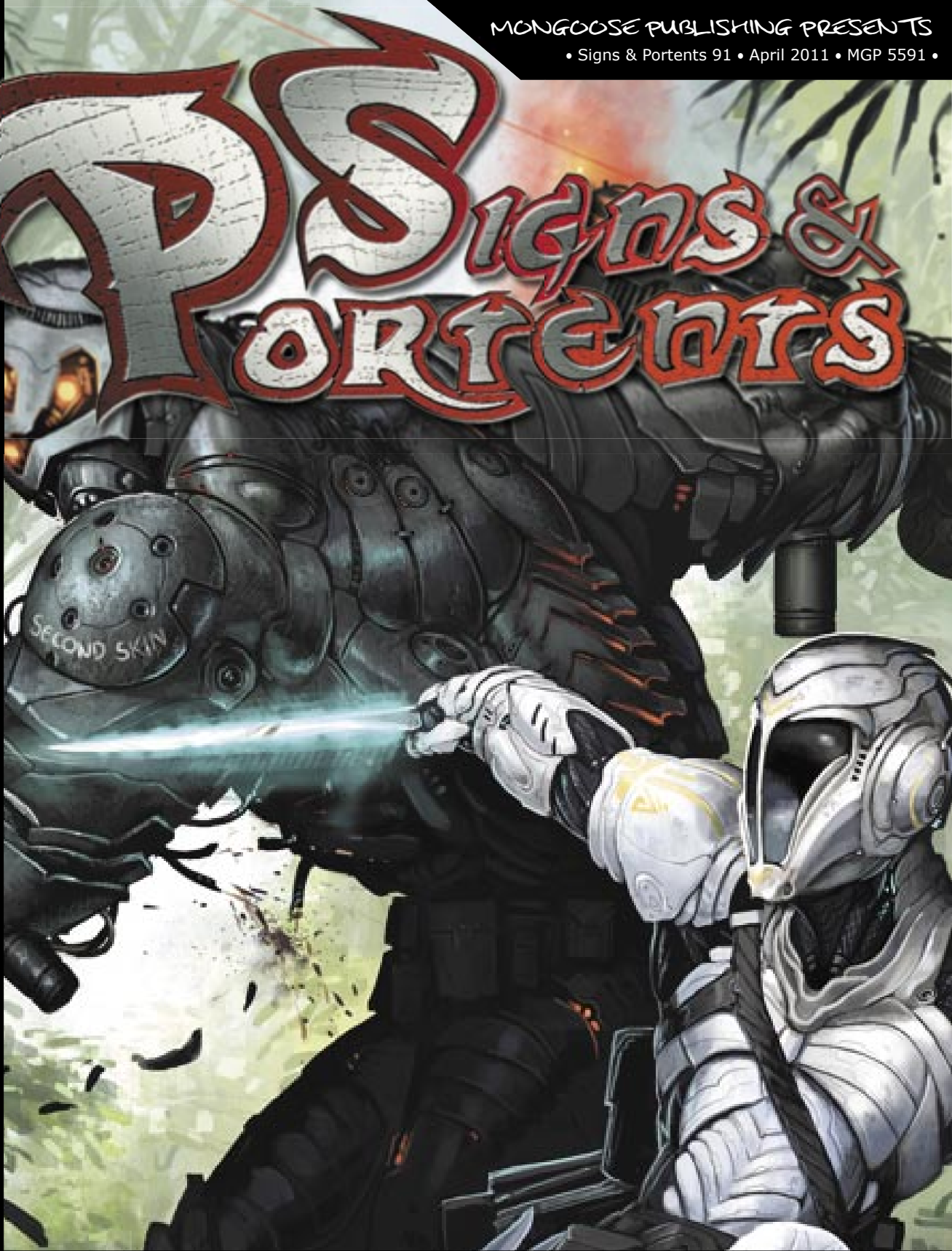


PS Signs & Portents

Fight Chaos in Glorantha • Good Deeds in Traveller • Paragons in Earthdawn and much more



Mind Games

Adventures on Alien Worlds!

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Editorial



\$999,997, \$999,998, \$999,999, \$1,000,000.

Counting even small amounts from my various extortion enterprises is such a chore. If I had minions I could trust...

Enough! Welcome to the latest edition of the mavelous Signs and Portents magazine, where I can safely pass on coded messages to my henchmen. I mean, provide entertainment and support for brilliant games from Mongoose publishing.

Ahem.

Inside this issue you will find the opportunity to fight Chaos in Glorantha (why anyone would do that? Personally I think it should be embraced!). You can finish your exploration of the city of Lof. Or even have a brief look at London in the 17th century.

There are good deeds to do in Traveller. Virtuous warriors for Earthdawn. Naughty monkeys in Judge Dredd.

Did I just say good deeds to do? Ah, I feel so dirty. I feel the need to go for a shower...

Nick

Credits

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Matthew Sprange

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Mongoose News

By Nick Robinson

The World of Spirits

Issue 90 of Signs & Portents included RuneQuest stats for three characters that are conversions from previous RuneQuest publications concerning 3rd Age Glorantha. Signs & Portents acknowledges the attribution, and regrets the omission of proper credit and permission.

Facebook

We now have our own Facebook page where you can get the latest news and discuss the magazine. The group name is 'Signs and Portents Magazine' and we hope to see you there.

A Noble Duel

On May 7th, Mongoose Publishing is throwing open its doors to hold the first official tournament for A Call to Arms: Noble Armada. A Noble Duel will pit players against one another in a series of games to decide who is the greatest of the Noble Houses!

You can download the tournament pack from;

<http://www.mongoosepublishing.com/miniature/detail.php?qsID=1957>

To book a place will cost just £5 - you can either send the payment to paypal@mongoosepublishing.com, call us with card details at 01793 434488, or send a cheque to the address below. Whichever way you do it, please let us know which fleet you are planning to use on the day.

Mongoose Publishing
52-54 Cricklade Road
Swindon
Wilts
SN2 8AF

This is a great opportunity to meet and play with like-minded gamers, and everyone always has a great time at these events. The Mongoose store will be open with a few new goodies, and prizes will be given for the finest nobles at the event!

A Noble Duel will be held at Mongoose HQ in Swindon, UK, and a map can be downloaded from;

<http://www.mongoosepublishing.com/pdf/officemap.pdf>

Next Issue

A bumper issue is in store for Signs and Portents fans, celebrating ten years of Mongoose Publishing!

Issue 92 will be overflowing with adventures for all our games, including the start of an epic campaign for Lone Wolf fans.

Traveller, Runequest and Paranoia fans will also be catered to, with adventures for many of our settings!



Convention Diary

RolePlaying Conventions 2011

Con-Quest

30th April

Derby Assembly Rooms, Derby

<http://www.con-quest.co.uk>

UK Games Expo *

3rd-5th June

Clarendon Suites, Edgbaston, Birmingham

www.ukgamesexpo.co.uk

Wargaming Conventions 2011

Salute *

16th April

Excel Exhibition Centre, London

www.salute.co.uk

A Noble Duel *

7th May

Mongoose Publishing, 52-54 Cricklade Road, Swindon, SN2 8AF

<http://www.mongoosepublishing.com/miniature/detail.php?qsID=1957>

Triples

21st-22nd May

English Institute of Sport, Sheffield

<http://www.sheffieldwargames.co.uk/site/node/1>

Campaign

4th-5th June

Thecentre:mk, Milton Keynes

<http://www.mkws.org.uk/index.php?s=campaign>

**Mongoose Publishing will be attending events marked with an asterisk.
More events will be added to this list on a monthly basis as they are confirmed.**

The Awesometer

Gaming items that get our hearts racing (or sometimes not) each and every month!

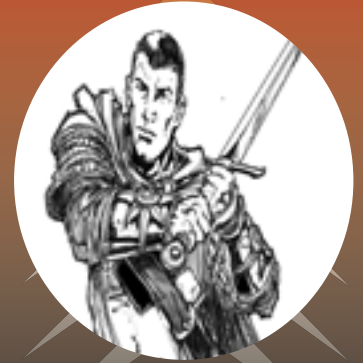
AWESOME

Nick Robinson's

TOP 5

Animal Sidekicks

- Common House Cat. Death on legs for commoners and low level mages.
- Giant Badger. Devastator of halfling villages.
- Vinnie Jones. Pure nuts (and normally somebody else's)
- Blue Whale. Okay, not much good in a bar brawl but no one will have a bigger sidekick.
- Milo the Wonderdog. No, not the one in 'The Mask'.



You draw the sword in the stone.



Unfortunately, it is a cursed sword.

GRUESOME

The Timeline

A guide to get your tails wagging for future Mongoose releases

May: Monster Island. With extra Monsters!

June: The Sword Worlders come calling

July: Paranoia - F

RUNEQUEST II

TRAVELLER

PAR

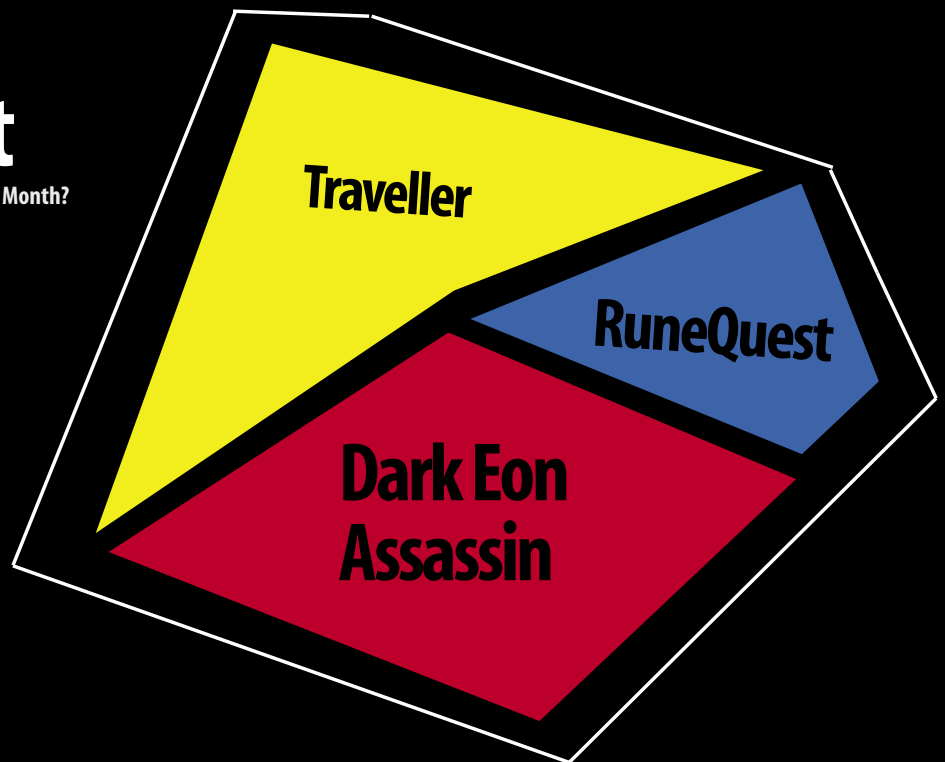
Quote of the Month

'I did not think this far ahead!

Three minutes after Andy's 'brilliant' plan begins it all starts to go wrong...

The Time Chart

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



un and games... OUTSIDE!

August: Van Graaf's Journal of Adventuring

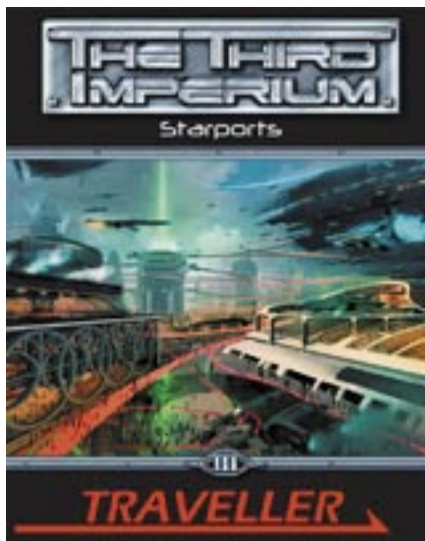
September: Fleets of the Fading Suns

PARANOIA
PARANOIA

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



April 11 Releases



The Starport is the central base of operations for many Traveller adventures – but each one is far more than a collection of refuelling points and patron display boards. Every starport in the galaxy is a living, breathing place, and this supplement will make your adventures stand out by making starports real locations.

Packed with information on what facilities, characters, and businesses can be found at a starport, this book provides maps, vehicles, and ships that can be readily used to create your own starports, or you can use one of the fully fleshed out starports included.

Starports
Price: \$24.99
Format: Softback (116 pages)

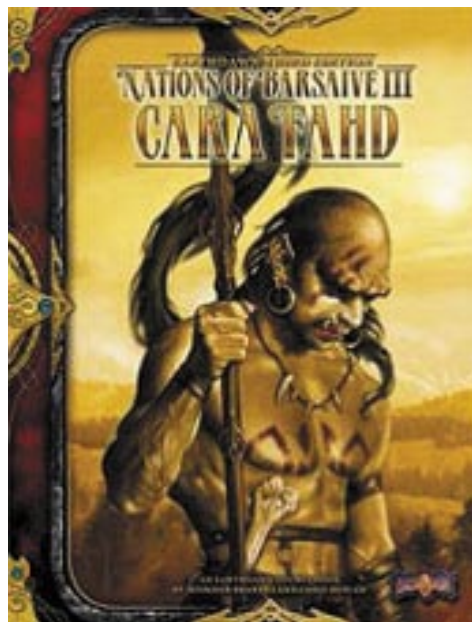
Pre Order Now

Nations of Barsaive III: Cara Fahd
Price: \$24.99
Format: Softback (120 pages)

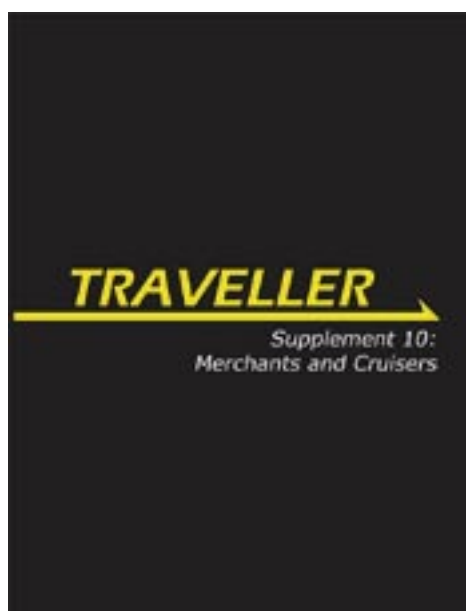
THE TRIBAL LANDS

Cara Fahd is caught in the middle as the conflict between Thera and Throal intensifies and war looms on the horizon. Outside forces harass their borders and a myriad of dangers threatens the stability of this new nation. With thousands of orks having gathered from all over Barsaive, tension reigns as former bloodsworn enemies must work together to ensure their own survival...

Nations of Barsaive Volume Three offers gamemasters and players an in-depth look at the newly reborn Ork Nation of Cara Fahd, forged only shortly after the Therans' return to Barsaive. From the Twilight Peaks in the North to the forests of Landis in the South, Cara Fahd is home to Barsaive's mightiest ork tribes. This book features revised and updated content, and new material for adventures in the world of Earthdawn. Requires use of the Earthdawn Player's and Gamemaster's Guides.



Pre Order Now



Merchants and Cruisers, the tenth book in the highly successful Traveller supplement line, is a giant resource for referee's looking to populate space between the stars with new ships, and players looking for a new ride. Every ship in this hardback book is individually illustrated and presented with a vector-format deck plan.

From the tiniest of fighters to powerful cruisers, this book provides not just new ships but also new variations on existing themes to ensure no ship encounter need ever be the same as another throughout an entire campaign.

Supplement 10: Merchants and Cruisers
 Price: \$24.99
 Format: Softback (138 pages)

Pre Order Now

Vaisseaux Marchands & Cannonières vous procure toutes les informations nécessaires sur plus de cinquante vaisseaux spatiaux, une liste impressionnante d'aéronefs mis à la disposition de l'Arbitre avec des modèles civils et militaires pas plus gros que quelques milliers de tonneaux, auxquels vos joueurs auront un plein accès !

Chaque aéronef est entièrement détaillé et accompagné de statistiques, de schémas et d'illustrations. Des navires pirates aux vaisseaux prisons de haute sécurité, en passant par les systèmes orbitaux de défense, les petites unités militaires sont en effet bien variées. Les vaisseaux civils, quant à eux, comprennent les aéronefs qui font partie du réseau express, les vaisseaux safari, antennes médicales, unités de sauvetage et bien d'autres encore.

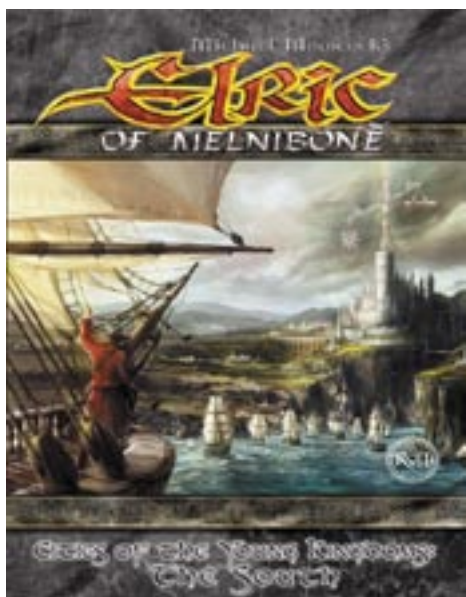
Grâce à toutes ces informations détaillées, les routes spatiales de l'univers de Traveller seront bientôt remplies par toute une grande variété de vaisseaux, des plus courants aux plus exotiques et étranges.

Pre Order Now

Supplément 1 : Vaisseaux Marchands & Cannonières
 Price: \$34.99
 Format: Softback (104 pages)



April 11 Releases



Volume One of 'Cities of the Young Kingdoms' explores three, very different cities of the Young Kingdoms' southern continent. Each city is described in detail with maps, locations, personalities, game statistics and dozens of adventure hooks. The cities can be used as standalone backdrops for Elric of Melniboné games, bases for adventurers, or as part of the mini-campaign that threads between them and joins them together.

Welcome to the southern lands...

Starports
Price: \$24.99
Format: Softback (128 pages)

Pre Order Now

A mini-campaign for the Lone Wolf Multiplayer Gamebook, *Corruption of Ikaya* sees the players travelling to the Ice Wastes of Kalte to discover the fate of Kai acolyte Greyshadow and delegates of a Sommlending merchant house. Along the way, they will face Giaks, cross the Kaltersee, face saboteurs, visit the Ice Fortress of Ikaya, battle Frostwyrms and Ice Demons, all to face a terrible evil that may ensnare them in its own plans.

Suitable for all character classes.

Corruption of Ikaya
Price: \$19.99
Format: Softback (108 pages)



Pre Order Now



Once players start venturing out from the safety of civilisation and into the wilderness, they will be confronted with all manner of exotic and strange fauna. From deadly predators that will stalk a heavily armed party for weeks before making their lethal ambush, to harmless furballs that make for good pets, *Animal Encounters* will allow a referee to create new creatures to populate his worlds, each tuned specifically to its environment.

As well as providing many examples of animals already discovered on distant worlds, *Animal Encounters* not only provides a complete system for referees to create their own, but also a chapter on very strange animals, such as those that live in super-dense gravity environments, or those that can be found floating in the higher reaches of the atmosphere in a gas giant.

Critters in Traveller will never be the same again!

Supplement 11: Animal Encounters

Price: \$24.99

Format: Softback (96 pages)

Pre Order Now

A pack of 50 datacards for *A Call to Arms: Noble Armada*, this pack features enough datacards to use every ship in every fleet box set, plus datacards for every other ship featured in the main rulebook. Each datacard features useful areas for recording a ship's damage, critical hits, weapons and boarding actions, and is laminated so dry-wipe pens can be used to note down anything that affects your ship.

The back of every card features a handy reference of the Critical Hit tables, and also included are three Fleet Roster Cards, allowing you to track the most important features of your entire fleet.

Noble Armada Datacards

Price: \$19.99



Pre Order Now

April 11 Releases



al Malik Matachin Stealthship Squadron
Price: \$14.99

Pre Order Now



al Malik Mumit Torpedo Bomber Squadron
Price: \$12.99

Pre Order Now



al Malik Zubayr Fighter Squadron
Price: \$12.99

Pre Order Now



al Malik Moriah Cruiser
Price: \$14.99

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Decados Nightwing Stealthship Squadron
Price: \$14.99



Pre Order Now

Decados Subiaco Fighter Squadron
Price: \$12.99



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Decados Hiram Light Carrier Squadron
Price: \$14.99



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Decados Rodrigo Heavy Fighter Squadron
Price: \$12.99



Pre Order Now

Decados Grigori Cruiser
Price: \$14.99



April 11 Releases



Hazat Harpy Torpedo Bomber Squadron
Price: \$12.99

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Hazat Dagger Fighter Squadron
Price: \$12.99

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Hazat Canai Cruiser
Price: \$14.99

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Hazat Trafalgar Carrier
Price: \$14.99

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Hawkwood Fitzhugh Fighter Squadron
Price: \$12.99



Pre Order Now

Hawkwood Kestrel Torpedo Bomber Squadron
Price: \$12.99



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Hawkwood Malcolm Light Carrier Squadron
Price: \$14.99



Pre Order Now

Hawkwood Vladimir Cruiser
Price: \$14.99



April 11 Releases



Li Halan Maru Cruiser
Price: \$14.99

Pre Order Now



Li Halan Mishima Fighter Squadron
Price: \$12.99

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Li Halan Peregrine Heavy Fighter Squadron
Price: \$12.99

Pre Order Now

A Noble Duel



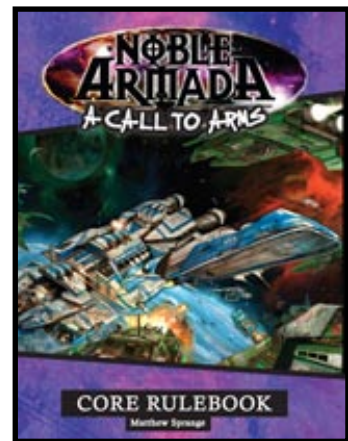
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You can download the tournament pack from: <http://www.mongoosepublishing.com/miniature/detail.php?qsID=1957>

To book a place will cost just £5 - you can either send the payment to paypal@mongoosepublishing.com, call us with card details at 01793 434488, or send a cheque to the address below. Whichever way you do it, please let us know which fleet you are planning to use on the day.

This is a great opportunity to meet and play with like-minded gamers, and everyone always has a great time at these events. The Mongoose store will be open with a few new goodies, and prizes will be given for the finest nobles at the event!

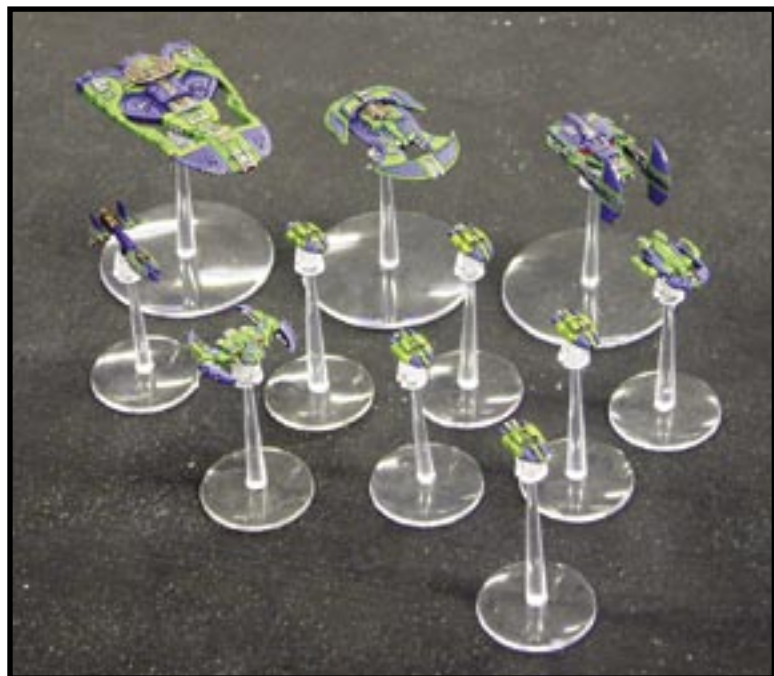
A Noble Duel will be held at Mongoose HQ in Swindon, UK, and a map can be downloaded from: <http://www.mongoosepublishing.com/pdf/officemap.pdf>



Can House Li Halan hold back the hordes of House al Malik?

Determine the future of the universe!

Let battle commence!



Race Against Madness

By Nick Robinson

A Gloranthan RuneQuest Adventure

Introduction

Race Against Madness is a scenario designed to be for a group of 4 to 6 experienced Player Characters in the world of Glorantha. It is designed to be usable by almost any group and features those favourite RuneQuest bad guys - agents of the forces of Chaos. With some alterations it may also be possible to run the scenario in most campaigns, as the plot could be used for a Lhankmar or Elric setting, for example, but as written the protagonists are very much Gloranthan.

The scenario begins with the characters travelling from point A to point B, and although it is written assuming they are part of a trade caravan this can easily be altered to suit the Games Master's own campaign.

Synopsis

An utterly corrupt follower of Chaos has discovered there is an ancient artefact hidden in a long abandoned Chaos temple. This woman, Saravashi, has prepared herself well with protection preventing the guardians of the

place from harming her and her companions once she enters their domain.

These guardians, however, were placed here a long time ago by those opposed to Chaos and are willing to improvise in order to stop the evil they guard being unleashed. They flee their normal posts and go looking for some champions of their own to defeat Saravashi and seal up the temple once more. They go about this by possessing a Player Character who, if he fails to drive the forces of Chaos away, will quite possibly go mad, or at least suffer permanent penalties for not aiding the guardians. As such the Player Characters will have a very personal reason for succeeding in this quest...

A Cold Day to Travel

It is a cold day and the light drizzle falling from the skies above make it a less than ideal time to be travelling. The merchant Vanda Del appears none too bothered, though, as her wagons follow the ancient trail through the trees towards your mutual destination. You have decided to travel together for mutual protection, as there are rumours to be bands of trolls about, and those creatures are, at best, unpredictable and at worst...hungry.

The last few days of travel have been uneventful, with the merchant stopping at small settlements along the way, making sales (and a small profit) as you all head towards the distant city.

The Madman Pech

Moving along the trail you can hear the sound of something running towards you through the forest. As they get closer there appears to be carrying a number of light sources, although it is mid-day and visibility is clear. As the sounds get closer and closer you can make out a figure of a man in armour with a sword in hand, as he runs forward he slashes at the undergrowth with an energy born from blind panic. There are several globes of light floating in close attendance and the man's head also appears to be sheathed in light.

At this point the players can state their actions, presumably they will endeavour to save the man from the attacking globes, or at least prepare for combat.

The man bursts from the trees nearby, he looks wildly around with a maddened gaze before realising you are present. He then lets out a hideous yell and runs forward swinging his sword, his eyes wide and with a grimace of sheer terror (or is it madness?) upon his face.

The unknown gods looked across the battlefield. The Chaos forces had been routed and their foul temple destroyed, but at what cost! Their own powers had been sorely depleted and their followers reduced in numbers to less than one in 20 still alive. Great evil was still present but they no longer had the power to finally destroy it.

'What shall we do?' they asked one another.

'I will hide it,' the god of secrets intoned 'it shall be hidden from all until we return with fresh forces and destroy our enemies here.'

'Our fallen will guard it.' This coming from the warrior god. 'This place will still attract Chaos things even if they know not why. It will need protecting, even if it remains hidden.'

And so the four gods prepared to leave, trusting that in final victory they would return with allies and be able to destroy what remained of the evil here. However they all soon fell in the wars against Chaos and none but those left guarding the place knew of its existence.

Until a powerful sorceress uncovered hints of the god of secrets and was unable to unravel some of his mysteries, revealing the place of power to her. Gathering her minions and seeing a great opportunity for personal power this evil woman set off, determined to take the power at the ancient site for herself.



This is the unfortunate bandit and renegade Pech, who has spent quite some time preying on travellers throughout the area, occasionally allying himself with others of his ilk and at other times operating alone. He was in his forest hideout when the Bright Eyes found the brigand and one of their number possessed him, trying to get his help in ridding the temple of intruders. Sadly the experience proved far too much for Pech, who was already somewhat on the crazed side, and he became completely mad when exposed to the terrible memories of the Bright Eyes. He has tried to run from the terror and sees the players as the minions of chaos responsible for his visions, and seeks to eliminate them to free himself from his living nightmare.

The Aftermath of the Fight

As you stand over the body of the madman you notice the glowing in his head slowly fades into nothingness. The floating orbs, however, appear to be increasing in number, when suddenly they swoop towards you!

The Bright Eyes will now attempt to possess a single character. They will attempt to boost one another's chances by using their memories attack. There are a large number of these beings with ready reinforcements, with these spirits being those who fell in a nearby (and forgotten) battle against Chaos. After each memories attack or failed possession attempt the Bright Eyes that attacked will disappear from view, exhausted. There are plenty more where these came from, however, and a continual stream of the entities will flood towards the Player Characters. In the background they may become aware of the racing of hooves and fading yells of alarm as Vanda Del and his caravan make haste away from the scene - against mortal foes they are brave companions, but against such as these? Less so!

The attacks will continue until a single character has been successfully possessed, when the Bright Eyes will hang back. They will, however, seek to prevent the party

members from fleeing, with many of them moving to block escape routes until such time as the possessed character can recover his wits and inform them all of the actual situation is.

The Possession

The character who has been possessed should be unconscious for at least a little while, and his head will be surrounded in the same glow as was Pech. Before he comes round read the following to him:

You see a swarm of vile creatures rushing towards you and your companions, a vast army facing the hordes of Chaos. Many of your comrades are unfamiliar to you, they are unlike any race you have seen before, but you know they will stand alongside you and fight. Then the stinking hordes crash into your line, tearing and ripping you all apart, you fight bravely, cutting down one after another of the things you face, but although you and your allies must kill three or four to every one of you to fall their numbers seem endless. You slice through the skull of what appears to be a rotting corpse, only for a swarm of maggots to burst out from its torso - these then start digging into your flesh, the agony is unbearable and seems to last forever. Until, finally, you know no more...

The Bright Eyes Tale

The character should now be conscious and the Bright Eyes will then speak using the character.

I am a guardian against chaos. I, and others of my kind, hold back a terrible evil that will ravage the land if not stopped - an ancient artefact created by a lost Chaos god to wreck havoc upon the world of men if wielded by the wicked. Such a one even now moves closer to this cursed treasure and must be halted. Please, I beg of you, act like the heroes you are and prevent this from happening. Follow my companions into the forest to seek out the wicked sorceress and her allies. If you fail to act then there will be great suffering and lamentation in all the lands.

It is entirely possible the party might decide to run off at this point, however their comrade (the one who is possessed) will not be rid of the Bright Eyes for some time, and it will bombard

Race Against Madness

him with images of its death, continually. This will slowly turn him mad and greatly reduce his effectiveness. Further more because of the cowardice of the party it is incredibly unlikely that any cult will try to heal the character, even if it is within their power, so the madness may well prove permanent.

The Bright Eyes will be unable to give exact numbers as to the intruders, explaining the sorceress has great magical powers partly shielding her party from their senses.

Into the Forest

Once the party decides they wish to face down this evil they will have to enter the forest, following their Bright Eyes guides. These will flit ahead, taking the quickest route possible to seek and destroy the Chaos minions before they can enact their plan. Unfortunately Saravashi is aware of their movements and has a little surprise in store for the party when they start to get close to the ancient temple.

You follow the Bright Eyes through the forest, quickly moving down trails they obviously know well. Just as they make you aware you are now becoming quite close to the temple there is a sudden

movement beneath some bushes - something barrels out onto the forest path, blocking further progress. The thing from the undergrowth is a vile creature, with eyes randomly placed across its body, all weeping what looks to be deep red blood. It has three legs and a trio of massive stingers protruding from its corpulent body. Even these have the bleeding eyes present upon them and to see the beast in its entirety makes you feel somewhat sick.

The party will need to defeat this creature, it has been sent by Saravishi to delay the Player Characters. She does not expect it to stop them, it is merely a pawn to be discarded for a tactical gain.

The Temple is Reached

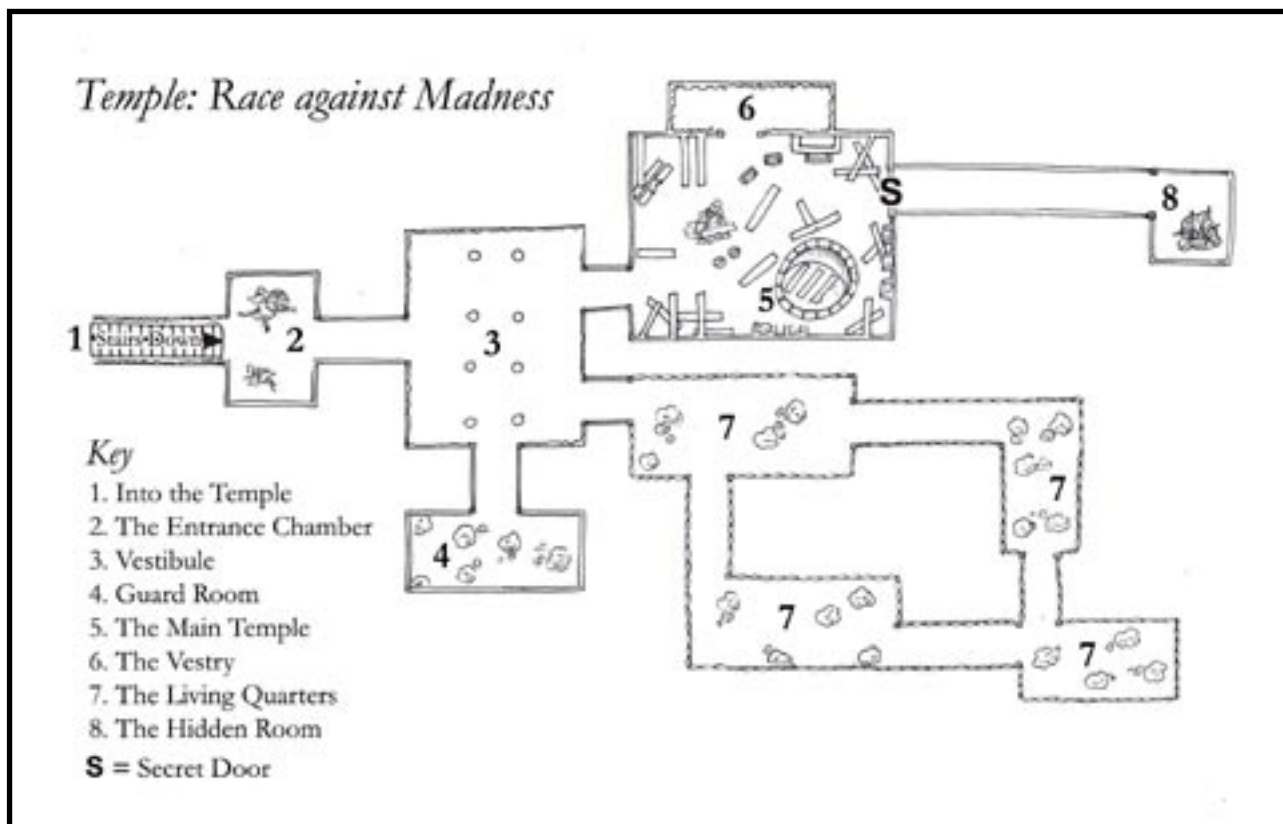
You reach a clearing in the forests and can see some truly ancient ruins. These have a faint glow about them making you all feel uneasy. Around the place you can see the gleam of many bones, bleached white in the sunlight, obviously accumulated over centuries - indeed the entire area seems to be covered by them. You hear a missile fly over your heads and crack into the trees behind you - there can be little doubt that you have been spotted!

The temple's clearing is guarded by two of Saravashi's more expendable allies - a renegade Jrustelan named Bartak and the cave troll Glumbus. Neither of these two are very bright, and Glumbus managed to spoil his fellow guards' aim by insisting he wanted a go with the latter's crossbow. Now Bartak will reload his weapon in a different hidey hole whilst Glumbus will await any who come close to the ruins and will charge out, swinging his maul.

Bartak will hide if Glumbus goes down quickly, trusting the heroes to go after his mistress rather than waste time looking for him. Otherwise he will try to pick off those hanging back from any melee, using his enhanced missiles to cut down any opponent he can.

The Ruins

As you pick over the ruins you can feel the unnaturalness of the place. There is no doubt in your mind that here a great evil was once present, and its power lingers still. You notice the numbers of Bright Eyes, as the orb-like spirits refer to themselves, has increased and there must now be over a hundred of them hovering about the place.



They lead you towards a sundered stone slab, underneath which descend some stairs, the Bright Eyes make it clear the followers of Chaos and their goal lies below, and they can do no more than light your way ahead as none have ever descended beneath the slab before. Beside the stone slab lay a pair of bodies, of a man and a woman, both no more than dried out husks.

There is nothing else of note in the ruins or clearing, the bones the characters saw are mostly humanoid, with many broo, but some defy any attempt to identify what kind of creature they are from. The Bright Eyes, if questioned, will state they slew all these being and that they were all creatures and followers of chaos who came here for the relic.

The two husks were slaves of the sorceress, she killed them by magic, somehow, just prior to destroying the magical protection that defended the great stone slab as well as breaking the slab itself. This, too, the Bright Eyes will confirm if asked. Neither of them have anything other than simple peasant clothing (the clothing is in as good a condition as any used clothing from a dead peasant could be expected to be).

1. Into the Temple

The walls of the stairs leading down are carved with all sorts of disturbing images, until you realise that they are not truly carvings at all, but tiny, moving figures being eaten and slain by representations of horrid Chaos creatures. There appears to be a limitless numbers of these victims, who keep appearing from a gate of some kind, with one being on each wall. The stairs open out into a chamber, perhaps 10 metres below the surface.

There is nothing the characters can do about the moving carvings. Even if they had some means to damage them (adamantine might work, as might some magic) they quickly reform intact and the gruesome scenes depicted continue unabated. Within the temple the powers of the Bright Eyes are severely limited, they can do little more than observe and provide light and will be unable to attack any of the current occupants of the place.

2. The Entrance Chamber

There are two bodies within this utterly barren chamber. One is a vile broo, the stench of which is unbearable. It looks to have been killed recently, although it smells as though it has been rotting here for days. The other body is that of a woman, a husk like those above by the entrance. The walls of this place are perfectly smooth, with no tool marks, scratches or dents. There is a single exit leading deeper underground.

The Bright Eyes will state they did not know if any broo were with the sorceress. The broo does have some (foul-smelling) equipment, if any party member is foolish enough to try and loot it then they will expose themselves to the broo's disease (Games Master's choice). It has a leather jerkin, a target shield and a war sword, all of normal quality, but nothing of any special worth. It was killed whilst scouting ahead, setting off a magical trap that slew it on the spot, although there are no visible wounds upon its body. The human body has nothing but peasant clothing (again).

If characters try to damage the walls they will be able to mark it or knock small chunks out, however these pieces swiftly dissolve into nothing and the marks made will rapidly repair, with the walls becoming smooth within seconds.

3. Vestibule

Besides the four pairs of pillars in this room this place is empty. There are two exits ahead of you and one to the right. Unlike the previous room this place has is clearly made of carved stone, with no apparent unusual qualities.

There is nothing at all odd or dangerous about this room. It serves as the entrance to the main temple.

4. Guard Room

This room has some dirt piles around it, perhaps some long rotted furniture? Otherwise it seems a bland side chamber the function of which is long forgotten and no longer discernable.

There are several holes in the ceiling of this room, immediately apparent if any character looks upwards. If any enter the room they will be attacked by the three krashkids lurking in these tunnels. Once dealt with it will be obvious the tunnels lead some way before disappearing, a man stripped of armour might be able to climb up them but he would not be able to hold any weapons or defend himself. The Bright Eyes will not provide light either, they know these things are not a serious threat at this point and trying to find out where they came from is not in anybody's interest right now. They will communicate this fact to any players if they are being especially stubborn.

If any characters do decide to go into the tunnels they will be at a pretty much fatal disadvantage once the rest of the krashkids attack - with no weapons usable in the tight confines of the place they are likely to be near helpless when wave after wave begin their assault on the party.

With the sundering of the seals to the temple chaos creatures are being drawn into the area and will continue to do so in increasing numbers, until such time as Saravashi can be killed and her plans thwarted.

The krashkids in the guardroom will not move out from there, preferring to wait here in ambush rather than go looking for trouble.



Race Against Madness

5. The Main Temple

The temple is a mess, there are stone pews and benches set in the floors in no particular order, as well as a five metre deep sacrificial pit with more pews in it. The jumble of furniture is bewildering, as there are places for worshippers to sit where they can not possibly get to them (you notice a number of what look like stone chairs jutting out from the ceiling!). There is an altar on one wall, jutting out into the area. You see an unmoving, slumped over figure to your left, it appears to be a man. It is only now that you realise that the furniture is moving, albeit at a slow speed and strangely without noise.

The body is that of Porren, one of Saravashi's party, who made an unfortunate error when he sat down upon one of the benches, only for it and its neighbour to shift suddenly and trap his legs. He was slowly killed as both legs were crushed to a pulp, Saravashi forbidding the use of magic to heal or free him, seeing this as a fitting sacrifice to the old god of this place. Once dead Porren was quickly looted of any valuables by his comrades and is now just slouched over, with a pool of his own blood slowly drying beneath him. The only equipment he still has is a chain mail hauberk which has seen better days.

Three of Saravashi's henchmen are currently in the temple, with orders to kill any who might interrupt her. These three will use magic to prepare before entering combat, doing their best to remain hidden behind the various stone furniture, which is hard to do successfully when it continues to shift about. Once they are ready to attack they will do so, letting off a volley of missile weapons or two before closing - they are keen to prevent Saravashi from being disturbed, they are well aware of what is likely to happen to them if they fail to do this.

6. The Vestry

The purpose of this small room is unknown, but it was presumably important with carvings of various disgusting rites being carried out within the temple itself. These are all in perfect condition and in one case show priests lowering a casket into a pit. There are also carvings of people entering the temple and fierce fighting.

This is where the ancient priests used to keep their magical robes and the like. Now rotted away long ago there is nothing of interest here other than the carvings. If the players have a good look they will see that the carvings do change, indeed some figures that were entering the temple are now raising the casket seen earlier from a pit, and there appear to be another carving beginning of some warriors closely examining the carvings on a wall. These carvings represent the party and one of them may show a character having a tail, or cloven hooves. This is another of the temple's defences, showing intruders a lie in attempt to cause conflict and disharmony within their ranks.

The carvings cannot be damaged but change over time, showing significant events that have occurred in the Temples past, changing very quickly after each such event. Smart players may well realise this, and also come to the (correct) conclusion that the ancient artefact is soon to be recovered!

7. The Living Quarters

This room has little of interest. Whatever furniture once dressed this room has long since rotted into the piles of dirt you see scattered around the place in different sized piles.

This area is where the temple staff lived out their days until the place was overrun by its enemies. There is nothing of interest in the room, even if all the piles are checked all that will be found is that the dirt is fine.

8. The Hidden Room

Upon entering this room you have an immediate sense of foreboding. Three figures stand above a recently excavated hole, within which is a stone coffer. From this coffer numerous stone tentacles sprout out and wave in the air. The figures consist of a hulking warrior wearing chainmail armour, a cruel young looking woman in robe and a peasant woman in rags. The cruel woman incants a spell and touches the peasant, the latter screams in agony as she falls to the ground, leaving a withered husk behind. A triumphant look in her eyes the sorceress points in your direction.

'Merkon, deal with those fools!'

When the party enters Saravashi will have just cast a spell to enable the safe opening of the casket and retrieval of the chaos artefact within. As she does so she touches the slave, destroys her soul, leaving behind the withered husk of her victim. At this point the party should do their best, at the urging of the Bright One within their companion's head, to destroy Saravashi and her bodyguard and in doing so eliminate the threat to the Bright Ones.

Saravashi is a competent opponent, and her first action is to cast magic to protect both herself and Merkon. Once protected from damage and spells she will go on the offensive, either using magic directly against her foes or supporting Merkon as he deals with them physically. She is a powerful foe who is capable of killing one or more of her enemies.

Once the pair are killed the other Bright Ones will be able to enter the temple and will use their powers to reseal it, collapsing the complex utterly this time by calling upon the gods. With the breaking of the seals to this place and the killing of Saravashi they will be able to bring this place to the attention of the gods once more, using Divine Intervention to finally destroy this place, once and for all.

The one possessing one of the player characters will warn the party to get out now or else they will be buried under thousands of tons of rubble and stone. At this point the uninvited guest will leave to join its fellows.

Any rewards for the party are up to the individual Games Master. There is no time to loot the dead sorceress or her champion of any of their wealth, attempting to take the casket will have the character attacked by the Bright Ones (and inevitably killed by the collapse of the temple). If a more tangible reward (other than saving the world from a chaos plot) is required there will be some mounts left tied up by Saravashi and her men, and with them will be found some suitable baubles.

Race Against Madness Stats

PECH THE MADMAN

A wretched and broken man now, but Pech was once feared in the area as a most bloodthirsty and efficient footpad.

Pech		1D20	Hit Location	AP/HP
STR	16	1-3	Right Leg	1/6
CON	15	4-6	Left Leg	1/6
SIZ	15	7-9	Abdomen	1/7
INT	16	10-12	Chest	1/8
POW	17	13-15	Right Arm	1/5
DEX	14	16-18	Left Arm	1/5
CHA	13	19-20	Head	0/6

<i>Combat Actions</i>	3	<i>Armour:</i> Ragged leather on most locations (-2 penalty)
<i>Damage Modifier</i>	+1D4	<i>Traits:</i> None
<i>Magic Points</i>	17	<i>Combat Styles:</i> Longsword 72%, Dagger 89%
<i>Movement</i>	8m	<i>Equipment:</i> Longsword, dagger, shoulder bag containing herbs, charms and a fire making kit.
<i>Strike Rank</i>	+15 (+13 in armour)	<i>Notable Skills:</i> Persistence 60%, Resilience 75%. Nothing else worth mentioning in his maddened state

WEAPONS

Type	Size	Reach	Damage	AP/HP
Longsword	L	L	1D10+1D4	4/12
Dagger	S	S	1D4+1+1D4	6/8

The Bright Eyes

These unusual spirits are lost souls dating back to the Age of Terror. They look like floating globes of ghostly light. These beings died fighting the tides of Chaos that once threatened to overwhelm all of Glorantha and now can be found guarding locations tied to Chaos in some way. They still fight Chaos in their own way, by attacking those who would unleash a Chaos creature from a prison, recover a Chaos artefact or use an ancient Chaos temple.

If a Bright Eye touches a Chaos creature, the Chaos creature suffers 2D6 points of damage and the Bright Eye is temporarily exhausted and vanishes. If a Bright Eye attacks a non-Chaotic creature, that creature must make a Persistence check. If the check fails, the creature suffers a momentary vision of how the Bright Eye died. This versions are generally horrific and nigh-incomprehensible; few of the Bright Eyes were human when they lived and they died battling the worst horrors of Chaos. Seeing this vision of death stuns a victim and they miss their next action. This exhausts the Bright Eye and it vanishes for the next 24 hour hours.

They can perform a type of possession upon a willing individual in order to be able to communicate with outsiders. The individual does retain his own free will and ability to act but can also act as a translator for the Bright Eye, however the side effects of this include a glow from inside the possessed individual's head and being continually plagued by the memories of the Bright Eye's death, which more often than not will have an effect on the possessor's sanity.

In extremis a Bright Eye might try to possess an individual in order to be able to communicate with him and others. This it does by a possession attack, but other Bright Eyes are able to aid in this by launching memory attacks upon the target. For every such successful memory attack the Bright Eye making the possession attempt increases its Persistence by 20%. This possession is very uncomfortable for the victim who will become mad due to the continual images flooding his brain. It takes a number of hours equal to the victims POW before the insanity sets in, which results in continual mumbling, lack of sleep, horrific visions and a permanent -20% penalty to all INT based skills until healed by magic. After this possession the Bright Eyes will vanish until the next Holy Season, utterly drained of its power until it can be renewed at that point.

Race Against Madness

Bright Eyes		1D20	Hit Location	AP/HP
STR	–	1–20	Right Leg	1/6
CON	–	4–6	Left Leg	1/6
SIZ	–	7–9	Abdomen	1/7
INT	3d6 (11)	10–12	Chest	1/8
POW	3d6 (11)	13–15	Right Arm	1/5
DEX	–	16–18	Left Arm	1/5
CHA	3d6 (11)	19–20	Head	0/6

<i>Combat Actions</i>	2	<i>Armour:</i> Not Applicable
<i>Damage Modifier</i>	–	<i>Traits:</i> Covert Possession, Dark Sight, Night Sight, Memory Attack
<i>Magic Points</i>	11	<i>Combat Styles:</i> Memories 30%
<i>Movement</i>	16m	
<i>Strike Rank</i>	+11	<i>Notable Skills:</i> Evade 30%, Perception 20%, Persistence 45%, Stealth 40%

WEAPONS

Type	Size	Reach	Damage	AP/HP
Memories	S	T	Special	–

THE THING IN THE WOODS

A vile chaos creature summoned by Saravashi for her own ends. This thing will fight to the last, willing to die for the chance to destroy others.

The Thing in the Woods		1D20	Hit Location	AP/HP
STR	28	1-3	Right Leg	4/10
CON	17	4-6	Left Leg	4/10
SIZ	22	7-9	Central Leg	4/10
INT	8	10-11	Body	4/12
POW	14	12-14	Stinger 1	4/10
DEX	16	15-17	Stinger 2	4/10
CHA	–	18-20	Stinger 3	4/10

<i>Combat Actions</i>	2	<i>Armour:</i> Horrid flaps of extremely tough hide combined with the foulness oozing from its pores gives it 4 AP to every location (no armour penalty)
<i>Damage Modifier</i>	+1D10	<i>Traits:</i> None
<i>Magic Points</i>	14	<i>Combat Styles:</i> Stinger 82%
<i>Movement</i>	12m	<i>Equipment:</i> None
<i>Strike Rank</i>	+12	<i>Notable Skills:</i> Look Horrifying 120%, Perception 150% (all those eyes!), Persistence 80%, Resilience 85%

WEAPONS

Type	Size	Reach	Damage	AP/HP
Stinger	L	M	1D4+1D10	As for stinger

The Temple is Reached

BARTAK

A cowardly, missile using rogue who hides behind a meatshield for a troll.

Bartak		1D20	Hit Location	AP/HP
STR	13	1–3	Right Leg	3/6
CON	14	4–6	Left Leg	3/6
SIZ	14	7–9	Abdomen	3/7
INT	9	10–12	Chest	3/8
POW	12	13–15	Right Arm	3/5
DEX	17	16–18	Left Arm	3/5
CHA	11	19–20	Head	3/6

<i>Combat Actions</i>	3	<i>Armour:</i> Ringmail on all locations (–5 armour penalty)
<i>Damage Modifier</i>	+1D2	<i>Traits:</i> None
<i>Magic Points</i>	12	<i>Combat Styles:</i> Longsword 56%, Dagger 97%
<i>Movement</i>	8m	<i>Equipment:</i> Shortsword, Light Crossbow, Half a dozen crossbow bolts in a quiver (in addition to any he shots at the Player Characters)
<i>Strike Rank</i>	+13 (+8 in armour)	<i>Notable Skills:</i> Evade 52%, Perception 75%, Persistence 60%, Resilience 75%, Sleight 70%, Stealth 85%
		<i>Common Magic:</i> Speedart 2 94%, Heal 3 74%

WEAPONS

Type	Size	Reach	Damage	AP/HP	Range
Shortsword	M	L	1D6+1D2	6/8	–
Light Crossbow	L	–	1D8	5/9	100m

GLUMBUS

A horrid, flesh eating, twisted beast of darkness. Glumbus is the embodiment of everything other races consider to be bad about trolls, and much more besides.

Glumbus		1D20	Hit Location	AP/HP
STR	26	1–3	Right Leg	3/9
CON	18	4–6	Left Leg	3/9
SIZ	26	7–9	Abdomen	3/10
INT	6	10–12	Chest	3/11
POW	11	13–15	Right Arm	3/8
DEX	7	16–18	Left Arm	3/8
CHA	7	19–20	Head	3/9

<i>Combat Actions</i>	2	<i>Armour:</i> Tough hide 3 AP (no penalty)
<i>Damage Modifier</i>	+1D12	<i>Traits:</i> Night Sight, Regeneration 1HP/Combat Round
<i>Magic Points</i>	11	<i>Combat Styles:</i> Big Club 52%, Unarmed 69%
<i>Movement</i>	8m	<i>Equipment:</i> Big club for hitting people with
<i>Strike Rank</i>	+7	<i>Notable Skills:</i> Avoid Soap 136%, Persistence 70%, Resilience 88%

WEAPONS

Type	Size	Reach	Damage	AP/HP
Giant Club	L	L	1D10+1D12	6/10
Claw	M	M	1D6+1D12	As for arm

Race Against Madness

Guardroom

THE KRASHTKIDS

There are three of them. Krashtkids are a vile Chaos nuisance found in the underground regions of Genertla and Justela. They are the devoted and disgusting 'children' of the god Krarsh, and they inflict suffering upon anything they come in contact with not devoted to that god.

Most Gloranthans have no idea these creatures exist. Krashtkids burrow from place to place, leaving a web of tunnels behind them for explorers and adventurers to discover and get lost within. Priests of their god can, on occasion, control them, but they will otherwise attack intruders into their underground realm without hesitation.

A krashtkid is a roughly dog-sized crustacean with a ring of six segmented legs spaced evenly around its roughly disc-shaped body. These legs are able to bend in any direction, allowing the creature to walk on any surface in any orientation in order to bring its three-sided mouth full of rows of shark-like teeth to bear upon an enemy and inject its paralytic poison. If this is not efficient, the krashtkid's tongue is covered in tiny barbs and can lash out and slice flesh.

Any krashtkid that comes into contact with a living target will immediately attack it, climbing into a position where it can spew sticky web-like substance before slashing at it with its clawed legs and biting at it with its mouth. Nothing is too large or too deadly of an enemy to attack, as they know that even if they die the great Mother will give them new life.

The tongue attack of a krashtkid can Impale a target upon a critical hit and is covered in an acidic slime. The acid inflicts 1D4 additional damage on any hit and in addition will reduce the AP of any armour on that location by one point for each successful hit. If parried by a weapon or shield then 1 point of damage will be caused to the parrying weapon.

Krashtkids can spit a gummy web-like substance called pratzim at a range of its POW in metres. Anything hit by the substance is considered to be entangled by it unless it can successfully overcome the pratzim's strength of 90% with an opposed Brawn skill roll. While entangled the target cannot use Combat Actions to do anything but try to free itself.

Krashtkid		1D20	Hit Location	AP/HP
STR	2D6+6 (13)	1 – 2	Leg #1	3/4
CON	3D6 (11)	3 – 4	Leg #2	3/4
SIZ	2D6 (7)	5 – 6	Leg #3	3/4
INT	3D6 (11)	7 – 8	Leg #4	3/4
POW	2D6+12 (19)	9 – 10	Leg #5	3/4
DEX	3D6+6 (17)	11 – 12	Leg #6	3/4
CHA	1D6 (4)	13 – 20	Body	3/6

<i>Combat Actions</i>	3	<i>Armour:</i> Chitin Shell (AP 3, no penalty)
<i>Damage Modifier</i>	-1D2	<i>Traits:</i> Burrower, Chaotic Aura, Communal Mind, Echolocation, Poison, Wall Walking
<i>Magic Points</i>	19	<i>Combat Styles:</i> Bite 40%, Claw 50%, tongue 40%, Spit Pratzim 55% (see description above)
<i>Movement</i>	12m (-2m per Major Wound on a leg location)	<i>Equipment:</i> Shortsword, Light Crossbow, Half a dozen crossbow bolts in a quiver (in addition to any he shoots at the Player Characters)
<i>Strike Rank</i>	+14	<i>Notable Skills:</i> Athletics 65%, Evade 50%, Resilience 55%

WEAPONS

Type	Size	Reach	Damage	AP/HP
Bite	S	T	1D6-1D2 plus poison	As for body
Claw	S	S	1D4-1D2	As for leg
Tongue	L	VL	2D4-1D2 plus acid	As for body

Anything suffering damage from the Bite attack from a Krarshkid suffers the effects of the following poison:

Krarshtkid Venom

Application: Injected.

Onset Time: 1D2 Combat Rounds.

Duration: 2D6 days.

Resistance Time: The victim must make a resistance roll at the end of the Onset Time. Failure indicates that the Condition has taken effect.

Potency: 35.

Resistance: Resilience.

Conditions: Paralysis.

Antidote/Cure: Healing Magic only.

The Main Temple

A Trio of mooks

LARRY

An incompetent henchman of chaos.

Larry		1D20	Hit Location	AP/HP
STR	14	1–3	Right Leg	3/6
CON	14	4–6	Left Leg	3/6
SIZ	12	7–9	Abdomen	3/7
INT	10	10–12	Chest	3/8
POW	13	13–15	Right Arm	3/5
DEX	15	16–18	Left Arm	3/5
CHA	11	19–20	Head	3/6

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+1D2
<i>Magic Points</i>	13
<i>Movement</i>	8m
<i>Strike Rank</i>	+13 (+8 in armour)

Armour: Ringmail on all locations (–5 armour penalty)
Traits: None
Combat Styles: Sword and Shield 70%, Javelin 67%
Equipment: Longsword, Target Shield, two Javelins
Notable Skills: None, assume 40% in anything that needs to be checked.
Common Magic: Protection 2 71%

WEAPONS

Type	Size	Reach	Damage	AP/HP	Range
Longsword	M	L	1D8+1D2	6/12	–
Javelin	H	–	1D8+1D2	3/8	30m
Target Shield	L	S	1D6+1D2	4/12	–

Race Against Madness

CURLY

A henchman of chaos.

Curly		1D20	Hit Location	AP/HP
STR	15	1–3	Right Leg	3/6
CON	14	4–6	Left Leg	3/6
SIZ	13	7–9	Abdomen	3/7
INT	12	10–12	Chest	3/8
POW	12	13–15	Right Arm	3/5
DEX	15	16–18	Left Arm	3/5
CHA	9	19–20	Head	3/6

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+1D2
<i>Magic Points</i>	12
<i>Movement</i>	8m
<i>Strike Rank</i>	+14 (+9 in armour)

Armour: Ringmail on all locations (–5 armour penalty)
Traits: None
Combat Styles: Sword and Shield 83%, Short Bow 70%
Equipment: War sword, Shield, Short bow plus a couple of dozen arrows
Notable Skills: None, assume 50% in anything that needs to be checked
Common Magic: Multimissile 3 51%.

WEAPONS

Type	Size	Reach	Damage	AP/HP	Range
War Sword	M	M	1D8+1D2	6/10	–
Short Bow	L	–	1D6	4/4	80m
Target Shield	L	S	1D6+1D2	4/12	–

GASTROGONE

A competent henchman of chaos. Will try to escape or weasel his way out of trouble in order to live to fight another day. Will even betray his erstwhile comrades if this will allow him to avoid (a well deserved) death.

Gastrogone		1D20	Hit Location	AP/HP
STR	15	1–3	Right Leg	3/6
CON	15	4–6	Left Leg	3/6
SIZ	14	7–9	Abdomen	3/7
INT	13	10–12	Chest	3/8
POW	14	13–15	Right Arm	3/5
DEX	14	16–18	Left Arm	3/5
CHA	13	19–20	Head	3/6

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+1D2
<i>Magic Points</i>	14
<i>Movement</i>	8m
<i>Strike Rank</i>	+14 (+9 in armour)

Armour: Ringmail on all locations (–5 armour penalty)
Traits: None
Combat Styles: Great Axe 76%, Hatchet 87%
Equipment: Huge Axe and three smaller ones
Notable Skills: None, assume 60% in anything he needs to check.
Common Magic: Bladesharp 2 74%

WEAPONS

Type	Size	Reach	Damage	AP/HP	Range
Great Axe	H	L	1D12+1D2	4/10	–
Hatchet	S	S	1D6+1D2	3/6	10m

The Hidden Room

SARAVASHI

Accursed Minion of Chaos

Saravashi		1D20	Hit Location	AP/HP
STR	13	1–3	Right Leg	6/6
CON	15	4–6	Left Leg	6/6
SIZ	13	7–9	Abdomen	6/7
INT	22	10–12	Chest	6/8
POW	22	13–15	Right Arm	6/5
DEX	16	16–18	Left Arm	6/5
CHA	11	19–20	Head	6/6

<i>Combat Actions</i>	4	<i>Armour:</i> Six points tough skin (chaos feature – looks like normal skin) no armour penalty
<i>Damage Modifier</i>	+1D2	<i>Traits:</i> None
<i>Magic Points</i>	22	<i>Combat Styles:</i> Scimitar 76%
<i>Movement</i>	8m	<i>Equipment:</i> Scimitar and lots of gaudy bracelets and charms
<i>Strike Rank</i>	+19	<i>Notable Skills:</i> Athletics 52%, Evade 85%, Influence 82%, Manipulation 85%, Perception 100%, Persistence 84%, Resilience 71%, Sorcery (The Light of Truth) 67%, Stealth 32%
		<i>Spells:</i> Damage Enhancement, Dominate (human), Palsy, Regenerate, Tap (POW), Treat Wounds

WEAPONS

Type	Size	Reach	Damage	AP/HP	Range
Scimitar	M	M	1D8+1D2	6/10	–

Sorcery Skills: Manipulation 85%

Spells: Damage Boosting 102%, Damage Resistance 84%, Dominate (human) 74%, Palsy 93%, Regenerate 71%, Tap (POW) 81%, Treat Wounds 94%, Venom 61%

Saravashi's many charms and bracelets are a major source of her power and it is through use of these that she has been able to breach the defences to the temple. If a character tries to grab one before the temple collapses it will twist in his hands and stab him, injecting him with Krarshtkid venom before crumbling into a fine black dust. Any character who is paralysed by this poison will be doomed as the temple collapses. There is no way anyone who tries to carry a paralysed individual will be able to escape either as any delay is fatal.

Her grimoire is hidden away and is a blasphemous tome able to corrupt those studying it.

Race Against Madness

MERKON

Hulking bodyguard.

Merkon

STR	18
CON	19
SIZ	19
INT	14
POW	17
DEX	20
CHA	6

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

Combat Actions	3
Damage Modifier	+1D6
Magic Points	17
Movement	8m
Strike Rank	+17 (+10 in armour)

Armour: Chainmail on all locations (–7 armour penalty)
Traits: None
Combat Styles: Sword and Shield 97%
Equipment: War sword, Target shield
Notable Skills: Athletics 82%, Evade 65%, Perception 80%, Persistence 80%, Resilience 95%, Stealth 55%
Common Magic: Bladesharp 2 94%, Demoralise 81%.

WEAPONS

Type	Size	Reach	Damage	AP/HP	Range
War sword	M	M	1D8+1D6	6/10	–
Target Shield	L	S	1D6+1D6	4/12	–



Vapnartak 2011

By Katrina Hepburn

A mustering of warriors.

A 4am start makes this convention a rather taxing one for us Mongooses. The journey from Mongoose Hall to York racecourse is about 4 hours each way. So, as you can imagine, by the time we all got back from the show we were all pretty exhausted.

Vapnartak is set in the grounds of the York Racecourse, 'Vapnartak' is apparently a Viking word meaning "A mustering of warriors". The venue is a huge building which looks impressive on its own, but when filled to the brim with tabletop wargaming, it really is a sight to behold. Standing at one end of one of the main gaming floors and looking down to the other end, you have this beautiful green line of wargaming tables which gets kind of blurry as it fades out to the horizon of your vision.

As we arrived we were greeted by members of the York Wargaming Society (www.yorkwargames.org), the people who make the convention happen, who then proceeded to help us into the building with all our Mongoose wares. I cannot stress how appreciative we were at having help after a 4am wake-up and 4 hour journey to the venue, and the York helpers were very helpful. Thanks guys!

After the setup of the Mongoose trade stand, I left Sandrine and Nick to do their thing (Nick was demonstrating the Judge Dredd Miniatures throughout the day and Sandrine was taking care of the customers) while I went off to do mine. Camera in hand, I set off into the maze of wargaming delights.

Three of the five floors are filled to the brim with trade stands of all shapes and sizes.

You could spend all day at this convention doing nothing but shopping. I kid you not. Miniatures for all kinds of historical and fictional games can be found amongst the stalls, from naval fleets to orks, steam-powered tanks to ancient Chinese armies. With a good selection of terrain and accessories there is certainly plenty to spend your money on!

Unfortunately, I did not get my hand in on any gaming, which was probably a good thing considering how tired I was from the early start. I did spend a lot of time watching hordes of marvellous armies sweeping across multiple battlefields with dice being thrown by the handful. There were four wargaming tournaments held at the show, with over 100 participants. So there was certainly plenty to see!



As the stand gets busy Nick embarrasses everyone with some dodgy dance moves!

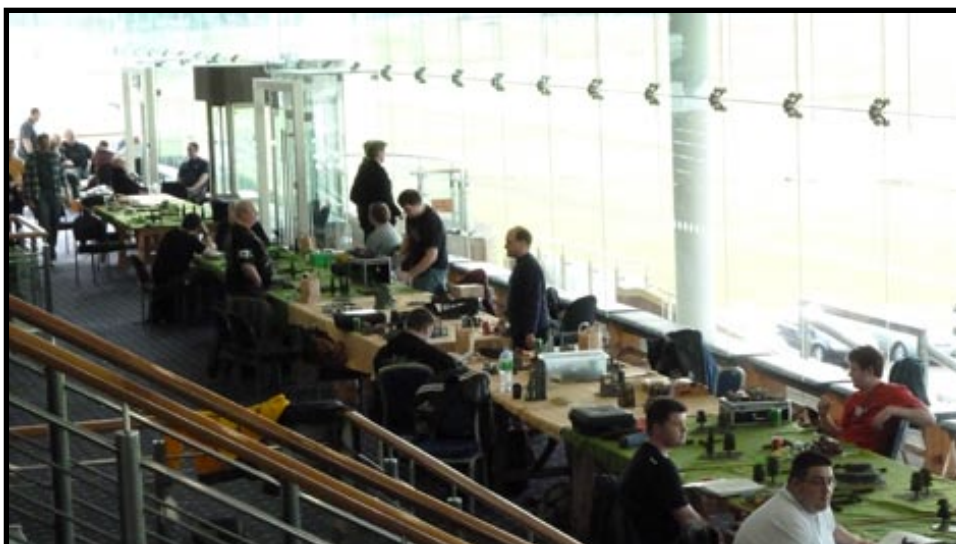


Ships Ahoy!

Of course, like most conventions, Vapnartak does its part in collecting for charity as well. Over £500 was raised for Help for Heroes and money was also raised for Beating Bowel Cancer.

If you are a fan of tabletop wargaming then Vapnartak is definitely a convention which I would recommend, especially if you are in or near the York area. Admission is only £4 for adults, £2 for those aged 12-17 and under 12's are free of charge. Also if you are new to Wargaming in general or if you think you might want to start up your own army, Vapnartak is a good place to start. You can see most genre of miniatures fully painted and being used in battles, plus you will get to see the various gaming rules in action.

Trouble at t'docks



**Gamers, sir!
Fousands of 'em!**

Monkey Business

By John R White

Juves! A pain in the neck at the best of times. Positively criminal at all others. When a gang is reported by an informer it is up to the Judges to let them know who is boss!

A Judge Dredd encounter.

Control

++Item++

++Robbery++

Citizen reports extortion with menace perpetrated by juve gang at Terry and Dom's soda bar on Mikey Fox Walk. Juves are reported to have an adult accomplice. Units in vicinity respond.

Reaching the Scene

The judges will be at the location in 3D6 minutes. En-route they will receive updates from Control.

++Suspects picked up by PSU entering 'Gun Shark' vid-game arcade on corner of Mickey Fox Walk and Warner's Way++

The judges' bike screens show footage of a group of half a dozen or so juves entering the establishment from Mickey Fox Walk. Their backs are to the hover cam but you can see that they are carrying Mochburger meal bags and an assortment of bulging carrier bags. Their juves' jackets have a feathered crown logo painted on them. In their midst is a large, hulking adult in casual clothes with a baseball cap and a comm device in one ear (possibly a Strutman muzak player).

A Streetwise test of 8+ identifies them as members of 'Jungle Kings' (aka 'Junks') a juve gang from Nige Tufnell Lo-Pads associated with minor delinquent crimes. If the roll is 10+ the judge is aware that the arcade is believed to be used for small time sugar and comic dealing. If the roll is 12+ the judge is also realises that it is often frequented by members of the 'Gators', a violent juve gang who regard it as part of their own turf. A Comms or Recon roll of 10+ notices the adult suspect giving his comm unit a series of taps. If a judge asks for further surveillance he will need to roll Com+Inf 10+ as other judges elsewhere are competing for PSU's services.

If successful the judge is informed that no security cameras are present in Gun Shark.

Entering the Arcade

Loud music and the sound of gun fire and explosions flood from out of the arcade. If the judges enter they are confronted by the sight of dozens of juves armed with an assortment of hand guns. Fortunately most of these are for the games.

Initially as a judge scans the crowded premises he must roll Sense Perp 8+ to identify who is wielding a gun without a cable. Each point of success clearly identifies one perp with a real gun. Every two points of initiative dropped adds a +1 DM to the score rolled.

The Gator's, another juve gang, have entered the arcade through the Warner's Way door, seconds before the judges arrive. They all sport bleached hair and wear red contact lens and grin to show filed teeth. They also wear imitation gator hide jackets with a white alligator on the back. They are already psyched up on illegal stimulants and ready for a confrontation, so they will probably blaze away at any judges, 'Junks', arcade players and, in fact, just about anything else that moves or breaths. The explosions, cries and gunfire emanating from the various arcade machines all adds to the confusion. Dwight will be bemused at first and is quite likely to comply with a judge's order. His instinct is to try and reach into an interior pocket for his Mental Card but this might be tragically misunderstood by a judge. However, if one of his new friends is injured roll a D6 to determine his reaction.

- 1: He looks around both bewildered and frightened.
- 2: Try to save the person hit by getting them out of the arcade and shouting for help.
- 3: Attack an obvious assailant of his friend.
- 4: Frantically tap his comm. Unit shouting "Mico!"
- 5: Sit down and put his hands over his head or cradle a dying juve whilst sobbing.
- 6: Shout at everyone to stop whilst trying to shield a friend or an injured person.

Dwight Langtz Low I.Q. citizen

Str 13 (+2), Dex 5 (-1), End 11(+1), Int 3 (-1), Edu 3(-1), SS 5(-1)

Skills: Athletics (Strength) 2, Melee (Unarmed Combat) 0

Equipment: Bag of donuts, bag of groceries, 'Mental card', defective camera and comms unit.

Surrender Modifier: +6

'Junks' Juve Gang Members

There are six of these, three of whom are currently holding an arcade gun.

Str 6, Dex 8, End 7, Int 6, Edu 5 (-1), SS 5 (-1)

Deception 0, Melee (Blade) 0, Stealth 0, Streetwise 0

Equipment: Bags of junk food, computer game chips and sports clothing.

Weapons: Knives (1D6+2)

Surrender Modifier: +1

'Gators' Juve Gang Members

There are four of these violent juves, all of whom are ready to rumbke.

Str 7, Dex 7, End 7, Int 6, Edu 5(-1), SS 6

Deception 0, Gun Combat 0, Melee (Bite) 1, Stealth 0, Streetwise 1, Survival 0

Weapons: Each has a knife (1D6+2). Bite (1D6+1)

Each has a different hand gun. Antique Revolver (3D6-3), Electra Zap Gun (2D6), Spit Pistol (3d6-3), Zip Gun (2D6-1)

Armour: Mock-Croc jackets and pads (5pts v melee attacks)

Surrender Modifier: 0

Other Juves

There are thirteen of these

Str 6, Dex 8, End 7, Int 6, Edu 5(-1), SS 6

Carouse 0, Computer 0, Streetwise 0

Weapons: Three of these will be carrying a weapon equivalent to a small blade (1d6+1) and will possess a skill of Blade 0

Surrender Modifier: +1



Morris Stubbs The manager of Gun Shark arcade.

Str 8, Dex 6, End 7, Int 8, Edu 6, SS 7
 Engineering (Electronics) 0, Computer 1, Melee (bludgeon) 0, Streetwise 1
 Equipment: Electrical tool kit
 Weapon: Club (2d6)
 Armour: Pad armour (4 v melee)
 Surrender Modifier: +2

The 'Gun Shark' Arcade

The arcade can be entered by the public from two different doors, there are no windows. Twenty booths are running various 'shoot-em-up' simulations for one or two players who use plastic handguns connected to a consol. A fast food and drink machine is used to dispense snack food. The manager keeps a baseball bat and a tool box behind his till point. Although the games are comparatively unsophisticated compared to those of dream Palaces, or even home VR sets, they are still popular with juveniles who want to socialize and compete with friends person to person.

The local mob persuaded him to remove his security cameras, though this has actually increased trade, as various juves like to hang

out and conduct deals here away from Justice Department street cameras. Stubbs has mentioned this to his boss who told him to let things continue as they were.

Low Down

Dwight is a massively built ogre of a man with a pleasant, well meaning nature who has a very low IQ. He carries a Low IQ which can be used to alert people of his condition.

Mico, Dwight's friend and registered guardian, was too involved throughout the day watching several races on Tri-D and did not want to leave his apartment. As Dwight wanted to go out, Mico entrusted him with a shopping list for groceries, and turned on the comm unit that allows him to view Dwight's surroundings and covertly talk to him.

Later this afternoon Mico noticed the screen linked to Dwight's comm go blank shortly after he had left the mega-mart. Mico failed to raise any contact and also noted the satellite tracking chip it contained was also failing to register. Concerned Mico contacted the Justice Department but ended up talking to Judge Collins, an overworked auxiliary who

refused to class Dwight as a missing person until 48 hours had expired. As Mico lost his temper at this point he was cautioned by Collins for his use of expletives and she also warned him that he was in danger of being on a charge for wasting Justice Department time. Fuming, Mico has been ringing round any locations and acquaintances where he thinks Dwight may be located.

Walking through the city Dwight had to try and quickly move aside to avoid a low flying juve on a hoverboard. Slipping, he collided with a Justice Department holding post which has damaged his comm unit.

While collecting his scattered groceries he reflexively held out his Mental Card which was noticed by the 'Junks'. Sensing an opportunity they helped him pack his bags and pretended to befriend him. They then embarked on a tour of the lower levels of the area on an eating and shopping spree. Dwight is having a good time with his new friends. He is oblivious to the fact that the juves are going over to cashiers and insinuating they would like things 'on the house' and covertly pointing out their huge and scary protector. The 'Junks' draw a blank at the MocBurger store, but easily persuade Dwight to foot the bill. At the Soda Bar however they are spotted by a Pals club member who contacts the Justice Department.

Entering the Gun Shark arcade Dwight looks round in awe and excitement at the screens whilst some of the Junks take arcade guns from other juves who are in mid-game.

Follow Up

Once the shooting stops, and whilst the judges are awaiting meat and med wagons, they are free to investigate some details. None of the guns carried by the Gators are licensed and all have traces of illegal drugs on their person or in their system.

The judges will probably learn of Dwight's identity and condition and the existence of Mico. Meanwhile Stubbs will summon his G.P. droid out of a storage room to tidy the mess unless the judges prevent this.

Monkey Business

Mico

Str 3 (-1), Dex 15(+3), End 5(-1), Int 8, Edu 6, SS 5 (-1)

Skills: Athletics (Co-ordination) 3, Computer 1, Comms 1, Deception 2, Engineering (Electronics) 1, Gambling 1, Melee (Unarmed Combat) 0, Stealth 1, Streetwise 2, Recon 1, Vacc Suit 0.

Mico was once a lab-monkey who was used for research in up-lifting intelligence. In consequence he has a bright metal piece of cyber machinery attached to one side of his head. He was allocated to a deep space probe project with 22 years of cryogenic suspension. On his return he discovered that he had been made a citizen following the Dredd Act of 2101 which had banned most animal experiments.

He was able to receive back pay from this date and set himself up in a city apartment. Sadly his constant failures to find employers who want an educated monkey and his gambling habits have eaten into his fortune. He is often bad tempered and foul mouthed by nature with some extra disgusting habits which uplifting his intelligence has failed to erase. Three years ago he befriended Dwight Langtz. He has taken responsibility for the care of Dwight Langtz and the two now share a small set of rooms in Griffie Dunne Block. He has encouraged Dwight to take up weigh-lifting and general fitness training as a hobby.

Mico smokes tobacco and also enjoys gambling on various types of sports races, though he has always managed to avoid detection by the judges. Sometimes it suits Mico to hide his intelligence, especially when questing for the lowdown on various betting activities. On these occasions he covers his cyber-unit with a hat and, wearing a leash and collar, poses as a pet on Dwight's shoulder.

When unable to accompany Dwight around town, Mico uses a remote cam and comm unit that he has put together, so that he can keep an eye out on him and help him in any difficulty.

Mico will be genuinely delighted if his friend is returned home safely. However happy endings are rare in Mega City One. If the judge's

return to Mico's flat he will ask them to send Dwight through. He will try to fast talk the judges by effusively thanking them and then promising to commend them to the Sector Chief before politely ending the conversation by closing the door. Roll Mico's Deception with a -2DM for each Judge with Formidable Presence. The judges can all oppose this roll with a Psychology or Sense Perp test. If a judge wins then he is aware that Mico is highly apprehensive of the judges coming into his apartment. If Mico wins then a judge is persuaded to leave, though after a period one hour for each point of difference he lost the opposed roll by, the judge will be allowed an Int 10+ test to suddenly feel suspicious of the earlier meeting.

Entering Mico's living room the judges will notice several screens, many showing sporting events occurring across the globe. A lot of magazines strewn around the floor are all on sports subjects. One of the screens has pieces of excrement on it. Mico will explain that there was a bunch of politicians on earlier. This is a health offence that will carry a small fine. If the judges decide to search the apartment they

can roll Investigation+Int (with a negative modifier of -2 per hour after their initial visit if they were stopped at the door). A success finds a few betting slips and a few traces of cigarette ash. Mico will be facing several sentences unless a judge shows some compassion. Given Dwight's dependency on Mico, and the simian's undoubted talents, a judge might wish to try offer Mico employment as a nark. Mico has a deep fear of incarceration after his early years in a laboratory and will be easily persuaded to co-operate. A judge will need an Influence test of 8+ to have this decision approved. If Mico is charged with a jail sentence he will try and escape rather than go to the cubes. He will attempt to jump through an open window and along the balconies and windows of the building. If Dwight sees Mico hurt by the judges he will go berserk, effectively being treated as in future shock till killed or rendered unconscious.

If Dwight has been killed or badly injured due to recklessness from a judge they will gain Mico as a Rival. He will certainly seek to try gain redress through the services of a lawyer.



'Running Costs'

If the Games Master feels that the scenario requires extra danger and confusion then use the following. You might even want to add to the chaos by providing a loud rock track yourself for the part of the game set in the arcade.

The local mob regularly extorts protection money from the arcade. Two of their 'insurance agents' are making a collection from Morris Stubbs as the two juve groups enter. They are likely to react badly at having their transaction interrupted. It is also quite likely that they go for their guns the instant they see the weapons down by the Gators. One thing for sure though, the protection money Stubbs pays

does not entitle him or his property to any protection from the two gangs!

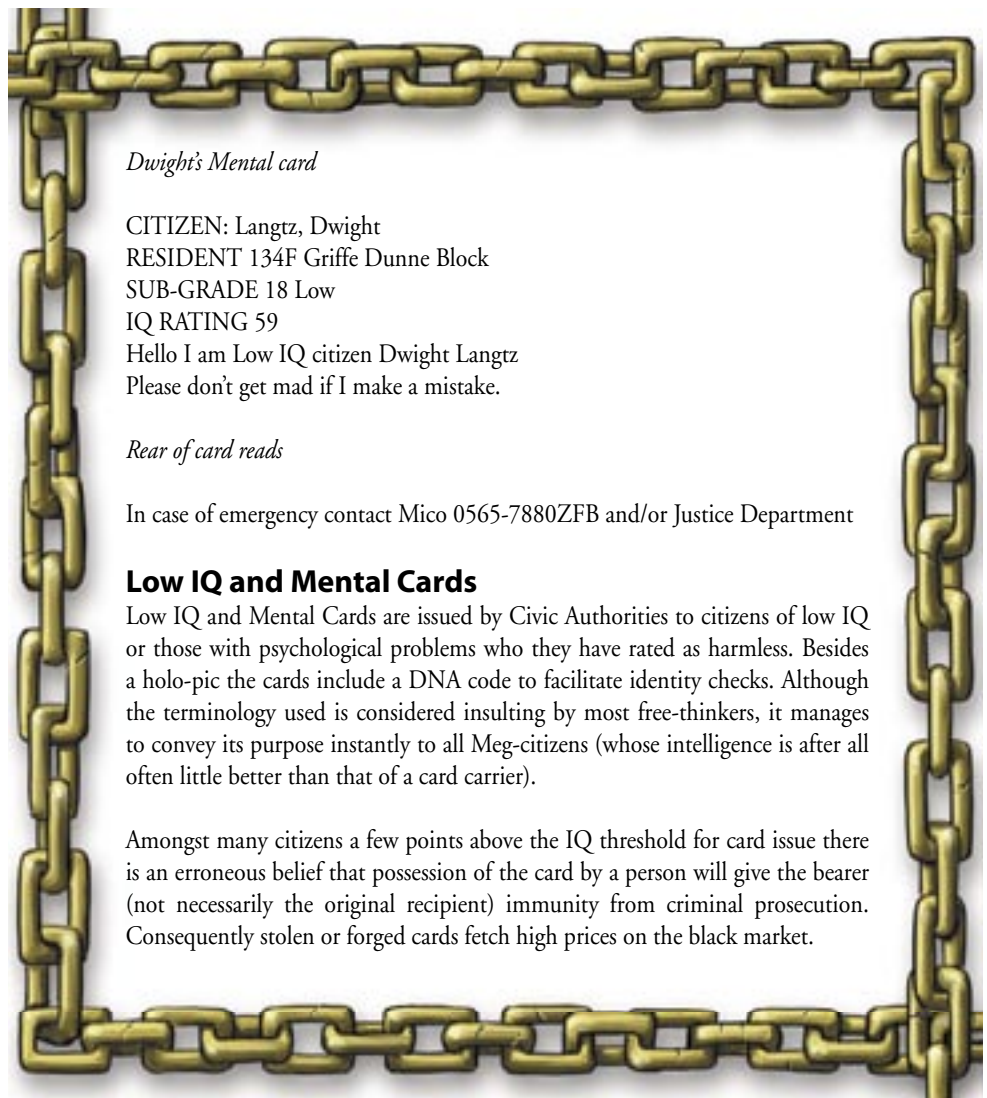
Both wear archetypal mobster suits and fedoras and have their guns hidden away in body holsters. Ideally, they want no trouble with the judges but will shoot to kill rather than serve cube-time again.

Christopher 'Red' Scarlett

Str 7, Dex 9 (+1), End 7, Int 8, Edu 6, SS 6
 Skills: Broker 0, Deception 1, Drive (Wheeled) 1, Gambling 0, Gun Combat (Pistol) 1, Melee (Blade) 0, Streetwise 2
 Weapon: Spit Pistol (3D6-3), flick-knife (1D6+2)
 Equipment: Comm
 Surrender Modifier: -3

Fredrico 'Thumper' Umbada

Str 10 (+1), Dex 6, End 9(+1), Int 5(-1), Edu 4 (-1), SS 5 (-1)
 Skills: Athletics (Strength) 2, Drive 0, Gun Combat (Pistol) 1, Melee (Unarmed) 2, Streetwise 1
 Weapon: Spit Pistol (3D6-3), Cut-throat razor (1d6+2)
 Equipment: Comm
 Surrender Modifier: -3



Dwight's Mental card

CITIZEN: Langtz, Dwight
 RESIDENT 134F Griffie Dunne Block
 SUB-GRADE 18 Low
 IQ RATING 59
 Hello I am Low IQ citizen Dwight Langtz
 Please don't get mad if I make a mistake.

Rear of card reads

In case of emergency contact Mico 0565-7880ZFB and/or Justice Department

Low IQ and Mental Cards

Low IQ and Mental Cards are issued by Civic Authorities to citizens of low IQ or those with psychological problems who they have rated as harmless. Besides a holo-pic the cards include a DNA code to facilitate identity checks. Although the terminology used is considered insulting by most free-thinkers, it manages to convey its purpose instantly to all Meg-citizens (whose intelligence is after all often little better than that of a card carrier).

Amongst many citizens a few points above the IQ threshold for card issue there is an erroneous belief that possession of the card by a person will give the bearer (not necessarily the original recipient) immunity from criminal prosecution. Consequently stolen or forged cards fetch high prices on the black market.

London in Clockwork & Chivalry

By Peter Cakebread and Ken Walton

Extracts from the Clockwork & Chivalry Core Worldbook and Quintessence, the fourth volume of the Kingdom & Commonwealth Campaign

The capital of all England before the Civil War, and still the largest city in western Europe, with a population of 400,000, London sprawls beyond its original medieval walls, hovels spreading to the east, the wealthier homes being built to the west. The ancient city is situated in the south-east of England, on the river Thames, fed by the rich market gardens of the Thames Valley. London's defences have been strengthened, a ring of fortifications, ramparts and ditches now surrounding the city.

Much of the wool trade, outward bound for the northern European markets, goes through London. Most of the nation's imports also come through the city. Before the king's, and now Rupert's, relocation to Oxford, all of the nation's most significant governmental and legal institutions were located in London – they still are as far as the Parliamentarians are concerned. Despite the overall loyalty to the Parliamentary cause, London is as riven as everywhere – Royalists and neutrals are numerous enough to have caused serious disturbances when Cromwell announced himself Protector. Religious sects abound, but so do those who fear them.

It is the wealth of London that pays for the Parliamentary war effort. However, the trade routes that London's wealth is reliant on are often disrupted by the Civil War. The burden of taxation, needed to fund the military, is becoming unbearable for many. Londoners also pay with their lives, many of the serving Parliamentary soldiery coming from the city.

People still flock to London – some to beg for poor relief; some to learn a trade and make their fortunes; and some arrive from abroad, fleeing persecution. Yet despite the wealth in the city, most of the inhabitants live in poor dwellings, riddled with hunger and disease, in stark contrast to the palatial homes of the rich. Coal has become very scarce, and what coal there is, is being diverted to the Cambridge Workshops and the Birmingham Gun Factories, meaning that many freeze to death in their shacks in the grip of winter.

Despite Puritan hostility toward theatre and some church music, secular cultural life is still rich in Puritan-dominated London. Despite the absence of the Court there are a host of activities on offer. The London printing presses pump out a hugely diverse, popular and intellectually-charged range of publications. Although the theatres are shut, the parks and gardens are a marvel to behold; shops offer a host of wares; and carriages can still be hired to travel about town. Pipes have been installed, ensuring that the population (or at least those able to afford it) have access to water.

No town in England comes close to rivalling London – be it in size, grandeur, scale of the sprawling slum-lands, criminal opportunity, or a host of other ways. For the first-time visitor from any other area of England, London offers a bewildering array of sights and experiences which will never be forgotten. Of course, many Londoners know this and are happy to lord it over their less sophisticated countrymen.

WHERE TO STAY?

The Adventurers are going to need somewhere to stay while in London. Unless they know someone in the city, they will have to find a tavern, coaching inn, or lodging-house, of which there are many in London.

Taverns cater to a better class of patron, providing good rooms (with room service) and good food for 5-7 shillings per night.

Coaching Inns really cater to people travelling by coach and moving on in the morning – they will provide evening meal, a room for the night and breakfast for 4-6 shillings, but patrons are expected to vacate the premises during the day.

Lodging-houses are the most common form of overnight accommodation for visitors to London, providing a room for the night but no food. They range from flea-ridden slum-dwellings at 1 penny a night to clean and respectable premises at 5 shillings a night. Patrons are expected to eat out (in a nearby tavern, or from a pie shop or street vendor).

Alehouses, it is worth noting, do not provide food or a place to sleep. Often known as “tippling houses”, they sell ale, beer, cider, perry, mead and aqua vitae, but are prohibited from selling wine.

Coffee Houses also do not provide food or a place to sleep, serving only coffee, tea and hot chocolate.

Public Transport in London

The River Thames is a major transport route through London, and it is often quicker to head for the river, catch a wherry along it, then head inland again than to negotiate the heavy traffic in the streets.

River Transport

It is worth noting that when the tide is coming in, getting under London Bridge is very difficult, as the arches are so close together that they cause dangerous rapids to form in the river. Some boatmen will drop off their passengers by a stairway on one side of the bridge, shoot the rapids through the arch, then pick up their passengers again at the other side.

Wherries: Asking around, the Adventurers will find that the quickest way of getting to Westminster is to take one of the Clockwork wherries which are increasingly plying the waters of the metropolis. There is a Winding Station at Westminster, but this is reserved for official business, and most of the wherries plying the river are hand-wound, often by urchins who are paid a farthing (quarter of a penny) for an hour's winding, which is enough to keep a wherry going for around four hours. A trip between London Bridge and Westminster costs 10 pennies with the flow of the river and 15 pennies against the flow; remember that the river is tidal, so twice a day, for a couple of hours, the water will be flowing upstream! It takes a Clockwork Wherry (basically a large rowing boat with a Clockwork engine and paddle wheel at the back) 5-10 minutes to do the journey. Non-Clockwork wherries charge less (6 or 8 pennies) and are rowed, taking 10-20 minutes to do the same journey. A wherry can hold up to six passengers in comfort, with upholstered seats. A simple river crossing takes two minutes and costs 1 penny.

Barges and Tilt-boats: Barges and tilt-boats are more or less the same, except that

a tilt-boat has a "tilt" or canopy to protect passengers from the rain. These too are muscle-powered, and take 10-20 minutes to do the journey, but each boat holds twenty-five passengers and will not leave until it is mostly full, which can involve a wait of half an hour in slack times. The cost of the London Bridge to Westminster journey in a barge is 4 pennies/6 pennies, and in a tilt-boat is 6 pennies/8 pennies depending on flow.

Road Transport

Hackney Hell Carts: There are carriages, known as Hackney Hell Carts, which can take passengers through the congested streets of London, but they only hold two passengers. Costs are variable, based on the whim of the driver and the prevailing traffic, but generally cost 2 pennies for a fifteen minute journey. They are drawn by two horses, one ridden by the driver.

Sedan Chairs: A sedan chair, carried by four burly men, will hold one passenger and costs 10 shillings to hire for a day. It provides a much smoother ride than a hackney, but is beyond the means of most Londoners.

A Note on the London Map

This is a facsimile of a map produced in 1593 by John Norden. However, this map was still available for sale in the 1640s, despite the fact that the population of London had doubled from 200,000 to 400,000 during that period. The players can be given a photocopy of this map as a handout (it will have been given to them by Ireton and Perkinson during their briefing) but they will find that it is very inaccurate in places – particularly on the outskirts of London, and south of the river, where huge shanty-towns of poor people's hovels have grown up since the map was drawn.

Note that the coats of arms down the sides of the map represent the "Twelve Great City Livery Companies" of London. There are forty-eight in all. These all began as merchants' guilds (see the Guild faction, *Clockwork & Chivalry Core Worldbook*

page70), but many have become charitable and social organisations with little connection to their roots. The Lord Mayor of London is usually elected from among their number.

Worshipful Company of Mercers: general merchants.

Worshipful Company of Grocers: dry foodstuffs such as spices, pepper, sugar, tea, coffee, etc.

Worshipful Company of Drapers: provider of textiles, particularly wool.

Worshipful Company of Fishmongers: sellers of fish.

Worshipful Company of Goldsmiths: metalworkers who specialise in gold and other precious metals, particularly for making jewellery.

Worshipful Company of Drapers: dealers in furs and animal skins. Also share with the Vintners the honour of being the only people in England other than the reigning monarch legally entitled to catch and eat swans.

Worshipful Company of Merchant Taylors: Originally a guild of tailors, but by this period mainly a charitable institution, providing almshouses and schools for the poor.

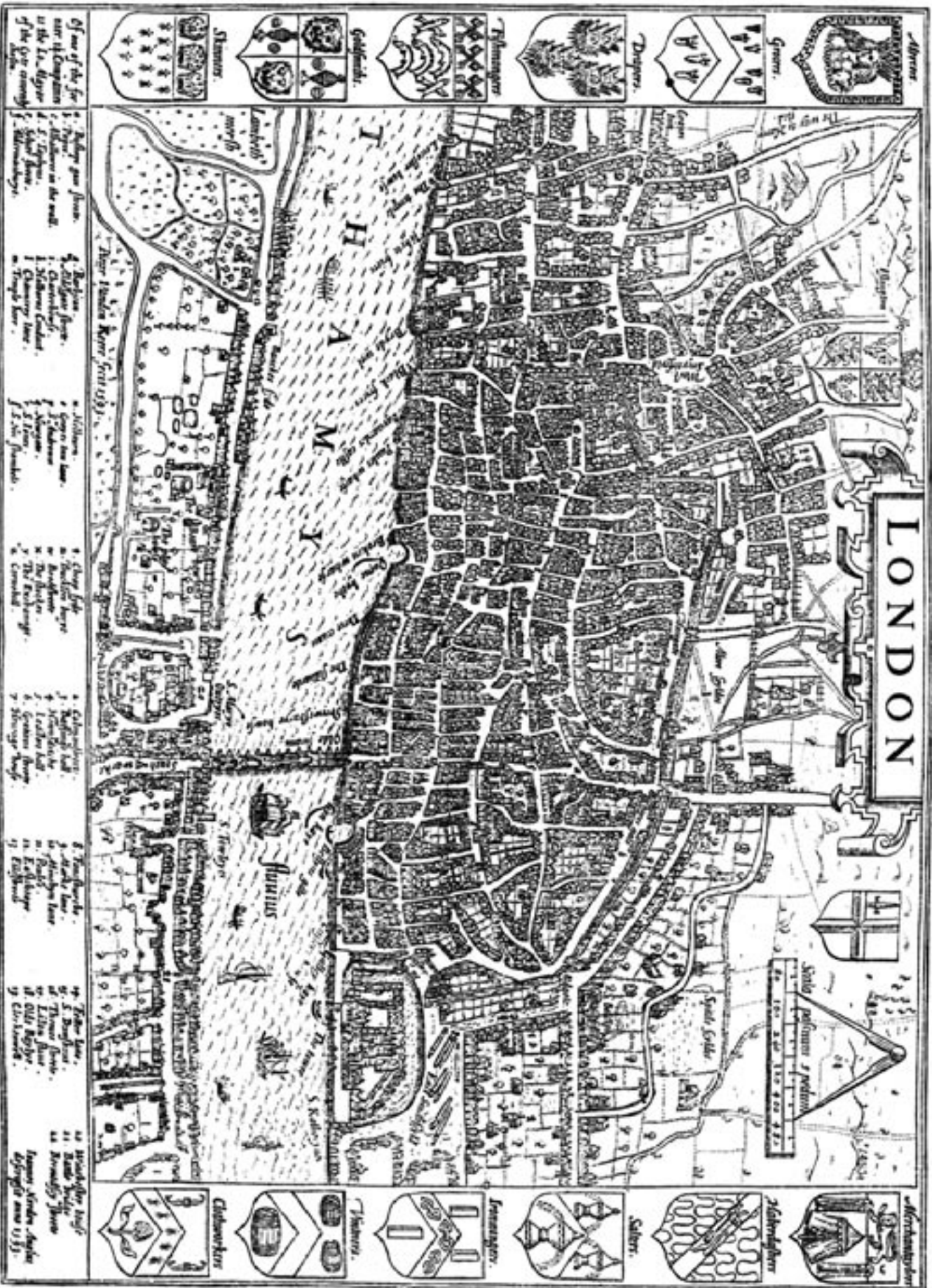
Worshipful Company of Haberdashers: Sellers of needles, buttons and other small items for the clothing trade.

Worshipful Company of Salters: Originally traders in salt and other chemical products for the preservation of food, it moved into providing chemicals for Alchemists until Cromwell's crackdown on alchemy in London. Widely distrusted by Puritans.

Worshipful Company of Ironmongers: Providers of iron goods.

Worshipful Company of Vintners: Wine merchants. Also share with the Drapers the honour of being the only people in England other than the reigning monarch legally entitled to catch and eat swans.

Worshipful Company of Clothworkers: Producers of finished cloth from raw wool.



LONDON



Albion.



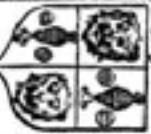
Germans.



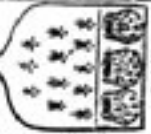
Drapers.



Fishmongers.



Goldsmiths.



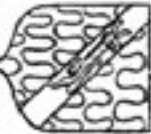
Stonemasons.

Of one of the four parts of London near St. Dunin's Church in the East. The names of the streets of London.

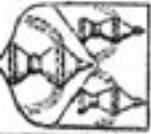


St. Dunin.

St. Dunin.



Mint.



Silversmiths.



Fleming.



Fishmongers.



Clerks.

Of one of the four parts of London near St. Dunin's Church in the East. The names of the streets of London.

Of one of the four parts of London near St. Dunin's Church in the East. The names of the streets of London.

- 1. Holborn
- 2. Aldersgate
- 3. Mansion House
- 4. York
- 5. St. Dunin
- 6. Fleet
- 7. Newgate
- 8. St. Dunin
- 9. Fleet
- 10. Newgate
- 11. St. Dunin
- 12. Fleet
- 13. Newgate
- 14. St. Dunin
- 15. Fleet
- 16. Newgate
- 17. St. Dunin
- 18. Fleet
- 19. Newgate
- 20. St. Dunin
- 21. Fleet
- 22. Newgate

CLOCKWORK & CHIVALRY

www.clockworkandchivalry.co.uk

London, the largest city in Europe. To some it is a wonder of the world, to others it is Babylon, the sink of all vice and depravity. Cromwell's capital and home of Parliament, it is a vast, overcrowded city, to which people from all over England flock to make their fortunes or lose them.

As you walk its streets on a foggy winter's evening, you wonder what the future holds in store. Your briefing with Sir Reginald Perkinson and Henry Ireton was short and to the point. The renegade Clockwork Alchemist Lady Arabella Blackwood (sometimes known as Lady Silver) has stolen an experimental Parliamentary Clockwork flying ship, and was last seen heading for the Moon. Now a massive merchant vessel, the *Enterprise*, is setting out in the same direction. You are to join her crew in an attempt to find out what the woman is up to. Your mission is secret, known only to the ship's captain, the famous Dutch explorer Abel Tasman, who has defected from the United East India Company for the chance to lead the voyage of a lifetime. Tonight you are to meet him in the Turk's Head Coffee House for a briefing.

But somewhere along the way, you have gotten lost. Maybe it's the fog, or maybe it's the map of London your patrons gave you, which doesn't seem to have been updated for several decades. You're headed for Cornhill, a couple of blocks behind the docks, but somehow you seem to have become lost in a maze of twisty alleyways, all alike. The fog is thick here, cutting visibility to less than ten metres. High stone walls loom on either side, windowless and blank.

Suddenly, behind you, comes the whirr of Clockwork, as several devices, as yet unseen, spin into action. Before you have a chance to react to this, there is a bestial roar from ahead, and a massive bear looms on its hind legs out of the mist...

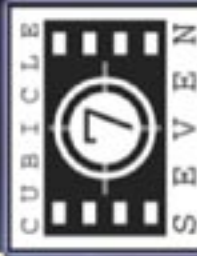
Roll for Initiative!

Quintessence

Episode IV of the Kingdom & Commonwealth Campaign

Increasingly Alternate History for RuneQuest II

March 2011



A Helping Hand

By Timothy Collinson

A series of hooks that can have a group of Player Characters become involved with local communities. Although these are all non-profit making enterprises players should realise they do have the potential for improving relations with local communities, having friends is always a good idea for those who often live on the edges of society.

Mountain of Meaning

Not far from the starport is an unprepossessing mountain. It is barely a mountain and certainly not the highest in the vicinity, however, it is special to the locals who for centuries have been inspired by it to write poetry. Its natural surroundings, beautiful vistas and varied fauna all contribute to a place that is full of meaning for many who live nearby. Even those who might not write a word will be familiar with poems the mountain has inspired. Many take time to visit and pen their own verse and some even spend several months living on the lower slopes in basic accommodation – natural and locally sourced to capture the atmosphere of the place – in an effort to prompt the muses to strike.

The Player Characters are approached by a group, the Mount Ogotoy Protection Society, who are trying to clear up an unsightly dump of rubbish that has accumulated in one of the out of the way corners that is rather inaccessible by road. If they could just use

their cargo hold to shift a couple of loads from the mountain to a proper waste disposal facility it would help enormously. The group will provide the labour of actually shifting the stuff (at both ends of the trip) although the players are welcome to help or supervise as they see fit. If pressed the Society have collected some donation money that would cover the minimal fuel costs but they would rather use the money to post signage and run an awareness campaign to stop such dumping happening in the future.

If the referee wishes to reward such a simple act of altruism, then one of the Society happens to be a wealthy businessman volunteering his time – it is tax deductible naturally – and is able to put the characters in touch with a trade deal or a contact of his. He fancies himself as something of a poet and the players will find it hard to escape his desire to recite his latest creation. However, his recommendations to his connections might be all the more positive if he feels particularly warmly disposed to the players! Alternatively, the ship's engineer spots a piece of what is thought to be a junk bit of refrigeration unit, which turns out to be a valuable jump drive component that could be sold quite easily for a healthy sum. What it is doing in the dump is anyone's guess. Whether the Player Characters decide to give the profit to the MOPS, share it, or take it for themselves is left to the players!

Doctor! Doctor!

Far from the main trade routes the news that one of the Player Characters is a trained (and skilled) doctor gets about. Ideally the doctor should have Medic-3 or more but it could be that the locals have completely over-estimated the Player Character's talents. Local TL is limited and medical facilities in the vicinity are basic to say the least. The landing site where the ship is berthed is hardly secure and the vessel is soon besieged by those for whom any kind of treatment would be a boon. How much the doctor can treat with the limited facilities at his or her disposal may become an issue involving much anguish. Triage – sorting those who can be reasonably helped from those who may be suffering more but who cannot be helped without more extensive facilities – may be an opportunity for the rest of the crew to help out if they are not engaged in trade or whatever mission has brought them to this backwater. Of course, it could be that their trade opportunities increase dramatically if they are seen to be doing their best to help. There may be no money to be had from some of those who are sick but it is heartbreaking to see what some of them offer in order to get help. It is left to the Referee and the ongoing needs of the campaign as to whether, say, one of those needing help could be saved from dying by making the trip to the ship's next destination. Or perhaps it is a child who is sick and an anguished parent pleading for help.

Players of a certain mindset might even plan ahead for this and equip a sickbay as a small surgery, carry extra supplies of medicines and even train in basic dentistry or eye surgery to maximise how much they can help in truly underdeveloped locales. See the *Traveller Core Rulebook* pages 92–94 and *Supplement 4: Central Supply Catalogue* pages 166–169 for medicines and medical equipment.



A Grand Day Out

Often it is the least well off and low prestige parts of a city that adjoin a starport. At one such location, a couple of teachers approach the players. They have planned a class outing to take a group of children on a day trip to orbit, giving them the opportunity to see what a real starship is like, experience zero-g and so on. They have been let down at the last moment by the company that usually arranges the trip and have tried a number of vessels in port to see if they could help but without success. The Player Characters' ship appears to be their last hope. The fact that one of the teachers is extremely attractive may or may not influence any of the characters. It is left entirely to the Referee as to whether the teachers are male/female, minor human race or alien.

This does not have to affect their ongoing efforts to find cargoes for their next destination or even their planned departure date as the school trip is so imminent – and the children have been looking forward to it for so long. It would be a pity to let them down at this late stage. One of the children's parents happens to work for the Starport Authority and, if the Referee allows, can get the port fees for the vessel's stay waived or significantly reduced.

If the Player Characters agree to help out, the teachers will make all the arrangements and even get loans of sufficient rescue balls for every child to meet with safety regulations. They will already have flight plans logged and approved and will pass to the players the planned itinerary. How much of this the

Player Characters want to honour is up to them – although the teachers will hope for all of it – but might include a flyby of an orbital structure, a tour of the ship, a visit to the bridge, a sit in the captain's chair for each child and so on. How old the pupils are will have a significant effect on what events unfold and any roleplaying involved. The trip might be a complete milk run or something much more exciting could happen – perhaps another vessel in orbit has some problem and sends out a Signal GK message. Whatever transpires, the kids will be excitable and something of a handful even with their teachers on hand but they will have the trip of their lives. A little after these events mail will catch up with the Player Characters containing video essays inspired by the trip and profuse thank you notes.

A Lick of Paint

On a backwater world that sees very little traffic, the players and their vessel are surrounded not just by the local kids when they are not in their madrassars but sizeable numbers of adults as well. The players have been giving short tours of the ship to anyone who is interested. Many are – and they are enthusiastic as well. Of course, the fact that it does no harm to potential trading relations for the Player Characters is neither here nor there.

One of the locals, Suze Gibbeth, approaches the players with an offer. She has noticed the poor decor of their well worn ship and is willing to give the interiors a makeover – new carpets and a paint job. If the Player Characters' vessel

is a large one, this might be limited to lounge areas and staterooms. Gibbeth is willing to do this for no cost because she wants to give her apprentices experience that will stand them in good stead for selling such services to future visitors. If the players look into it, they will find that she has a good reputation for her work amongst the locals. If the referee wants to add to the role-playing Gibbeth might suggest the carpeting 'at cost' – but with local exchange rates and prices this would be ridiculously cheap for the players.

If the players accept her offer a team of 20 or so young locals will descend on their vessel. All the necessary gear is piled up outside or, if the weather is inclement and the Player Characters willing, in a cargo hold. A certain amount of chaos will ensue for several days while staterooms are emptied – probably in rotation, any necessary preparation is done, paint is applied, carpets laid and so on.

They will do a good job, although there is plenty of opportunity for the Player Characters to be paranoid about that not being the case or losing cargo, ship equipment or personal possessions to theft or damage. Gibbeth will ask to take pictures of the completed work and also hope for testimonials from the characters. One surprise will be a mural painted in the crew lounge area that is a really fabulous piece of art and becomes a talking point for visitors for months afterwards. Gibbeth and team also present a beautifully woven rug to the adventurers on departure as a 'thank you' for the opportunity they have been given.



City of Lof: Uncovered Part III

By Andrew Black

NAVAL DISTRICT

Nestled in the sheltered peninsula of the Kaltersee Shallows, the Naval District is the only part of the city not directly adjacent to the city walls. Access to this area is restricted by sharp-eyed guards and various administrative controls such as displays of rank, official papers from the crown and the like.

The primary entrance to the Navy Ward is through the Supply Gates between the West Residential and Merchant Wards, although the Gate of the Honoured is the preferred method for residents of the West Residential District. Ample supplies flow through the land based gates, although supply ships regularly pass through the military docks.

The secrecy of this area is vigorously enforced by the buoys and walls. Unaware merchant ships ignoring the multilingual warnings at the entrance to the military perimeter are subject to boarding and thorough inspection; failure to comply is a sure invitation to be sunk as hostile. The Navy Ward houses the grand naval force of Lof consisting of enormous warships and multitudes of sailors to staff them. The naval harbour has a host of specialized resupply ships and marvels of naval architecture. The naval harbour is often full of activity with ships conducting tactical exercises, executing training deployments and task force assignments.

The Navy is the pride of Lof. Numbers may argue that the military forces of Port Bax, Blave or Bolde are greater, but it cannot be argued that the Navy of Lof is the most professional navy on the face of Magnamund. When one thinks of Lof, one cannot help but think of its mighty navy, which is tasked with defending the entire northern portion of the Durenese peninsula.

Enclosed Dry Dock

Constructed after significant losses to the unconventional naval forces summoned by Vonotar the Traitor in MS 5050, the purpose of the enclosed dry dock is to implement new secret warship designs and construction methods. Periodically, non-military designers are brought in blindfolded to the construction

facility to oversee the operation. It was from here, under the direction of inventor Armesto Mintas, that the secret warship *Ulnar's Vengeance* was launched in the MS 5070 Gnaag Darkland War. Its charter was to combat the seemingly invincible Darklord Ironclad menace which had a stranglehold upon Durenese supply convoys to Sommerlund.

Maritime Coast Guard, Light House, and Aviary Command

In MS 3798 King Alin ordered the establishment of the Durenese Coast Guard, Light House, and Aviary Command. In addition to defence, these components gave commercial benefits to Lof by providing a sure line of sight to the coastline for merchant ships. Each lighthouse is equipped with a mew for avian communication between stations and the crown, standing as a small citadel of defence about which the locals have a great sense of pride and security; often their ancestors were the constructors. It is not uncommon for local evening alehouse discussions to become heated over whose ancestor contributed more...the stonemason who built it or surveyor who originally picked the site.

Naval Academy of Lof

With the crown growing increasingly concerned with Vassa aggressions and having the foresight to envision the need to keep Durenese interests protected abroad, in MS 4514 the Durenese crown commissioned the Naval Academy of Lof. Within the Military Ward, the school was charged with 'providing the finest, most outstanding naval personnel in Magnamund'. The school teaches basic ship functions, ship combat tactics, as well as advanced naval strategies to officers. All Durenese military sailors stationed at Lof are initially enrolled in this academy.

The Kaltersee Wall

Extending into the Kaltersee, the Kaltersee Wall was completed MS 3350 and separates the military and commercial shipping lanes. As with most projects undertaken when the Lof Clan Lords ruled, it required a unified focus of the people to accomplish such a great feat, an accomplishment the likes which certainly

has not been rivalled by the present alderman council. Taking 113 years to construct, only the strong clan lords could counter the constant merchant class arguments against the taxes to fund the project. The Kaltersee Wall secured secrecy and a calm harbour, and boosted national naval interests.

The wall itself is constructed of limestone hauled from nearby Romvar Quarry. The foundations of the wall trace shallows in the Lof coastline and have several fortification strongholds with large missile launchers and various other engineered and specialized anti-ship defences. Bor boom-powder explosives are not used, as an accidental discharge is deemed too dangerous for the wall. The wall has an intricate network of surface aisles and internal corridors wide enough to support ship and troop and resupply logistics.

A secret tactic of the Durenese Navy is to synergistically use the Kaltersee Wall to completely replenish warships without returning to port. During the MS 4219 Kirlundin War, Durenese warships fought longer and more intensely than their opponents. When the combatant ships disengaged, the seaworthy Durenese warships would return to the tip of the wall to completely and rapidly swap fresh crews to re-engage the larger Vassagonian force. More than one Vassagonian ship captain exclaimed in wearied grief, 'That *can't* be the *Spirit of Lof* – we just disengaged from her!' Faced with such focused resistance, the Vassagonians were forced to limit the war to but one year.

In recent years, sections of the wall have collapsed from the ravages of the Kaltersee. Funding to make repairs has stalled in the city council, with the hope for a financial grant from the crown. There is a significant movement in the West Residential District to publically shame the city alderman into making the repairs.

Sentry Island Fortress

Protecting the security and secrecy of the Navy Ward, Sentry Island Fortress was completed in MS 2315 and contains a heavily fortified marine base with a tall lookout tower which

transmits secret code lights to the mainland. It also contains a sheltered launching platform for a several large warships and smaller attack craft. If the City of Lof were ever to come under naval attack by a foreign power, the forces of Sentry Island provide the first line of defence. A soft limestone vein was excavated from a natural enclosed harbour which is further fortified by a marine base. Forcibly taking the island would be an enormous undertaking, as the northern part of the island is largely inaccessible with high sheer cliffs requiring assaults from exposed ships.

Multilingual buoys between the Navy Ward Wall and Sentry Island demarcate the allowable commercial and military travel zones. Violators entering the military naval zone may be boarded or sunk.

HIGH GROUNDS OF THE CLAN LOF

Devoid of a clan leader since the MS 3799 Battle of Moytura, the stately High Grounds of the Clan Lof are now used as a museum and serve as the seat of city government.

Situated overlooking the Kaltersee docks between the Merchant and Residential Districts, the elegantly decorated gardens are maintained without change since the days of clan leadership. The outer grounds are enclosed with elaborate wrought iron fencing and guards. The interior grounds have a surrounding wall and contain statues of the clan leaders of old.

The interior complex consists of several levels of museum artefacts of Ulnarian expansion, and an actual Sommlending Longboat from

the first landfall in MS 3434. Several treaties with other Durenese clans are also housed here, including the infamous MS 2832 Treaty of Oeheme. The upper levels of the complex are private chambers, many not used regularly since MS 3799, and meeting rooms.

During internecine fighting in the early days of the clans, several items were stored for safekeeping in the lower levels of the Clan Grounds, which were built up from the old Shianti outpost upon which the city of Lof was founded. The underground was also

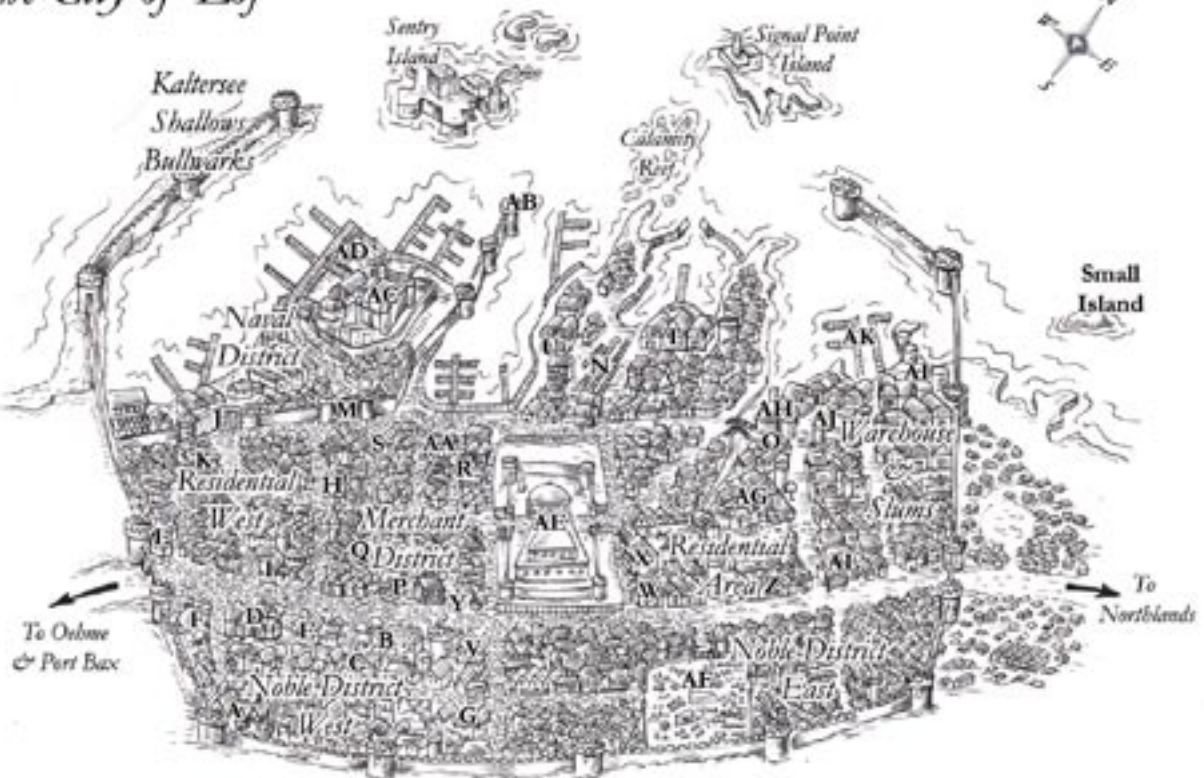
Key

- A Caloden Bosich Estate
- B House of Durman Karesth
- C House of Lady Leuthman
- D Estate of Lord Valteen
- F Residence of Lady Victoria
- G The Spotted Owl
- H House of the Kaltersee Lord
- I Warhorse & Castle
- J Gate of the Honoured
- K Hem & Darn
- L Holding House- Young Hearts
- M Naval District Supply Gates
- N Fish Market
- O Glynwood Beer

- P Lof Spice Co.
- Q Althemar Apothecary
- R Ljuk Trading Co.
- S Theim Leather & Furs
- T Kaltersee Whalers
- U Ulpian's Ship, Tack & Sail
- V Branath Blacksmithery
- W Veagle & Deimantle
- X Paglen, Braman & Mintas
- Y Sanzer Travel
- Z Dor. Morish
- AA Port City Rope-makers
- AB Maritime Coast Guard
- AC Naval Academy

- AD Enclosed Dry Dock
- AE Grounds of Lof Clan
- AF City Graveyard
- AG Temple of Ishir
- AH Darnecas Sugar Works
- AI Winter Oil Tables
- AJ Port Authority
- AK Grain Docks
- AL Shabby Abbey Inn

The City of Lof



City of Lof: Uncovered Part III

a convenient catacomb for the city until a formal city graveyard was established years later. Many items stored for safekeeping in the catacombs were not recovered and are believed to still remain intact. Over the years, the underground catacombs were sealed off. Hundreds of years later, several investigative teams were commissioned, but none returned, so the council of Lof unanimously voted to bar and lock the entrance to the underground to focus on more important civil matters.

The clan grounds are strictly off limits to the general public; official papers are required for admission to the clan grounds, or a recognized custodian of the historical museum.

CENTRAL RESIDENTIAL DISTRICT

This portion of the city is rather amorphous, being sandwiched arbitrarily between the High Grounds of the Clan Lof on one hand and the lowly Warehouse and Slums on the other. The general working class populace of Lof fill these areas and exemplify the hardworking and trustworthy Durenese character. Here live merchants, labourers, guilds workers, craftsmen and their families. Quite often, one can find late night card playing games, family gatherings and other social parties. The city guard are present in this area, though only as a means to rubberstamp the already solid Durenese social values of this area.

Adventurers of good standing may find themselves invited to stay the night or an extended stay at a Durenese residence, for the cost of a few crowns and an adventure story or two for the kids. An entirely hospitable crowd, one would have to go out of the way to be cast out from the Residential District.

City Graveyard

Of particular interest is the City Graveyard. Located roughly in the centre of the Residential District, this portion of holy ground is maintained by the City of Lof. Wonderfully landscaped, many people go to the City Graveyard to relax or even to conduct business and enjoy the beautiful and peaceful scenery. The final resting place of the rich or decorated war heroes by city council proclamation, crews work during daylight to maintain the grass and hedge rows, beautiful mausoleums with Durenese and even

Cloeasian, Vassagonian, and Sommlending architectural styles. Rich nobles even have tombstones or entire mausoleums for their personal pets or servants here.

WAREHOUSE AND SLUMS ('RELIANCE') DISTRICT

The Warehouse and Slums District used to be a wealthier residential area, but in the Second Ice War of MS 4221 a significant portion of the city was sacked and it was here the most damage was caused. The city grew around the wreckage and gradually added storage warehouses, wooden bulk storage tanks and grain bins to support the commercial docks and various other industrial fixtures as houses were demolished or fell down of their accord. This created a patchwork quilt of industrial fixtures interspersed with damaged ho,es.

The people living here cannot afford the time or money to fix the damaged houses or shanties in this area, so repairs are cobbled from what remains, and some of the cobbling actually makes a fairly attractive patchwork. Other houses are completely abandoned and have things 'borrowed' until they fall down upon themselves. There is no political will for the area to be rebuilt as a focused effort. Under the clan leaders of old, a sympathetic clan head could periodically raise awareness and lend assistance but no such help has occurred under the merchant noble ruling class.

Publically referred to as the 'Slums', the bottom end of the social structure reside here. Self-reliance is the crowning virtue of the inhabitants of this area and who choose to call this area the 'Reliance District'. The populace in this area forms a unique subculture of Lof. Several sectional leaders have their own turf and maintain a quasi-justice and economy of barter, haggle and trade. A social network in the slums exists through mutual cooperation, and the majority of its inhabitants are able to get food and enough necessities where begging and pandering are largely not needed. Property rights exist, rules for transactions and a code of ethics are quietly in place that meshes with the Durenese character.

With a given set of reasonably predictable laws, the slums are able to thrive in their own way. To be sure, dangers still exist for the unwary, but a walk through the Slums would

not innately place one in any great jeopardy. The Durenese character frowns on thuggish behaviour, even in the slums. Although it makes it easier for the ruling class to ignore them, it also spares them from being taxed. Other city slums would be lucky to be as self-sufficient and ordered as the slums of Lof.

Several rural Herbalish quietly visit the slums and interact with the populace out of pity, blessing the inhabitants with their skills and compassion. When the Ice Barbarians burned and raised Lof in the past, it was the Temple of Ishir and Herbalish who truly helped rebuild. Thus, in the slums area, the Temple and Herbalish are revered.

Living in the slums has its advantages. Owing to the creative independent spark of the population, a specific paper currency termed 'Lof Scripts' or simply 'Scripts' exists which has value only in the Warehouse/Slums District. This paper currency, which no one seems to know how it gets printed or where it comes from, is colourful and not an official recognized currency recognized outside of the slums, and therefore is not taxed. 'Scripts' are earned through an entirely different set of rules.

Temple of Ishir

In this unlikely area is a temple to Ishir, accessible to both noble and peasant alike, and has been curiously untouched by prior catastrophes that have struck the city. In cycles that match the phase of the moon, a bell tolls and vespers are sung from the *Hymn of Ishir* every night. As a sign of faith, many ships leave port at this hour coincident to the vespers.

The Temple of Ishir provides alms and aid to all who come in need, citizen and traveller, rich and poor alike. It is the tallest structure in the slums district, and a common navigational marker used by commercial ships to find their dock.

Darneas Sugar Works

Heated by coal and wood ember flames are several large copper-bottomed vessels and wooden storage tanks for converting sugar beet juice into molasses for storage, shipping and sale. Being at best only marginally profitable, owner Cirian Darneas has also added a distillation column where for a few scripts or a gold crown one can procure

some 'Sweet Beet Shine', freshly distilled and strongly alcoholic.

Occasionally the inferno beneath the copper vessels gets out of hand and results in uncontrolled fires or molasses spills. The docks near these tanks are heavily fished by the locals, as the periodic spills sweeten the water, fatten the fish, and thereby are a source of rich food for the locals. This has led to a fatter variant of Kaltersee Carp called 'Lof Sweetmeat Mongrel.' City council has plans to shut down Darneas' operation as it is threat to public safety, makes parts of the city reek of sticky sweetness, and is unsightly, but the risk of a public uprising is too great.

Winter Oil Tanks

Whale renderings and fish oils are dumped into large wooden storage tanks near the docks and left to sit over the winter. The cold weather of Lof assists with the physical separation of the grease components to garner a layer known as 'Lof Winter Oil'. Possessing medicinal properties for joint and vision ailments, it is bottled and sold in Lof and shipped abroad. The various other components are sold to candlestick makers, apothecaries and to the shipping industry for oakum, sealants and waterproofing agents. The absolute bottom layers are accessible for a short time free for the taking for commoners to make what is locally known as Winter Oil Broth - essentially a foul tasting gruel. However, it is rich in vitamins and nutrients and those who regularly consume it never complain of rheumatoid arthritis or eyesight problems, even in old age.

Port Authority Office

Various Port Authority Offices dot the coastline along the Slums and Merchant area, whose primary goal is to assess docking fees and other city regulated taxes. The only formal source of law in the slums, many of the inhabitants conduct business transactions with the Port Authority and it serves to stabilize the area. As payments and taxes are involved, it is a somewhat tenacious and adversarial relationship. The Port Authority Officers inspect incoming merchant paperwork and if warranted, can call in support to thoroughly inspect ships or warehouse cargo if suspicions of untaxed or illegal contraband are raised.

Warehouses

The Slums area has ample warehouse and large scale mercantile storage facilities in varying conditions. The best kept ones are located near the docks and are clearly owned by the larger merchant companies, and as one travels deeper into the slums, the upkeep and clarity of business purpose become more questionable. Stepping foot into some storage facilities could wind up getting one into trouble...

The Grain Docks

Some of the most important transactions in the City of Lof occur at the city grain storage and offloading docks. Local farmers from the Central Lof Plains transport their surplus crops to the city, which find its way into the stone and wooden storage silos in the city. Purchasing merchants in turn haggle for higher prices from foreign ship captains and haughty Vassagonian ambassadors; the grain finds its way on cargo ships bound for as far as the Tentarias. Agricultural exports are a major merchant commodity of Lof and high concentrations of Port Authority Officers are in this area of the slums to assure transactions are recorded accurately. They give special attention to ships bound for Kalte, ensuring approved agricultural products are strictly itemised on ships with the correct paperwork.

The Shabby Abbey Inn

This inn typically caters to citizens of the Slums, but more affluent citizens frequent it as well. The Shabby Abbey is another supporting pillar of the Slum community. The temple provides spiritual and moral guidance, and the inn provides a relief from their worries. A rather bawdy place, it offers good fun and decent food. Sure, the tankard the ale comes in may be of questionable cleanliness, but complaining about it will not help, so it is best to just enjoy it as part of the ambiance. Despite its outward reputation, the value for the food and stay is quite good, especially if one pays with gold crowns instead of Lof Scripts.

Other Places of Interest

The Cursed Ship Kalter Raven

Old sea legends tell of a Durenese captain from Lof who secretly led raids and committed acts of piracy on the Kaltersee. It is said the entire beleaguered coast of Durenor muttered

curses at him at the exactly same time; under such an overwhelming insistence the curse took hold on Captain Maeyles and his rogue crew. Legend says they broke into mutiny and murdered one another, leaving no one but the power of the curse to steer the helm of the ship for all eternity. Legends speak that if one were to ever run across the abandoned ship *Kalter Raven* on the open seas, leave her and her blighted treasure alone and pray the curse does not follow.

Calamity Reef

Calamity Reef are a shallows in a narrow channel between the reef and mainland between Sentry Island and Signal Point, which most ship captains have little trouble avoiding. However, if a ship is off course for the City Docks or the ship captain is tempted to take a 'shortcut' the Calamity Reefs is an alternative. Many experienced captains can successfully navigate the shallows, however the tide and wind catches some off guard and the many wrecks about the reef prove this. Most local captains are explicitly forbidden from taking the Calamity Reef Narrows in their commission contract.

Signal Point Island and Lighthouse

Located at the mouth of the commercial dock areas, Signal Point has a fortified embankment defended by a contingent of marines.

Romvar Quarry

Near the small hamlet of Romvar southwest of the city, a quarry was created to supply stone over the century it took to form the Great Kaltersee Wall. It also is a rich source of iron ore, copper and high quality marble. It is a hard-labour prison and intended to serve a lesson to lawbreakers on the entire Durenese Peninsula. At times in its history, it has been a victim of its own example and lacks sufficient Durenese inmates, so it backfills with captured buccaneers and other low risk foreign prisoners of war. Some of the lower levels have formed a deep lake with underwater tunnels.

Herbalish Temple in the Plains

Departing from the major northern gate of the city, a small dirt path leads southeast to an isolated Herbalish temple in the plains of Lof. The temple Herbalish who staff it are dedicated to the healing arts and other traditional lore.

Lawbringer Cult

By Charles Dunwoody

In ancient days, great heroes arose doing mighty deeds and bringing slaughter and ruin to their foes. So powerful were the deeds of these heroes that the blades they wielded and their style of fighting became objects of veneration. Blade cults grew up around the legends of the swords and the fearsome fighting styles masters could impart to students they deigned to train.

From the exploits of those who wielded the longsword dubbed Lawbringer sprang the divine cult named after the blade itself. Created in ages past, Lawbringer has been used to slaughter hundreds of followers of Chaos as well as to kill followers of Law who strayed from the path of order. Lawbringer the sword has also been used to enforce tyranny by increasing the ability of its wielder to dominate and conquer.

A would-be student risks much in seeking initiation into a blade cult; the unworthy are usually maimed or killed in a trial by combat. However, a supplicant who passes the first grueling test will be welcomed into an ancient brotherhood dedicated to specialised magic and killing those who oppose the will of the blade cult and those members who wield their weapons.

Lawbringer Blade

Lawbringer is a well-made and carefully balanced longsword of joined and tempered steel. The grip is wrapped in ray skin. The rune of Law is lightly etched on both sides of the blade just below the hilt. It is otherwise unadorned.

Lawbringer has been found and fought with and lost in a continuing mythic cycle. A Lawbringer cultist might quest for the weapon if it remains lost or seek to kill its wielder if the blade is in the hands of an enemy of the cult. If Lawbringer is being used by an ally who is not a member of the cult, Lawbringers will resort to diplomacy, compromise and offers of aid in an effort to retrieve the longsword.

Anyone who wishes to unlock Lawbringer's magical powers must show discipline in exerting order in both his own personal life

and in his surroundings. An acolyte of the Lawbringer cult would qualify but so would a tyrant who uses force to create order or a slave-owner who runs an organised operation. At the Game Master's discretion, it may also be necessary to enter and complete a myth or accomplish a quest to unlock Lawbringer's full potential.

Example Myth Completion: Sacrifice a village to save a city. The city is on an open plain where the greater number of Chaos followers would likely win a battle. The village is bait to draw a Chaos horde into a narrow valley where it can be ambushed and destroyed. Defeat a Chaos champion from the horde and honour the slaughtered villagers to complete this myth successfully.

Lawbringer Blade

Lawbringer provides a +10% bonus to a worthy wielder who has spent skill points on a Combat Style that includes the longsword. This bonus increases to +20% when Lawbringer is wielded against a creature or servant of Chaos.

Once per day, the wielder of Lawbringer may grant a single ally +10% to a single Skill Test.

Lawbringer provides the wielder with a +5% to Insight and a +5% to Perception.

Lawbringer might possess other powers. Lawbringer's wielder would have to complete additional myths or quests to unlock each additional power.

Lawbringer Combat Style

Lay members in the Lawbringer cult can learn the Lawbringer Combat Style, which teaches both fighting with a weapon and shield as well as combat with a weapon wielded in two hands. While a longsword is a common weapon of choice, most Lawbringers carry another weapon to better surprise unwary foes and as a backup to losing their sword.

LAWBRINGER COMBAT STYLES

Ball and chain and shield
Battleaxe and shield
Battleaxe (two handed)
Longsword and shield
Longsword (two handed)

Lawbringer Blade Cult

This divine cult does not worship a god or gods. Instead, its members fully embrace a belief in Law, justice and harmony. Cultists study the struggle between Chaos and Law and explore that conflict as they grow in the cult.

The Lawbringer cult believes that Lawbringer represents the use of order, toughness and discipline to overcome Chaos and provide justice for the greatest number of people. Cult followers violently oppose Chaos in all forms and are at the forefront of holy wars between Law and Chaos.

Lawbringer has another side, the possibility of failure and corruption and using order to bring about personal gain rather than harmony. While the Lawbringer cult does not embrace failure as an option, they recognise the evil that Lawbringer training can be used for when a follower turns to Chaos or when the Lawbringer sword falls into corrupt hands. The cult forces their followers to confront these terrible events in training and myth interaction to better be prepared to resist it when it happens for real.

Followers who embrace the side of Chaos while completing myths may become Rune Lords but never Rune priests. They take the fight to those forces they understand so well.

Followers who embrace the side of order while completing myths may become Rune priests but never Rune Lords. They protect Lawbringer temples from both the corruption without and the possible corruption within, including the possibility of Rune Lords going rogue and turning to Chaos. Rune priests are tasked with killing any Lawbringer cultist who fails the cult by embracing Chaos completely.

Worship is conducted at a Lawbringer temple which is almost always a fortified martial training hall. A shrine to Lawbringer also functions as an armoury. The greatest respect that can be paid in honour of the ancient Lawbringer longsword is maintaining each weapon in the armoury in flawless condition and keeping each sword honed to razor sharpness.

The Myth of the Lawbringer Blade

Aleassia was a justiciar who first wielded the sword Lawbringer. She fought King Kelrose, a terrible servant of Chaos and ruler of a conquering realm. Defeated, she was given the choice of joining Chaos or dying a terrible death. She chose death.

King Kelrose himself carried Lawbringer in decades of wars of subjugation on neighboring kingdoms. He killed dozens of Lawbringer cultists who tried to stop him and retrieve the blade. King Kelrose was finally defeated by Holm and Teara who jointly used Lawbringer for years to free slaves.

Holm and Teara fell in battle and Lawbringer passed to Brand. He used Lawbringer to slay all who tried to stop his slave-trading operation. Lawbringer disappeared for decades after the death of Brand.

Lawbringer resurfaced right before the fall of a mighty empire and man's slide into darkness. Some legends claim that the forces of Chaos lead by Robbykob, a terrible necromancer, used Lawbringer to help hasten the fall. The Lawbringer cult says that Lawbringer was wielded by Jellicoe, who used its power to drive back Chaos, protect man and get remnants of the empire into exile and survival in the bitter north.

Lawbringer Divine Cult

Runes

Harmony, Law

Magic

Common Magic: Clear Path, Demoralise, Disruption, Endurance, Fanaticism, Fate, Heal

Divine Magic: Channel Strength, Disarm, Heal Wound, True Weapon

Myths

Ordering (Resonance 40%) - Behaviours: Resist enemies even unto death. Look into the abyss, let the abyss stare back and do not let it bring ruin.

Example Myth Completion: Take on the role either of either Aleassia or King Kelrose. The myth will either involve fighting a hopeless battle and facing either torture or coerced conversion to Chaos or embracing madness and tasting victory while risking being lost utterly to Chaos.

Example Reward: Gain the Battle Fury Heroic Ability.

Building (Resonance 60%) - Behaviours: Strive to use and develop skills in the best way possible. Pick a path and walk it until the destination is reached. Do not let fear stop duty from being carried out.

Example Myth Completion: Become either King Kelrose or Holm and Teara. Either pillage and burn villages only to be hunted down and be forced to fight like a cornered animal or travel from burning village to burning village, desperate to get ahead of King Kelrose and stop his rampage.

Example Reward: Gain the Tireless Heroic Ability.

Commanding (Resonance 80%) - Behaviours: Know fate's path and seize that destiny. Lead others into their destiny. Never stop fighting to win. When services are needed, provide them.

Example Myth Completion: Either experiment with necromancy and hasten the fall of an empire as Robbykob or fight a heroic but doomed last stand and lead men into exile in the north as Jellicoe.

Example Reward: Become Rune Touched (Law).

Membership, Officers and Ranks

Lay Members

Lay members must pledge to resist Chaos and worship at a Lawbringer temple. Lay members may learn the Lawbringer Combat Style.

Initiates

A trial of combat against an experienced member of the cult must be survived or won by a would-be initiate. The combat is normally fought until either first blood or surrender but deaths happen. Initiates must have three cult skills, Pact (Lawbringer) and the Lawbringer Combat Style at a minimum of 30%. They must dedicate at least 1 POW to their Pact with Lawbringer.

Acolytes

Acolytes spread the martial faith of Lawbringer and the opposition against Chaos even unto death. They pave the way for Runepriests to found new Lawbringer temples and serve as lieutenants in the armies of Rune Lords. Acolytes must have three cult skills, Pact (Lawbringer) and the Lawbringer Combat Style at a minimum of 50%. They must



Lawbringer Cult

dedicate at least 2 POW to their Pact with Lawbringer. They must complete either the myth of building or commanding and emerge victorious.

Runepriest (Templar of Order)

A Runepriest must have helped found at least one new Lawbringer temple. They must also dedicate at least 6 POW to their Pact with Lawbringer and their Pact skill must be at least 80%. They must have three cult skills and the Lawbringer Combat Style at a minimum of 75%. They must defend and prevent the loss of Lawbringer temples as well as hunt down Lawbringer cultists who have turned to Chaos.

Rune Lord (Zealous Justiciar)

A Rune Lord must have defeated at least one Chaos champion in combat. They must also dedicate at least 5 POW to their Pact with Lawbringer. They must have four cult skills and the Lawbringer Combat Style at a minimum of 80%. They must challenge all Chaos enemies wherever they are found.

Cult Skills

The cult offers training the following skills that reflect the mythic history of the Lawbringer longsword: *Athletics, First Aid, Influence, Lawbringer Combat Style, Lore (Lawbringer), Pact (Lawbringer), and Persistence.*

Using the Lawbringer Cult in Specific

RuneQuest II Worlds

The myth of the Lawbringer cult spans time and space and can appear in a myriad of worlds. Here are some ideas for using the cult in an existing *RuneQuest II* world.

Deus Vult

The Lawbringer cult is a specialised offshoot of the warrior monks that fight in the shadows against sorcerers and corruption. Monks in this cult specifically target those leaders who use demonic power to stay in power. Anyone who falls under the sway of evil spirits, demons or other beings of Chaos will likely be struck down by the cult.

Elric of Melniboné

The Lords of Law ever struggle against the Lords of Chaos. Of course, the Chaos swords of this world are fearsome and terrifying. No one living knows if the Lawbringer sword possesses similar power but for the side of Law. Lawbringers will most likely find themselves in opposition to the empire of Melniboné, which will make the lives of any Adventurers joining the cult interesting (and if they are not careful, very short).

Glorantha the Second Age

In the second age of this world, Chaos is not a serious threat. If the Game Master wishes, the Lawbringer cult can be allied to the cult of Urox the storm bull. The Game Master can either introduce more Chaos into the world or allow a player to join a cult of waning influence. Should Chaos surge back into power, the cult would experience a resurgence of power and respect as zealous justiciars step forward in the name of Lawbringer.

Hawkmoon

Granbretonians represent everything the Lawbringer cult hates. Practicing an ancient, almost forgotten religion, the Lawbringers attract many converts eager to battle the Chaos and oppression of Granbreton. War with the Granbretonians may lead to slavery, ruin or death but the Lawbringers will fight and die before allowing tyranny to take over Europe.

Land of the Samurai

The Lawbringer cult could be brought about in a land where evil spirits represent Chaos. The Lawbringer cult becomes a less martial one, a harmonious blending of Shinto faith and Buddhism whose primary enemy is evil spirits. The Game Master could decide to have the Unarmed skill replace the Lawbringer Combat Style in the cult. If the Unarmed skill is used, the powers the Lawbringer blade normally possesses can instead be unlocked by an unarmed fighter who completes a myth to earn the title of Lawbringer, which has been passed down from champion to champion. The Lawbringer applies the powers the sword normally has to his own body. If a Lawbringer champion already possesses this power, the only way for another unarmed fighter to claim it is to fight the Lawbringer in hand to hand

combat and force him to surrender or kill him.

Alternately, the Lawbringers might be samurai. This cult of samurai violently opposes evil spirits and anything that threatens their honour and their land (Chaos in other words).

Lawbringer would be a tachi (curved iron sword) in a historical Heian Era game. However, the supernatural elements of the cult certainly support Lawbringer being a katana (borrowed from the later Muromachi Era) in a more cinematic game.

Vikings

In a standard historical Viking campaign, this cult would not have access to magic of any kind. However, a Game Master could surprise his players by allowing this cult to flourish as he slowly introduces actual monsters and gods into what had been a mundane world. In this Vikings campaign, the gods do not provide spells until Ragnarok approaches. As Ragnarok nears, the cult actually begins receiving divine spells to better prepare them for the conflict to come.

This cult, called the Berserking Blade cult in the Viking world, honours the god Freyr and his struggle between honouring love (Chaos) and defeating foes (Law). Freyr gave away his magic sword, represented by Lawbringer, and is doomed by his actions. The Berserking Blade cult ever quests for Freyr's sword in the hopes of having a chance to strike a blow against their enemies both before and during Ragnarok.

Vikings will see their gods as representing Law and their enemies such as Fenrir the wolf, Jörmungandr the serpent and the jötunn (fire and frost giants) as embodying Chaos.

Wraith Recon

The deposed theocrat Tomarsson plots his fanatical return to power. Opposing him directly is the Lawgiver cult, which sees in him the worst qualities of tyrant and despot. Tomarsson may try to twist the cult to his own ends and hasten his return to rule. If Tomarsson could locate and use the Lawbringer blade to sway Lawgiver cultists to his cause, so much the better in his mind.

TRAVELLER

THE THIRD IMPERIUM



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House Hawkwood

Maestekulos Dreadnought

A titan of the battlefield.

Vladimir Cruiser

The flagship for many a task force.

Vindicator Assault Lander

Essential for planetary assaults.

Malcolm Light Carrier

Taking fighters to the front lines.



Griffin Destroyer

A deadly vessel for its class.

Darius Galiot

Responsible for the capture of many an enemy vessel.

Hornet Frigate

Fearing by enemy captains despite its small size.

Wayfarer Explorer

Essential to track and destroy enemy stealth vessels.

House Hazat



Canai Cruiser

No ship has done more to advance the Hazat cause.

Adonais Dreadnought

A deadly opponent to be avoided at all costs.

Trafalgar Carrier

With large numbers of fighters its striking power is superb.

Manticore Destroyer

Able to sweep aside most opposition.



Stalker Explorer

Necessary to maintain command of the battlefield.

Scorpion Frigate

An excellent vessel for screening larger capital ships.

Xerxes Galliot

Full of elite marines.

Wondrous Woods

By Carl Walmsley

Have you ever noticed how, after a while, every forest your adventurers trek through seems more or less the same? How, despite the magic that suffuses the land and the wealth or natural wonders that should abound, woodlands tend to be rather generic? Well, no more.

Presented here is a range of trees, shrubs and flowers with amazing, sometimes, magical, abilities to help revitalise the wonder of the wood. Whether you wish to use them as interesting encounters along a journey or as the inspiration for something more, each should provide you with something far more memorable than a copse of ash or oak.

Gemstone Trees

These spectacular trees, which are found only in the heart of large forests, produce a sap that hardens to form nuggets resembling precious gemstones.

According to the season, the sap of Gemstone Trees changes colour: in summer, it is red, in autumn, blue, in winter it becomes clear; and in the spring it is green. These sap-drops therefore resemble rubies, sapphires, diamonds and emeralds respectively.

So closely do these nuggets resemble real gems that they are highly sought after by forgers and other criminals. A Hard (-40%) Evaluate Test is required to differentiate a nugget from the gemstone it resembles once it has been appropriately crafted and cut.

Many successful forgers will seek to grow a Gemstone Tree somewhere where they have easy access to it – most often a garden. This makes it that much easier for them to produce fakes and replicas. Some cities and towns have outlawed the cultivation of these trees for that very reason.

A nugget of gemstone sap is legitimately worth about 5 SP, and may be used in paste jewellery. An unscrupulous merchant may of course earn far more.

A sapling Gemstone Tree is worth upwards of 500 SP to someone who wishes to make use of its sap.

Blood Sapling

These black-barked trees are shot through with runnels of red that offer provide a hint as to their true nature. Blood Saplings cannot survive simply on water and minerals: they require flesh – and, more specifically, blood – in order to flourish. Consequently, they will often take root near graveyards, abattoirs or hospitals. There are even tales of them growing upon the sites of large battles.

There are many legends surrounding the accursed nature of these trees. In certain rural communities, they are known as ‘Devil Trees’.

Deep inside the trunk of a Blood Sapling is a tuberous mass that does, indeed, resemble an animal heart. If this is ever removed, the tree will shrivel and die in a matter of hours, further reinforcing the superstitions which surround these trees.

The ‘heart’ of a Blood Sapling may be surgically placed inside the chest of a zombie to greatly amplify its intelligence and power. This procedure requires a Healing (Surgery) Test. A Blood Sapling zombie acquires a +4 increase to its INT, STR and DEX.

Blood Saplings are of specific interest to vampires. At a pinch, these bloodsuckers can survive by draining fluid from the trunk and branches. Given that these trees often grow near graves, it no surprise that there



are tales of vampires clustering around them in the moonlight when it is too dangerous to hunt. Some even believe there is a symbiotic relationship between them, and vampires will bury fresh bodies amongst the roots of a Blood Sapling in order to keep it well fed in case of an emergency.

Necromancers, or others dabblers in undeath, will pay 300 SP or more for a fresh Blood Sapling heart or for knowledge of where a tree is growing.

Delving Tree

These hoary trees will only grow where the soil is rich in metallic minerals. This is extracted from the ground and over many years imbues every aspect of this tree with unique properties. Everything from the roots to the leaves is suffused with tiny metallic fibres.

In appearance, a Delving Tree is thick-limbed and stout, with twisting branches forming a solid tangle of wood. They produce grey-green leaves in the shape of large curved arrowheads.

Skilled craftsman may use the bark, wood and leaves of this tree to fashion items. Doing so is more difficult than using traditional materials and imposes a -10% Skill Modifier.

The bark of a Delving Tree can be used to fashion a covering for shields or in the construction of scale mail armour. It offers the same protection as metal, but weighs 25% less.

The wood of a Delving Tree is exceptionally heavy and sturdy. Weapons that are fashioned from it require STR 2 higher than normal to wield effectively and have their ENC increased by 1. However, a Delving Tree weapon has one more AP and HP than normal and inflicts +1 Damage.

About one leaf in ten from a Delving Tree is symmetrical enough that it can be used as an arrowhead. The tips of such arrows are razor sharp and ignore the effects of all types of leather or padded armour.

In addition to the materials mentioned above, the sap of a Delving tree, though difficult to extract because of the tough bark and wood, is prized for its ability to patch up weapons and armour. With the viscosity of treacle, Delving Tree sap can be applied to a notched weapon or punctured piece of armour and, once dry, leaves a metallic seal making the item usable again - at least for a short time.

One dose of Delving Tree sap can restore 1D6 HP to a damaged metal weapon or piece of armour. This temporary repair deteriorates at a rate of 1 HP per day. No Skill Test is required to apply the sap.

An alchemist may treat Delving Tree Sap and store it in a glass container, extending the time before it solidifies and becomes useless, to one month. Without this treatment, it hardens 3D6 minutes after it is removed from the tree.

The typical cost of these materials is as follows:

Shields and armour made from Delving Tree Bark +10% of normal cost.

Weapons made from Delving Tree Wood +50% of normal cost.

Arrows made with Delving Tree Leaves 1 SP each.

One Dose of Delving Tree Sap (Treated by an alchemist) 20 SP.

Spirit Tree

It is the nature of many ghosts that they are tethered to a particular location, object or person on the material plane from which they cannot stray far. Spirit trees offer them a way to break this tether.

Spirit trees act like a beacon, calling out to lost souls. On the anniversary of its death, a ghost may abandon its tether and travel to a spirit tree. The distance that may be travelled in this journey is equal to a Ghost's POW in miles. If there is not a Spirit Tree within this range, a spirit must remain where it is.

Once attached to a spirit tree, the ghost will spend most of its eternal life haunting the surrounding woods. It is not uncommon for a Spirit Tree to play host to as many as a dozen ghosts.

There is one significant exception to this rule. Each year, for one night, on the same day that a ghost originally travelled to a spirit tree, it is free to wander wherever it wishes. At first light on the following day, however, it must immediately return to the tree.

Those who understand the nature of Spirit Trees are understandably wary of them and often mark them by tying lengths of black material around the trunk and branches. Travellers have come to regard these cloth-wrapped branches as an indication that an area is cursed and will, wisely, move on before striking camp.

Razor Petal

These exceptional plants have developed a deadly defence mechanism, growing petals tipped with dagger-sharp edges. Any large animal straying too close - and might be in danger of crushing the plant - is likely to end up with a nasty laceration. Birds and insects, which are vital for pollination, are small enough to safely come and go.

Razor Petals are of interest to those who wish to appear unarmed, but wish to keep a discrete weapon handy in case of emergencies. A Razor petal, despite its deadly nature is quite beautiful. Many a rogue has worn one as a corsage to a ball or function, knowing that if things turned sour, he could clutch the stem

RAZOR PETAL

WEAPON	DAMAGE	STR/DEX	ENC	AP/HP
Razor Petal	1D4	-/11	-	0/2

Wondrous Woods

and use it as a blade. It functions as a dagger in combat but with changes to the statistics as shown on the previous page.

A Razor Petal blade – of which there is typically only one per plant suitably shaped for the purpose outlined above – costs 30 SP. Once picked, a razor petal dagger will last for 1D6+1 days.

Balm Tree

It is said that for every ailment or sickness, nature provides a cure. In magical worlds, this can be truer than ever. The balm tree is one such example, producing a number of natural remedies of use to those who are sick or injured.

The leaves of a balm tree, when crushed and used to brew a herbal tea, provide relief from tiredness and aching bones. A character who drinks an infusion of this kind recovers one level of Fatigue.

Certain sections of bark from a balm tree can be ground into a powder and applied to the area around the wound. This treatment, if applied properly (with a simple (+20%) First Aid or Healing Test) accelerates the rate of natural healing. Every 24 hours, the character will recover 2 hit points rather than 1. Balm tree bark only accelerates the healing of the individual wound to which it is applied.

The root of a balm tree, if properly treated over 24 hours (with a Lore (Plant) Test), develops antitoxin properties. A character who chews such a root receives a +10% Skill Modifier for Resilience Tests related to poison for 3D8 hours.

The typical cost of these materials is:

Balm Tree Leaf Infusion: 1 SP

One dose of crushed Balm Tree Bark: 5 SP

Treated Balm Tree Root: 5 SP

Sulphur Bush

Believed to have originally grown on volcanic hillsides, these rare black and yellow plants produce highly combustible leaves.

A single leaf is enough to start a campfire, bursting into flames as soon as it is introduced to a spark.

A collection of leaves can be far more combustible and dangerous. Fifty leaves – roughly the number found on a typical bush – packed inside a glass or clay jar is missing only a fuse if it is to be used as a firebomb.

A Sulphur Bush firebomb explodes 1D3 Turns after its fuse is ignited (rolled secretly by the Games Master) on the same Strike Rank as it was lit. It inflicts 2D6 explosive damage in a 2 metre diameter area. This is divided evenly between all body locations of a target that is within the area of effect. In addition, it ignites all flammable substances within 5 metres. Creatures whose fur or clothing is set alight suffer 1 point of damage per Turn to each location that is aflame until the fire is extinguished.

Constructing a firebomb requires a Craft Test appropriate to the material used in the manufacture.

A Sulphur Bush firebomb can be bought for 500 SP. A single plant sells for the same amount.

Journeyman's Shrub

These hardy little plants tend to spring up alongside roads and well-worn tracks. Their name was coined by those who make use of their endurance-enhancing properties. Each spring, a Journeyman's Shrub produces tiny white flowers. A handful of these will fill a traveller with vigour and allow him to march all day, even on an empty stomach.

A character who has eaten the flowers of a Journeyman's shrub receives a +10% Skill Modifier on all Athletics Tests to resist the effects of Fatigue during the next 12 hours.

A character who consumes the flowers more than once within a 48 hour period still gains the benefits, but acquires one level of Fatigue for each dose taken as soon as the effects of the flowers wear off.

A single Journeyman's Shrub provides enough flowers for 1D6 doses. A single does can be sold for 3 SP.





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TROOPS AND FIGHTERS

By Matthew Sprange

Draft Rules From Fleets of the Fading Suns

The following are some playtest rules we are currently experimenting with for the forthcoming Fleets of the Fading Suns supplement, due later this year.

They are by no means official (yet!), but you are welcome to try them out in your own games. If you have any comments, swing by our forums and let us know!

Marine Types

Under the current rules, on board troops can be upgraded to Elites or Marauders. However, there is more than one way to skin a frigate, and there are a variety of troops that some houses will inflict upon one another.

Vorox Commandos: May re-roll any Troops Dice.

Cyber Troops: Will lose half as many Troops Dice (rounding down) when attacked, be it from boarding, gatling lasers or critical hits.

Gannock Saboteurs: May be used as normal Troops, but suffers a -1 penalty to its Troops Dice. Alternatively, may be used to sabotage

the enemy ship it is boarding. Every Gannock Saboteur Troops Dice that rolls a 5 or more will increase the Critical Score of a random location by +1. Gannock Saboteur Troops used to sabotage may still be caught and killed by defending Troops as normal.

Ukari: Will kill enemy Troops that can normally sustain two hits with just one Troops Dice.



Stealthships, the best way to board enemy vessels!



House Decados also have access to Stealthship technology. Beware!

Additional Equipment

If your captains are set on using Elite Troops, then you might want to look at tooling them up properly. Only Elite Troops may be given additional equipment at a cost of +2 points per equipment type, per Troop.

Blur Suit: If an enemy is attacked purely by Troops in Blur Suits, then they will suffer a -1 penalty to their Troops Dice.

Heavy Armour: Will lose half as many Troops Dice (rounding down) when attacked, be it from boarding, gatling lasers or critical hits.

Fighter Upgrades

Fighters can be upgraded to, with pilots seeking any advantage to gain an edge.

Battle Shield: A Fighter equipped with a Battle Shield will ignore the first hit it takes, either from shooting or dogfighting. A Battle Shield may be used by a Fighter already equipped with Shields, and will still protect it from the first hit suffered (the Battle Shield will be burned-out before the Fighter's own Shield). A burned-out Battle Shield will be automatically repaired if the Fighter returns to a friendly Carrier to repair and rearm.



Hazat fighters can have extra durability with Battle Shields.

Electronic Rutting Boar: If an enemy weapon system attacks any friendly Fighter within 4" of one with the Electronic Rutting Boar upgrade, the fire is automatically redirected onto the Fighter with the upgrade, gaining the Accurate trait if it does not already have it. This effect may be ignored if the enemy does not have line of sight or range to the Electronic Rutting Boar.

Fleet List Additions

The following are (temporary) additions to the existing fleet lists.

Hawkwood

Cyber Troops: Any Hawkwood ship may replace any of its Troops with Cyber Troops for +2 points per Troop.

Battle Shields: Any Hawkwood Fighter may be given a Battle Shield for +5 points.

Decados

Cyber Troops: Any Decados ship may replace any of its Troops with Cyber Troops for +2 points per Troop.

Battle Shields: Any Decados Fighter may be given a Battle Shield for +5 points.

Hazat

Cyber Troops: Any Hazat ship may replace any of its Troops with Cyber Troops for +2 points per Troop.

Battle Shields: Any Hazat Fighter may be given a Battle Shield for +5 points.

Al-Malik

Cyber Troops: Any al-Malik ship may replace any of its Troops with Cyber Troops for +2 points per Troop.

Ukari: Any al-Malik ship may replace any of its Troops with Ukari for +2 points per Troop.

Gannock Saboteurs: Any al-Malik ship may replace any of its Troops with Gannock Saboteurs for +5 points per Troop.

Battle Shields: Any al-Malik Fighter may be given a Battle Shield for +5 points.

Li Halan

Cyber Troops: Any Li Halan ship may replace any of its Troops with Cyber Troops for +2 points per Troop.

Vorox Commandos: Any Li Halan ship may replace any of its Troops with Vorox Commandos for +2 points per Troop.

Battle Shields: Any Li Halan Fighter may be given a Battle Shield for +5 points.

Rutting Boar: Any Li Halan Fighter may be given the Electronic Rutting Boar upgrade for +10 points.



The sacrifice of one fighter equipped with a Rutting Boar allows Li Halan torpedo bombers the opportunity to deal a crushing blow.

Kat's Tales

By Katrina Hepburn

The continuing misadventures of a group of mismatched Travellers setting the universe to right. Or wrong. Part 2 of the Mongoose in-house campaign.

Bram Mostly - Nick Robinson
Cassie - Kat Hepburn
Gabriel - Andy McMillan
An-Lee - Sandrine

The team had finished the survey of the mining facility and had dealt with a ship full of pirates. On the way home they receive a distress call...

'SOS, Distress, We need help! Is anyone on this frequency? Over.'

'Crap.' Cassie said as she sighed and rubbed her forehead.

A second communication came through over the comms almost immediately after the first. 'Hello? Hello? To any vessels in the vicinity, I am in need of rescuing, My name is Yarge Hautt-Epp I am a person of importance and need to be rescued first. I am sending my coordinates. You must save me!'

'This is not part of our mission.' Cassie said gesturing wildly at the comms station. 'This is not our job. We will not get paid for doing this and we are definitely not equipped for such an endeavour. I say we relay the comms and keep heading home.'

'But they are belters! We can't just leave them!' Gabriel said as he started to send replies to both messages to inform them help was its way.

An-Lee decided to scan the habitat to try and find out exactly what went wrong down there. 'Scans show everything is fine!' She said as she pressed another button on the microwave which the ship pilots used for mid-shift snacking. 'The habitat looks perfect! No breaches at all!' So much for anyone being able to operate the sensors.

Cassie rubbed her forehead again and gave another heavy sigh before Gabriel started to

dictate tactics. 'Bram and An cover the main habitat, Cassie and I will go after the noble.'

'Nope.' Cassie said flatly as she sat down in one of the co-pilot chairs and put her feet up on one of the control boards. 'Someone will need to stay with the ship and help the colonists on board. If you really need me you can buzz me over the comms.'

By the time the ship was docking at the Oculus Habitat port, the crew had a better idea of what was going on. There had been a devastating shuttle crash causing power failure and a lot of wounded colonists.

It was decided that Gabriel should try rescue the distressed noble while Bram and An-Lee made their way into a large habitat away from the main settlement from which there had been no communications since the disaster struck.

Unfortunately the main air lock leading into the habitat was jammed from the inside. Bram came back to the ship to fetch his tool kit and made short work of the entrance, he was followed into the complex by An-Lee, who was dragging rescue bubbles behind her. Once inside the habitat complex the extent of the damage could be seen more clearly and it was apparent the place was crumbling beneath their feet.

'Drop your weapons!' Two youths had guns pointed at Bram and An-Lee. The duo had not seen the pair because they had been taking in the extent of the damage surrounding them. And had the perceptive ability of a dead wombat.

'But we are the rescue party!' A rather irate Bram shouted back.

'Drop your weapons now!' The other youngster replied. 'Or we will shoot!'

Bram and An-Lee quickly placed their weapons on the floor and stepped back slightly. Bram was clearly not in the mood for this and decided to paw at his tool belt for anything that could be ball shaped. Not even

realising what it was that he was throwing he lobbed the first item at hand towards the two boys and shouted 'GRENADE!'

Both the kids dropped their weapons with a yelp and ran off quickly into the rubble.

'Kids these days. They don't know who their dealing with.' He muttered as he and An-Lee picked up their weapons (plus the handwrench 'grenade'). 'I'm Bram Mostly! Nobody points a gun at me!'

Heading deeper into the habitat, it was not long before Bram and An caught up with more colonists. This time it was the colonists who were surprised jumped and quickly overcome. The colonists accused the duo of being terrorists. This time the reply came from An-Lee. In the form of the butt of her rifle smacked into the nose of one of the accusers. After a short interrogation they had been told that many of the people living in the habitat believed there had been no shuttle accident at all and in fact there had been a bomb which had been set by terrorists to sabotage the colony. Bram and An explained, slowly, that they are here to rescue everybody and that their ship was waiting to see to their safety.

The colonists were unconvinced, though, and only one family accepted the offer of help. These were swiftly ushered on board while Bram called the holdouts a bunch of idiots before the ship took off, heading towards the main colony area. 'I'm not wasting my time on morons when there are other people who might need our help. If they want to die, well that's their own choice!'

Meanwhile Gabriel had been sidetracked when it became apparent there were not enough ships to evacuate everybody. Having just told everybody how great a pilot he was he was asked to retrieve a shuttle within a partially trapped hanger. Unable and unwilling to go back on his boast of being the best pilot in space he agreed he would see what he could do. The hanger was falling apart and it was touch and go as to whether the shuttle could be piloted through the carnage. But of course, being the supreme pilot ace that he is, Gabriel

managed to skilfully manoeuvre through the crumbling building in his shuttle to see it safely to an embarkation point where evacuees were gathering. With his reputation now firmly intact he could now attempt to rescue the trapped nobleman, Yarge Hautt-Epp. If he could rescue the well-to-do individual he was hoping a decently sized reward would be his.

The sweat poured from Gabriel as he made his way up yet another flight of stairs in the nobles mansion. He had forgotten how many flights he had already climbed up and his breath was short and quick, but he knew he must be nearing the top.

Then a gun was placed to his temple as he turned the corner onto the area in front of the mansion.

‘Who are you? What are you doing here?’ Said a rather shabby looking man standing in front of his three colleagues who were trying to break down the armoured door to the building which Gabriel knew to be the room containing the noble.

‘Wha? I’m here in response to a distress signal. I’m looking for a mister Yarge something something. Who are you?’ Gabriel replied.

‘Look mate, this is our score, were just here to take some stuff and make some money. We don’t want no trouble from you.’

Gabriel smiled sheepishly. ‘You know I might be able to convince him to open the door for you. I am here to rescue him and then you can go in and do whatever it is you want to do in there. I won’t stop you. I’m just here for him.’

After a short discussion the looters agreed to let Gabriel try and talk his way through the door and sure enough, after a few well placed persuasion rolls, the noble came out looking rather pale.

‘Ew, Ugh...’ The noble said as he stared at Gabriel’s boots and the looters stalked inside the nobles apartment. ‘You are wearing shoes...’

‘What?’ Said Gabriel, looking rather confused and shaking his head. ‘Look we don’t have much time, I need to get you to the evac shuttle.’



Gabriel.

**This is how we all see him.
Smug git!**

‘But, you’re wearing shoes...’ balked the noble as he made a few sounds to emphasize the point he was trying to vomit.

Gabriel just shook his head, grabbed Yarge Hautt-Epp and slung him over his shoulder in an effort to carry the noble back down the stairs. After struggling for a few moments at the top of the stairs he decided to ask the looters for help before they began pilfering from the nobles apartment. The looters were only too happy to help seeing as they were getting rid of the noble and had free access to the apartment.

Just as Bram and An finished helping more survivors onto evacuation shuttles they were told about some miners who had been trapped in some mining tunnels. Of course, Bram had to try and help them. He was a hero after all and heroes do not give up on anyone. Despite how stupid half the people on this planet he had met so far seemed to be.

Unfortunately the trapped miners were in an impossible predicament. A pair of mining robots could have been sent to rescue them, but the evacuation zones were showing severe structural damage. Deciding in an instant that the people there could all die both robots were diverted to provide much needed support to the landing pads. Not shirking his duty, Bram calmly informed the miners what he had done and asked for any messages they wanted to

send to their loved ones. Although some air canisters were sent to try and give the miners some more time they arrived too late for the trapped men.

Some 200 people had been saved and the sacrifice of the three miners was seen as acceptable. Once all the evac shuttle had been filled and the saved colonists had been transferred to safe areas, and the noble had been dropped off safely, the team re-assembled back at their ship.

‘Did you all have fun?’ Cassie grinned sarcastically as she watched the dust covered team trudge board and closed the air lock behind them. ‘It looks like you all had a brilliant time.’

The ship disembarked from the Oculus Habitat and continued on its journey towards Vinen and the team’s first paycheck. It would be another 6 days before they reached their destination. At this point, everyone was hoping there would be no more diversions.

It was decided to hand over the surviving pirates that had been captured back at the mining station over to authorities at the Oculus habitat, now the immediate danger had passed. The bounty would be forwarded to the team when they eventually got back to Vinen.

Paragon

By David Marshall

A Discipline designed after the Templar Knights of old. They are the soldiers of the Passions, seeking to defend their Faith and bring the light of their Passion's ideals to the dark corners of Barsaive.

The following document was drawn from an interview with a human named Michael Janussen by my colleague Jerriv Forrim. In my studies of ancient Landis I had noticed some rather unusual references to a Discipline whose followers drew on the Passions for their power. I sent Jerriv to follow up on this, not expecting too much, but was astounded at the new knowledge he brought back. I now present it to you humble reader, a document which brings to our attention the almost forgotten, but still active Discipline of the Paragon and their place in today's society.

Merrox, Master of the Hall of Records

Upandal guide me through this time of darkness,

Guide my eyes so I might see thy enemy,

Guide my arm so I might strike true,

Guide my heart so I shall not falter.

With your aid I will defend my charge,

Until Death reaches from his fiery prison to claim my soul.

(Prayer of Kylum Ross, Paragon of Upandal and resident of Landis during its final days)

I wish first to thank Merrox for documenting my idle reflections, and hence submit these words for his approval. My name is Michael Janussen and I am a Paragon of Garlen. What is that? You have never heard of

the Paragon? That indeed is a sad state of affairs but not wholly surprising, considering my Discipline has all but been forgotten since the Scourge. Despite this, those readers who reside in Travar have no doubt heard of me, as I can often be seen in the hospice near its centre. Most assume I am a Warrior in the hospice's service but nothing could be further from the truth.

A Paragon, though a soldier, is very different from a Warrior in many ways. For one thing, a Warrior lives in the moment, whereas I must always look to the future for to interpret my Passion's desires. A Warrior strives for battle, whereas I battle primarily to defend my charge and my Passion's ideals. Finally, and perhaps most importantly, a Warrior is guided by





his instincts, I by my Passion. I am her follower, her devotee, and her soldier. I seek not glory for myself but for her. This is the truth and heart of my Discipline.

On the Paragon and the Questor

I see from your glazing eyes and feigned interest that you believe you have made a grievous error. While your colleagues are creating masterworks, you sit in this sparse chamber listening to the pious ravings of a deluded Questor. Don't fret, my friend, I am not insulted and my respect for your mentor will not allow me to be dissuaded from giving this account. So let me assure you that the Paragon is not just a common Questor, but far more.

To explain, let me digress to something closer to your heart. Within the Great Library lies a copy of the council compact, something which I know lies very dear to all you Throalites. This is especially true to those of you who consider yourself enlightened souls. It, on the surface, is not much more than a vast set of rules, laws and stories, yet it is, in truth, much more. It is an ideal to live by and to aspire to. It is a document which lays down, without question, the rights of every individual regardless of race or status. It is something which transcends the sum of its ideas. It is something so powerful, so sacred to the hearts of the Throalic people that they are willing to fight to protect it. Indeed, protect it they must, for with it not only have they forged a great nation which extends even beyond the gates of their

city, but has set them in opposition to the Empire. All this, is because of a book based upon a few simple convictions!

An ideal can indeed have great power and this leads some to assume that they are immortal. This belief is compounded by the intangible nature of an ideal. This, unfortunately, is a fallacy. Every Paragon knows this. You could easily liken the life of an ideal to that of a Namegiver. It has a birthing, a period of development into full realisation, followed by a slow stagnation, and perhaps even death. During this period it may sicken and could suffer from the actions of opposing forces. To prevent this, it needs people to nurture, propagate and breathe renewed life into it. It also needs protectors and soldiers against those who would destroy it. A Questor in this analogy would be of the former variety, whereas Paragons, we encompass both of these roles.

This difference is more than academic but a fundamental difference in philosophies. To prevent the teachings of the Passions from deteriorating naturally Questors seek to become the embodiments of the Passions ideology. They set out on a spiritual journey which fosters belief and respect in others. Their lives are dedicated to following the core values of the Passion and they are devoted to this. The Paragon's outlook however is far more complicated, while they must adhere to their Passion's ideals generally, they must also take whatever means necessary to fight for and defend their Passion's interests. This will oftentimes

result in a conflict of interest within the Paragon.

For example, for a Questor the world exists in black and white, truth and lies, right and wrong. They forget that a man who abhors violence may still fight to defend his family without guilt and a woman who loves life may take it so that she would not be forced to reveal the location of her children. Similarly a Paragon while defending the ideal of freedom may be called upon to take some prisoners and indeed must do so. They are not wrong in this or any less devoted to their beliefs. However, if they do so too lightly they may lose the favour of their patron Passion. A Paragon knows this and as such is not permitted the simplicity of the Questor's conceptualisation of the world.

For a Paragon, devotion is not just acting in accord with his Passions beliefs but doing what is necessary to ensure their continued existence. Yet, though we are often called upon to do things in ways contrary to our Passions ideals, we are not spared from our Passion's ire in doing so. We must defend our charge and carry out our tasks to the best of our abilities. To fail to do so often results in the magic of our Discipline fading for a time. Yet, we also share the abilities of the Questor and our advancement is tied to these. This contradiction is central to understanding our path. We live in a world of shifting greys and must always strike a balance between performing our duty and acting in accord with our Passion's ideals.

On the Forgotten Nature of the Paragon Discipline

Ours is an ancient tradition. Since long before the Scourge, the Paragon has existed. In all the major nations of Barsaive; Scythia, Throal, Landis, and Jerris, to name but a few, the Paragons founded large, sacred orders to serve the interests of their Passions. At this time, worship to the Passions was quite different than it is now. It was more secular, more organised, which strengthened the Paragons position both in the eyes of the people and in politics. Essentially, this is where the name Paragon stems from, we were seen as heroes and shining examples of the ideals of our Passions. Our history is filled with glorious deeds and brave last stands in the defence of our beliefs, but also the occasional skirmish between these orders when working at cross purposes. On the coming of the Scourge, the Paragons were united as one in defending the people of Barsaive while they scurried to finish their Kaers. In fact, many of my predecessors, even whole orders, chose to stay outside while the doors shut behind them, lest any Horrors slip inside.

"I have found numerous references of these 'skirmishes' that Michael mentions but from my reading they were much more frequent and violent than he alludes to. I, personally, am thankful we live in a time where we no longer go to war for the sake of religious ideology despite the loss of the Paragons' glorious deeds".

Jerriv Forrim,
Scribe of the Great Library of Throal

Most of these stories however, have been lost to obscurity, only remembered by the Paragons themselves. This is primarily due to Paragons the Discipline being greatly reduced in number due to the sacrifice of those who stayed outside but also because Paragons seek not glory for themselves or their Discipline but only their Passion. This led to whole societies forgetting our existence entirely. Compounding this, the changing attitudes towards the Passions towards a more holistic worship, led to significantly less people with the singular devotion necessary to become a Paragon, further reducing our numbers. As a result, history tends to record us by the names of our orders rather than our Disciplines. Sifting through the records of your Great Library, no doubt you will find mention of the Guardian Knights of Upandal from Landis, or the Templars of Thystonius that once were based in Jerris. These were Paragon orders but alas are no longer remembered as such.

"I have indeed found some mention of the Guardian Knights in Landis in my recent studies, but no mention of the Paragon, or even that they were devoted to Upandal. If Michael has some records to back these claims up I would be extremely interested in seeing them."

Merrox,
Master of the Hall of Records

Nowadays, we are much fewer in number as I have said, though not quite so rare as Merrox seems to believe. We Paragons exist in many parts of Barsaive but, though our deeds are considerable, we have largely gone unnoticed. This again is down

to the very nature of my Discipline as we seek not glory for ourselves but for our patron Passion. As such, our deeds are often considered to be other Adept Questors. Our obscurity has caused agitators who have heard of us, to sometimes label us secret cults and societies but, generally, this is not so.

On the Shield as the Core of the Paragon Discipline

In many ways, the shield defines the Paragon. Almost all Paragons I have met have carried a shield emblazoned with a symbol of their patron Passion. This is no accident. At the crux of the Paragon Discipline is a single concept, defence of your charge. This has been touched on previously but I'd warrant you want some elaboration on it. Let me start with a brief history of my Discipline.

A Paragon is a defender of his faith. This is not an abstract statement, but in a very real sense, we must devote ourselves to defending something of importance to our Passion. This could be an object, a person, a place or a nation. The details of what is to be protected for each individual are dictated by order they serve, but the opinions and desires of the Paragon themselves are always given utmost consideration before he is given a new task. In keeping with the importance of this in our Disciplines, our orders are normally named after those things we spend the most resources protecting. For example, a well established Order of Jaspree, the Order of the Blue Rose, is based in Urupa and cares for that most interesting of flowers in the temple district.



On Paragons of Different Passions

Paragons of different Passions are not as different as you might think. Certainly we strive for different goals but the means with which we seek these goals are similar. Despite this, we are not of one ilk and Paragons of different Passions have slightly different Talents. There is thankfully however, little strife between us these days, as we understand that though sometimes our specific aims may be contradictory, our overarching goals are very similar.

A Paragon does not have to find someone with the same patron Passion to be trained, due to the similarity of the Paragon Disciplines following different Passions. The only exception to this is when we progress to the next tier of advancement such as from Novice to Journeyman. At these critical junctures, we are trained in the use of a Talent close to the Passion's heart, and hence this training must be received from a Paragon of similar faith.

Where Paragons of different Passions do differ greatly is in the prevalence and the goals of the orders we serve. Since the end of the Scourge, these Orders have become more established but are still small in number. My own passion Garlen has the most orders dedicated to her. This may be for a number of reasons, but I suspect it is because protection and guarding are a second nature to many of her Questors, so it not such a great leap in philosophy for them to become Paragons. Orders include "The Order of the White Hand" in Throal and "The Guardians of the Faith" in Travar. Generally these

orders dedicate themselves to guarding communities, the innocent and people important to Garlen. Some however, are dedicated to a greater, more specific goal, such as the aforementioned Guardians who seek to find a way to reverse the corruption of the Mad Passions. Paragons in their employ often are charged with protecting magical or pattern items associated with these mad Passions and must not only guard from external enemies, but also against their own corruption from contact with such infernal items.

Jaspree has probably the next most common number of Orders. These are often located in places of great natural beauty, protecting them from destruction. Two orders I know of are "The Order of the Blue Rose" in Urupa and the "Tenders to the Silent One" from the Liaj jungle. The Tenders are especially interesting, as they seem to have bypassed the great dragon Usun's normal antipathy towards Namegivers. As far as I can tell, they have done this by becoming totally subservient to his will.

Upandal is also a Passion who frequently makes use of Paragons. Certainly his orders are active in most of the major cities of Barsaive. These steadfast soldiers most often work with the forges and guilds of Weaponsmiths and, uniquely, aren't always connected to an official order. One that is, is "Upandal's Might" in Throal whose monumental task is no less than protecting the entire Kingdom itself. Most often, Upandal's Paragons are charged with guarding magical items of great power or sites of large constructions.

I have met few of Astendaar's Paragons but I believe there is at least one order based in Urupa. I have uncovered little of their motives or their name but I do know they are somehow connected to the Amphitheatre there, which is not wholly unexpected. I imagine these most often would be charged with protecting works of art but that is just conjecture on my part.

Mynbruje's Paragons tend to work as protectors of the law and justice in some way. When I have encountered them they normally have a position of guards, village elders or judiciaries of some kind. There is the "Swords of Justice" in Haven who, I believe, want to recover all of Parlainth and the "Keepers of the Code" again based in Throal who aim to keep the Council Compact from being altered.

"To my mind, the author's emphasis on protection is a prejudice based on his Passion's outlook. Not all Paragons see themselves solely as defenders. Some of us see ourselves more as liberating soldiers, fighting those who would oppress us."

Guiden Lanebreaker, Ork Paragon of Lochost

Of the remaining Passions I know of very few Orders dedicated to them, although that is not to say they don't exist. I have heard tell of one called "The Order of the Silver Shield" dedicated to Chorrolis, protecting trade routes across Barsaive, though I have never met a Paragon in their service. I have also met Paragons of Lochost who were unwilling to tell me of their orders. Of course, it is entirely possible that the hierarchical structure

of orders would be against their very nature and, if they exist, would most likely be very different to those within my experience. The majority of the Paragons who sacrificed themselves on the coming of the Scourge were those dedicated to Thystonius and Floranus. As such, these have been most affected by this loss.

Thankfully, orders dedicated to the Mad Passions are almost non-existent.

“That you believe we do not exist, merely emphasises our strength, misguided one!”

Anonymous

On the Path of Devotion

A further reason for the rarity of the Paragon in this age is the difficulty involved in becoming one. Spontaneous initiation is almost unheard of, and those few which do undergo this are considered to be especially chosen by the Passions. Ironically, these can find themselves becoming the charges of other Paragons rather than protectors themselves, but eventually they will be asked to do the most dangerous of tasks. Such is the will of the Passions.

Occasionally, we approach Questors ignorant of our existence who have a dedication to our goals that is beyond question. However, most often the candidate will approach someone from the order first. In order to even be considered for initiation the candidate must first be a Questor of the appropriate Passion and often is an Adept as well. The candidate then undergoes a gruelling interview. The candidate is asked about all areas of his life from his past deeds, to his

perception of the governing bodies, to his opinion of his neighbours. The purpose of this interview is to assess the underlying philosophy of the candidate and his relationship with his Passion.

If the candidate is not rejected outright, this is followed by a period of service to another member, usually a Journeyman, of the order, who may eventually become his mentor. The candidate is stripped of all weapons and armour, forbidden to wield any others for this undefined period, and must at all times cater to his mentors needs. This normally proves to be too much for Adepts who are already heroes in their own eyes. They resent being reduced to fetching firewood and making tents, while their mentor barely acknowledges them and they do not last long in this role. Paragons that continue through this period however, later consider this time as a time of great learning. During this time they learn not only humility but that they exist in servitude to a greater power. The duration of this period varies but normally, after about a month, the candidate will begin to show signs of his potential in the form of Adept abilities. The mentor will then bring the Adept back to the order and meet with the panel to discuss his progress. If this meeting goes well the candidate will be initiated.

Upon initiation the candidate will be given his shield and sent out into the world. This shield is a symbol of the power of his Passion and he must seek out danger, bringing this token of light into the dark places for others to see. He must bring the glory of his Passion

to the land, protecting and carrying this token until his last breath. Throughout his novice career, the Adept will be asked to fulfil tasks appropriate to his abilities by his mentor who, unlike in other Disciplines, remains close to the Adept. During this time, there is a focus on physical fortitude and defending his charges. The Adept learns abilities to better guard himself and those around him.

The Adept faces a similar trial of competence when he wishes to ascend to Journeyman status. This ascension is no mean feat and the Adept must again present himself before a panel. This time there is no interview however, and the Adept is given the daunting task of seeking out and capturing an enemy of the Order to bring before them, alive. The enemy, or in some cases enemies, are carefully selected by the panel to be a difficult task and in times of great peril a number of Paragons may be sent to take on a very dangerous foe. The enemy must be taken alive, and the quest is considered a failure if he is killed before being brought before the panel, as it is not for the Adept to decide his fate. Upon completion of this task the Adept may advance. The Journeymen are the workhorses of the Order and are set numerous tasks. The focus at this stage is on developing the more spiritual aspects of the Discipline and the Adept begins to feel the Passion's touch upon him. At this time the Adept is able to project an aura of his faith, protecting all within from those who would do them harm. He can also call upon his Passion to strengthen his resolve and vanquish his fears, allowing him to stand against the most perilous of enemies.

Wardens of our Discipline are so rare it is impossible to generalise about the tasks required for advancement to this stage. Suffice it to say, that it invariably involves a quest which will test the resolve of the Adept to retrieve something of importance to his Passion. The Adept must show he has mastered his fear and retrieve this item, travelling into a Horror scarred or other frightful location to do so. On completion, the item in question may either be put in the charge of the Adept or given to another Paragon depending on its nature. The Warden's advancement is characterised by several unique Talents. The most powerful of which is arguably the ability to summon mighty Harbingers to come to our aid. These Adepts are generally put in charge of protecting the most valuable and core values of the order and it is from their ranks that new members are chosen to decide its fate. Ironically, the Adept will find himself being set fewer tasks at this level of his career, and will most often be called upon to attend panels to decide on the tasks necessary for others to perform. This is because the Adept is now considered to be in tune with his Passions goals and no longer needs guidance by his peers.

Due to the rarity of our Discipline, it is often the case that a Paragon is in need of a ghost master. This is especially true for those few souls outside the orders, but even within there are times when no teacher is available despite the qualifications of the Adept. However, the Orders attempt to control the use of this ritual. The inner fraternity of many order holds records detailing the names and other details of a large

number of ghost masters, most of whom fell before the Scourge. They guard these manuscripts vigorously but if an Adept is deemed worthy, one of these is selected for him.

On the Races and the Paragon

To my mind the Paragon is most suited to those races which in some legends are said to be born from earth: the Dwarf, Troll and Obsidiman. The Obsidimen and Dwarves are solid in mind and body, meshing well with the outlook of almost all Paragons. Trolls,

though they often lack the sense of purpose necessary at initiation, also advance quickly due to their fortitude and sense of honour. Despite this, it is almost unheard of for Trolls to become Paragons of Astendar, Chorrolis or Jaspree.

Orks and Humans occasionally become Paragons but we are often seen to be without the conviction needed to advance to the higher Circles. The Elves' long lives and spiritual outlook also holds them in good stead but they are unlikely to become Paragons of the more physical Passions like



Lochost or even Upandal, preferring instead Jaspree and Astendar. Only the Windling and T'skrang races hold no Paragons among them. I suspect this is down the flighty nature of the windlings and the emphasis on flamboyance, characteristic of our leathery friends.

"I would emphasise that the author spend less time worrying about the texture of our skin, and more about the continued existence of his own when making such remarks"

**T'chara D'kil'enska V'Strimon,
T'Skrang Swordsman**

Game information

Paragons are the soldiers chosen by the Passions to defend their works and spread their influence to all corners of Barsaive. They normally organise themselves into military orders headed by an inner core or fraternity and focus primarily on defensive and social Talents.

Important attributes: Willpower, Charisma

Karma ritual: There is some variation between Paragons of different Passions in the precise nature of their Karma ritual. Most however, consist of the adept kneeling in silent prayer for around 30 minutes, beseeching the Passion for aid. Near the culmination of the ritual the Adept asks for guidance in a task he has set himself. After a few moments the Adept is granted a vision of his Passion indicating the correct course for him to follow. This vision is normally highly symbolic and may in truth not be very helpful at all.

Despite this, the Adept emerges from the ritual with new determination and confidence in his chosen course.

Artisan skills: woodcarving, other appropriate to Passion

Paragon Abilities

INITIATE

Talent Options: Acrobatic Strike, Avoid Blow, First Impression, Speak Language, Wood Skin

FIRST CIRCLE

Discipline Talents: Detect Passion's Influence, *Favoured Talent 1*, Karma Ritual, Melee Weapons, Questor

NOVICE

Talent Options: Durability (8/6), Lasting Impression, Shield Charge, Sense Danger, Steel Thought, Steely Stare, Tiger Spring, Wound Balance

SECOND CIRCLE

Defence: The adept adds +1 to his Social Defence.

Discipline Talent: Passion's Guard

THIRD CIRCLE

Discipline Talent: Parry

FOURTH CIRCLE

Karma: The adept may spend 1 Karma Point on Willpower-only Tests.

Discipline Talent: Thread Weaving [Faith Weaving]

JOURNEYMAN

Talent Options: Diplomacy, Earth Skin, Heartening Laugh, Leadership, Life Check, Momentum Attack, Resist Taunt, Second Weapon

FIFTH CIRCLE

Forced Prayer: The adept is more closely connected to their chosen Passion and can use their Questor Powers more efficiently. For 1 point of Strain, the adept may reduce the type of Action for a specific Power by one level. In other words, Sustained Actions become Standard Actions and Standard Actions become Simple Actions. However, the adept is still limited to one use of the Power in any round.

Discipline Talent: *Favoured Talent 2*

SIXTH CIRCLE

Karma: The adept may spend 1 Karma Point on Charisma-only based Tests.

Discipline Talent: Lion Heart

SEVENTH CIRCLE

Karma: The adept may spend 1 Karma Point on any Test that resists or attempts to overcome fear based Talents, Spells or Powers.

Discipline Talent: Passion's Aura

EIGHT CIRCLE

Defence: The adept adds +1 to his Social Defence.

Discipline Talent: Inspire Others

WARDEN

Talent Options: Champion Challenge, Critical Hit, Defence, Disarm, Frenzy, Spirit Strike, Rally, Vitality

NINTH CIRCLE

Zealotry: The Paragon's force of belief infuses his words, making his arguments more persuasive to those around him. For 3 Strain, the adept may gain a +4 bonus on all social based Tests used to persuade targets to change their minds or take action



against specific foes, including Questor Powers.

Karma: The adept may spend 1 Karma Point on Recovery Tests.

Discipline Talent: *Favoured Talent 3*

TENTH CIRCLE

Defence: The adept adds +1 to his Social Defence.

Initiative: The adept adds +1 to his Initiative Step.

Discipline Talent: Summon [Harbinger]

ELEVENTH CIRCLE

Defence: The adept adds +1 to his Physical Defence and +1 to his Spell Defence.

Discipline Talent: Lion Spirit

TWELFTH CIRCLE

Defence: The adept adds +1 to his Social Defence.

Karma: The adept may spend 1 Karma Point on Toughness-only Tests.

Discipline Talent: Resist Passion's Influence

MASTER

Talent Options: Ethereal Weapon, Incite Mob, Multi-Strike, Stone Skin, Vital Strike

THIRTEENTH CIRCLE

Instrument of Passion: For 2 permanent damage points, the character becomes a walking embodiment of their chosen Passion's ideals. Any apparent infringement of these ideals can be justified according to the end goal with which the Paragon is working towards. The Paragon becomes immune to the loss of Devotion Points and Talent Crisis for this Discipline and is no longer punished for failing to act in an appropriate manner. The adept must still act according to the Passion's ideals to accumulate Devotion Points

however and this ability does not protect the adept if he purposely invokes the Passion's Wrath (by attacking their Avatar for example).

Defence: The adept adds +1 to his Physical Defence.

Karma: The adept adds +1 to his Karma Step.

Discipline Talent: *Favoured Talent 4*

FOURTEENTH CIRCLE

Defence: The adept adds +1 to his Social Defence.

Recovery: The adept adds +1 Recovery Test per day.

Discipline Talent: Aura Armour

Fifteenth Circle

Defence: The adept adds +1 to his Physical Defence and +1 to his Spell Defence.

Discipline Talent: Second Chance

FAVOURED TALENTS

Passion	Talent 1	Talent 2	Talent 3	Talent 4
Garlen	Blood Share	Fire Heal	Cold Purify	Safe Thought
Lochost	Shackle Shrug	Free Mind	Heal Slave	Reshape Object
Jaspree	Creature Analysis	Animal Talk	Plant Shelter	Incite Stampede
Mynbruje	Empathic Sense	Search	True Sight	Detect Falsehood
Astendar	Emotion Song	Winning Smile	Performance	Bardic Voice
Upandal	Item History	Forge Weapon	Temper Self	Forge Armour
Chorrolis	Haggle	Evaluate	Conversation	Gold Sense
Floranuus	Manoeuvre	Air Dance	Sprint	Rushing Attack
Thystonius	Unarmed Combat	Fireblood	Battle Bellow	Resist Pain
Vestrial	Silent Walk	Disguise Self	Mimic Voice	Impossible Hide
Dis	Etiquette	Arcane Mutterings	Taunt	Hypnotize
Raggok	Battle Shout	Swift Kick	Wound Transfer	Venom

Half-Magic

Paragons can use half-magic for knowledge of the Passions and their history, recognising an area or item of importance to their Passion, and sensing if someone wishes do them or their current charge harm. They may also use it in situations where they are unsure what their guiding Passion wishes them to do. Successful uses of half magic for this will often take the form of prophetic visions and dreams.

Special rules

The Adept must choose a Passion to follow on initiation. This determines the Questor powers he obtains and also his Favoured Talents. Essentially all Paragons are specialists according to this Passion. Use the following table to determine these Talents according to the chosen Passion.

The Paragon uses his Questor Talent as a Core Discipline Talent and hence, the character's advancement is tied to devotion to his Passion as determined by Devotion Points. If ever the character loses the favour of his Passion he can no longer advance until a deed of atonement is performed and he may also suffer from a Talent Crisis.

Roleplaying Hints

A Paragon is normally determined, focussed with a vast amount of self control. He respects his Order and takes his charges and the mission set him by his Order with the utmost seriousness and will do everything in their power to complete these tasks. He admires others with a similar outlook and also those who represent the ideals of his Passion.

The Paragon is normally seen as a solitary character, and at worst can seem aloof or superior. In truth, he is normally just guarded, always vigilant. The Paragon sees danger everywhere, and is reluctant to put his faith in anyone other than his Passion. Once someone does gain the trust of a Paragon, his devotion and bravery to his friends is as unwavering as that to his Passion.

The Paragon walks a fine line. Not only is he vigilant against external threats but also against the demons within his own soul. He must always strike a balance between his devotion to his Passion and the means with which he achieves the Passions goals. As his advancement is tied to his Passion he must act in ways to please him, however, if he fails to do everything in his power to achieve what he believes the Passion wishes he may suffer a Talent Crisis.

Possible Discipline Violations

A Paragon may suffer a Talent Crisis if he carries out an action which results in an outcome contrary to what he believes are what his Passion wishes.

Rituals of Advancement

Recruitment: Most recruitment is done through a very formalised and lengthy procedure designed to teach the Adept humility and the value of servitude. However, very occasionally, people of great importance to a Passion's designs spontaneously initiate into the discipline.

Novice (2-4): The Adept is given a token of his Passion (often a shield with the Passion's symbol on it) and

sent on a mission of importance to his Order. The Adept must never lose this token and if he does must attempt to regain it at all costs.

Journeyman (5-8): The Adept must seek out and capture an enemy of the Order selected by a panel of his peers. The prisoner must be returned to the Order alive for judgement to be passed

Warden (9-12): The Adept travels to a region of great danger such as the Badlands or the Mist Swamps in Order to retrieve an item of great value to his Passion. The item must then be presented to a panel of his peers and is often then given to the Adept to protect.

Ghost Master Ritual: The Paragon draws the usual circle then kneels before it beseeching the spirit to appear for the glory of the Passion. He then concentrates on the deeds he intends to perform with his new power. After one hour, the ghost master appears and reminds him the power is not his to wield but is at the disposal of their Passion.

Possible Discipline Combinations

The Paragon is normally taken as a secondary Discipline and best blends with Disciplines that complements the chosen Passions ideals, Beastmaster or Shaman for Jaspre, Weaponsmith for Upandal and so on.

The Paragon rarely combines well with the Thief and Illusionist Disciplines as the focus on deception and theft is antithetic to the Paragon's philosophy. Although there are rumours of Thief and Illusionist Paragons dedicated to Vestrial.

Ork Paragon of Mynbruje

“This land overflows with deception and corruption. Each day I see abuse and intolerance excused by the laws meant to distribute justice. Each night I dream of the abusers burning in a cleansing fire. Mynbruje, I understand what you want of me. By Mynbruje’s wisdom I must seek out and destroy these parodies of her work. Those who accept my truth shall be judged by his wisdom, those who refuse shall burn from his wrath.”

Attributes

Dexterity (13): 6/D10
Strength (14): 6/D10
Toughness (19): 8/2D6
Perception (8): 4/D6
Willpower (14): 6/D10
Charisma (8): 4/D6

Characteristics

Physical Defence: 7
Spell Defence: 5
Social Defence: 5
Initiative: 4/D6
Physical Armour: 8
Mystic armour: 3

Death Rating: 43
Wound Threshold: 12
Unconsciousness Rating: 35
Recovery Tests: 3
Knockdown: 6/D10

Movement: 6
Karma: 5/5

Core Talents

Detect Passion’s Influence (1): 5/1d8
 Empathic Sense (1): 5/1d8
 Karma Ritual (1)
 Melee Weapons^D (2): 8/2D6



Questor^D (2): 2

- Ease Suffering: 6/D10
- Increase Perception: 8/2D6
- Perceive Emotion: 6/D10

Talent Options

Wood Skin (1): 9/1d8+1d6

Skills

Artisan:

Calligraphy (2): 6/D10

Knowledge:

Barsaivian Laws (2): 6/D10

General:

Read and write Language (1): 5/D8

- Dwarf (Throalic)

Speak Language (2): 6/D10

- Dwarf (Throalic) Ork

Tracking (1): 5/D10

Money

Copper: 0
Silver: 2
Gold: 0

Equipment

Hide Armour (Phys 5; Mys 1; Init 1)
 Footman’s Shield (Phys 3; Init 1; ST19)
 Mace (Damage 10/D10+D6)

Adventurer’s Kit

Quill Pen
 Writing Ink
 5 Sheets of paper
 Scroll Case
 Peasant’s Garb

Notes

The Adept has the ork racial abilities of low-light vision and gahad.

New Talents

DETECT PASSION'S INFLUENCE

Step: Rank+PER

Action: Standard

Karma: Yes

Strain: 0

The adept determines if someone is strongly influenced by a Passion in their daily life by making a Detect Passion's Influence Test against the target's Social Defence. An Average Result is sufficient to reveal if the Passions are a large part of the target's life. A Good Result reveals if the adept follows a particular Passion above any other. An Excellent Result reveals the extent of the relationship of the target to their Patron Passion, for example whether they are a cultist, a Questor, a Paragon or even if they are a Passion in the flesh. An Extraordinary result reveals the identity of the patron Passion.

PASSION'S AURA

Step: Rank+WIL

Action: Standard

Karma: Yes

Strain: 0

The Passion's Aura (often referred to as belonging to the patron Passion. For example, Garlen's Aura) Talent surrounds the adept with an aura of light which is repellent to who wish to harm those within it. When using this Talent a sphere of light with a radius of 1 hex (2 yards) emanates from the

adept and lasts for Rank rounds or until dispelled. If the adept attempts to use this Talent when no hostile targets lie within the area of effect, the adept makes a Passion's Aura Test and records the result. Any hostile target that try to enter this area or attempt to engage in close combat with the occupants must succeed on a Willpower test to do so. Any successful result dispels the Aura but the adept may use the Talent again in the following round. The Talent works in a similar way if it is used when there are hostile targets within the area of effect. In this case, those targets which fail their Willpower Test may then make a Knockdown Test against the results of the Passion's Aura Test. If successful, the Aura is dispelled. If unsuccessful, the targets are flung to the perimeter of the aura and considered Knocked Down. Characters within the aura who declare their intent to engage in close combat with a target outside the area of effect are not considered to be protected by the aura for that round.

PASSION'S GUARD

Step: Rank+WIL

Action: Standard

Karma: Yes

Strain: 1

The adept says a short prayer for protection in battle, resulting in his shield becoming infused with the patron Passion's power and radiating a faint aura of light. The adept makes

a Passion's Guard (often referred to as belonging to the patron Passion. For example, Garlen's Guard) Test against the higher of the shield's Spell Defence or its Deflection Bonus +5. If successful the adept adds +2 to the shield's deflection bonus for each Result Level achieved for Rank hours. A shield can only benefit from one use of this Talent at a time.

RESIST PASSION'S INFLUENCE

Step: Rank

Action: Standard

Karma: No

Strain: 1

The adept better defends against Passion based Talents, Abilities or Powers. The adept makes a Resist Passion's Influence Test against his Spell Defence. If successful, he may add his Resist Passion's Influence Rank to his Physical, Spell, and Social Defence whenever one of those defences is targeted by an ability that relies on the power of a Passion, including the Questor Talent or Passion Powers, for Rank minutes. This bonus may not be applied to abilities based on his patron Passion however.

SUMMON [HARBINGER]

Step: Rank+PER

Action: Standard

Karma: Yes

Strain: 0

Unique to this Discipline. This is a variant of the Summon Talent only



allowed to the Paragon discipline. It follows the same rules as the Summon Talent with the following exception. The adept summons a Harbinger of his patron Passion (as described on page 116 of the GC) to his current location by making a Summon Test against the Harbinger's Spell Defence. If successful, the Harbinger appears. It is not considered to be under the control of the adept but rather, is considered to have a friendly attitude towards the adept and must be persuaded to perform any action other than simply defending the adept from immediate danger. See **Summoning** p. 211 PG, for more information.

TALENT KNACKS

PASSION'S RETRIBUTION

Talent: Passion's Aura

Rank: 10

Strain: 2

This Talent Knack (often named more specifically after the patron Passion, such as Garlen's Retribution) alters the nature of the aura surrounding the Paragon. Rather than repelling hostile targets, the aura reflects damage dealt on those within the area of effect, including damage inflicted by ranged attacks. Any target that inflicts damage on those within this area are consumed

by heavenly fires and may make a Willpower Test to avoid some or all of this damage. The amount of damage inflicted is equal to the difference between the Passion's Aura Test Result and the results of this Willpower Test. Mystic Armour protects against this damage. Additionally, the aura is not dispelled if the targets remain within the area of effect regardless of the results of their Willpower Test.

WRATH OF PASSION

Talent: Passion's Aura

Rank: 8

Strain: 2

This Talent Knack (often named more specifically after the patron Passion, such as Wrath of Garlen) alters the nature of the aura surrounding the Paragon. Rather than repelling hostile targets, the aura damages any that lie within its area of effect. Any hostile targets within this area may make a Willpower Test to avoid some or all of this damage. The amount of damage inflicted is equal to the difference between the Passion's Aura Test Result and the results of this Willpower Test. Mystic Armour protects against this damage. Additionally, the aura is not dispelled if the targets remain within the area of effect regardless of the results of their Willpower Test.

PASSION'S GUIDING SYMBOL

Talent: Passion's Guard

Rank: 6

Strain: 2

This Talent Knack (often named more specifically after the patron Passion, Garlen's Guiding Symbol, for example) allows the adept to enhance the light emanation from his shield when using Passion's Guard. The adept may use this shield as a light source equivalent to that given off by a medium light quartz in the direction the shield is facing. A symbol favoured by the Passion is prominently displayed in the centre of the shield when this Knack is used.

SUMMON PASSION'S AVATAR

Talent: Summon [Harbinger]

Rank: 15

Strain: 3

The adept may summon the physical manifestation of his patron Passion to his current location by making a Summon Test against the Passion's Spell Defence. This requires the use of ritualistic rites that take an hour to prepare. The adept must be very cautious about using this ability as he is likely to invoke the ire of the Passion if it is for frivolous reasons.

Otherworld Blues

By Jacob D C Ross

Introduction

The players are tasked with determining the cause of several glitches in the system of a new entertainment craze. Their adventure will take them to the terminator dividing the daylight of the real world and the night of cyberspace.

Setting

This adventure can be set on virtually any developed world that has reached TL 12+. Worlds with a high degree of corporate presence and few restrictions on cybernetic implants work best. The corporation listed here, Spinward Marches Altered Reality Tritronics Corporation, or SMART-Co, can be replaced with any other corporation present in your own campaign.

SMART-Co

The Players find themselves in the lobby of SMART-Co's local headquarters. They have either answered a help add or been summoned by way of using a Contact or Ally to get this job. Their handler for this mission, Ms. Zteffani Gammaro, will meet them at the lobby and direct them to her office on the first floor. Perceptive characters will notice they are not being given the star treatment by their bosses. Read the following description aloud:

A tall, lithe and stunning woman with hair colored in alternating strands of blonde and red wearing a flamboyant business suit approaches the group. When she reaches you she pauses very briefly before engaging each of you with a smile and a firm handshake.

'My name is Zteffani Gammaro, and I will be your handler,' the woman introduces herself, 'Gentlemen, time is passing. If you would please follow me to my office.'

Zteffani will explain that SMART-Co requires the players to discreetly investigate certain suspected malfunctions within their entertainment program OtherWorld. It seems players have been reporting memory gaps or lost time after playing OtherWorld. SMART-Co suspects a rogue player has been hacking the system for some as yet undetermined reason. The players will be undercover as regular OtherWorld players. Zteffani informs the players that the job pays 500 credits and includes a free OtherWorld chip. The players will now have a chance to ask a few brief questions of Zteffani regarding their mission.

Zteffani knows a good deal of information, and will be helpful, up to a point. Zteffani will not reveal any trade secrets she is aware of. If she is asked, Zteffani will reveal the following information: the amnesia incidents have been ongoing for three weeks and SMART-Co has no leads as of yet, some of the amnesiacs have committed small crimes during the times when they claim to have no memory, the majority of cases have been reported following sessions in a nearby arcade called Neth's and SMART-Co has indeed sent an investigative team of their own, but the team failed to find anything concrete. (In fact, the other team has turned up dead, but Zteffani will not share that information with the players and will lie if asked directly. Characters who attempt to catch her in a lie via psionics will find that Ms. Gammaro is in fact a robot.)

After the discussion is concluded, the players are taken to a nearby room where they are to receive OtherWorld chips. The chips are direct neural implants and it takes 15 minutes of surgery to correctly implant the chip. The players will then awaken with no ill effects from the surgery and Zteffani will instruct the players on how to activate their chips.

As the players' game chips activate, the world gradually changes in front of them. First, a floating menu appears in each player's field of vision, approximately half a metre in front of their face. The menu resembles a "character creation" display similar to those found in contemporary role-playing video games. Players may use this time to devise an appropriate avatar and choose a game theme. For simplicity's sake each player should choose the same theme in this adventure and for the rest of this scenario the OtherWorld objects and characters will be described in medieval terms, although referees are free to use whatever theme they desire. Zteffani instructs the group:

'You will notice your character creation options in front of you. Advanced characters are allowed access to special abilities and powers, but for now the only thing that need concern yourselves with is choosing the look of your avatar. It would make things simpler for your investigation to simply start your characters off at a higher level, but we believe that the persons responsible for these malfunctions has sufficient resources to crack our central database and could easily discover doctored characters, thus blowing your cover.'

'OtherWorld plays quite similarly to real life. You are given quests, which you may undertake on your own or in a group. Quests consist of real-world travel to predetermined locations and interaction with server-generated puzzles and Non Player Characters. Any other active player within 50 metres of your position will be alerted to your presence. This allows other players to join quests or to engage in mock player-versus-player combat.'

'Speaking of combat, fights in OtherWorld go down in much the same manner as a regular brawl or gunfight. You will find that in such battles your opponents cannot knock you back or

Zteffani Gammaro	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
Perceived Age 23	7	11	10	11	9	8

Admin 1, Carouse 2, Computers 1, Diplomat 2, Gun combat (pistols) 1, Melee combat 1, Persuade 3, Steward 3. Pheromone Emitter

throw you, and you feel no particular fatigue. If your hit points are depleted, you will not be able to participate until you have at least five hit points again. Hit points are regenerated at a rate of one every five minutes and may also be recovered by the use of in-game items or abilities. Additionally, there are no psionic abilities in OtherWorld. Each character receives a number of hit points equal to ten plus their character level.

'Characters increase in level after obtaining a number of experience points equal to their next character level plus one, squared. You receive one experience point for every five points of damage done to OtherWorld Non Player Characters and other players. At each level you will receive five enhancement points with which to improve your character, by purchasing powers and abilities or a greater number of hit points. I doubt that any of you will be playing long enough to advance very far in this game, so I believe that that is all, gentlemen.'

With a polite but dismissive nod, Zteffani gestures to the door. The players should now engage in their first OtherWorld quest. As a note to the Referee, experience is gained in OtherWorld only from actual damage delivered to an enemy. So if a powerful character delivers 42 damage to a Non Player Character with total Strength, Dexterity and

Endurance of 20, the player only scores 20 experience points. Also, characters will begin the game armed with a melee weapon appropriate to their setting that does 1D6 damage and a single point of armour. For this scenario weapons will be referred to as swords.

With a melodious chime like a swaying crystal chandelier, a human figure dressed as a medieval court jester materialises in front of you. Turning to face each player he begins, 'Welcome to the grandest quest of them all, novice warriors! For your first task, you'll all need to make your way to the village of Pinedale. It is but a short walk, but be careful that you do not let down your guard. Minions of the enemy may be afoot!'

The jester vanishes in a spray of sparkling particles and the city environment instantly changes to into a medieval town. Buildings are all in the same place, but they are now outlined in a bright blue haze and seem to be made of cobblestone, rather than modern construction materials. Players and other real-world items are also outlined in blue. Non Player Characters and computer-generated items are outlined in green. People not involved with the game still appear as themselves, which gives a jarring effect of ruining the illusion.

The quest takes the players half a kilometre to the west. Along the way they encounter first five Weak Minions, here seen as peasant brigands, and then at the goal location run into two more Weak Minions and Medium Minion, here seen as a brigand leader. On average this will provide a total of 29 experience points; enough for three characters to level up. For this game players should probably just purchase more hit points, which are bought at a rate of one extra hit point for every enhancement point spent.

Following the fight at the end of the quest, the jester will reappear and give each of the characters who participated three experience points. At this point the players will receive an alert of a nearby human player. Seconds later, a hulking figure in ornate, spiky armour wielding a chain mace appears from the East. The figure is able to attack the characters before OtherWorld's customary player-versus-player request is given to the characters.

The battle is likely to go against the players, due to the fact that the new player has a high pool of hit points and much stronger equipment. If the new player is reduced to 20 or fewer hit points, then he will shout loudly and in a deep baritone, 'Invisible retreat!' and disappear from the player's vision. Should the new player win, he will quickly head off to the

Minions*	Strength	Dexterity	Endurance	Intelligence	Level
Weak Minion	6	6	6	4	1
Skills	Melee 1				
Medium Minion	8	7	6	4	2
Skills	Melee 2, Gun Combat 1				
Strong Minion	10	9	7	4	3
Skills	Melee 3, Gun Combat 2				

*These are the skeleton statistics for a variety of enemies to be used with any theme desired. Unless otherwise noted, damage done by OtherWorld Non Player Characters is always 1D6+Level. Non Player Characters appear wielding appropriate weapons. Damage done to Non Player Characters is taken directly from Characteristics, as Non Player Characters do not have a hit point total.

Armoured Figure	Strength	Dexterity	Endurance	Intelligence	Education	Hit Points
Unknown Player	6	10	5	12	7	80
Skills and Items:	Athletics 2, Melee (blade) 3, Tactics (Virtual) 2, 4D6 Sword, Armor 7					

The Armoured Figure has also purchased an energy ray ability and can attack with it once every two minutes, doing 5D6 damage to hit points. He will not use this ability in the first encounter, as he can see the players' levels and hit point pools.

Otherworld Blues

West. The player will be heard to shout 'None shall vanquish Red Bone!' as he leaves. If any player decides to deactivate their OtherWorld chip, they will find themselves unable to do so until the new player is out of sight.

Noting the glitch in the game, the players would do well to record the time that the fight was initiated, and to message the incident to SMART-Co. The players will realize that Red Bone is somehow able to circumvent OtherWorld's rules and deduce that tracking him down will cause the investigation to progress. If Red Bone managed to escape while invisible, the players will not know the direction Red Bone ran. A quick reference to the local map network will reveal that a quarter kilometre to the West is Neth's Arcade, a popular spot for OtherWorld players to gather and play. If the players do not think to check the map network, then an 8+ Investigation Roll will put the players on the track of Red Bone.

Part Two

Neth's Arcade is a short run from the players' current location. The players should make it there without incident. Once inside, read the following description aloud:

The arcade is obviously quite popular. Despite its massive space the place is filled with people of all ages, many of whom are waiting in long lines for brief turns at the latest holographic entertainments. Loud, obnoxious music blares and flashing lights serve to disorient you. As you push past the crowd you can see that a special area has been set aside with a large sign advertising it as the home of an exclusive OtherWorld quest area.

The players have not seen what Red Bone looks like in person, so in order to find him they will need to engage in another OtherWorld encounter. Entering the OtherWorld area costs 10 credits per hour. Inside the area is set up as a maze with configurable walls. Known to players as Neth's Dungeon, this area is popular and filled with many other players. The encounters within are at a higher level than the players' previous encounters, so they would be wise to ally themselves with more experienced OtherWorld players.

Asking any of the dozen OtherWorld players congregating at the entrance of the dungeon about Red Bone's location earns a cold shoulder. It seems that the other players are afraid of Red Bone, but one or two will silently nod, indicating that Red Bone is within the dungeon. As the players enter, read the following aloud:

Within this portion of the arcade the walls shift. You now see yourselves in a stone corridor, light with pale torchlight. Grey water drips from the mouldy ceiling. Ahead you can hear the bellowing of Red Bone taunting real and imaginary foes.

At this point the players will likely wish to take on Red Bone in the real world. It should be noted that they have no legal authority to detain a civilian, but as he has shown evidence of hacking SMART-Co's system he will seem to be their man. Add to that the fact that the hacking incidents have caused potential harm to citizens and the players may have a good probable cause for a citizen's arrest, depending on the local law. The players may wish to have at least one member deactivate their OtherWorld chip in order to apprehend Red Bone while others keep him distracted in the game, or they may all gang up on him.

Any players who deactivate their OtherWorld chips on finally reaching Red Bone are in for a bit of a surprise. Red Bone is a fourteen-year-old boy. His Characteristics are the same as what are presented for the Armoured Figure, but his Social Standing is three. Arresting a dangerous adult hacker is one thing, beating up a child is another matter entirely. The players can attempt to restrain the boy, or succeed at a 6+ Persuade Roll to intimidate him into compliance. When the players succeed in restraining the boy, he will reveal his name as Timmy Chavhose. He is a brat who speaks mostly in slang. A search of his person reveals a hand-held network device that has been allowing him to bypass OtherWorld rules. Read the following aloud:

"Come on, froods, don't take my pad! That was a prize for being the omega champ! Ultra-black secret but it's mine true and quad!"

A competent player asking the right questions will learn that a man claiming to be a SMART-Co employee gave him the device a few weeks ago. Timmy will admit to a couple incidents of amnesia, but has not connected incidents to the time he spends playing OtherWorld. At this point the players may contact Zteffani Gammario with their findings. Zteffani will direct the players to return to SMART-Co headquarters. They may also wish to set out for SMART-Co without contacting Zteffani. If the players do not contact Zteffani, then they will have to avoid police patrols on their way back, due to Timmy reporting the players to the arcade management. If the players contact Zteffani, she will anticipate this turn of events and SMART-Co will use their resources to divert the police away from the players.

Part Three

If the players contacted Zteffani after taking Timmy's pad, then on the way back to SMART-Co, the world will shift slightly. It takes a successful Investigate 10+ check to notice. After a minute of walking, each player will begin to see the other as a threat. The Referee can use a previously-encountered enemy Non Player Character. He should describe it to the players by saying that the enemy appears near them, giving no indication that the players are seeing their companions as enemies. OtherWorld imagery will now no longer be outlined in blue or green; the players are locked into an OtherWorld illusion. They should realise this as soon as they finish the first round of combat, having hurt their companions.

It seems that the hacker responsible for the amnesia incidents has hacked into the players' OtherWorld chips. It will take a Difficult Computers Roll to deactivate the chips. If the players are carrying any EMP devices they may use them to deactivate the chips, but this will damage any unshielded implants or equipment on the player's person. If the players have not deactivated their chips and continue to head back to SMART-Co, they will end up actually unwittingly walking away from the building, which will take another Investigate 10+ Check to notice. If the players do not notice this, then they will walk into another building, and eventually end up on

the roof before realising where they are. The safest option is to call Zteffani and request a pick-up service.

Once back at SMART-Co the game chips will deactivate, due to Zteffani alerting security to activate an override defence measure in the vicinity of SMART-Co's property. Zteffani will recognise the device that the players took from Timmy Chavhose as a prototype she saw in the laboratory of a SMART-Co employee named Silas Ainley. Ainley's lab is located on the fifth floor of the building, and he will be confirmed to be at work. As the players are still on the job, they should accompany Zteffani to Ainley's lab. If the players reach SMART-Co without contacting Zteffani and avoid police patrols then it is likely no one in the party will realise the danger posed by their OtherWorld chips.

As the doors to Ainley's laboratory open, Zteffani will call for Ainley to submit to the players. Ainley is not without his tricks, however. Secret modifications to his portion of the building mean that whether or not SMART-Co raised an OtherWorld chip override field, Ainley can instantly activate the players' chips against their wishes. Additionally, four small turrets with the power of laser pistols will emerge from the rear wall facing the entrance to the lab. The turrets attack as if each had a Dexterity score of 10 and have Structure 8. Ainley himself is unarmed, but can make use of neural implants to sabotage SMART-Co's headquarters computers. Ainley will not speak except to decry SMART-Co's corporate policies and the corruption that he perceives in the local government.

The turrets will open fire immediately. Ainley will attempt to charge past the players, altering his appearance to become invisible.

This will not affect any player who has had their OtherWorld chip disabled permanently, as with an EMP device. Zteffani will also not be affected by Ainley's tricks, but will be busy firing on the turrets, due to her programming demanding that she first take action to protect SMART-Co employees. Should any character injure Ainley, even bare-handed, the programmer will fall to the floor, convulsing and foaming from the mouth. If Ainley is captured without being harmed, he will then activate a suicide pill hidden in a tooth.

After the turrets and Ainley are neutralised, Zteffani will thank the players and call for medical teams to tend to any of the players' wounds. Should any of them be seriously wounded, the scene should skip to SMART-Co's infirmary, if not, then the epilogue will take place in Zteffani's office.

Epilogue

Zteffani will thank the players for their service and as an incentive to keep their mouths shut about a SMART-Co employee being responsible for the amnesia incidents she will double their pay. The players will gain SMART-Co as a Patron and Zteffani as a Contact. Agents using the supplement *Agent* can make her an Informant using the Administrative Assistant statistics. As a service robot, however, Zteffani has no need for money and will thus offer her services free of charge, but will only offer help against SMART-Co's competition.

Nothing will be known about Silas Ainley's motivations. A search of his apartment by SMART-Co security will turn up nothing linking him to any group.



Silas Ainley	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
Age 32	4	6	4	14	12	5
Computers 3, Engineer (electronics) 2, Physical sciences (electronics) 2*						

*Ainley is an Apocalyst hacker. Information on hackers can be found in the supplement *Agent*.



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Mongoose Publishing Product Guide

April 2011

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