of the Leviathan (or just hear the muffled noises of battle behind them).

#### **Phase 3**

Everyone went home for weapons. Now there are two massed blocks of pikemen, snipers taking pot-shots out of buildings, the sound of the wounded screaming and

the occasional horse trotting into combat. Basically the town has descended into one big skirmish.

Assuming the Adventurers remember they have a Dragon to defeat, they will leave Daventre, at war with itself, behind them.

#### **BADBYE**

Things should be fairly uneventful until the party reach the next village, Badbye. Even if they attempt to skirt around it they will be flagged down by a villager, keen to save his daughter.

Badbye is a small village, not more than sixty people remain, as half of the residents have fled since the Dragon took residence on Arbury Hill. They were visited yesterday by three Ranters, who have a scheme to save the villagers from the Dragon. Read the following to the party, once they are in earshot:

*There is a crowd gathered in a semi-circle outside a cottage. Three ragged fellows are at the doorway of the cottage, tapping at the entrance with staves.*

*'Come hither, come thither, tis time my love' they sing, over and over.*

*A large man bursts through the crowd and boots the door down. He comes out, dragging a young woman before the crowd. The three strange men (all middle aged, dressed in loincloths and with straggly beards) start singing again.*

*'Here comes the pretty one, pretty one, pretty one, to fry in flames, yum, yum, yum.'*

*Suddenly a young man bursts forward. He is straining, as a couple of the other villagers try to hold him back. He shouts, 'You can't 'ave her. For I already 'ave.' There are angry shouts, but one of the ragged men, seemingly the leader, holds out his hand for silence.*

*'Then you shall be wed. Abram can do it, off to the church with you.'*

*Two bulky villagers and one of the strange men march off to the chapel, the young couple dragging behind them.*

*'Then we need another' says the ragged man. 'What about Ethel?' shouts one of the villagers. 'Nah, she's spoiled. 'Av yer not noticed 'er bump? I was gonna take her over the broom before long.' One of the other villagers drags a wretched crying girl into the circle. The ragged man strokes her tear*

# The Dragon of Naseby

stained cheek. 'She'll do', he whispers.

The three Ranters have persuaded the superstitious, and frankly desperate villagers, that they can defeat the dragon if they sacrifice a virgin to it, today, on the Spring Equinox. The villagers consider themselves Godly, but country ways and country pastimes die hard.

Seeing you one of the curious ragged fellows waves and asks:

*'My fine fellows, in your giant metal moocowcow. How lucky, how fortuitous, how splendid. We were going to tie the maiden to a crucifix, and march her up the hill.. But perhaps, would it be too much to ask, could we burden you, please, will you strap her to the front of your machine and let the dragon lick her from the metal plate?'*

The Ranters are called Isaac BaahLamb (90 RP), Joshua Goat (80 RP) and Abram Ramram (50 RP). They are all barking mad, although quite normal for Ranters. If the party attack they will howl and whine about being persecuted for telling the truth but under no account fight back.

The party can expect no help from the local gentry at Badbye Manor, they have locked their doors to all and sundry, and unless the party are prepared to smash their way in they will get no joy there. The Manor is owned by the Knightleys – Puritans at odds with their villagers (over rights to pasture etc.). They are hostile to any visitors at the best of times, but in particular the thought of helping the wretched villagers will make their skin crawl.

Aside from the three Ranters, there is no spiritual guidance to be had either. The local preacher was an extremely wise man, which is why he left the moment he saw a big Dragon taking to living on a nearby hill!

The party will have to decide what to do. It is likely they will be somewhat divided. Some might think that the sacrifice might work (Culture Own) others that it is a heretical pagan notion (Beliefs). Whether they save the virgin or not, next stop is Arbury Hill, and the final confrontation with the Dragon.

## **IN THE VICINITY**

As the party near Arbury Hill (or in other words, reach one of the edges of map B)

read them the following, adjusting what they can see according to the direction they arrive (the description presumes they come from Badbye).

*As you advance, along what is probably an ancient track, you see what must be the Dragon's lair before you. In front of you is a small ridge, a farmhouse perched on its southern face. But the small ridge is dwarfed, a mere bump compared to the large mound of Arbury Hill, crested by a ridge at its top. The size of Arbury Hill means that it looks more like a gentle, continuous slope before you, rather than a steep mount. On top of the wide elevation is a 200 metre square ditch and embankment, where once an ancient hill-fort stood. You know that within that enclosure the Dragon probably lurks. On the north face of the rise there is a small manor, like the farmstead, currently intact, but perilously close to the beast's chosen residence.*

## **Staverton Lodge**

Staverton Lodge used to belong to the Knightleys. They have granted it as part of their eldest daughter's dowry to her new husband, Christopher Darby. Christopher is away, much to his new family's disgust, fighting for Prince Rupert (the Knightleys are all Parliamentarians). His wife has fled to join her family at Badbye Manor. There is only an elderly steward tending the property now, a Cecil Cecilson. Cecil is nearly eighty, and not at all sprightly. When his master is around, Cecil's grandson fulfils the traditional task of the steward, but when the Dragon arrived, said grandson fled to Badbye Manor with his mistress. Old Cecil refused to go, swearing he would let no harm come to the manor. He will be pleased to see the party, saying, *'ah, at last. Some proper Dragon Slayers. I will get my armour on and assist you.'* He is so frail he will probably chip a bone or two trying to get the ancient mail on. The armour has been handed down by generation after generation of Cecilsons, and is old fashioned, heavy and rusty. He certainly won't be able to move, even if he actually does manage to armour himself, and only at that point will he sigh and give up, urging the party to *'die like heroes'*.

## **Haycock Hill Farm**

The tenants at Haycock Hill farm will be most unimpressed if the party attempt to take up defensive positions or park the Leviathan nearby. They are in dispute with the Knightleys, the local landowners, over rights to pasture and enclosures. Despite sharing a staunch Puritan outlook (and a pressing danger) with the Knightleys, they will stress they -

- i) can't afford trouble;
- ii) might as well be dead if they have to abandon their property;
- iii) hope the Dragon razes the Knightley's properties to the ground, preferably with the Knightleys in them.

The tenants consist of two sisters (Marian and Josie), their husbands (two brothers, Bil and Jim) and a sprawling collection of infants.

## **The Situation**

### **Backstory**

The Dragon woke from centuries of banishment, as pregnant as when she and her fellows were dismissed from the earth's surface by Saintry interventions. She also awoke ravenously hungry. Having slaughtered enough cattle to stave of her hunger pains, and to provide her with enough bones with which to build a nest (it didn't help her temper that there are no caves locally in which to create a decent hoard) she went forth once more for a 'proper' meal – human meat. Forgoing the pitiful local settlements she alighted on Northampton where there was plenty of meat all in one place. She ate her fill, returned to her nest restored, birthed her egg and immediately fell asleep, tail curled protectively around her 'treasure'.

### **At Present**

The Dragon is currently asleep on the top of Arbury Hill. How the Players want to handle the confrontation is up to them.

### **RUNNING THE BATTLE**

#### **Sneaky, Sneaky...**

The Party might decide to try and sneak up on the Dragon. This they can do with the appropriate Stealth scores, and it will allow them to get near enough to attack the Dragon's vulnerable spot (if they can find it, and you want to allow it to have

one. Aimed attack, ignore armour, double damage, but only if you wish to be so kind) and throw potions, etc. It will also mean they are exposed if the Dragon survives to retaliate. You might want to give the party an increased chance in sneaking up on the beast – if they fail one Stealth test then the dragon merely stirs; two and it is fully awake; three, and it knows exactly where they are. On the other hand, a Leviathan and Dragon are pretty evenly matched, so you might want to just let them slug it out...

**Charge!**

The party might decide to battle it out using the Leviathan. The Dragon will waken if the Leviathan comes within half a km of the ridge (the Leviathan is loud enough to be heard for miles around, but the Dragon is sleepy and will only react if directly threatened). In this instance, the Dragon will attempt to see what is approaching (she might even wonder if it is her mate!). The gunners will have to be lucky in order to hit the Dragon, (after all it can fly and swoop down from above), and their rate of fire is tortuously slow. In addition the Leviathan will not be able to employ its main ramming attack, as the Dragon can easily evade by flying. That said, there may be a collision if it looks like the Leviathan is going to smash its way through the bone nest and crush the egg. In such a case the Dragon will at least make an attempt at standing her ground.

**Other Means**

Of course, the party may well try to use a mixture of measures – sending a Familiar to scout the hilltop, stealthily stealing the Dragon’s egg, and then launching a combined Magickal and Leviathan attack. Only the player’s imaginations (and Adventurer’s capabilities) should limit the possibilities.

**If the Egg is Broken**

If at any point the Dragon’s egg is broken, the Dragon will become frenzied with rage. It will launch itself first at anyone within reach, and if it has struggled to damage the party because they are lurking in their Leviathan, read the following:

*The Dragon roars with grief. It rises up into the air, belches out one more gout of flame in your direction, then takes to the sky. It*

*soars upwards as it flies south, then lurches down at a sickening speed. Flames leap from the beast, engulfing the nearby farmhouse. Without stopping to observe the chaos it has caused, the beast once more flaps its giant wings and is away. Time and time again the pattern is repeated, the Dragon strafing as it zigzags, first through Badbye, then toward Daventre. The sight of burnt houses and wailing gentle-folk dragging the corpses of loved ones out of the engulfed buildings greet your eyes. You have failed. The Dragon is abroad, and who knows how many will be slain before its thirst for vengeance is slaked.*

**Success!**

If the party slay the Dragon they will become the stuff of legends. Well, they will if they make it back in one piece to tell their story. The battle will have been observed (from behind shutters) by the local farmers and the steward of Staverton Lodge, and news travels fast. They may also have a collection of the rarest of prizes – artifacts stripped from the dragon’s body and perhaps even, rarest of all, a precious dragon’s heart and egg. However if using the pre-generated characters then the party may unravel once the Dragon is slain – their heroic status may mean little if post-battle squabbles descend into murderous violence. Presuming the party do survive the Dragon (and each other) they should be allowed to end the adventure seeing waving villagers emptying from their houses cheering the victorious Adventurers, who will be showered with praise, monies for their trophies, lashings of Improvement Points and perhaps even a smattering of Hero Points. Huzaah!

**The Dragon**

STR 70 CON 35 SIZ 65 INT 21 POW 26 DEX 14 CHA 21  
 SR 18 CA 3 DM +3D12 MP 26 Move 12 Ground/20 Flying  
 Skills: Athletics 120%, Brawn 135%, Breathe Flame 78%, Elemental Casting (Fire) 68%, Evaluate 100%, Influence 150%, Lore (all) 100%\*, Persistence 88%, Resilience 115%, Tracking 110%

\*Although well versed in Lore, the dragon will lack knowledge of the events of the past 1000 years due to its banishment.

Traits: Breathe Flame (4D6) reload 6\*, Dark

Sight, Formidable Natural Weapons, Night Sight.

\* Unlike in the standard rules, this Dragon can breathe fire more regularly.

Spells: Fire Spells

Weapons: Bite (Size E; Reach L) 125% 1D10+3D12

Claw (Size E; Reach VL)

95% 1D8+3D12

Tail (Size H; Reach VL)

90% 1D6+3D12

D20	Hit Location	AP/HP
1-2	Tail	12/20
3-4	R Hind Leg	12/20
5-6	L Hind Leg	12/20
7-8	Hindquarters	12/21
9-10	Forequarters	12/21
11-12	Right wing	12/19
13-14	Left Wing	12/19
15-16	R Front Leg	12/20
17-18	L Front Leg	12/20
19-20	Head	12/20

**Pregenerated Characters**

**Nationality:** English **Age:** 21  
**Homeland:** Huntingdon (Huntingdonshire) **Gender:** Male  
**Social Class:** Townsman **Profession:** Leviathan Engineer (Mechanical Preacher)  
**Family:** Doting mother – Goodwife Spangle **Religion:** Puritan **Political Affiliation:** Parliamentarian  
 STR 17 CON 15 SIZ 18 INT 13 POW 10 DEX 13 CHA 9  
 CA 3 DM +1D4 Improvement Modifier: -  
 Movement: 8m SR 13 Hero Points 2  
**Faction:** Self-interest (Gambling)  
**Righteousness Points:** 65

**Common Skills:** Athletics 56%, Brawn 59%, Culture (Own) 56%, Dance 22%, Drive 33%, Evade 46%, Evaluate 57%, First Aid 46%, Influence 48%, Insight 32%, Lore (Regional) 61%, Perception 32%, Persistence 30%, Resilience 50%, Ride 23%, Sing 19%, Sleight 32%, Stealth 36%, Swim 42%, Unarmed 70%

**Advanced Skills:** Art (Clockwork Design) 29%, Beliefs (Puritanism) 31%, Craft (Smith) 36%, Gambling 23%, Language (English) 72%, Lore (Gambling) 56%, Lore

# The Dragon of Naseby



(Mechanical Philosophy) 36%, Oratory 19%, Streetwise 29%, Teaching 32%

**Equipment:** Heavy Wrench, Clockwork Mechanic's Kit, Bible, Gambler's Almanac

**Wealth:** Broke

Weapon	Skill%	Size	Reach
Damage	AP	HP	Com. Man.
Range	Load	ENC	
Unarmed	60%	S	S
1D3(+1D4)	-	-	-
-	-	-	-
Wrench	70%	M	S
1D6+1(+1D4)	6	6	
Stun location	-	-	1

D20	Hit Location	AP/HP
1-3	Right Leg	-/7
4-6	Left Leg	-/7
7-9	Abdomen	-/8
10-12	Chest	-/9
13-15	Right Arm	-/6
16-18	Left Arm	-/6
19-20	Head	-/7

Tremble hails from Huntingdon where, as an infant, he lived with his dotting mother, Goodwife Spangle, a seamstress. Tremble's father was seemingly an itinerant peddler, although Goodwife Spangle insists he is a wealthy Merchant who is merely 'away on business' and 'due back any day soon.' Tremble was apprenticed at a young age to a blacksmith, who was impressed with the boy's strength, although less impressed with his appetite. His mother shed a tear

as she wished him well and waved him goodbye, although she ensured she visited regularly, bringing him a cake or basket of bread when she could afford it. The strapping boy grew into a hulking young man, and at the outbreak of the war the smithy was visited by a Commissioner from the Cambridge workshops. His Master paid off, Tremble was recruited as a Clockwork Engineer and Mechanical Preacher.

Tremble moved to lodgings in Cambridge where he hungrily learned his new trade. He also found his Puritan upbringing challenged by a new love – he began gambling with his comrades, a little at first, but soon compulsively. Tremble Spangle is not having the best of times of it of late. His gambling has got out of hand, and he has lost all his money and more. He has just escaped his creditors due to an uncharacteristically 'lucky' break. Tremble has been awarded the position of engineer on the Leviathan *Hope*, the previous engineer having been slain (Tremble has heard some rumours, and not pleasant ones at that, regarding the crew of *Hope*, but the nature of the gossip escapes him now. He is too preoccupied with his other troubles to pay them much mind and the gunners seem a pleasant enough bunch). Some threat has necessitated an early start to his new job. He has been ordered immediately to Northampton, where there are rumours that there has been some sort of disaster, the town burning to the ground. Tremble met his new crew-mates, and they have made full speed to Northampton,

only stopping to wind *Hope* along the way. Tremble's heart is swollen with pride at his new position, yet he fears returning to Cambridge or his creditors catching up with him.

A giant of a man, Tremble carries an over-large wrench, which he swings in his competent fists as if it were a toy. He is plain looking and his drab Puritan garb is soiled at the collar and cuffs by grease and ash

## Mission Briefing

As an engineer Tremble must:

- Look after his Leviathan
- He must also:
- Try to turn some coin. It would be a shame to return to Cambridge a hero, just to be locked up as a debtor.
  - Rumour has it that a Dragon's heart would fetch a king's ransom in gold. Such a prize could solve all Tremble's money worries.

## Rules

**New Faction:** Self-interest (Gambling)

**Allies:** Gamblers he doesn't owe money to

**Enemies:** Gamblers he owes money to

**Faction Zeal:** 15

**Faction Beliefs:** Pay off debts, Avoid being caught by creditors, Make a big win, The unlucky streak will end soon.

**Sir Marmaduke Flowerby, Earl of Richmond**

**Nationality:** English **Age:** 30

**Hometown:** Richmond **Gender:** Male

**Social Class:** Noble **Profession:** Alchemist

**Family:** 2 younger sisters **Religion:** Catholic

**Political Affiliation:** Royalist  
STR 11 CON 11 SIZ 13 INT 17 POW 18 DEX 12 CHA 14

CA 3 DM 0 Improvement Modifier: +1  
Movement: 8m SR 15 Hero Points 2

**Faction:** Catholic **Righteousness Points:** 60

**Common Skills:** Athletics 23%, Brawn 24%, Culture (Own) 64%, Dance 26%, Drive 30%, Evade 34%, Evaluate 71%, First Aid 31%, Influence 68%, Insight 68%, Lore (Regional) 75%, Perception 61%, Persistence 76%, Resilience 22%, Ride 40%, Sing 32%, Sleight 26%, Stealth 39%, Swim 22%, Unarmed

23%

**Advanced Skills:** Alchemy 80%, Art (Painting) 44%, Beliefs (Catholic) 59%, Craft (Whittling) 29%, Courtesy 31%, Elemental Casting (Air) 50%, Elemental Casting (Earth) 70%, Elemental Casting (Water) 80%, Lore (Animal) 60%, Lore (Aristotelian Science) 49%, Lore (Falconry) 44%, Lore (Mythology) 44%, Lore (Theology) 34%, Seduction 31%

**Spells:** Roving Eye (Air), Dominate Familiar (Earth), Heal (Earth), Dismiss Undine (Water), Elemental Downpour (Water), Frostbite (Water), Shape Undine (Water), Summon Undine (Water).

**Philosopher's Stones:** 6, 4, 4

**Equipment:** Duelling Pistol, Rapier, Jack Box containing the following potions: 2 x Heal (Mag 6), 1 x Elemental Downpour (Mag 2), 2 x Frostbite (Mag 2), 1 x Summon Undine (Mag 6)

**Wealth:** 100 shillings in money bag, 4000+ shillings wealth, estates confiscated.

Weapon	Skill%	Size	R e a c h	
Damage	AP	HP	Com. Man.	
Range	Load	ENC		
Pistol		64%	-	-
2D4+1		4	4	-
	10m	2	1	
Rapier		58%	M	L
1D8		5	8	
Impale		-	-	1

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

Sir Marmaduke would no doubt have been awarded a generalship if not for his religion. As a Catholic he has been much abused, his name dragged through the mud in Parliament, and he is spoken about with a mixture of hatred and fear in the pamphlets and on the streets. That said, those who actually get to know the Earl are often won over by his sharp intelligence and uncanny presence (others are unnerved by his cool demeanour and piercing stare). His religion is no secret, due to his prestigious family line – the Flowerbys are related, be it distantly, to nearly all the Catholic royal houses of Europe.

At the outset of the war, Sir Marmaduke's estates were all seized and voluntary residence at Oxford University has turned into enforced exile. As the highest political, military, and even educational positions have been denied him, he has thrown himself further into his Alchemical studies, and it has paid off. He is now one of the

most talented Alchemists in the country, and he has ambitions to be the most powerful (which if Prince Rupert does suspect, he declines to comment on). He is also brave – and ambition and courage have combined to cause him to push himself forward for the mission, insisting that he, and not Sir Reginald, should take the risk (and, he hopes, prizes) that Dragon-slaying entails.

It is rumoured that Dragon artifacts hold power. Sir Marmaduke has been informed that the Dragon has amassed a pile of bones atop a hill. He suspects that the Dragon has built a nest in order to protect an egg (surmising, therefore, that the Dragon must have been pregnant when sent into hibernation by the Saints). That would be a rare prize indeed, as would a Dragon's heart.

He will take his loyal lurcher Flick with him on the mission; the dog has proved useful in the past as an extra set of eyes.

### Mission Briefing

Sir Marmaduke will try to:

- Slay the Dragon and cut out its heart. A Dragon's heart is said to hold the key to Alchemical power that could win the war;
- Get any other rare Dragon artifacts. In particular if there is an egg it must be his (could a baby Dragon be trained as the ultimate Familiar?);

In addition, it would surely be impossible for Rupert to deny him preferment if he could:

- Destroy, damage or otherwise impede Cromwell's precious Leviathan.

### Familiar: Flick

Marmaduke has a Familiar in the form of a friendly and boisterous female lurcher called Flick.

STR 7 CON 11 SIZ 6 INT 5 POW 9 DEX 13 CHA 5

CA 3 DM -1D4 SR -1D4 Move 16

Skills: Athletics 60%, Bite 50% (1D6-1D4), Evade 40%, Persistence 20%, Resilience 40%, Perception 55%, Stealth 45%, Survival 40%, Track 75%

*HENDERSON FRY*

**Nationality:** English **Age:** 21

**Homeland:** Oxford **Gender:** Male (but



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could be a woman in disguise, if you so wish)

**Social Class:** Middle Class **Profession:** Alchemist (Student)

**Family:** 2 older brothers, 2 older sisters

**Religion:** Laudian **Political Affiliation:** Royalist

STR 10 CON 8 SIZ 11 INT 14 POW 16 DEX 10 CHA 11

CA 2 DM 0 Improvement Modifier: 0 Movement: 8m SR 12 (9 with armour) Hero Points 2

**Faction:** Loyalty to Another **Righteousness Points:** N/A

**Common Skills:** Athletics 20%, Brawn 21%, Culture (Own) 58%, Dance 51%, Drive 26%, Evade 50%, Evaluate 65%, First Aid 29%, Influence 62%, Insight 40%, Lore (Regional) 58%, Perception 30%, Persistence 52%, Resilience 16%, Ride 36%, Sing 37%, Sleight 51%, Stealth 44%, Swim 18%, Unarmed 40%

**Advanced Skills:** Alchemy 60%, Art (Mime) 37%, Courtesy 45%, Elemental Casting (Air) 60%, Elemental Casting (Fire) 60%, Gambling 30%, Language (English) 78%, Lore (Aristotelian Science) 38%, Lore (Law) 48%, Play Instrument (Lute) 41%

**Spells:** Boon of Lasting Night (Air), Dismiss Sylph (Air), Summon Sylph (Air), Demoralise (Fire), Dragon's Breath (Fire)

**Philosopher's Stones:** 6, 3, 1

**Diseases, Poisons, Health:** Prone to biliousness.

**Equipment:** Dagger

**Wealth:** 20 shillings in money bag, 750 shillings personal wealth

Weapon	Skill%	Size	Damage	AP	HP	Range	Com. Man.
Dagger		60	S	S			
		1D4+1	6	8			
Bleed/Impale		-	-	-			

**Armour:** Linen Padding. Armour Penalty -3

D20	Hit Location	AP/HP
1-3	Right Leg	2/4
4-6	Left Leg	2/4
7-9	Abdomen	2/5
10-12	Chest	2/6
13-15	Right Arm	2/3
16-18	Left Arm	2/3
19-20	Head	-/4

Henderson is the youngest son of a wealthy Merchant. Henderson has always felt a little sorry for himself, even though he has been well supported by his family. While his older brothers have taken up posts in the family business, army and clergy, Henderson abandoned his studies at Cambridge to move to Oxford and learn the Alchemical arts. His Puritan family considered this heretical, and he found his financial support immediately cut. Rebelling further against his Parliamentary kin, Henderson became interested in working for Lady Arabella Blackwood, a woman he believed to be an important Royalist agent and reputedly, a close confidant of Prince Rupert himself. Tragically, Lady Arabella has cast an unbreakable (well at least as far as this adventure goes) spell on Henderson. This spell has bound Henderson to her service. She has ensured Henderson was in the right place (or possibly, reflects Henderson, some independent thought still remaining, the wrong place) to be selected for a mission. He has ridden from Oxford with Sir Marmaduke, a high ranking Alchemist, and Sir Maudesley, a Cavalier sent to protect them. He doesn't believe the senior Alchemist (who is a notorious Catholic) suspects anything, but is aware a struggle may ensue later – Sir Marmaduke will no doubt want to present artifacts

from the Dragon to the Oxford Colleges, or possibly Prince Rupert himself, Henderson is determined to prevent that happening. He is completely devoted to Arabella, and although having enough wits left about him to make polite conversation and still able to remember the necessary incantations needed to cast his spells (indeed, he does still retain his own personality), he is seething inside with an insatiable desire to do her bidding. The constant yearning to fulfil the tasks he has been given is almost too painful to bear. He will never betray (even under pain of death) who he is working for, but is allowed to make a Persistence roll to avoid following his Mission Objectives where they are completely suicidal (although he will still need to seek every opportunity to carry them out). Perhaps if he delivers the goods to Arabella she will be merciful, and release Henderson from his obligations.

Henderson is subject to bilious attacks when travelling in a Leviathan. He will feel constantly unwell when travelling, and may need to make a Resilience roll on particularly bumpy ground, to avoid throwing up.

## Mission Briefing

Henderson would just like to:

- Have a quiet life.

But, unfortunately for him, he has the following tasks to perform for his mistress:



- Bring Arabella the Dragon's heart (in fact one of her minions will accept it, as Arabella will not be showing her own face in Oxford for a while);
- Bring Arabella (as above) the Dragon's egg, if there is one.

**SIR MAUDESLEY MASTERTON**

**Nationality:** English **Age:** 23

**Homeland:** Northamptonshire

**Gender:** Male

**Social Class:** Gentry by birth **Profession:** Cavalier (Royalist Captain)

**Family:** First son of the late Maudsley Masterton Senior; elder brother of Haston Masterton

**Religion:** Laudian **Political Affiliation:** Royalist

STR 11 CON 10 SIZ 13 INT 12 POW 16 DEX 12 CHA 18

CA 2 DM 0 Improvement Modifier: +1 Movement: 8m SR 12 (6 with armour) Hero Points 2

**Faction:** Royalist **Righteousness Points:** 60

**Common Skills:** Athletics 43%, Brawn 33%, Culture (Own) 64%, Dance 65%, Drive 28%, Evade 44%, Evaluate 60%, First Aid 24%, Influence 81%, Insight 43%, Lore (Regional) 59%, Perception 43%, Persistence 47%, Resilience 25%, Ride 88%, Sing 34%, Sleight 30%, Stealth 24%, Swim 21%, Unarmed 33%

**Advanced Skills:** Art (Poetry) 64%, Beliefs (Royalist) 49%, Commerce 45%, Courtesy 70%, Language (English) 80%, Lore (Military Tactics) 39%, Oratory 49%, Seduction 55%

**Equipment:** Pistols (pair), Duelling Pistols (pair), Rapier, Mortuary Sword, Armour

**Wealth:** 80 shillings in coin purse, personal wealth in excess of 2000+ shillings, plus estate

Weapon	Skill%	Size	Reach
Damage	AP	HP	Com. Man.
Range	Load	ENC	
Pistol (2)	64	5	5
2D4+1		4	4
	10m	2	1 (2)
Duelling pistol (2)	62	5	5
1D6+2		4	4
	5m	3	1 (2)
Rapier		57	M L
1D8		5	8

Impale	-	-	1
Mortuary Sword	62	M	M
1D8	5	1	0
Bleed/Impale	-	-	2

**Armour:** Finely crafted plate, plus lobster-pot helm. No leg armour. Armour Penalty -6

D20	Hit Location	AP/HP
1-3	Right Leg	0/5
4-6	Left Leg	0/5
7-9	Abdomen	6/6
10-12	Chest	6/7
13-15	Right Arm	6/4
16-18	Left Arm	6/4
19-20	Head	6/5

Sir Maudesley Masterton is a damned likeable fellow. That's what everyone says, and indeed it's true. Sir Maudesley is the son of Maudesley Masterton senior, a successful man of finance. Sir Maudesley's father was a loyal supporter of the former king, and Sir Maudesley shares an enthusiasm for the decency and honour of the Royalist cause. He fought hard for Charles I, and is happy to do the same for Rupert, who seems a damned fine chap. In fact, his bravery came to the attention of his betters, and he found himself knighted after Edge Hill, early on in the conflict. His father is damned proud. To think, a Masterton, the cream of the crop with a title, splendid stuff!

The only slight cloud on the horizon has been his miserable wretch of a younger brother, Haston. Haston just won't play the game. The sulky fellow stormed off to join the Parliamentarian army at the start of the war. Nothing wrong with that you might think, after all, nothing better than a fair fight, but the recalcitrant oaf only did it to displease his loving father. Oh well, you can't have everything they say, and the chisel-jawed Sir Maudesley has more than most. (In fact Sir Maudesley loves his brother more than he cares to admit, and wishes that some bridges could be built between them. But he is determined that, for that to happen, Haston needs to abandon his commission with the traitors and come home to his family).

Damned funny thing, Sir Maudesley has

been chosen to join with a couple of Alchemists, or wizards, or whatever the funny chaps are calling themselves these days, and ride out to Northampton, where they are to rendezvous with a Leviathan and jaunt off to slay a Dragon. Damned good fun!

#### Mission Briefing

Sir Maudesley has the following objectives:

- Slay a damned Dragon!
- Protect the Oxford Alchemists.

And, when Sir Maudesley realises that his younger brother will be accompanying him on the mission;

- Make his younger brother see the folly of his ways, and if not, drag the whelp back to Oxford and the bosom of his family (and failing that, damn it, try to keep the fool alive).

#### Rules

Sir Maudesley's suit of armour (of which he is damned proud) would take his Encumbrance over the maximum he can carry, so he has left the leg armour at home. This makes him look rather comical, but he doesn't care.

**HASTON MASTERTON**

**Nationality:** English **Age:** 21

**Homeland:** Northamptonshire

**Gender:** Male

**Social Class:** Gentry **Profession:** Leviathan Commander (Soldier)

**Family:** Second son of the late Maudsley Masterton Senior; younger brother of Sir Maudsley Masterton

**Religion:** Puritan **Political Affiliation:** Parliamentarian

STR 11 CON 10 SIZ 14 INT 11 POW 10 DEX 15 CHA 10

CA 3 DM 0 Improvement Modifier: 0 Movement: 8m SR 15 (9 with armour) Hero Points 2

**Faction:** Parliamentarian **Righteousness Points:** 60

**Common Skills:** Athletics 41%, Brawn 50%, Culture (Own) 52%, Dance 26%, Drive 55%, Evade 65%, Evaluate 51%, First Aid 56%, Influence 50%, Insight 31%, Lore (Regional) 52%, Perception 51%, Persistence 40%, Resilience 55%, Ride 45%, Sing 20%, Sleight 55%, Stealth 56%, Swim 21%, Unarmed 66%

# The Dragon of Naseby



**Advanced Skills:** Artillery 56%, Art (Sculpture) 20%, Beliefs (Parliamentarian) 47%, Craft (Sculpture) 26%, Commerce 21%, Language (English) 71%, Lore (Farming) 22%, Lore (Tactics) 52%, Oratory 20%

**Equipment:** Pistol, Mortuary Sword, Dagger, Armour

**Wealth:** 40 shillings in money bag, 2000+ shilling in personal wealth

**Weapon Skill%**    **Size**    **R e a c h**  
**Damage AP**        **HP**        **Com. Man.**

Range	Load	ENC		
Pistol		46	S	S
1D6+2		4	4	
	5m	3	1	

Mortuary				
Sword		56	M	M
1D8		5	1	0
Bleed/Impale		-	-	2
Dagger		36	S	S
1D6+1		6	8	
Bleed/Impale		-	-	-

**Armour:** Metal helm and breastplate, tough leather coat. Armour Penalty -4

D20	Hit Location	AP/HP
1-3	Right Leg	0/5
4-6	Left Leg	0/5
7-9	Abdomen	2/6
10-12	Chest	6/7
13-15	Right Arm	2/4
16-18	Left Arm	2/4
19-20	Head	6/5

Haston Masterton's father is a successful financier, and his older brother Maudesley has recently been knighted, for services to the Royalist cause. Haston is impressed with neither of his male relatives. The older Masterton men are backward looking; deferential and stuffy, at a time when the very liberties that a true Englishman should uphold are threatened, formerly by the most incompetent monarch the country has known, latterly by that upstart

pretender, Prince Rupert. And that's why Haston left his family to fight for Parliament. And not because he is jealous of his handsome older brother. Honest.

He first went to Cambridge to become a sculptor, but when he came back from lunch after his first morning's sculpting, his teacher compared him to 'a dog returning to its own vomit' and he was forced to give up his dreams of being a great artist and join the army.

That said, Haston has made a solid soldier and, as is the wont of the New Model Army, he has received a commission for his dedication and skill in the art of soldiering. Most recently, Haston was informed that he would be moved from his post with a regular artillery battery, to learn the art of commanding a mighty Leviathan. Events have hastened this posting. With news of the threat to Northampton, and possibly beyond, Haston has been dispatched from his barracks in Huntingdon to rendezvous with his new command, the Leviathan *Hope*, as soon as possible.

As Haston rode to Northampton, he could not help but reflect on the rumours whispered in the Huntingdon barracks. Gossips have been speculating on what befell the last Commander of *Hope*, and





the wagging tongues mentioned that some grim fate befell the Leviathan's former engineer and driver, who have had to be replaced as well. Still, Haston is a professional soldier and he relishes the opportunity to prove himself. His brother may have been knighted, but such a title is illegal anyway. In Cromwell's England, his brother's glory will be nothing compared to that of Haston Masterton, Leviathan Commander.

**Mission Briefing**

Haston has the following objectives:

- Slay the Dragon.
- Let no harm befall the Leviathan, and if possible its crew.

And, when Haston realises that his older brother will be accompanying him on the mission;

- Impress on him his success as a military leader (and protect the arrogant fool).

**ARTHUR FLATS**

**Nationality:** English **Age:** 23

**Hometown:** Northamptonshire

**Gender:** Male

**Social Class:** Townsman **Profession:** Leviathan Driver

**Family:** Dozens of them

**Religion:** Presbyterian **Political**

**Affiliation:** Parliamentarian

STR 11 CON 8 SIZ 8 INT 11 POW 8 DEX 15 CHA 9

CA 3 DM -1D2 Improvement Modifier: 0 Movement: 8m SR 13 Hero Points 2

**Faction:** Tinker **Righteousness Points:** 60

**Diseases, Poisons, Health:** Consumptive/Phlegmatic

**Common Skills:** Athletics 26%, Brawn 19%, Culture (Own) 52%, Dance 24%, Drive 83%, Evade 60%, Evaluate 70%, First Aid 66%, Influence 53%, Insight 29%, Lore (Regional) 52%, Perception 59%, Persistence 21%, Resilience 36%, Ride 23%, Sing 17%, Sleight 54%, Stealth 56%, Swim 19%, Unarmed 26%

**Advanced Skills:** Beliefs (Tinker) 47%, Commerce 20%, Craft (Clockwork) 46%, Gambling 46%, Healing (Paracelsan) 49%, Language (English) 72%, Lore (Mechanical Philosophy) 22%, Streetwise 17%, Track 29%

**Equipment:** Grenades (4), Flintlock Musket, Dagger, Bullet Making Kit, Paracelsan Healer's Kit (2)

**Wealth:** 50 shillings in coin bag, 500 shillings personal wealth

Weapon	Skill%	Size	R e a c h	
Damage	AP	HP	Com. Man.	
Range	Load	ENC		
Musket		60	L	M
2D8+1		4	8	-
	30m	6	3	
Grenade	60	-	-	
3D6		4	3	-
	5m	2	1	
Dagger		26	S	S
1D6+1		6	8	
Bleed/Impale		-	-	-

D20	Hit Location	AP/HP
1-3	Right Leg	-/4
4-6	Left Leg	-/4
7-9	Abdomen	-/5
10-12	Chest	-/6
13-15	Right Arm	-/3
16-18	Left Arm	-/3
19-20	Head	-/4

Arthur has just been given his dream job. He has been appointed driver of a Leviathan. To Arthur, a devout Tinker, he could think of nothing more inspiring than the vast metal conveyances. He never thought he would have the honour of driving one on active service. He is ecstatic. But he doesn't let it show. As a Leviathan driver, Arthur knows the most important thing is to project a surly, eccentric and devil-may-care attitude. Luckily that's his nature anyway.

As a young boy Arthur spent most of his time living on his wits, begging, stealing and getting by as best he could. Small and sickly, he was lucky to survive. Then, at the outbreak of the war, he heard a Mechanical Preacher giving a lecture on the principles of Clockwork, urging the listening crowd to both educate themselves and to fight against the Ungodly Royalists. Inspired, young Arthur joined the army, pressing himself into a pack of recruits, hoping the recruiting Sargent wouldn't turn him away as a weakling.

He was stationed initially in Cambridge. One day he and his fellows snuck a look into one of the workshops. Arthur caught a glimpse of the constructions within, and set himself the goal of working with the wondrous machines. With a few engineering principles he had learned from listening to Mechanical Preachers speak (and due to the fact that there were not enough willing recruits mad enough to want to crew the machines), Arthur inveigled himself into the New Model Army Clockwork Regiment. Once in, his enthusiasm for Clockwork got him recruited to the Tinkers, and they in turn found him a position in the workshops. The Leviathans needed spare operators, in case of casualties. Arthur trained for this eventuality, travelled with the baggage train to Naseby, but never saw, let alone fought in the battle.

Now, due to a fatality, Arthur has been given the position of driver on a Leviathan. Admittedly, it is on *Hope*, whose crew have a murderous and mutinous reputation. But at last he has his dream job. And due to some tragedy in Northampton, he has no time to adapt and get to know the gunners. He is off, to help that ruined town and take his beloved new Leviathan to war. Arthur is a consumptive and has a hacking cough.

**Mission Briefing**

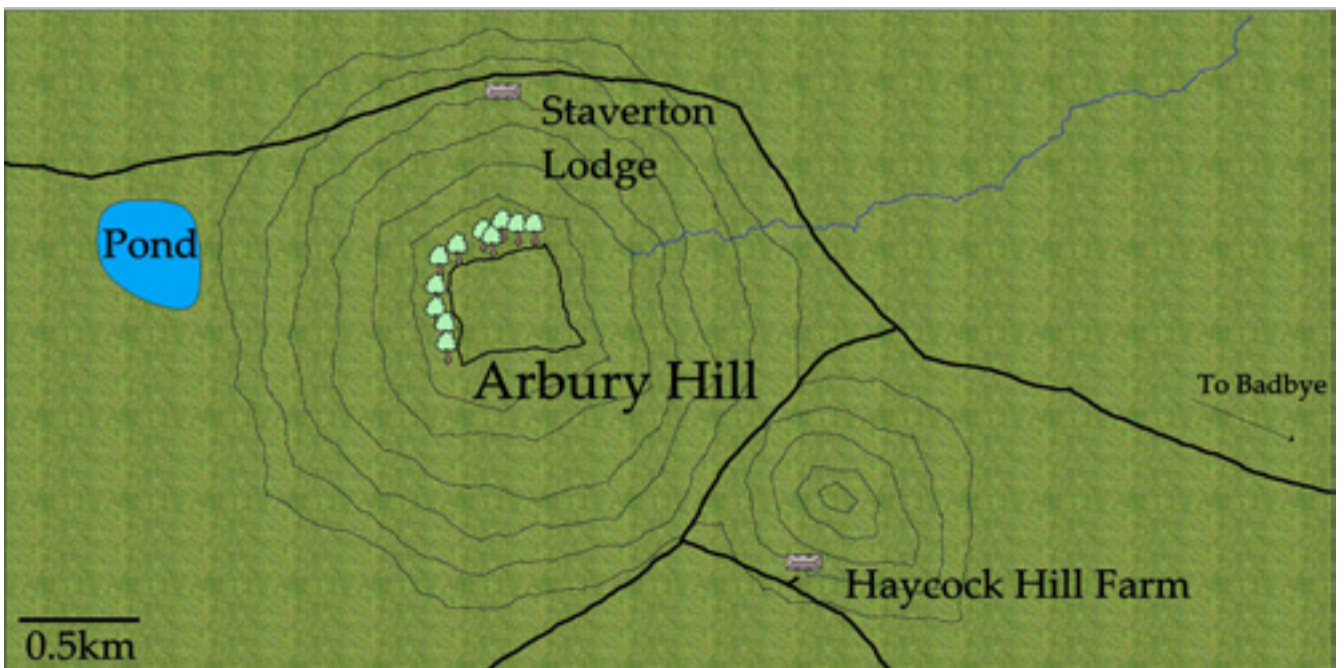
Arthur has the following objectives:

- Slay the accursed Dragon.
- Protect the Leviathan (a Leviathan driver would die rather than abandon his machine).

And, if at all possible;

- Cause as much inconvenience and harm to the satanic Alchemists as he can (as long as said harm doesn't cause the first two mission principles to be compromised). The Tinkers have warned Arthur that the Achemists will try to garner artifacts from the Dragon. They must be stopped or they will work the most wicked Magicks with them.

# The Dragon of Naseby



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# Ships for Traveller

By Andrew Welty

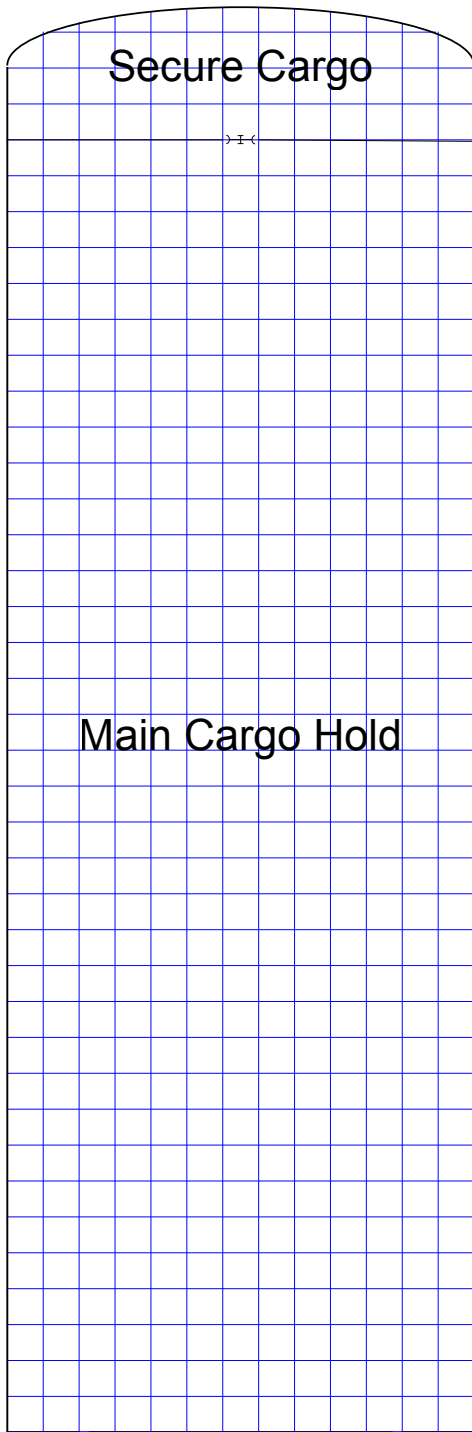
## Antique Trader

This ship has been mostly replaced by more modern designs in most systems but some clusters of lower Tech Level systems have purchased these ships from more advanced systems as they phased them out as they can maintain these ships themselves. This is a Technology Level 9 design.

The normal crew is three consisting of a pilot/navigator, engineer and a steward.

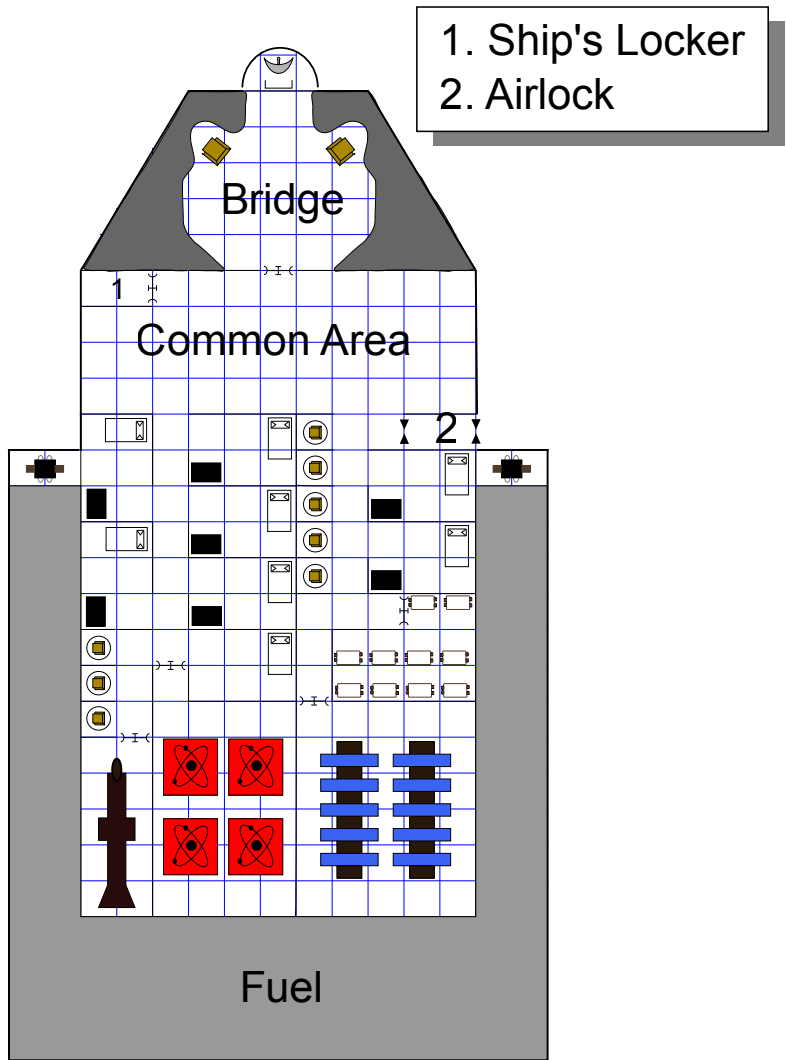
This is a standard design for which the 10% discount applies.

Antique Trader			Tons	Price (Mcr)
<b>Hull</b>	400 Tons	Hull 5 (TL 9)		16
	Streamlined	Structure 5		1.6
<b>Armour</b>	None			
<b>Jump Drive</b>	B	Jump 1	15	20
<b>Manoeuvre Drive</b>	B	Thrust 1	5	12
<b>Power Plant</b>	B	(TL 9)	12.5	24
<b>Bridge</b>			20	2
<b>Computer</b>	Model 1	Rating 5		0.030
<b>Electronics</b>	Basic Civilian	DM -2	1	0.05
<b>Weapons</b>	None			
<b>Fuel</b>	48 tons	One Jump-1, four weeks of operation	48	
<b>Cargo</b>	255.5 tons		255.5	
<b>8 Staterooms</b>			32	4
<b>10 Low Berths</b>			5	0.5
<b>Extras</b>	Fuel Processor	40 tons / day	2	0.1
	8 Escape Pods		4	0.8
<b>Software</b>	Manoeuvre/0			
	Jump Control/1	Rating 5		2
	Library			
<b>Maintenance Cost (monthly)</b>				0.01
<b>Life Support Cost (monthly)</b>				0.017
<b>Total Tonnage &amp; Cost</b>			400	74.77



Lower Deck

Chair		Fuel Processor	
Bed		Fusion Power Plant	
Locker		Jump Drive	
Access hatch		Manoeuvre Drive	
Hatch		Iris Valve	
Hatch Floor		Iris Valve Floor	
Hatch Ceiling		Iris Valve Ceiling	
Hatch Both		Iris Valve Both	
Low Berth		Sensors	
Escape Pod		Lift	



Upper Deck

# Ships for Traveller

## Assault Craft

Equally adept at transporting troops to targets located on the ground or in space. Equipped with a good variety of anti-personnel weapons for clearing the landing area of hostile forces, this ship can also be used in the air support role. Forces in a hostile landing zone can be deployed quickly through the large side cargo doors while the ship provides covering fire. The cargo area can be used to transport vehicles and other equipment needed by the troops.

For the space assault role the breaching tube allows for easy entry into other ships or space stations.

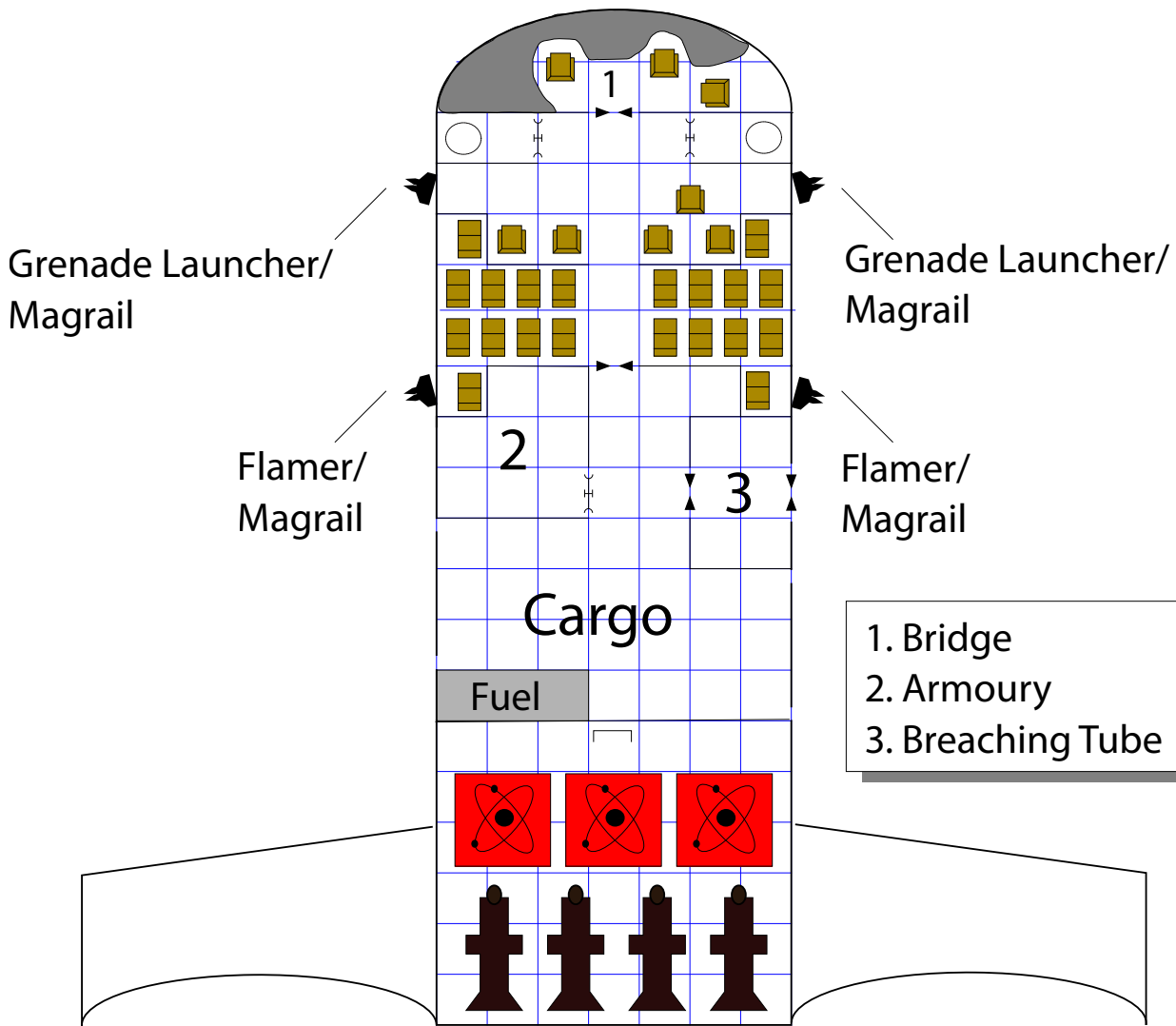
Heavily armoured the assault craft is designed to keep the personnel alive to carry out their mission.

The aerofins can be retracted to fit into smaller landing zones and for easier storage.

The assault craft requires a crew of two: pilot, navigator/comms. Two gunners may also be carried. Additional gunners may be used to operate the anti-personnel weapons if used in the air support role.

This design is in common usage in the Aslan Hierate and the price reflects the 10% discount for a standard design.

Assault Craft (Faiyh class)			Tons	Price (Cr)
<b>Hull</b>	90 Tons	Hull 1		1,900,000
	Streamlined	Structure 1		190,000
	Aerofins		4.5	450,000
<b>Armour</b>	Crystaliron	12	14	1,140,000
<b>Manoeuvre Drive</b>	sS	Thrust 5	12	24,000,000
<b>Power Plant</b>	sS	Rating 5	8.1	18,000,000
<b>Bridge</b>	Control Cabin for 2		6	45,000
<b>Computer</b>	Model 1	Rating 5		30,000
<b>Electronics</b>	Basic Military	DM +0	2	1,000,000
<b>Weapons</b>	Hardpoint #1	Beam Laser / Sandcaster	1	1,750,000
	Hardpoint #2	Beam Laser / Sandcaster	1	1,750,000
	Anti-Personnel Mount	Projection Flamer x2		2,000
	Anti-Personnel Mount	RAM Support Grenade Launcher x2		4,000
	Anti-Personnel Mount	Magrail Support Weapon x4		1,000,000
<b>Ammunition</b>		40 sandcaster barrels	2	
<b>Fuel</b>	1.5 tons	One week of operation	1.5	
<b>Cargo</b>	13.9 tons		13.9	
<b>Extras</b>	Cabin Space for 5		7.5	375,000
	Acceleration Couches	20	10	600,000
	Breaching Tube		3	3,000,000
	Armoury		4	1,000,000
<b>Software</b>	Manoeuvre/0			
	Fire Control/1	Rating 5		2,000,000
	Library			
<b>Total Tonnage &amp; Cost</b>			90	52,412,400



Chair		Fuel Processor	
Bed		Fusion Power Plant	
Locker		Jump Drive	
Access hatch		Manoeuvre Drive	
Hatch		Iris Valve	
Hatch Floor		Iris Valve Floor	
Hatch Ceiling		Iris Valve Ceiling	
Hatch Both		Iris Valve Both	
Low Berth		Sensors	
Escape Pod		Lift	
Spinal Mount		Acceleration Couch	

# Ships for Traveller

## Boarding Shuttle

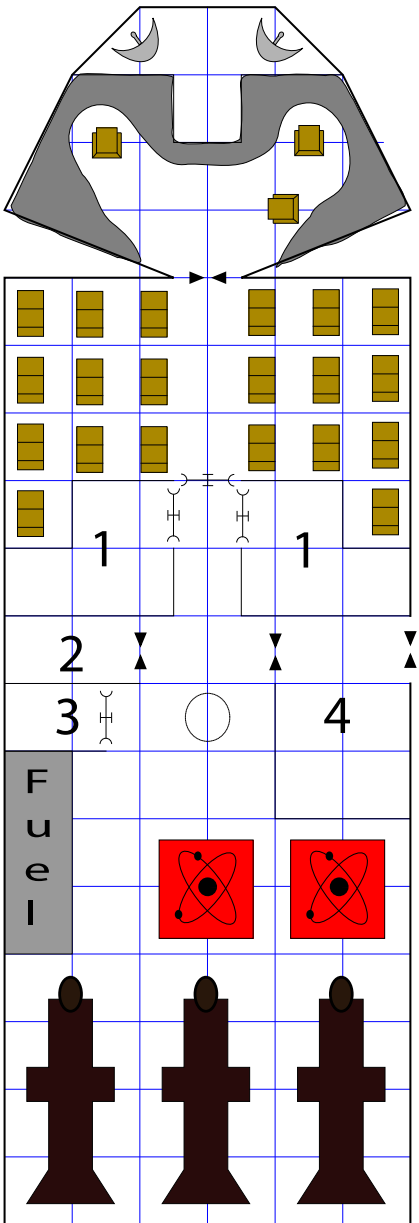
Used to send marines over to board another spacecraft. The breaching tube will make short work going through an airlock or even directly through the hull. Airlock is preferred as that will leave the rest of the hull intact but if it cannot be lined up there it can go directly through the hull. This is a Technology Level 12 design.

The normal crew consists of a pilot and navigator/comms.

This is a standard design for which the 10% discount applies.

Boarding Shuttle			Tons	Price (Cr)
<b>Hull</b>	60 Tons	Hull 1		1,600,000
	Streamlined	Structure 1		160,000
<b>Armour</b>	Crystaliron	12	9	960,000
<b>Manoeuvre Drive</b>	sT	Thrust 6	13	26,000,000
<b>Power Plant</b>	sT	Rating 6	8.7	20,000
<b>Bridge</b>	Control Cabin for 2		6	300,000
<b>Computer</b>	Model 3	Rating 15		2,000,000
<b>Electronics</b>	Basic Military	DM +0	2	1,000,000
<b>Weapons</b>	Hardpoint #1	Beam Laser / Sandcaster	1	1,750,000
<b>Ammunition</b>	20 sandcaster barrels		1	
<b>Fuel</b>	1.5 tons	One week of operation	1.5	
<b>Cargo</b>	.8 tons		0.8	
<b>Extras</b>	Breaching Tube		3	3,000,000
	Acceleration Couches	20	10	600,000
	Armoury		4	1,000,000
<b>Software</b>	Manoeuvre/0			
	Fire Control/3	Rating 15		6,000,000
	Evade/2	Rating 15		2,000,000
	Library			
<b>Total Tonnage &amp; Cost</b>			60	41,751,000





Chair		Fuel Processor	
Bed		Fusion Power Plant	
Locker		Jump Drive	
Access hatch		Manoeuvre Drive	
Hatch		Iris Valve	
Hatch Floor		Iris Valve Floor	
Hatch Ceiling		Iris Valve Ceiling	
Hatch Both		Iris Valve Both	
Low Berth		Sensors	
Escape Pod		Lift	
Spinal Mount		Acceleration Couch	

1. Armoury
2. Sandcaster Barrel Storage
3. Cargo
4. Breaching Tube

# Ships for Traveller

By Ian Stead

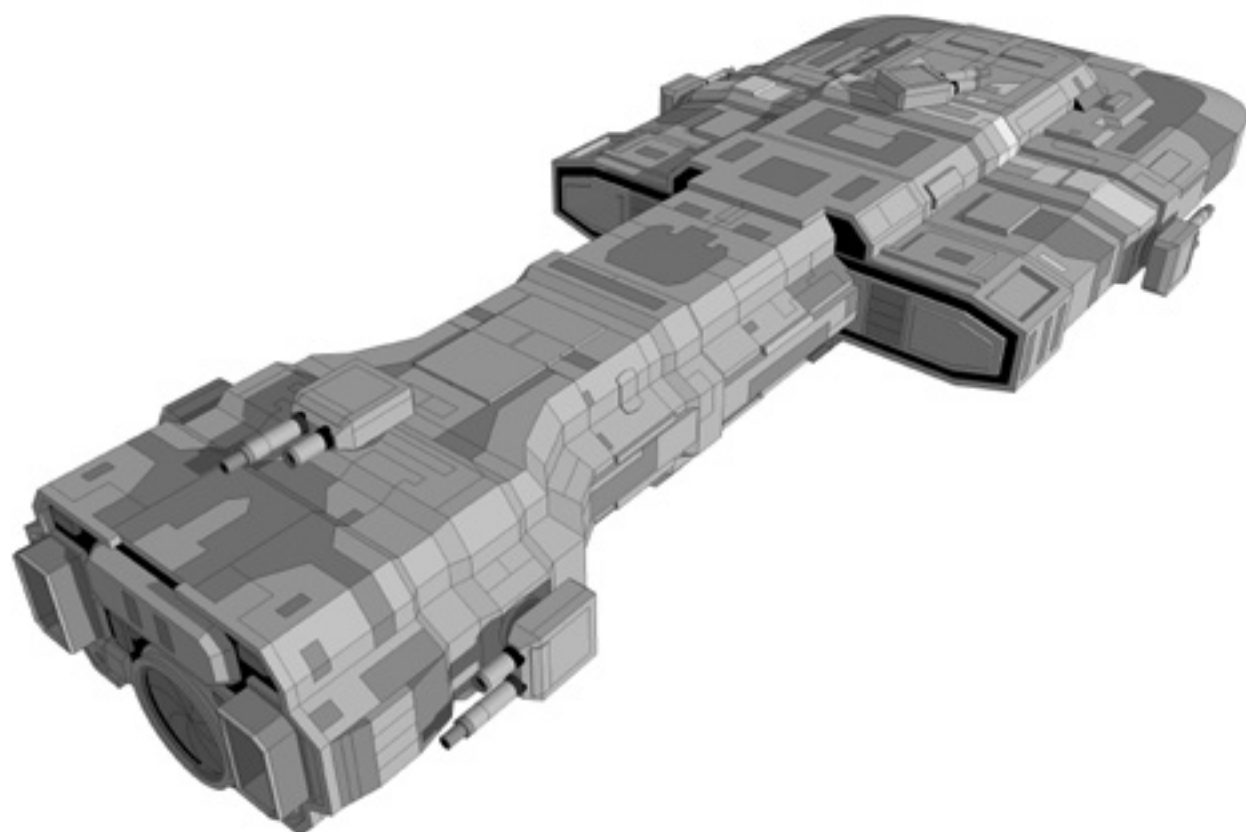
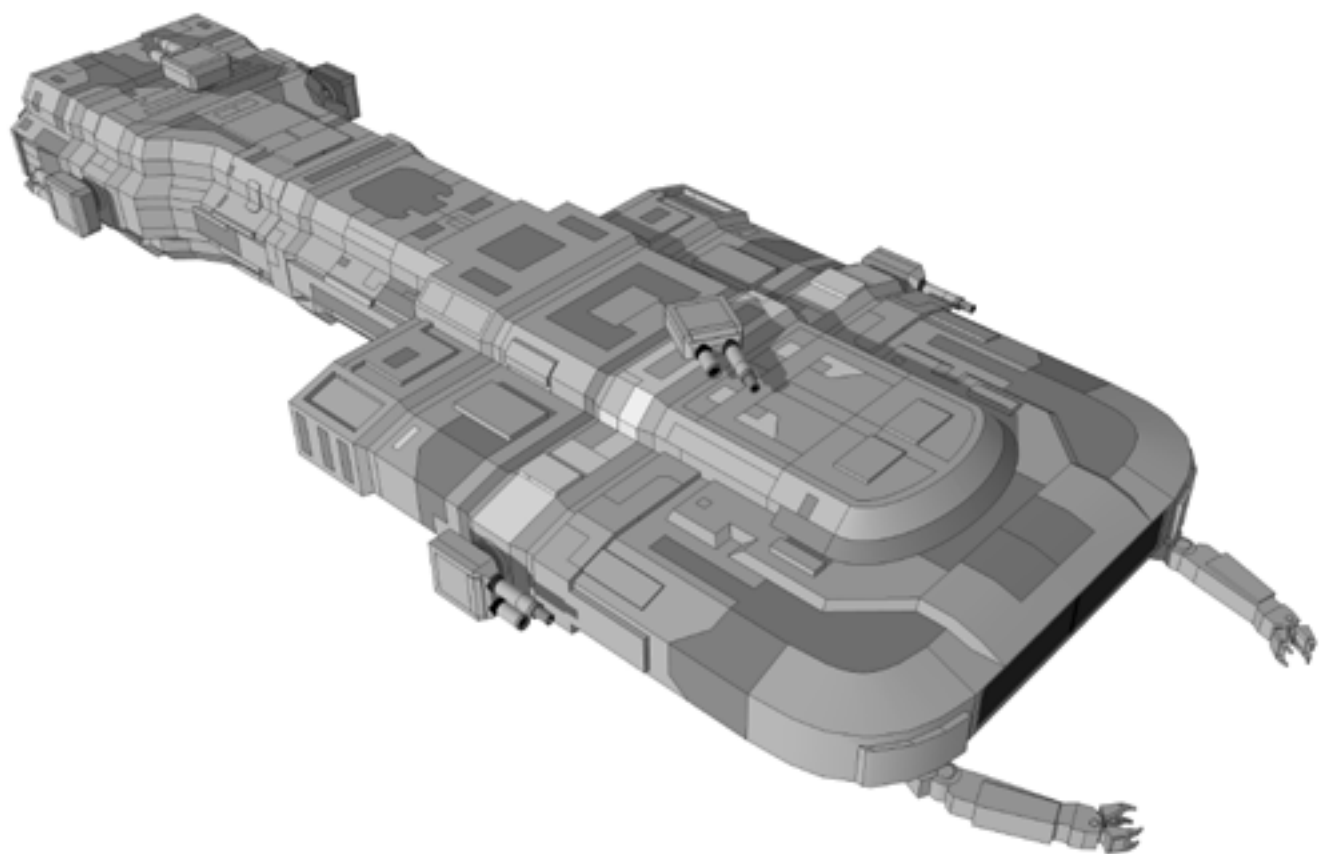
## Centaur Class Mercenary Carrier

Originally designed as a micro escort carrier for vulnerable convoys, the Centaur has found its way into becoming a sister vessel to the Mercenary Cruiser. Acting either as fighter support to other units or as a separate operating force in itself, with the ability to launch small ground operations with air support. Corporations or Governments often employ these in the role they were originally designed for, as escorts to freight convoys. In addition some have been used as anti raider forces and additional support to System Defence forces. For small scale actions the Centaur is a potent force, it never carried much favour with the Navy as they preferred the larger Carriers, hence its new role as a mercenary fighter carrier.

Typical load out for the Centaur is 20 fighters, stacked into the full sized hangar. Cargo space usage is for fuel/spares for the embarked fighters and sometimes an additional module for the cutter. The cutter is often used for refuelling, ground operations and fighter crew retrieval. Two grapple arms under the hangar are used for retrieving damaged craft or ones that have run out of fuel.

Normal crew consists of a Captain, XO, Flight Officer, Medic, Chief Engineer, 2 Pilots, Navigator, 20 Pilots, 8 Gunners and 6 Engineers. The barracks space is for up to 20 troops or additional engineers/flight crew. The Centaur is a TL 12 Design.

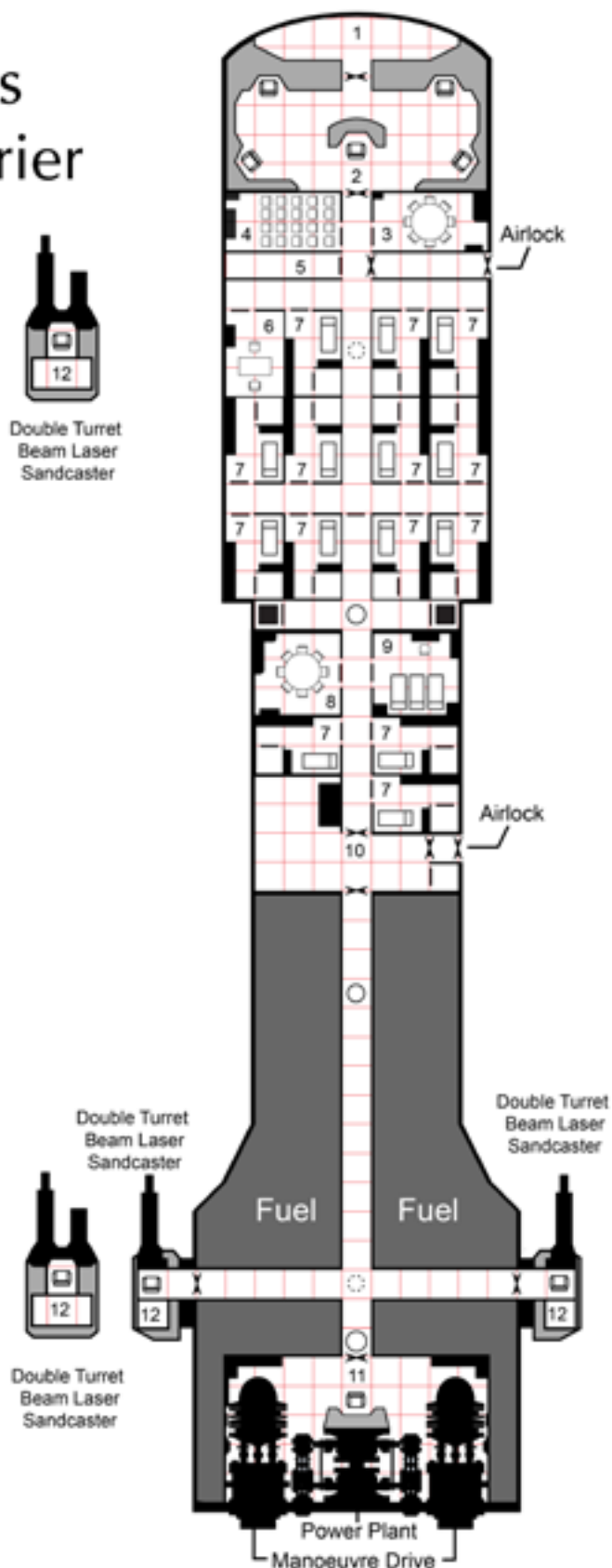
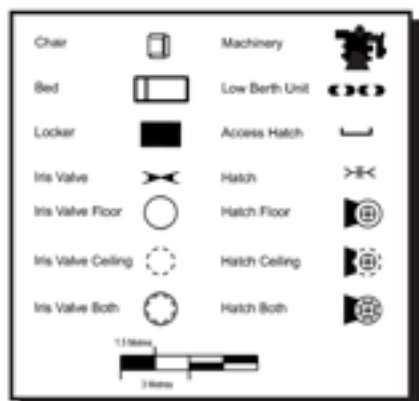
			Tons	Price (Mcr.)
<b>Hull</b>	800 Tons	Hull 16		80.0000
		Structure 16		
		Standard		
<b>Armour</b>	Crystaliron	4 Points	40	64.0000
<b>Jump Drive D</b>		Jump 1	25	40.0000
<b>Manoeuvre Drive G</b>		Thrust 2	13	28.0000
<b>Power Plant G</b>			22	56.0000
<b>Bridge</b>			20	4.0000
<b>Computer</b>	Model 4/fib	Rating 20		7.5000
<b>Electronics</b>	Military Sensors	+0 DM	2	1.0000
<b>Weapons</b>	Hardpoint #1	Double Turret (Beam Laser/Sandcaster)	1	1.7500
	Hardpoint #2	Double Turret (Beam Laser/Sandcaster)	1	1.7500
	Hardpoint #3	Double Turret (Beam Laser/Sandcaster)	1	1.7500
	Hardpoint #4	Double Turret (Beam Laser/Sandcaster)	1	1.7500
	Hardpoint #5	Double Turret (Beam Laser/Sandcaster)	1	1.7500
	Hardpoint #6	Double Turret (Beam Laser/Sandcaster)	1	1.7500
	Hardpoint #7	Double Turret (Beam Laser/Sandcaster)	1	1.7500
	Hardpoint #8	Double Turret (Beam Laser/Sandcaster)	1	1.7500
<b>Ammunition</b>	160 Sandcaster Barrels		8	0.0800
<b>Fuel</b>	108 Tons	One Jump-1 and Four weeks of operation	108	
<b>Cargo</b>	82 Tons		82	
<b>25 Staterooms</b>			100	12.5000
<b>20 Barracks</b>			40	2.0000
<b>Extras</b>	Fuel Scoop			1.0000
	4 Fuel Processors	80 Tons / day	4	0.2000
	Ship's Locker			
	Repair Drones		8	1.6000
	Cutter		50	19.4580
	Armoury		2	0.5000
	Grappling Arms x2		4	1.0000
	Briefing Room		4	0.5000
	Hangar	200 Ton Capacity	260	52.0000
<b>Software</b>	Jump Control/1	Rating 5		0.1000
	Evade/2	Rating 15		2.0000
	Fire Control/2	Rating 10		6.0000
	Auto-Repair/2	Rating 20		10.0000
	Library/0			
<b>Maintenance Cost (monthly)</b>				0.3354
<b>Life Support Cost (monthly)</b>				0.0360
<b>Total Tonnage &amp; Cost</b>			800	403.8094



## Centaur Class Mercenary Carrier

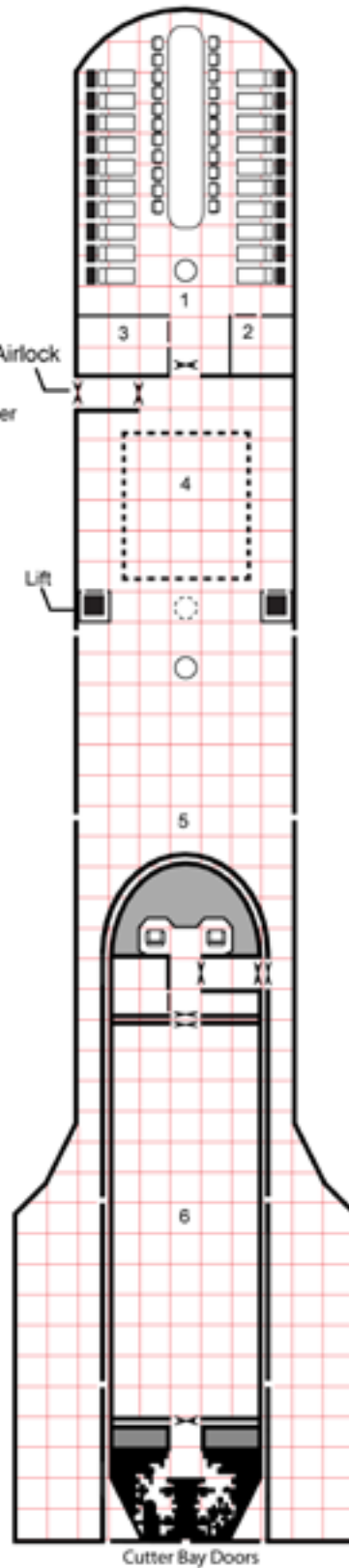
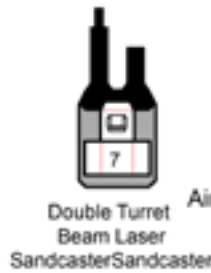
Command / Quarters Deck  
(Level 1)

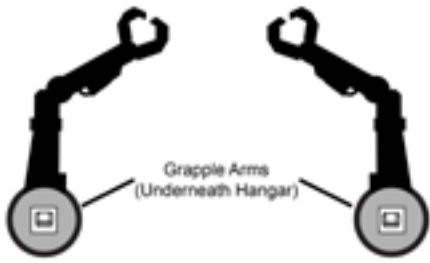
1. Avionics / Sensor Bay
2. Bridge
3. Officers Ward Room
4. Briefing Room
5. Ship's Locker
6. Captain's Office
7. Crew Staterooms
8. Crew Common Room
9. Med Bay
10. Repair Drone Bay / Workshop
11. Engineering
12. Sancaster Ammunition



Barracks / Cargo Deck  
(Level 3)

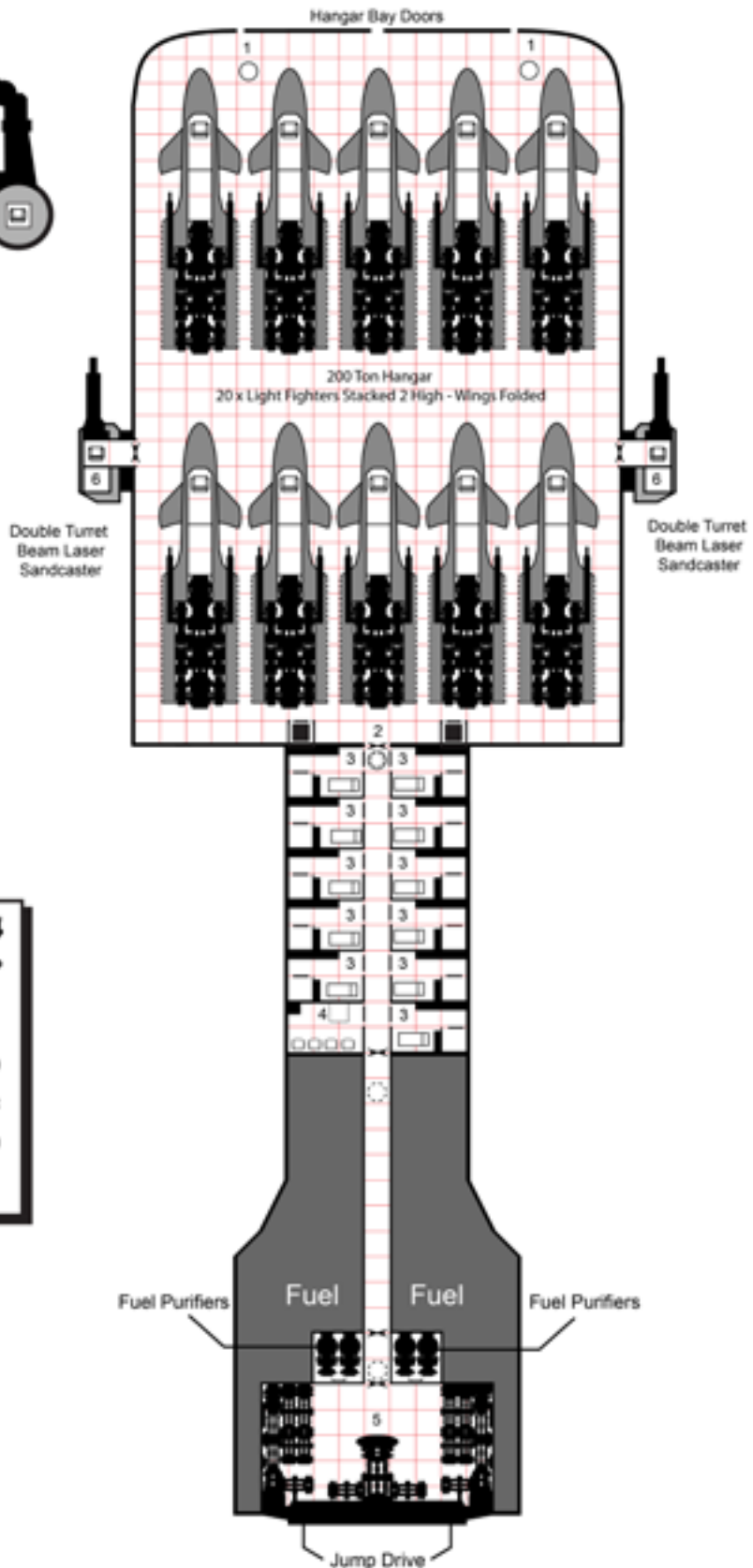
1. Barracks
2. Common Fresher
3. Armoury
4. Cargo Bay Underside Door
5. Cargo Bay
6. Cutter
7. Sandcaster Ammunition





Hangar Deck (Level 2)

1. Grapple Access
2. Hangar
3. Flight Crew Staterooms
4. Flight Crew Ready Room
5. Engineering
6. Sandcaster Ammunition



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When the Adventurers discover the ruins of an ancient arcane academy, they find themselves the subjects of a gruelling magical test that has lain dormant for hundreds of years.

This brief *RuneQuest* scenario is a perfect 'filler' and can be used any time a group of Adventurers is wandering through an out-of-the-way region – perhaps during part of an ongoing campaign. Due to its unusual nature, it can be used with characters of any experience level and is perhaps a perfect remedy for players who have come to rely too heavily on the impressive abilities of their characters. More than that, it serves to remind players that, above all, roleplaying should not be taken too seriously!

## Introduction

Centuries ago, a cadre of well-meaning sorcerers opened a school to teach magic to the next generation of spell users. For a time, they prospered and several notable sorcerers graduated from the academy. Unfortunately, a series of misfortunes befell the college and proved too much for the wizards and novices to withstand. Local legends still talk of a mysterious army of aquatic monsters that slithered up out of a nearby lake and attacked the institution. Many locals, who blamed the sorcerers for the creation of these strange monsters, raised a militia and assaulted the school. Finally, several magical experiments went awry, destroying many of the buildings within the academy. In less than a year, the school went from a prospering institution to a derelict ruin.

In their haste to leave, the sorcerers did not remove all of the enchantments that had been cast in and around the grounds. One particular enchantment, designed to test the intellect and ingenuity of senior students, has remained in place across all these years – as the Adventurers are about to find out...

## Starting things off

Whilst travelling through a lonely region, the Adventurers come across an intriguing ruin. Read or paraphrase the following:

*The ruins before you are scattered over a large enough area to indicate that they were once part of a large building – or even a collection of such. The skeleton of a narrow tower reaches skywards, a spiral stair visible within its exposed innards. A long, ragged wall marks out what may once have been a gatehouse.*

*This tranquil scene is disturbed by a series of snarls and howls that rend the air. Moments later, a pack of vicious-looking wild dogs bounds from the ruins and race towards you.*

There are as many wild dogs as there are Adventurers and the feral curs attack the party with terrifying ferocity, scattering only when more than half their number is slain.

This opening fight should provide the PCs with an opportunity to limber up and flex their muscles. Dealing with the pack should be relatively easy and will encourage the PCs to feel over-confident as they move in to explore the ruins.

### Wild Dogs

STR	9
CON	12
SIZ	8
INT	5
DEX	13
POW	10
CHA	-

Combat Actions	2
Damage Modifier	0
Magic Points	10
Movement	10m
Strike Rank	+9

Hit Points: 10

Once the Fight ensues, the PCs will catch glimpses of a large hound moving stealthily through the ruins. This Alpha-Male will remain at a safe distance; once the fight has turned against his pack, he hurries away, retreating down a ruined stairwell.

## The Ruins

Exploring the ruins, there are several areas of interest for the Adventurers.

### Bounteous Tree

Growing in the corner of what would once have been a courtyard, this beautiful tree is adorned with a variety of fruits: apples, pears, mangoes – and a smattering of oddities that combine the elements of different fruits. If the Adventurers sample this crop, they will find it to be exquisitely juicy and perfectly ripe.

The tree is a product of magical experiments conducted at the academy years ago. The tree produced a multitude of fruits for the teachers and students throughout the spring and summer seasons. If uprooted, it will soon perish. The seeds of its fruit, however, may be encouraged to grow elsewhere but only if an Adventurer is willing to spend time researching the exact mixture of soil and magical input required.

The fruit from the bounteous tree remain fresh for 1D4+1 weeks after they are picked and a single fruit is enough to constitute a full meal.

### Crumbled Guardian

Half covered with moss and soil is the remains of a once mighty statue, skilfully fashioned from black granite. The statue lies in the likeness of death, its chest pierced by long rusted blades and swords. The guardian's limbs have crumbled away and succumbed to the weathering of long centuries. Nevertheless, it retains a certain



nobility and hints at the magical power which once coursed through this place.

The gauntlets worn by the guardian are crafted from ensorcelled steel that will never rust. Though too large for a human-sized creature to wear, they may be melted down and re-forged into an item of prodigious strength: both its AP and HP would be three higher than normal and it would never rust.

### Sylph Fountain

Though the stonework of this fountain has been rubbed smooth by wind and rain, the three golden bands resting on the brows of the carven sylphs remain undiminished. Similarly, the gemstones within their eyes still sparkle through the years of dust and grime.

Each band is worth 100 SP and each gemstone 70 SP.

### The Broken Stairway

Near the centre of the ruins is the descending stone stairway down which the Alpha-Male fled after its pack was defeated.

Read or paraphrase the following once the Adventurers decide to investigate:

*A line of broken stairs, befouled with dung and cracked by the sprouting of tough grass, disappears beneath the ground. The remains of an ornate archway looms drunkenly overhead, barely legible lettering carved into its stonework.*

A careful inspection of the ruined arch reveals the words 'To learn is to live, to live is to learn'. This was once the academy's motto.

### The Chamber of Trials

The stairway descends 20 feet and opens out into a large, manmade chamber:

*This would once have been an impressive room, sporting four ornate columns in the likeness of elemental creatures propping up the roof and numerous friezes and mosaics covering the floor and walls. Age has ravaged them all.*

*At the far end of the chamber is a raised platform, strewn with rubble from where the ceiling has fallen in, creating several narrow fissures. There are two rubble-strewn doorways that would once have lead out of this chamber.*

Any Adventurer who passes a Perception Test will notice that there is an open metallic box resting on the platform. It is partially obscured by rubble.

The alpha male that the Adventurers spotted entering this room is hidden behind the rubble on the platform. As soon as one or more of the Adventurers begins to search the chamber, the hound emerges, lips drawn back in a threatening snarl. It will do all it can to keep the Adventurers away from the platform – even attacking them if necessary. If the hound suffers more than five points of damage, it will attempt to flee – leaping up and over the rubble blocking the north-eastern doorway and fleeing along the narrow corridor which leads up into the woods (see Tunnel Exit on Map One). If it makes it this far, the Alpha male will hide in the woods for the time being.

#### Alpha Male

STR	14
CON	16
SIZ	11
INT	7
DEX	15
POW	10
CHA	-

Combat Actions	3
Damage Modifier	0
Magic Points	10
Movement	10m
Strike Rank	+11

1D20	Hit Location	AP/HP
1-2	Right Hind Leg	2/5
3-4	Left Hind Leg	2/5
5-7	Hindquarters	2/6
8-10	Forequarters	2/6
11-13	Right Front Leg	2/5
14-16	Left Front Leg	2/5
17-20	Head	2/6

Armour: Fur and Hide (AP 2)

Traits: Night Sight

Skills: Athletics 85%, Evade 70%, Perception 65%, Persistence 50%, Resilience 50%, Stealth 85%, Survival 70%, Tracking 75%

### Acolyte's Spell

When the academy was in its prime, it was a place where students acquired a mastery of magic. More than that, they were taught the responsible use of power and that mystical might is no replacement for common sense and a keen mind. Accordingly, one of the last tests that acolytes faced saw them transformed into a dog and charged with completing a series of tasks. This animal form robbed them of their burgeoning powers and forced them to use their wits to succeed. Those who failed this final test were unable to graduate from the academy. Those who passed learned the value of humility and that they should not rely solely on their art get them out of trouble.

The magic that would have transformed the latest batch of acolytes was put in place just before the academy was attacked by creatures from The Lake of the Moon. It remains in place to this day and as soon as one of the Adventurers moves onto the platform, it will activate.

### Transformation

The Adventurers have no defence against the transformation spell: it is both extremely powerful and highly unusual, having been designed by the Academy's Principal Mage.

# A Dogs Life

Every Adventurer will be affected by the spell – even those not on the platform. One of the parameters of the spell was that it should effect every member of a ‘group’. In this instance this is the adventuring party, where originally it would have been the acolytes.

The Adventurers will each be transformed into a dog, his items of equipment being absorbed into his new form: this renders them safe but unusable. To determine the specific type of dog that each Adventurer is changed into, roll on the following tables:

**Table One: Dog Type (D6)**

- 1 – Lapdog
- 2 – Mongrel\*
- 3 – Hunting Dog
- 4 – Sheep Dog
- 5 – Racing Dog
- 6 – Warhound

**Table Two: Colour (D6)**

- 1 – Black
- 2 – Grey
- 3 – White
- 4 – Brown
- 5 – Sandy
- 6 – Patchwork

\*A Mongrel always has patchwork colouring.

## Characteristics

Dog Type	STR	CON	SIZ	DEX
Lapdog	7	12	6	13
Hunting	10	15	8	14
Sheep	9	14	7	14
Racing	8	13	7	16
Warhound	12	14	10	13

## Attributes

Dog Type	Actions	Movement
Lapdog	3	7m
Hunting	3	10m
Sheep	3	10m
Racing	3	14m
Warhound	3	10m

A Mongrel does not have fixed Characteristics. Instead, roll 3D6 for each Characteristic and 2D6+3 Movement.

Adventurers retain their own INT, POW and CHA.

## Common Abilities:

Unless otherwise noted in Special Abilities, all dog types share the following statistics:

## Weapons

Type	Size	Reach	Weapon Skill
Damage	AP/HP		
Bite	M	T	50%
1D6		As for Head	

*Skills:* Athletics 50%, Evade 50%, Perception 60%, Persistence 40%, Resilience 40%, Tracking 35%

## Special Abilities

**Mongrel:** The player may select two skills or abilities from the following.

**Lapdog:** Evade 70%

**Hunting:** Tracking 70%; Night Sight Trait

**Sheep:** Perception 75%, Tracking 40%

**Racing:** Persistence 60%

**Warhound:** Bite causes 1D8 Damage; Fur and Hide Armour (AP 2)

Rather than rolling randomly, the GM may elect to assign dog types in order to reflect the personalities or abilities of each Adventurer.

The GM may also elect to allow PCs to retain knowledge based skills whilst in canine form.

A by-product of the transformation spell is that the PCs can ‘speak’ to each other. This understanding extends to other transformed individuals (including the Alpha Male) but not normal dogs.

The Alpha Male that the PCs have already encountered is, in fact, a transformed Adventurer. He fell foul of the residual magic years ago and has never been able to reverse the effects. Long years as a dog have robbed him of much of his humanity. He is still more intelligent than a typical hound – and the appearance of the Adventurers has reawakened dormant memories – but he now exists somewhere between transformed human and ‘true’ dog.

Instinctively, the Alpha knows the platform was the source of its troubles and it is for this reason that it tries to keep the Adventurers away.

## The Final Test

The instant after the Adventurers are transformed, the illusory image of a man in amber robes appears upon the platform. This is the likeness of Olon Dorrán – the Principal Mage of the Academy at the time it was destroyed. The illusion delivers a message, intended for students undergoing their final test:

*‘Welcome, students – to your final test! You have proven yourselves skilled in the arcane arts. You have studied the history of magic, and the philosophy which underpins our work at this academy. And, you have done well.’*

*‘Now, you must learn to survive without the skills you have worked so hard to master. Only then – when you understand that magic should be used sparingly, as a last resort rather than a first – will you be ready to graduate.’*

*‘Instructions for these final trials are written here.’ The figure gestures at an area of wall, now worn by the passage of time and covered with dust. ‘Complete each task, return here with what you find and place it inside this box. Good luck.’ The figure begins to fade, before suddenly coalescing once more. ‘Oh, and you know what a quirky sense of humour I have.’ The figure grins and vanishes from sight.*

In their new form, the Adventurers will be unable to activate any spells or use any special abilities other than those facilitated by their canine form. Just as the Principal Mage intended, they will have to use their wits to complete the trial before them.

## The Wall of Words

Though weathered and incomplete, the Adventurers can still make out the instructions to which the Principal Mage referred. In a few places, however, the words have worn away all together:

- Remove the bronze feather without being seen and (words missing) metal box.
- In the memorial yard are the remains of the first caretaker of the academy. Recover from him what the wizards restored when he first hobbled through the gates.
- The boundaries of the academy are well known to you. Use your new form to mark out this terrain in less time than it takes the sundial to move a notch.
- Recover (Missing words) beneath the shade of the oak.
- Master Mylo cannot relax without his slippers. Unfortunately, he has left them on the island. Place them inside (Missing words).

Each of these sets of instructions outlines one of the tasks the Adventurers must perform. After each task is complete, the Adventurers will find themselves in possession of an object. When all five objects are placed inside the metal box upon the platform, the spell will be broken and the Adventurers returned to their original form.

## Exploring Further

Though the tunnels leading from the main chamber are choked with rubble, the Adventurers are able to clamber over the rocks even after they have been

transformed into dogs. See Map Two for the tunnel layout.

### Chamber of Eyes and Ears

*The side walls of this large square chamber are engraved with numerous closed eyes and protruding ears. Resting upon a small, dust-laden plinth at the far end of the room is a bronze feather. A little way inside the room are two statues, each perfectly capturing the likeness of a powerful war hound.*

An Adventurer who scrutinises this room for further clues should roll against his Perception. A successful Test reveals two grooves in the ceiling. Each is three inches wide and runs parallel to one of the side walls. Contained within each groove is a raised curtain which, when lowered (see Chamber of Levers), blocks the carved eye's view of the room.

The bronze feather is one of the items that the Adventurers must recover. However, they must do so without being seen by the magical carvings. The ears listen out for intruders; if any are detected, the eyes open and petrify whatever they see.

Two Difficult (-20%) Stealth Tests are required to recover the feather and leave the room undetected. Failure of either Test will awaken the eyes and add a further statue to the collection.

The statues are a pair of ogres who fell foul of the transformation spell and then the petrification spell!

### Chamber of Levers

*This small room contains a number of levers, all set into the floor. Carved into the walls is a pair of riddles. The first reads:*

*Remove the hours of the day from the weeks in the year and divide by the deadly sins.*

*The second reads:*

*The number of 9s there are between 1 and 100.*

The answer to the first riddle is 4 ( $52 - 24 = 28$ , divided by  $7 = 4$ )

The answer to the second riddle is 20 (9, 19, 29, 39, 49, 59, 69, 79, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99)

A PC who explores the room will find that each of the levers is numbered, from 1 to 20.

Pulling lever 4 lowers a curtain from the groove covering the eyes in the western wall.

Pulling lever 20 lowers a curtain that covers the eyes in the eastern wall.

Pulling any other levers – which a dog can achieve by gripping one in its jaws – delivers an electric shock. This inflicts a single point of Damage (armour does not offer protection against this) and makes the recipient's hair stand on end. This damage is not intended to inflict serious harm but rather to encourage confused students to work together and share the damage that must surely be coming if they have failed to solve the riddles.

### Chamber of Mirth

Olon Dorran was a man who certainly enjoyed a joke. Truth be told, however, others rarely enjoyed his jokes as much as he did. Nevertheless, this room serves as a memorial to the 'hilarious' japes he inflicted on his students over the years – all in the name of promoting humility.

*This dust-shrouded chamber is hung with numerous web-covered paintings. Through the years of grime you can make out several unusual scenes – a young wizard struggling to remove what appear to be a pair of shrinking underpants; a mirror that transforms its owner's likeness into a ghoulish monstrosity; a cake that seems intent on devouring an over-plump apprentice. The list goes on. In each case, young mages are portrayed as the butt of some sort of magical joke. In several, the same illusory figure who spoke to you looks on, his face contorted by bouts of laughter.*

*Above the door, a bold plaque declares 'Humility begins with the ability to laugh at oneself.'*

A search of this room reveals a small stack of books, all ravaged by age. Only one contains anything of note – scraps of a journal recording the difficulties the academy ran into when creatures from the laboratory escaped into the Lake of the Moon (see Player Handout One).

## Completing the Trials

By the time the Adventurers have finished searching these tunnels, it should be quite clear that if they wish to regain their natural forms they must complete the trials set by Olon Dorran. They may do so in whichever order they wish.

## The Shade of the Oak

In the woods north-east of the main ruins is an enormous oak (see Map One). The roots of this mighty tree form furrows and gullies where they meet the soil. Buried amongst these is a crystal sphere, wrapped in a cloth. The Adventurers must recover this and place it inside the box in the Chamber of Trials.

Guarding the oak is a creature of living gloom. Normally, it lurks unseen within the shadow of the tree. As soon as something disturbs the oak – including searching amongst its roots – the shade coalesces into the form of a vulture-headed humanoid and attacks.

### Shade of the Oak

STR	10
CON	10
SIZ	14
INT	9
DEX	17
POW	16
CHA	5

Combat Actions	3
Damage Modifier	0
Magic Points	16
Movement	8m
Strike Rank	+13

Hit Points: 12

Armour: 0

## Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
Touch	M	T	50%	Special	0/0

*Traits:* Dark Sight, Life Sense, Night Vision

The touch of this shade - a creature created by the wizards at the academy – dims the vision of its victim. Each time a creature is touched, it perceives the world as though light levels are one degree darker. For example, in normal light the victim sees the world as if it is partially dark; if it were partially dark, he would see it as though it were dark and so on. Further touches have a cumulative effect. A creature struck twice perceives the world as though two light levels darker.

The light levels are: light, partially dark, dark, pitch black (*RuneQuest Core Rulebook*, page 89 for more on light levels).

The effects of the shade's touch last for 1D4 hours.

## Scavenger

An opportunistic trollkin has taken to watching the oak and ambushing creatures blinded by the shade. If the Adventurers become debilitated by the shade, it will move in and attack, hoping for an easy meal.

**Trollkin** (*RuneQuest Core Rulebook*, page 179, armed only with club).

## Fetch the Bone

The Wall of Words in the Chamber of Trials refers to the remains of the academy's first caretaker buried in the Memorial Yard. Specifically the Adventurers are instructed to recover what the 'wizards restored when he first hobbled through the gates'. The first caretaker, Findley McCaybe, was a cripple when he arrived at the academy. In exchange for his services, the wizards gifted him an iron leg that allowed him to walk again. It is this that must be claimed and placed inside the metal box.

A search of the Memorial Yard reveals a tombstone that reads *Findley McCaybe – walked tall in this world and surely the next.*

If the PCs start to excavate the grave, they will quickly elicit a response from the occupant:

*The turf above the grave shifts and parts. With surprising agility, a skeletal figure bounds forth. In one bony hand it clutches a long whip, and you notice that it has one leg fashioned from rusted iron.*

The remains of Findley McCaybe will do all that it can to prevent the PCs getting hold of its leg (use Skeleton, *RuneQuest Core Rulebook*, page 178, adding Evade 60% and removing bronze plate armour). It uses it whip to Trip opponents where possible or handfuls of grave dirt to Blind opponents (see *RuneQuest Core Rulebook*, page 86 for more on Combat Manoeuvres). The whip inflicts only 1D3 points of Damage.

The PCs may elect to chew Findley's skeleton apart piece by piece. A better option is to use the Disarm Opponent Manoeuvre to snatch its leg. Findley opposes this with his Evade (60%). If the leg is taken, Findley's skeletal remains claw their way back into the ruined grave and resume their long sleep.

## Marking Your Territory

In order to pass this trial, one of the Adventurers must race around the perimeter of the academy using his 'scent' to mark his territory. This task reflects the quirky sense of humour that the illusion of Olon Dorran mentioned.

A Perception Test is required to locate the fragmentary ruins indicating the edge of the grounds. The base time for this test is two hours: the original circumference of the grounds was a little over two miles.

Once the perimeter has been identified, one of the PCs must race round it in no more than 10 minutes – the time it takes for the academy’s sundial to move on one notch. Before he sets off, the PC must pee on the perimeter – this provides a marker that sets both the start and finish line. At the same time that this marker is set – taking the form of a glowing blue light – three further markers appear at equal points around the perimeter. Each of these must be peed on as the Adventurer races around the course.

As soon as the race begins, a spectral hound appears and races against the Adventurer. This mystical beast has Athletics 55%. To complete the race within the time limit – and successfully mark out the territory – the Adventurer must succeed with three consecutive Opposed Athletics Tests. A racing dog receives a +20% Modifier to this Test; a lapdog suffers a -10% penalty (due to high and low Movement respectively). Successes keep the PC ahead of the chasing ghost-hound.

Each time that the Adventurer fails a Test, the spectral hound catches up with him and bites him. This inflicts one level of Fatigue. The Adventurer must now start again, attempting to string together three consecutive successful Tests.

Once the Adventurer has successfully marked the perimeter of the academy a leather collar appears. This is one of the items needed to reverse the transformation spell.

## The Lake of the Moon

At the time Olon Dorran set the trials for his students The Lake of the Moon was still a safe place – no more than a small knoll in the centre of a placid lake. Since then, ferocious creatures which escaped from the academy’s laboratory have claimed it as their own. For the Adventurers to complete this task they will have to risk far more than the old Principal ever intended.

Any Adventurer that searches the shoreline of the lake should roll against

### Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
bite	M	M	45%	1D8+1D8	5/8
tentacle	L	L	50%	Special	2/6

his Perception. Success indicates that he discovers odd tracks around the waterline where something large has dragged itself out of the lake. He also finds the bones of deer that wandered in to drink and were savagely fed upon. Neither the tracks nor bite marks match any known species of animal.

At its narrowest point, the distance from the shore to the island is 200 yards. In their dog forms the Adventurers can certainly swim this; however, doing so is a perilous choice. Any Adventurer who swims across must make an Opposed Test using his Stealth against the Perception of one of the Lake Monsters. If this Test is failed, the Adventurer is attacked as he nears the far shore.

Hidden in a copse of trees near the shoreline is an old raft (see Map One). This was built by thieves who planned to use the island as a hideout but abandoned the area when they encountered the Lake Monsters. Working together, it is possible for the Adventurers to get the raft into the water; they can then paddle across. This will be slow going but is safer than going into the lake.

The Lake Monsters will not ignore the raft, however, nudging it from below to see what it is. The Adventurers on board will need to make Easy (+20%) Athletics Tests to avoid being knocked in.

### Lake Monsters

STR	20
CON	19
SIZ	25
INT	4
DEX	15 (in the water); 7 (on land)
POW	9
CHA	-

Combat Actions	3 (water); 1 (land)
Damage Modifier	+1D8
Magic Points	9
Movement	12m (water); 6m (land)
Strike Rank	+15 (water); +12 (land)

Hit Points: 23

Armour: Tough Shell (AP 5)

Traits: Dark Sight

Skills: Brawn 60%, Perception 40%, Stealth 60%

The lake monsters are unnatural beasts that resemble sharks, armoured with the tough shell of lobsters. Two tentacles sprout from their bellies, constantly probing the water for prey which they grasp and guide towards their fearsome mouths.

A target struck with a tentacle attack is subject to the Grip Combat Manoeuvre. One round after this, the target will be moved to the mouth where it automatically suffers a bite attack. This uses up all of the lake monster’s actions for the round but may be repeated round after round until the target is devoured.

A lake monster can survive on land for a number of rounds equal to double its CON. After this, it begins to asphyxiate.

### Master Mylo’s Slippers

Near the centre of the island are the remains of a simple stone structure. The architecture, such as it is, resembles that of the academy.

If the Adventurers search the ruins, a Perception or Easy (+20%) Tracking Test reveals that this site has been used within the last year: there are faint traces of a camp fire, charred bones from a cooked meal, a rusty sword and a mouldering

blanket. These are remnants of the thieves who briefly used the island to hide their goods.

Mylo's Slippers are easy to find – they hang suspended from a pole next to the ruin and given their bright blue colour certainly stand out. Getting them down is not so easy. The pole is 20 feet high and only three inches wide, so too narrow for a dog to climb.

The Adventurers will have to devise a means of recovering them. Some ideas include:

- Using the rusty sword left by the thieves to cut through the pole. If two Adventurers grip it either end with their teeth, they can use it in a back-and-forth sawing motion.
- Scaling a tree near to the pole, and either knocking the slippers off with a branch held in one's mouth or jumping out and trying to grab them mid-flight.
- Digging up the soil around the base of the pole – which reaches one foot beneath the ground – so that it topples over.

Any Adventurer who carefully checks the ruins should make a Difficult (-20%) Perception Test. If successful, he locates a part of the thieves' buried stash that they did not have time to recover. Inside a wooden box, are: 231 SP, a sling and 4 bullets, a fishing kit, a silver ring (20 SP), a bronze brooch inlaid with amber (25 SP) and a torch.

### Taming the Alpha

If he survived his encounter with the Adventurers, the Alpha Male will hide in the woods north of the academy. If the Adventurers approach him whilst in dog form, he will perceive it as a challenge and attack them. If he suffers three separate wounds he will be culled and accept the authority of whichever Adventurer bested him.

### Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
bite	M	M	45%	1D8+1D8	5/8
tentacle	L	L	50%	Special	2/6

The Alpha will initially find it difficult to 'talk' with the Adventurers – and will only do so at all if culled. The longer he spends with the party the better his communication skills will become, as he remembers his former self.

The Alpha knows the area well and can act as a guide.

### Closing the Box

Once the Adventurers have completed all the trials and recovered the various items – the bronze feather, leather collar, Findley's leg-bone, the crystal sphere and Mylo's slippers – they need to place them inside the box in the Chamber of Trials. The instant that they do so, an image of Olon Dorran appears:

*'Well done! Well done! You are acolytes no more, but graduates of our esteemed academy!'*

*Remember what you have learned here today: magic and might are not always the answer. Your wit will always be your most potent tool.'*

Doran's image fades and with it the spell that has transformed the Adventurers.

If the Alpha Male is with the Adventurer, he too will recover his original form – that of a very confused Adventurer called Lynton Kale.

### A Final Conflict

The end of the spell will release the two ogres held in the Chamber of Eyes and Ears. Enraged and confused by what has happened to them, they will rush out

into the Chamber of Trials and attack the Adventurers.

This will provide a finale to the adventure and give the Adventurers a chance to use the abilities they are certain to have missed! The GM should let them have some fun here, describing as dramatically as possible every sword stroke or sizzling spell!

### Ogres (2)

STR	20
CON	19
SIZ	25
INT	4
DEX	15 (in the water); 7 (on land)
POW	9
CHA	-

Combat Actions	3 (water); 1 (land)
Damage Modifier	+1D8
Magic Points	9
Movement	12m (water); 6m (land)
Strike Rank	+15 (water); +12 (land)

Armour: Tough Shell (AP 5)

Traits: Dark Sight

Skills: Brawn 60%, Perception 40%, Stealth 60%

The ogres were in the process of ransacking the ruins when they were transformed and are still carrying a sack filled with booty. This holds two statuettes depicting a two-headed serpent and an eagle (100 SP each) and a suit of scale mail armour fashioned by one of the mages: this will never dull, provides 6 AP to all locations but has the same ENC and penalty to Strike Rank as does Ringmail.

## Player Handout One

The experiments themselves were a success – a shark, lobster and squid blended into one beast. Such a predator would be lord of the waves!

I never anticipated that it would be able to survive on dry land. Its movements were hampered of course but it slithered along well enough to get out of the room and down to the lake. If only poor Delmos had not been going for a walk at just that moment.

I suppose I should be pleased that they are breeding. It demonstrates just how successful my melding magic has become. Still, it seems scant consolation now that the lake is out of bounds. I cannot see the locals taking this news well either.



# New Armour

## By Bryan Steel

### New Armour

This section details new types of protective clothing and armour that thieves can obtain at most markets and bazaars throughout the Hyborian age. These items are used by those involved with criminal behaviours, making the purchase of them occasionally an adventure in and of their own!

**Dark Silk:** A special dye applied liberally to woven layers of refined silk, dark silk armour is not designed to make the wearer impervious. Instead, it lightly protects the wearer while helping blend them into the dark places they might lurk. If a character is solely wearing dark silk armour and a cloak or cowl, they receive a +1 equipment bonus to their Hide skill checks.

**Layered Wool:** Interwoven pads of treated wool sewn to resemble an oversized shirt or tabard, layered wool armour is a simple, cheap armour type that is light and does not restrict movement – unless it gets wet. If layered wool armour has more than a tankard's worth of liquid spilled upon it (or gets caught in the rain) its armour check penalty increases to -3 and halves all Speed calculations.

**Zamorian Shadow Robe:** The traditional garb of the Shadow Knives of Zamora, this multi-panelled robe of black canvas, silk and cotton swallows its wearer in its folds, allowing them to disguise their size, features and possessions with the most subtle of motions. Aside from the protection the layers of fabric grant the wearer, it

is very easy to use the copious fabric to perform several skill bonuses:

- Gain +1 on all Hide and Move Silently skill checks in dark environments.
- Gain +2 on Sleight of Hand skill checks to hide or secretly produce a small object.
- Hold a small light weapon in their hand/sleeve without it being visible.
- Hide the wearer's features, gaining a +2 bonus to Disguise skill checks made to obscure the wearer's face or identity.
- Use folds to loosen bonds or grips, gaining +2 bonus on all Escape Artist skill checks to do so.

**Enforcer Chain:** Gang members that want to look mean and grizzled without giving up their protection, but do not want to be slowed down by heavier mail hauberks and the like, will sometimes have this unique armour made for them. Sewing individual patches of chainmail to a leather backer, this armour has some of the protection of a chain hauberk with fewer limitations. It looks rather piecemeal however, imposing a -1 penalty on all Charisma-based skill checks that would require social graces or nobility.

**False Plate:** Any worthwhile thief wants to stay agile and nimble but some do not want to look like they are. False plate is simply leather armour that has been painted to look like metal. It is slightly bulkier than common leather armour due to its

construction but still does not prevent the wearer from getting around quickly. While wearing false plate armour, the character receives a +4 bonus to Disguise skill checks made specifically to look like they are heavily armoured.

**Mugger's Hood:** A heavy leather facemask and cowl worn by criminals that do not want to be recognised when performing illegal actions, the mugger's hood is easily recognisable as a tool of those with something dire to hide. Wearing the hood adds +4 to Disguise skill checks made to obscure the wearer's face or identity.

**Aiming Shield:** Used by archers, crossbowmen and assassins who require cover for their work, the aiming shield is a standard medium-sized shield with two long 'teeth' at the bottom and a resting notch at the top. The shield is driven into the ground using the teeth (a standard action) and then can be used as self-standing cover. Once set up, the notch can steady the aim of any crossbow or bow's arrow, adding a +1 to hit bonus against targets in the front of the shield's position.

**Vendhyan Sash:** A silken and grass-shoot length of cloth that is nearly six feet in length and two feet wide, the Vendhyan sash is worn draped over the shoulders, around the waist and wrapped around the forearm. It is not a proper shield but it can offer protection to any wearer that is using a one-handed weapon in their primary hand and nothing in their off-hand.



## New Armour Table

Armour	Cost	Damage Reduction	Maximum Dex Bonus	Armour Check Penalty	Sorcery Failure	Speed	Weight
<b>Light Armour</b>							
Dark Silk	100 sp	2	+8	—	15%	30 ft.	2 lb.
Layered Wool	250 sp	5	+6	-1	45%	30 ft.	3 lb.
Zamorian Shadow Robe	500 sp	4	+6	-1	20%	30 ft.	5 lb.
<b>Medium Armour</b>							
Enforcer Chain	450 sp	5	+3	-3	80%	25 ft.	25 lb.
False Plate	300 sp	5	+3	-5	70%	25 ft.	20 lb.
<b>Helmets</b>							
Mugger's Hood	2 sp	+1	—	—	10%	—	1 lb.

## New Shields Table

Shield	Cost	Shield Bonus	Armour Check Penalty	Sorcery Failure	Damage	Critical	Armour Piercing	Hardness	Hit Points	Weight	Type
Aiming Shield	10 sp	+2	-2	20%	1d6	x2	1	10	10	8 lb.	Piercing/ Bludgeoning
Vendhyan Sash	50 sp	+1	—	0%	—	—	—	6	2	1 lb.	—

# Tartarus

By James Norbury

## Tartarus Ultramax Security Prison

*Privately run specialist prison complex. Uruguay, South American Freestate*

**Ownership:** The Kildanna Corporation.

Not all prisons are meant to correct or rehabilitate, some are cages where the most dangerous criminals alive are left to be physically and mentally dissected in a place where the law abiding population is safe from them. Tartarus is the ultimate example of such a place, designed to keep the most lethal augmented criminals contained.

The inmates of Tartarus are a motley lot, ranging from Cult of Machina Architects to psychogenic telepaths, Agents and even rogue Malenbrach. Regardless of their nature, they all share one trait in common; they are all too valuable to simply be put to death. To contain such powerful and dangerous individuals, Tartarus is designed in such a way as to make a jailbreak virtually impossible. The prison consists of a series of tiered underground basements like a pagoda built upside down into the ground, with each level housing dozens of modular cell blocks. Each successive level holds increasingly high-risk inmates and the security increases along with them.

The entire structure is built hanging on the inside of an artificial concrete shaft some 300 metres deep and situated over a naturally occurring underground lake nicknamed 'The Abyss'. As a final desperate measure to ensure containment during a potential prison break, the whole prison complex can be detached from its moorings by means of explosive percussion charges set into the clamps and dropped into the lake below. The entire building is watertight and some prisoners may survive the fall until recovered but at the warden's command the environmental seals can be broken remotely, drowning the entire prison populace. So far such drastic measures have never had to be implemented as the existing security measures are so extreme as to be criminally inhumane for use on any other than the depersonalised - often requiring additional countermeasures simply to allow prisoner survival.

Prisoners interred in Tartarus are usually kept alive only because they possess some unique trait or ability that the UIG or corporations want to study or retain. Indeed, some prisoners have been in Tartarus since it was first built, kept alive through anagathics supplied by their 'patrons' until everything useful has been learned from

them, at which point they are usually just shot.

## Internal Defences

In the rare event of a prisoner escaping from confinement they must still contend with Tartarus' formidable internal secu-



city. This consists of three separate systems, each designed to neutralise a specific escape approach.

### Guards

The guards chosen by Kildanna for placement at Tartarus are selected for a combination of traits that include aggression, suspicion and violent tendencies along with above average combat proficiency and, unusually, intelligence. Tartarus prison guards are the 'special forces' of their profession; too experienced and cynical to be fooled by any but the most sophisticated ploys and fully capable of beating recalcitrant inmates into a bloody (but still living) pulp. Functionally they are treated the same as the 'Security Guard (Captain)' NPC but with a different equipment load-out. Replace the sub machine laser with a Subjugator 5 and an electromagnetic baton (both described later) which they are Mastered with. They are also equipped with 1 knock out, 1 riot and 3 flash bang grenades each.

### Droids & Malenbrach

For situations that are too dangerous to use live personnel, the facility contains a cadre of Centaur droids and cyberwolves (including three 'Cerberus', Mk.9 geneshifted cyberwolves (Eastern Bank, pg.118) that guard the uppermost level of the facility) stored around the prison in wall-recessed hibernation alcoves. Upon deployment they will attack anyone not injected with a specific radioactive marker isotope, which all prison personnel receive. The droids are programmed to deploy minimally lethal force (defined as sufficient to drop the victim into a state where they will die unless they receive immediate medical treatment). If required, Hades, the facility's A.I., can overrule the commands of any of the droids in Tartarus in order to more efficiently direct their assault.

In addition, while the UIG have been unwilling to part with Archon technology such as immobiliser rifles they have stationed part of Malenbrach squad Rho and their support staff and handlers in Tartarus. The Malenbrach are there both to provide additional security and to keep an eye on the facility and ensure it remains law abiding, many of the inmates had wealthy backers who might tempt Kildanna with bribes to

secure their release, Rho Squad makes sure this doesn't happen.

### Auto-Defence Turrets

Any long hallways and key junctions are sure to be protected by turreted machine guns that are able to switch between regular SMART, armour piercing and pacifier rounds (*Machines of War*, pg.48) in reaction to the level of resistance they encounter. Other turrets are armed with grenade launchers loaded with riot grenades. The turrets are usually hidden in armoured hardpoints in the ceiling but once deployed they can move in set courses along the corridors along guide rails. They are able to travel quickly and will even duck down corridors to avoid fire if they discern an attack might destroy them. Like the droids, the Auto-Defences have a minimal integral A.I. and react to the presence of marker isotopes but can be overridden by Hades, a much more sophisticated intelligence.

### Special Prison Wards

The prisoners of Tartarus are individuals like no others, and consequentially they require equally unique means of containment. Some of the more common examples are given below, though many cell modules have to be custom built to counter the talents of a specific prisoner.

#### Plasma Cullis Cells - 'Shanghai Hibatchi'

Designed to hold criminals with a high degree of technical aptitude or a large degree of irremovable augmentation, plasma cullis cells eschew static prison doors in favour of continuous beams of weapons-intensity plasma. The beams are kept in place by furiously tight magnetic containment fields, which alone would be unusable as their radiated heat would cook the inmate alive. A sheath of hard ion shielding lowers the radiated heat to a barely tolerable level providing they keep at the back of the cell away from the bars.

The unsafe zone at which point the heat would cause ignition of clothing and burn flesh is usually demarcated on the cell floor with a yellow and black chevron pattern. These cells, referred to as 'hell-holes' or 'Shanghai hibatchi' by both guards and inmates, are virtually impossible to escape as any attempt to tamper with the

mechanisms means getting close enough to the bars to set yourself alight. Even with the shielding these cells are swelteringly hot and inmates housed in them receive a double water ration and air conditioning units in their bunks to prevent them from dying of dehydration and heat stroke. Guards in plasma cullis cell blocks wear insulated armour to protect them from the extreme temperatures.

### Effects

Anyone standing within 3 metres of an active plasma cullis takes 1 point of fire damage (ignoring 3AV) each round for as long as they remain within the area. Coming within 1 metre of the plasma cullis sets them on fire, causing cumulative 1D4 fire damage ignoring 3 AV each round (2D4 on the second round, 3D4 on the third, etc.) until extinguished.

Attempting to pass through an active plasma cullis is almost always fatal. Anyone attempting to perform such a foolhardy act will suffer 10D6 points of plasma damage ignoring armour and receive D6 random severs, likely incapacitating them even if they survive. Severs from this use the following table instead of the standard severing rules due to the close proximity of the bars;

1-10% Burned Face - Suffer a -2 penalty on all Perception checks.  
 11-50% Arm (random)  
 51-90% Leg (random)  
 91-100% Instant Death, cut in two from crown to crotch, zero chance of survival even with Cerebral Link.

### Telepath Wards

*'Most of the guys get creeped out down on the psi blocks, personally I ain't got no problem with it. The 'paths are mostly harmless without their powers and some of 'em have pretty faces too, so it don't necessarily have to be boring work either, know what I mean? Just make sure they don't shank you before you shank them, hah!'*

- **Attr. Officer Griff Rickman**

Among the most hated duties among Tartarus guards is patrolling the section of the facility meant to contain telepaths. The wards are filled with a constant feeling of

eerie 'wrongness' thanks to the continuous low-level telepathic disruption fields that even non-telepaths are able to pick up. To make matters even worse, recessed and armoured speakers inset into the cell walls play a constant stream of white noise consisting of radio static, barely-discernible whispers, distorted voices, sudden high-pitched shrieks and other, even stranger noises played with precise subsonic cadences that make it sound like it is played right in your ear.

Approximately every two to three hours the speakers play a piercingly loud siren for five seconds to prevent any of the inmates getting too much uninterrupted rest. The entire effect is all designed to psychologically amplify the sense of fear, loss and uneasiness generated by the disruption field and to make concentration on anything for any length of time difficult. Prisoners kept in these wards are usually given continual micro-doses of antipsionic drugs in their food and water to dampen their abilities along with antipsychotics to keep them sane.

## Effects

Merely being on a telepath ward cellblock causes telepaths to lose 1TE per 5 minutes, increased to 3TE per 5 minutes inside the cells themselves. Prisoners cannot recover their full TE by sleeping and the drugs in their sustenance drains a further 50TE per day and inhibits the ability of Comoros-trained telepaths to sacrifice HP for TE. Even if the telepath possesses sufficient TE to spend they must still make their telepathic activation roll at a -6 penalty and may not force the power, though they may use other telepathic multipliers. The oppressive conditions on the wards also makes using Conviction more difficult, requiring a reflexive 'Presence + Endurance' roll whenever it is spent. If successful then the Conviction Point has an effect as normal, if the roll is a failure then the point is lost.

## Personalities

### Warden Manuel Ferreira

Kildanna Executive (Rank 5, Level 7)

Ferreira has been the warden of Tartarus for nearly twenty years and prides himself on the great profits made from the data gathered in the facility. Ferreira rarely involves himself in the running of Tartarus,

leaving most of that up to the administrative A.I., Hades. Instead he deals personally with clients and the financing of the facility. It is Ferreira's job to approve each new incarceration contract and see to it that the sponsors are supplied with all they need to study their prisoners adequately. Ferreira was selected by Kildanna for his business acumen and while he is a consummate businessman with a well honed entrepreneurial mind, Ferreira is potentially the weakest link in Tartarus' chain of command. The danger is that he does not fully appreciate how dangerous the inmates are. He has never once in all his twenty years ever gone lower than the second level and only knows the reputation of the prisoners in relation to how valuable they are to the sponsors who keep them in Tartarus.

### Hades

Level 9 Administrative A.I.

Most of the actual work of running the facility is handled by the administrative A.I., Hades. With an avatar patterned after the Greek god of the underworld and wealth (associations that Kildanna approve of), Hades monitors the condition of each individual prisoner, assigns guard patrols and oversees all tests and experimentation performed on prisoners, as well as providing information processing assistance to the researchers. Even the nutrition and exercise of the inmates is monitored and adjusted individually by Hades. Hades, like its mythological namesake, is programmed with a personality that is unyielding, pitiless and callous but also fair, just and unprejudiced. Hades exhibits alarming levels of A.I. advancement and has to be constantly adjusted to keep it from becoming fully sentient. The Hades A.I. core is installed in the surface portion of the facility as if the complex ever did have to be dropped into the lake below the rest of the modular construction could be replaced comparatively cheaply; Hades is the most valuable part of Tartarus.

### Officer Michael Ross

Malenbrach Handler (UIG Rank 4, Level 25)

Officer Ross is a former UIG Marshall in charge of maintaining discipline and order among the Malenbrach stationed at Tartarus. He is a man of iron nerve and awesome personal charisma, traits which come in handy when shouting down a genengineered cybernetic monster with twice his muscle mass - something he has to do with

disturbing regularity. While Malenbrach are bred and conditioned to obey orders and abide by the law their extreme aggression sometimes gets out of hand, especially when they have few opportunities to vent their anger with violence.

In the case of the Rho Squad Malenbrach stationed at the Tartarus facility this usually means Ross having to pull them off prisoners before they beat them to death for even minor perceived infractions. While he supports the UIG in most matters Ross personally believes that the Malenbrach program was a mistake and ethically no different to torturing dogs to make them more vicious pit fighters, however necessary it was to control crime. He is so intimately aware of the individual characters of each of the Malenbrach under his command that even in full concealing armour he can tell them apart by body language alone. Ross is grey haired though physically fit and has had his entire skeletal structure replaced with a cybernetic alloy alternative as a result of the numerous broken bones he has suffered and has all four limbs replaced with military-grade cybernetic prostheses. Much of his remaining body has also been enhanced with Gemini muscle grafts, giving him a punch even Malenbrach respect.

## Inmates

### Flagellant / Simon Wilks

Cult Chimera (Rank 0, Level 35)

Currently the property of Reaver Cybertech, the Cult of Machina Chimera now known as Flagellant is under study for the unique way his body has integrated with his cybernetic augmentations. As a result, at Reaver's command none of his augmentations have been removed and he is kept under permanent guard on the Plasma Cullis ward and escorted only by Malenbrach and droids under the direct supervision of Hades. Flagellant, a former E.I. paramedic who became inducted into the Cult of Machina, has an unusually heightened degree of sympathy with his augmentations, a trait increasingly common among Cultists but rarely examined. Cybernetic augmentation, particularly large, invasive items such as replacement limbs and armour, take much more readily to his body than is normal with far less integration time required.

Reaver are studying his physiology to determine whether it can be adapted into a revolutionary treatment for use in cyber-surgery, the UIG are also interested as they hope it may lead to some clue as to why certain augmented individuals become Cultists while others have no desire to join them at all. Flagellant is physically imposing like all Chimera, though his movements are more natural than most individuals with his level of enhancement. His right hand is replaced with a huge industrial pincer resembling the claw of a fiddler crab, originally designed for shearing pieces of sheet metal in two, and he sports a (disarmed) rail gun in an integrated shoulder-mount.

### Padim Samala

Atypical Psychogenic Telepath (Rank 0, Level 17)

Potentially one of the most singularly dangerous people on the planet, Padim Samala is one of the few rare examples of a telepath developing psychogenic (Mind) abilities on their own without specialist training. What's more, his powers developed along atypical lines. In addition to the coercive aspects of mental telepathy he has the unique ability to get the exact psychological measure of a person with a single glance. Within moments of coming face to face with someone he knows their fears, desires and weaknesses, their hidden loyalties and secret distrusts, and he is skilled in using this power as a psychological weapon. Samala is currently being held in a cell on the lowest Telepath ward and contact with him by any other than research personnel is strictly prohibited. Samala's patron in Tartarus is none other than Comoros themselves, and more specifically by the Psychogenic Order, though his existence as a corporate asset is kept under high-level clearance.

Samala is unimpressive at first glance, a middle aged and slightly overweight Filipino man of nondescript features, but once he opens his mouth those who hear him rarely forget his cynical, world-weary voice or the chilling words he speaks. Samala is an utter misanthrope, fully convinced that all people are petty, short-sighted and morally weak and he has no qualms in exploiting them. Before his imprisonment he used his abilities to take advantage of people for his own gain and occasionally just to destroy lives and psychologically torture people, never once showing a hint of remorse. In his own words, *his victims*

*deserved every one of the indignities he inflicted upon them.* The most chilling thing is that many of them eventually came to believe it.

### Tamara Lang

Ai-Jinn Agent (Rank 0, Level 32)

One of the newest inmates at Tartarus, Agent Lang is a former assassin and spy for the Ai-Jinn who is currently being held for interrogation by the Shi Yukiro. The reason that she is in Tartarus rather than another prison or Shi Yukiro holding facility is that she has been captured on no less than five separate occasions before and each time has escaped having also stolen valuable data or killed important Shi Yukiro personnel in the process.

She has a frighteningly advanced inductive intelligence, seeming to plan at least ten steps ahead of her opposition. Lang does not believe in entangling herself in any situation where she stands a chance of losing and even her defeats or failed missions usually end up benefiting her in some other way. The Shi Yukiro nevertheless remain confident that if anywhere can hold her, it's Tartarus. Compared to most of the inmates of Tartarus, Agent Lang does not seem particularly intimidating, sports little overt cybernetics and was assigned to a normal, high-security cell on one of the mid levels by the warden. Within twenty minutes of entering the prison, however, she had already killed another inmate who attempted to assault her, costing Kildanna over a million credits in damages from the sponsor, a cost passed on to the Shi Yukiro. A week later and she had secured the loyalty of the entire cell block, forming the first prison gang in the history of the installation, attempts to break up the gang by separating the inmates has so far only caused it to spread to other levels.

### Mission Hooks

1. Next to impossible as it is to break a prisoner out of Tartarus, its most valuable treasure is nowhere near as well defended – the mission is to steal Hades.
2. An individual bearing information that would be damaging to the corporation if leaked is being held in Tartarus for questioning. Find a way to kill them before they squeal.

3. Stop the software adjustments that keep Hades from going sentient from taking place – then get the A.I. on the side of the corp.
4. Steal prisoner research data while entering the facility disguised as inmates. You will have help from the inside.
5. An escape tunnel built beneath the surface of The Abyss underground lake has been constructed in secret. Engineer a prison-drop so that several valuable inmates can escape through it.

### New Weapons

#### Shotgun / Dart Rifle Hybrid – Subjugator 5 Detainment System

Damage Special

Cost	10,500¢
Range	Variable
Rate	Special
EMP	Immune
Type	Tactical

The Subjugator 5 was specially commissioned by the Kildanna corporation for use by guards in their speciality ultramax prisons - designed to contain the most dangerous individuals on Earth - and is standard issue for the guards at the Tartarus facility. It is a formidable weapon, if somewhat overdesigned, able to deploy wide-spectrum chemical dart payloads ranging from simple sedatives to psitropine and penaxi-keremol without pausing to change ammunition type. It also includes a removable stun bayonet (Machines of War, pg. 34), launch-tube for deployment of grenades and, for when there is no alternative, an autoloading shotgun. Switching firing mode is a free action.

The dart rifle uses a variable multi-clip system, it has three separate clips each with five chambers allowing users to choose specialist ammunition for each clip and switch between them easily. It does not cost any action to change the variety of dart fired, so for example a user might fire one knockout dart at an unaugmented target and a PXX dart at an Agent in

MODE	RATE	DAMAGE	RANGE
Dart Rifle	2	As chemical	Long
Launch-tube	1	As grenade	Medium
Shotgun	1	2D10/3D10 Mashing	Medium/Close

the same action. The launch-tube has a morphic barrel allowing it to fit one normal grenade or three micrenades at a time.

The Cyberlock extendible electromagnetic baton includes a powerful EMP mechanism that releases a burst of electromagnetic radiation upon impact. It is more effective in the hands of a skilled user who can

place the attack more effectively to disable cybernetics and droid systems.

The electromagnetic baton counts as a club but also deals 2D10 EMP damage on a successful strike in addition to normal club/truncheon damage. Weapon Mastery with this weapon adds attack XS to both damage types. Electromagnetic batons

use energy cells that must be replaced every 15 strikes, though it will still work fine as a club without it. When not in use it can be collapsed into the handgrip for easy carrying and extended with a hard downwards flick of the wrist, a free action.

### Electromagnetic Baton - Izubuchi Defence Systems Cyberlock Truncheon (Light)

Damage	D6 + Special
Cost	6000ç
Range	Close
Rate	2
EMPS	30
Type	Tactical Close Combat



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