

MONGOOSE PUBLISHING PRESENTS

• Signs & Portents 84 • September 2010 • MGP 5584 •

Also This Month: Cthonian Stars - More Teasers • Earthdawn - Boons & Banes of Nature • News - OOP Sale

TRAVELLER

SPECIAL SHIPS EDITION



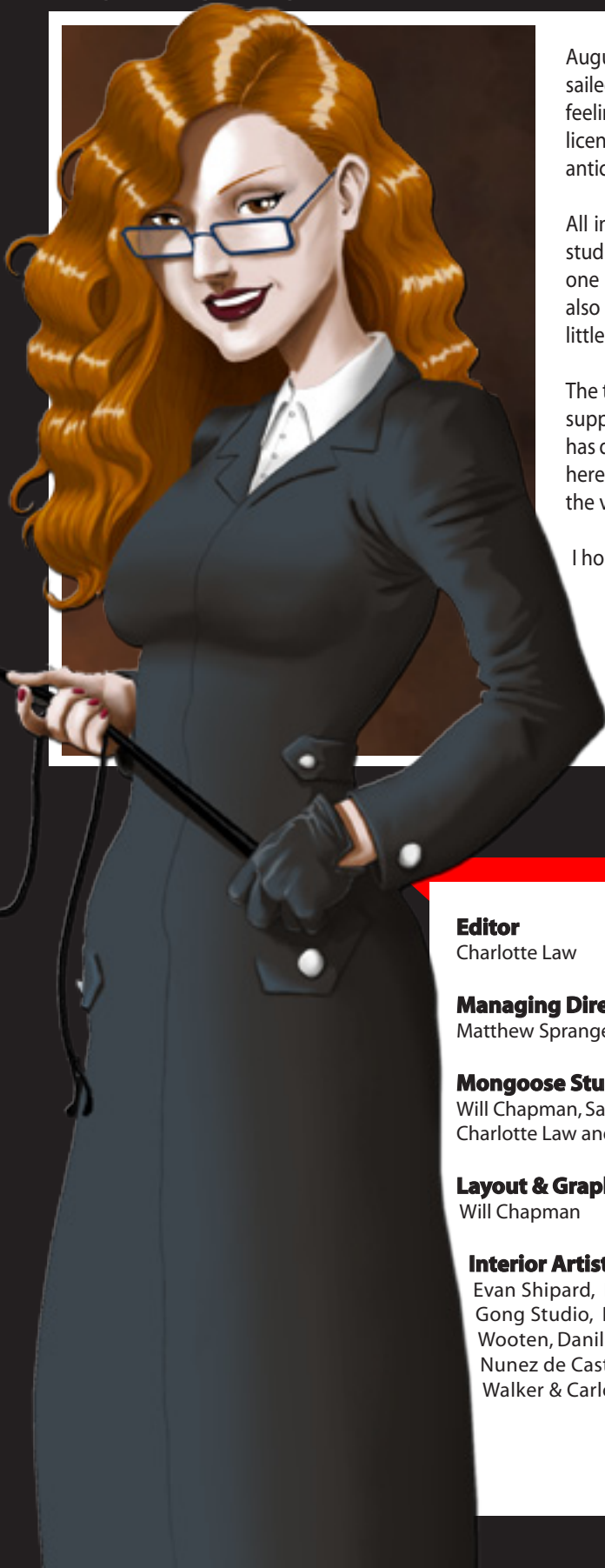
PS Signs & Portents

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Editorial



August was a very good month at Mongoose Publishing. Lots of books sailed through the production process and off to the printers leaving us all feeling very proud of ourselves. We also heard very good news regarding licences for future releases (await Matt's announcement with eager anticipation!).

All in all a good month has been had by all so Matthew is rewarding the studio staff with our yearly trip to the Cotswold Wildlife Park. We sponsor one of their banded mongooses so it is only right that we go to visit it. It also gives us a chance for some team bonding and to let our hair down a little after a very busy summer.

The trip usually involves our "who can touch the most animals you are not supposed to" competition and this year there is a new giraffe exhibit that has dramatically increased the stakes... there is a free ice cream on the line here people! We will be sure to take lots of photos of us all "ka-kawing" at the various animals for your amusement!

I hope you all have a great month, I know we will!

Charlie

Credits

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Mongoose News

By Matthew Sprange

Speak Spanish?

Mongoose is currently looking for a full-time contracted Spanish Translator for its range of roleplaying products.

The ideal candidate would be a native Spanish speaker with a good knowledge of roleplaying games, based in the UK within reach of our Swindon HQ.

Persons interested should contact Matthew Sprange at msprange@mongoosepublishing.com

PDF Prices Plummet

Mongoose Publishing has reduced the pricing of all of its products at [DrivethruRPG.com](http://rpg.drivethrustuff.com), across the board. This is not a sale, but a permanent reduction!

Check out our huge range of books, new and old, at;

http://rpg.drivethrustuff.com/index.php?manufacturers_id=45

New Vikings

Written by Pete Nash, the all new *RuneQuest Vikings* book, resplendent in its blue leather cover, is due for release this month. Vikings brings to life both the history and the myths of the most fierce-some warriors to take to the sea! From Adventurer creation to vicious foes to face in battle, this book leads you through everything you need to start a complete

campaign based in Viking society. We have posted a preview on our web site to get you salivating at all the berserk goodness - you can download it freely from;

<http://www.mongoosepublishing.com/home/detail.php?qsID=1824>

December Releases

We have just posted Mongoose's November releases on our web site and there are some special treats for the start of winter. A few of the highlights include;

Wraith Recon: The latest setting for *RuneQuest II*, where you are cast as a member of an elite special forces team, defending a great kingdom from the insidious enemies that surround it. A high fantasy setting, this is all-action adventure and excitement for *RuneQuest*!

760 Patrons Second Edition: A complete monster, a real leviathan of a book, we have completely re-written the first 760 Patrons from the ground up, to use the 'classic' patron/adventure seed format. With this book and a ready made sector, you really can run a complete campaign with very little preparation.

In From the Cold: Culled from the pages of *White Dwarf* and converted to the latest edition of *Dragon Warriors*, this book is a compilation of some of Dave Morris' finest work in RPGs.

Sector Fleet: An extensive guide to the Imperial Navy of the Spinward Marches, featuring everything you needed to know to flesh our naval encounters and bases.



Extra News

SALE **OUT OF PRINT**

Here at Mongoose we are planning oodles of new miniatures games for a 2011 release - and that means it is time to clear the warehouse of lots of boxes of older, now out of print goodies.

Our loss being your gain, we are proud to present a range of older Mongoose products, all at very keen prices that are going to keep you in gaming goodness for months to come! You can find all these bargains at the link below.

Items on sale include;

- SST Grizzly and Cougar Exosuits
- Battlefield Evolution box sets
- RuneQuest 1st edition
- D&D 4th edition supplements
- Babylon 5 RPG
- 2000AD graphic novels

Prices start from just 99p!






The Awesometer

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

AWESOME

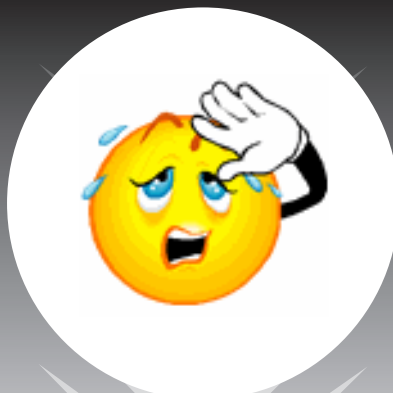
Charlie's TOP 5

Animals that she would like to touch on the office trip to Cotswold Wildlife part (top five animals that she actually touches will appear next month for then sake of comparison!).

-  Giraffe – They are new to the park and Matt has promised me an ice cream if I pull this off – the stakes are high!
-  Sloth – Slow moving but tricky to get at due to the enclosure.
-  Ring Tailed Lemur – They are in an exhibit that you walk through so they run around you but there is always a pesky keeper watching!
-  Rhino – I believe that you should always dare to dream!
-  Penguin – always easy to touch as they are so friendly but they are tradition!



Apparently were in for an Indian Summer so for the third month running were counting on the weather to bring us the Awesome this month (if you live in the UK you should understand)



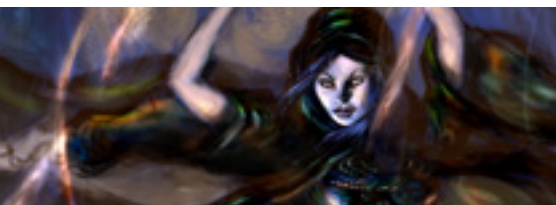
And naturally what comes with warm weather is an uncomfortable 'meh' as after all that groaning we get the right outcome only to bemoan our blasted luck... what a country

GRUESOME

The Timeline

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

September: Cults of the Young Kingdoms goes forth!



October: Wrath of the Magnamund Bestiary



November: Wraith



Quote of the Month

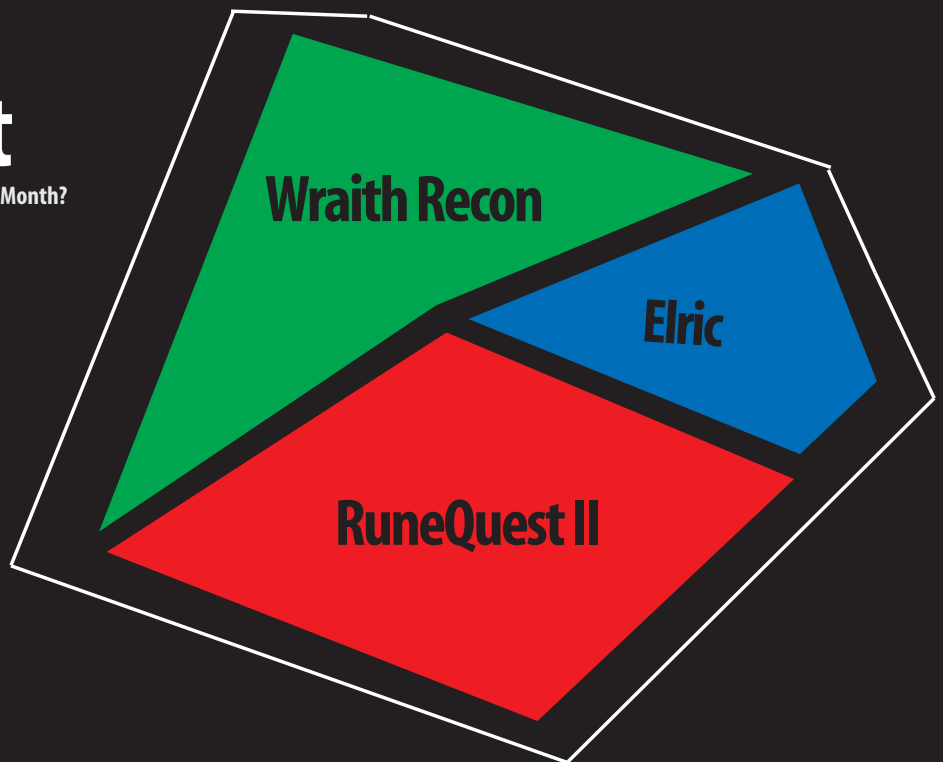
Which phrases have been flying around the office more than the dogs ball?

'Charlie, if you can touch a Giraffe i will treat you to an Ice Cream'

This month's quote comes from our own glorious leader here at Mongoose. Early September will see our yearly studio outing to visit our adopted mongoose at Cotswold Wildlife Park. This year they have a new giraffe exhibit and Matthew is determined to include it in our "who can touch the most animals that they are not supposed to" competition. Check out who wins in next month's S&P!

The Time Chart

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



Recon blown wide open



December: Cybernetics for Traveller

TRAVELLER

January: More love for the new Eric line

Michael Moorcock's
ERIC
OF MELNIBONÉ

September 10 Releases



Cults of the Young Kingdoms expands upon the material found in the Cults chapter of the Elric of Melniboné rules. Herein you will find more information concerning the natures of the Lords of the Higher Planes, new cults, new Gifts and Compulsions, new religious approaches and new professions related to them.

Essentially, this book is for those Elric Games Masters and characters who wish to immerse themselves in the ways of Law, Chaos, Elements and other supernatural forces abroad in the Young Kingdoms. It aims to extrapolate material from the Elric saga, adding depth to the intrigue Michael Moorcock has created, allowing Games Masters and Players to become greater exponents of the higher powers as they characters struggle to make sense of the world around them.

Cults of the Young Kingdoms
Price: \$24.99
Format: Hardback (120 pages)

The world is changing, and allegiances shift. Trusted allies are a blade's width from bitter enmity; ruthless new players carve out their territory while old kingpins crumble, choking on their last breath. Keep watch on your allegiances, or face alone the knives of yesterday's friends.

The world is changing, and the war evolves. Expert killers endlessly refine their craft in cold laboratories, grim academies, and bloodstained streets; new weapons of horrifying power are built and bought, sold and stolen. Keep watch on the war, or be numbered amongst its countless victims.

Features

The next book from Brutal Games is entitled 'Incorporated Volume 1' and is a collection of pieces which were either produced as PDFs only, available in Signs & Portents or have been written for the game but were not appropriate to the theme of existing books.

*New rules for crashing vehicles, permanent wounds, martial arts, calling in backup, cyberlin psychosis and reducing the power of NPC cannon fodder.

*A style generator with hundreds of clothing options, hairstyles, tatoos, quirks and oddities.

*New playable corporations including BobCo and Kalari

*A range of in depth missions

*A selection of new NPCs

*And much more....

Incorporated volume 1
Price: \$24.99
Format: Softback (128 pages)





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

From a secret government spy to a freelance espionage agent, this book expands the Agent career and provides new hooks designed to get the most from such characters. From infiltration techniques to advanced equipment, no professional Agent should be without the best aid available. Included is a brand new type of Agent, the Bounty Hunter, perfectly suited for Traveller campaigns where every credit is vital, and no questions are asked on how it is received.

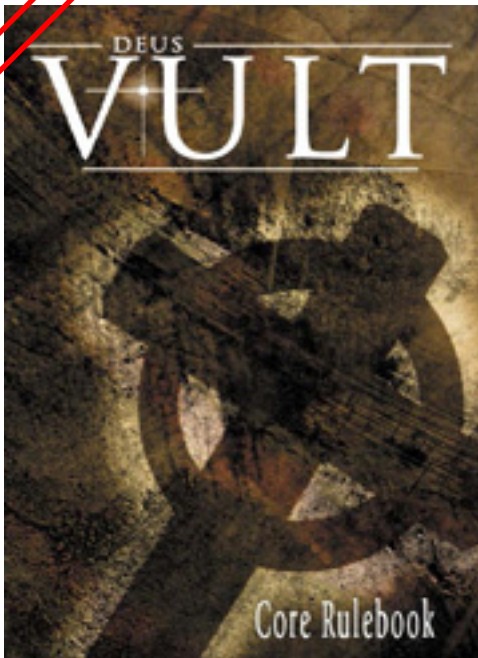
LBB5 Agent
 Price: \$14.99
 Format: Softback (120 pages)

The mightiest of nations in Northern Magnamund is fully explored and detailed in this sourcebook for the Lone Wolf Multiplayer Gamebook. Intended as a resource for both games masters creating adventures and players wanting to know more about the land of the Kai Lords, this book covers the people, cities, and history of Sommerlund, from its earliest days of founding to the current trials against the Darklords.

Sommerlund
 Price: \$19.99
 Format: Softback (128 pages)



September 10 Releases



Deus Vult
Price: \$44.99
Format: Hardback (176 pages)

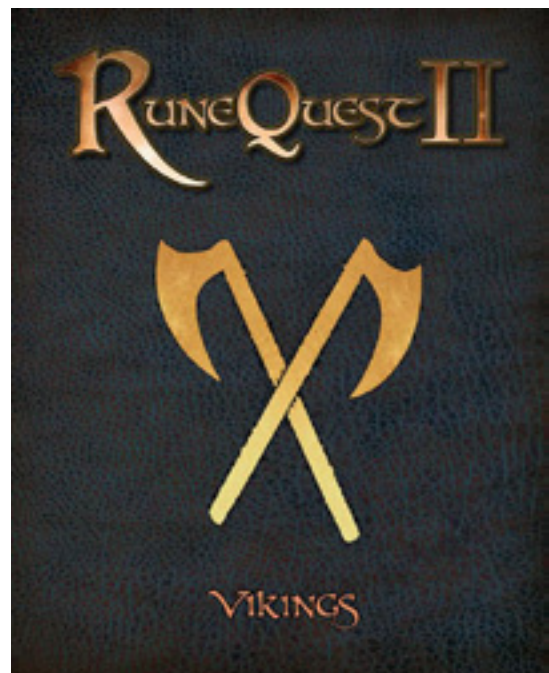
En 1095, à l'appel du pape Urbain II, rois et chevaliers d'Europe s'apprêtent à partir en croisade pour libérer la Terre Sainte. Une clameur unanime s'élève vers les cieux : Deus Vult ! Dieu le Veut ! Bientôt, la clameur devient tumulte : chevaliers, paysans, martyrs, fanatiques ... par milliers, ils grossissent les rangs des croisés ! Une grande vague de folie vertueuse va s'abattre sur le monde...

Dans les ombres, d'autres ont entendu ce cri. Depuis le temps des apôtres, ils protègent l'église contre tous ses ennemis, naturels ou surnaturels. Moines guerriers au corps endurci et détenteurs d'antiques secrets, ils répondent eux aussi à l'appel de la croisade : ils seront les Instruments de la Volonté Divine.

Fin du douzième siècle. Saladin a reconquis le Royaume de Jérusalem et la Sainte Cité est une fois de plus aux mains des Sarrazins. L'Europe est rongée par les hérésies et la sorcellerie tandis que les nobles s'entredéchirent en vaines querelles. Même l'église est en proie à la corruption ! Le monde a besoin d'être sauvé, par n'importe quel moyen... Nul ennemi, sorcellerie, doute ou crainte n'empêchera les moines de l'Ordre d'accomplir la Volonté Divine. Deus Vult !

A complete setting and background book for RuneQuest II, Vikings brings to life both the history and the myths of the most fierce-some warriors to take to the sea! From character creation to vicious foes to face in battle, Pete Nash leads you through everything you need to start a complete campaign based in Viking society.

Vikings
Price: \$29.99
Format: Hardback (136 pages)





Glorantha

THE SECOND AGE

MONGOOSE PUBLISHING

www.mongoosepublishing.com

Ships for Traveller

By Andrew Welty

Command Boat

Meant to serve as a command ship for task forces it carries a command craft but can still operate without this if one is not available. There are extra staterooms for the command staff and a couple of briefing rooms that can be used for planning fleet operations. The docked command craft is designed to drop right out of the hull and get away quickly if there is an emergency. This ship adds its own firepower to the battle as well as offering protection for the crew. Some lower tech systems that can afford to do so have purchased this vehicle for their own use, importing parts and technicians as needed to service the ship.

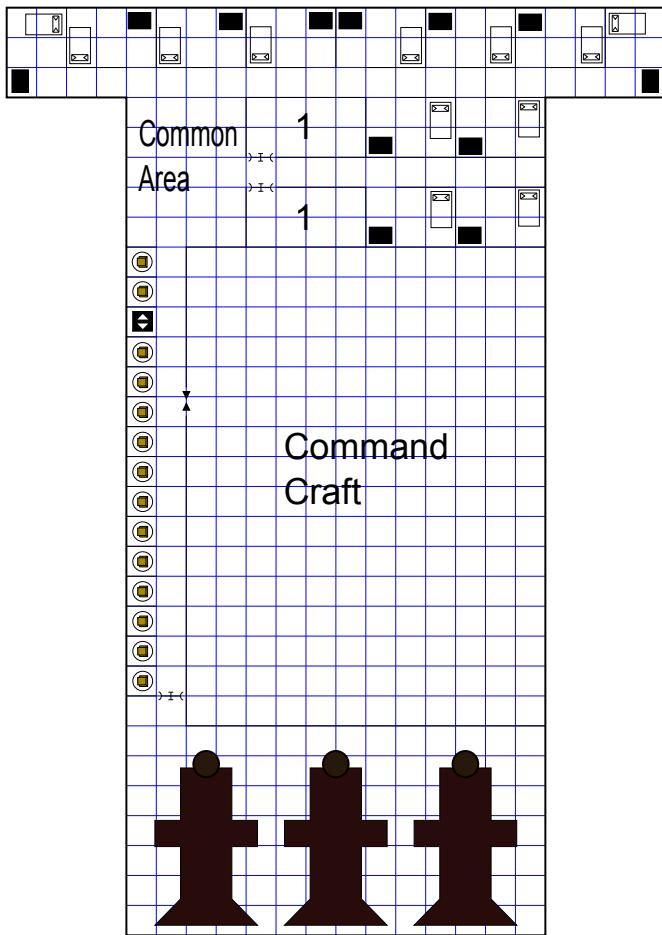
The normal crew compliment is 22 consisting of: captain, three pilots, navigator, medic, two engineers and 12 gunners. Plus five crew for small craft, 20 marines and various general officers depending on the command needs at the time. The command boat is a Technology Level 15 design.

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

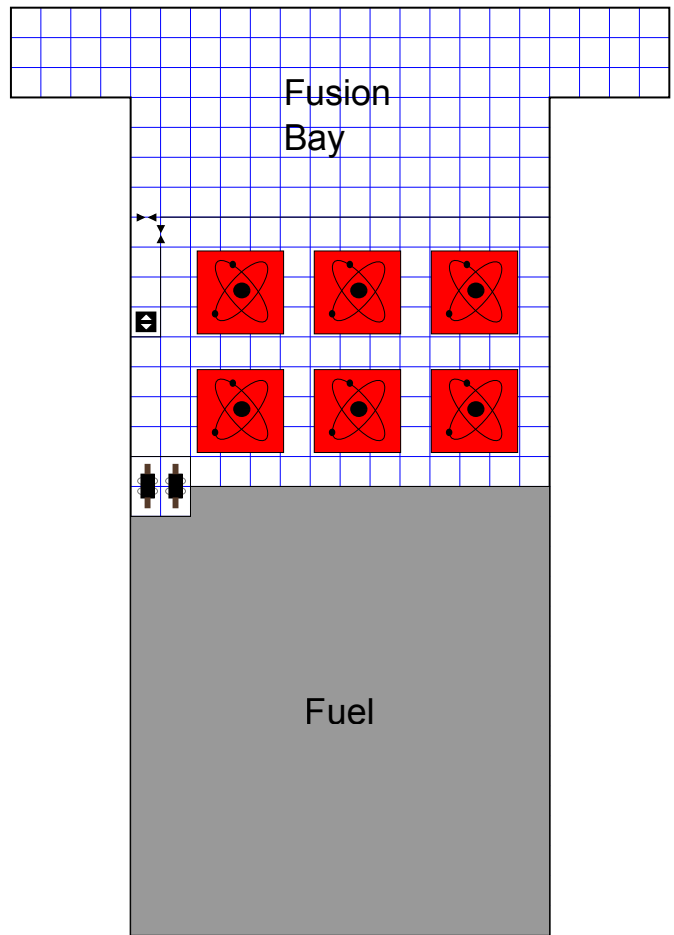
Command Boat			Tons	Price (Mcr)
Hull	1,000 Tons	Hull 20		100
	Streamlined	Structure 20		10
	Radiation Shielding			250
	Self-Sealing			10
Armour	Crystaliron	12	150	60
Jump Drive	None			
Manoeuvre Drive	X	Thrust 6	43	88
Power Plant	X		67	176
Bridge		Holographic	20	6.25
Computer	Model 5 fib	Rating 25		15
Electronics	Military Countermeasures	DM +6, Enhanced Signal Processing	22	33
Weapons	Bays	2x Large Fusion Bays (TL 15)	122	64
	Turrets	4x Triple Beam Laser (TL 9) Accurate	4	19
		4x Particle Beam (TL 10) Very High Yield	4	25
Screens		2x Nuclear Damper (TL 14)	30	75
		Meson Screen (TL 14)	15	75
Fuel	132 tons	Six weeks of operation	132	
Cargo	24.5 tons		24.5	
33 Staterooms			132	16.5
Extras	Fuel Processor	40 tons / day	2	0.1
	33 Escape Pods		17	3.3
	2x Briefing Room		8	1
	Pinnacle	Full Hangar	52	22.511
	Command Craft		100	127.3266
	Repair Drones		10	2
	System Linkage			0.05
	Armoury		6	1.50
	Armoured Bulkheads	Bays	20	4.040
		Turrets	0.8	0.16
		Screens	6.0	1.2
		Bridge	2	0.4
		Manoeuvre Drive / Power Plant	11	2.2
Software	Manoeuvre/0			
	Evade/3	Rating 25		3
	Fire Control/5	Rating 25		10
	Auto Repair/2	Rating 20		10
	Library			
Maintenance Cost (monthly)				0.0909
Life Support Cost (monthly)				0.088
Total Tonnage & Cost			1,000	1,090.38384

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

1. Briefing Room
2. Armoury
3. Ship's Locker
4. Airlock
5. Common Area

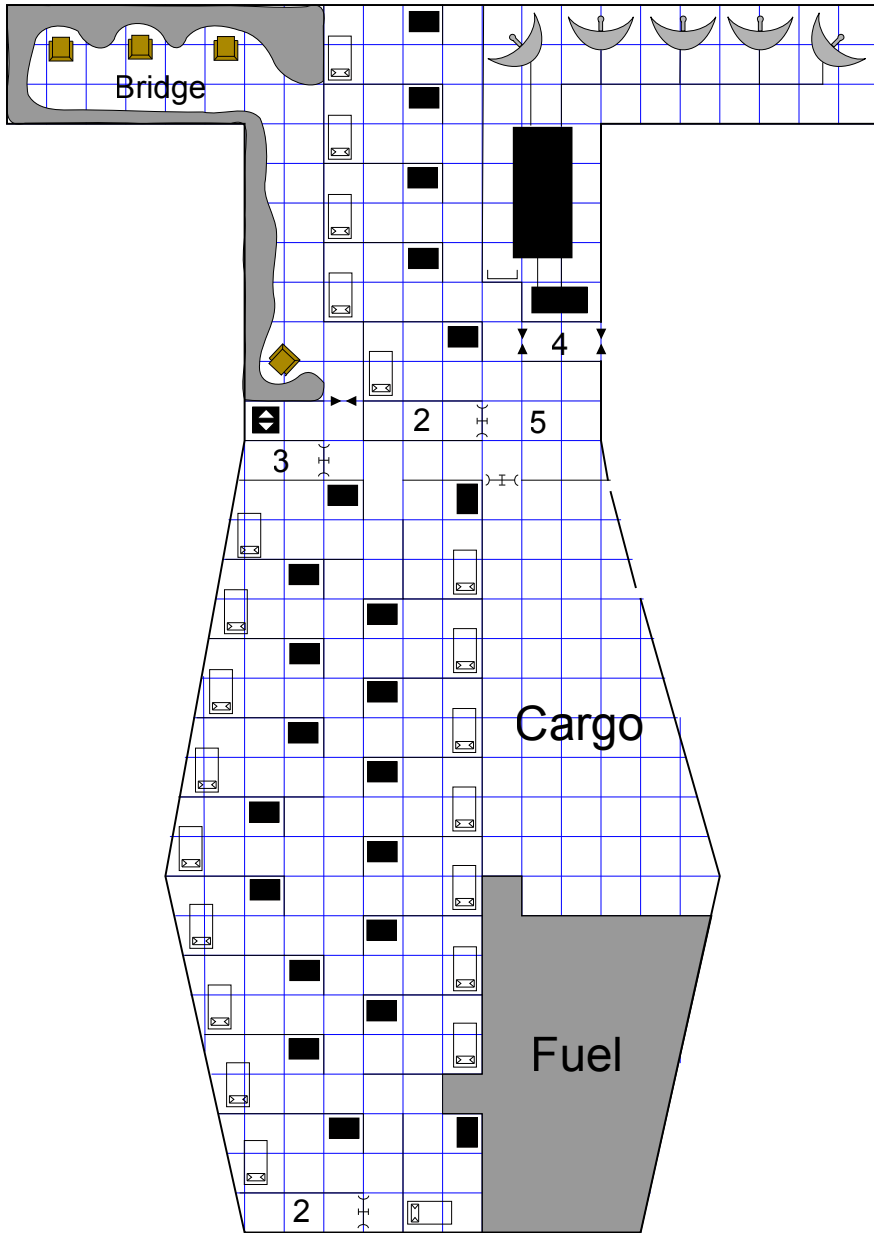


Deck 1

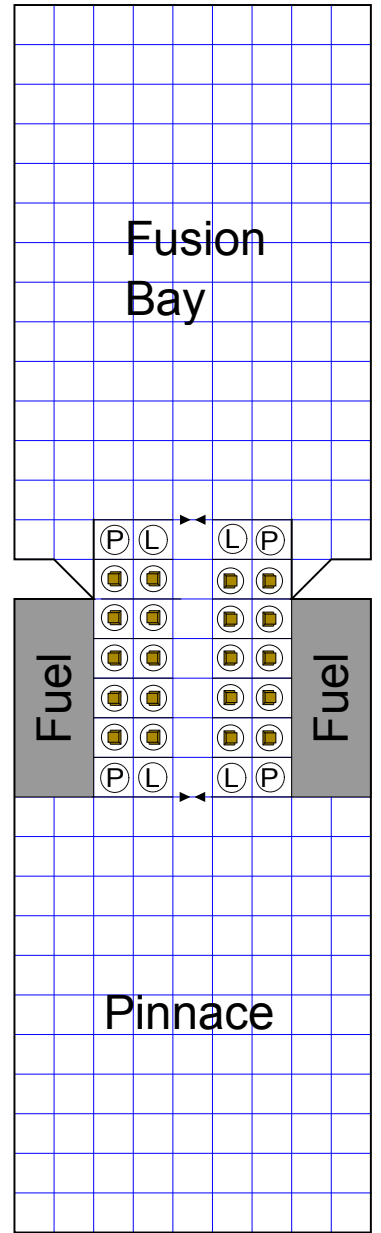


Deck 2

Ships for Traveller



Deck 3



Deck 4

Command Craft

The command craft is designed as a mobile command bridge that can be linked up to other ships as needed. Also acts as a life boat protecting the command staff in case of an emergency. This is not designed to house the command staff or crew for an extended period of time.

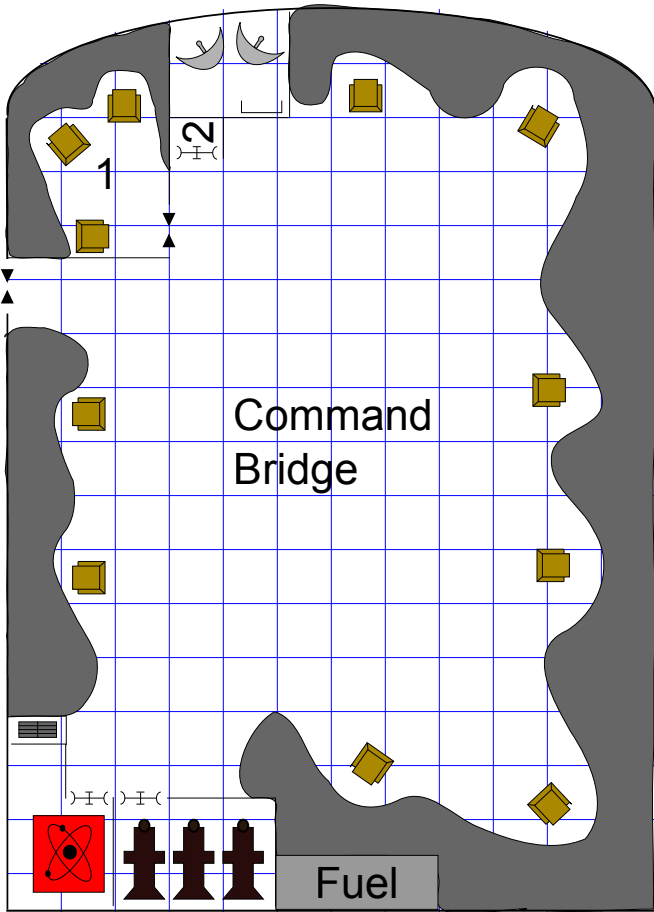
The command craft uses a crew of three consistent: pilot, navigator and engineer. The command craft is a technology level 12 design.

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

System Linkage: This allows connections between the various systems (sensors, bridge, power and so on) of two or more ships. Can be used between craft in a hangar or using docking clamps. With the link in place all data is shared between the two craft. This is a complete connection, one crafts bridge could be used as the bridge of the other craft for example, though this only allows limited control if the bridge is smaller then that required for the other craft. The connections are setup so they can be easily severed. This costs Cr. 50,000 and both ships must be equipped this way for the connection to be made.

Command Craft			Tons	Price (Cr)
Hull	100 Tons	Hull 2		2,000,000
	Streamlined	Structure 2		2,000,000
	Self-Sealing			1,000,000
Armour	Crystaliron	4	5	400,000
Manoeuvre Drive	sE	Thrust 1	3	4,000,000
Power Plant	sE	Rating 1	2.4	5,000,000
	Solar Panels		0.24	24,000
Bridge	Control Cabin for 2		6	1,000,000
Computer	Model 3 fib	Rating 15		3,000,000
Electronics	Basic Military	DM +0	2	1,000,000
Weapons	None			
Fuel	1.5 tons	Eight weeks of operation	1.5	
Cargo	.36 tons		0.36	
Extras	Command Bridge		80	120,000,000
	System Linkage			50,000
Software	Manoeuvre/0			
	Evade/2	Rating 15		2,000,000
	Library			
Total Tonnage & Cost			100	127,326,600

Ships for Traveller



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

1. Control Cabin
2. Cargo

Dragon

The dragon class of ship is used for special operations. These were designed to carry heavy firepower behind enemy lines and disrupt things as much as possible. Besides the loss of the supplies from ships destroyed behind enemy lines the intent is to also pull larger ships away from the front lines for patrol or escort duty to protect shipping.

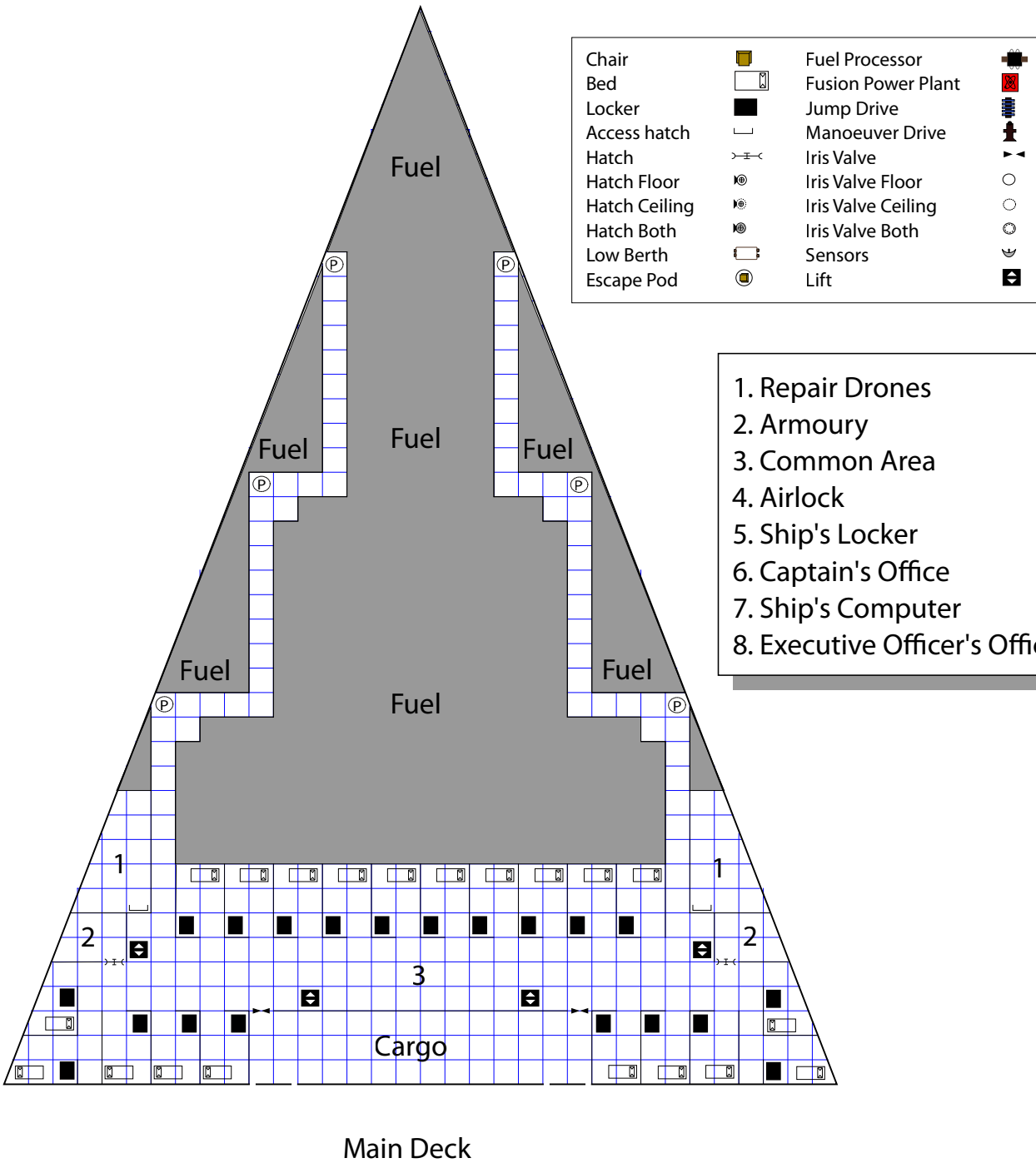
Standard operating procedure calls for jumping in with the first priority being refuelling so as to be able to make another jump as the need arises. Usually these ships do not stay in one place too long but jump out to another system once they have destroyed what they can, possibly deeper into enemy territory. Designed to operate alone in enemy territory for long periods of time without resupply they do not carry any expendable munitions relying on its powerful array of energy weapons instead.

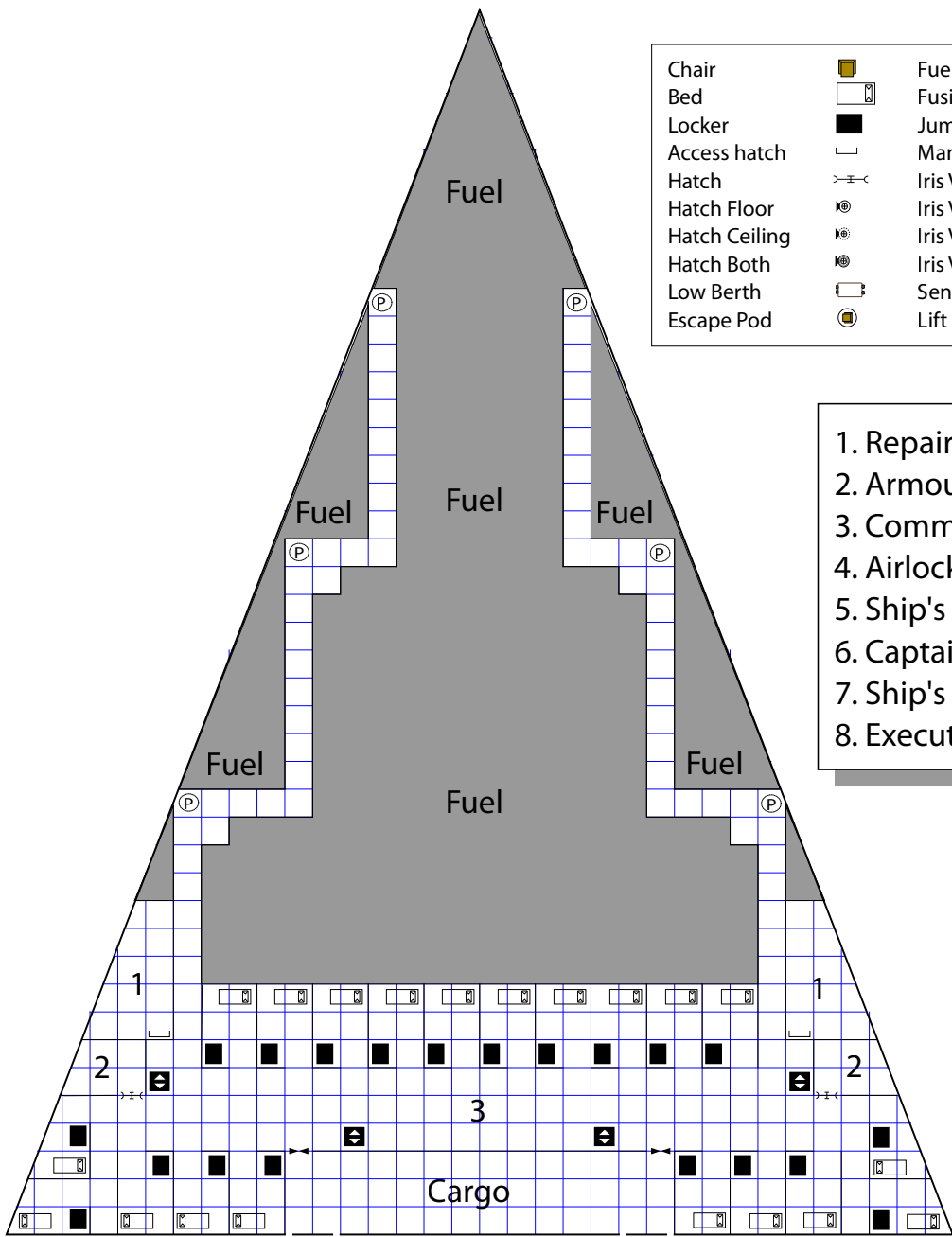
The normal crew complement is 24 consisting of: captain, executive officer, communications officer, medic, two pilots, navigator, three engineers and 14 gunners. Usually there is a complement of 20 marines on board. The pinnacle is usually crewed by the regular ships crew or the marines.

Only a few of these ships have been built but the shipyard is practiced at it and this ship qualifies for the 10% discount for a standard design.

Dragon				Tons	Price (Mcr)
Hull	1,200 Tons (TL 15)	Hull 34			180
	Streamlined	Structure 34			18
	Stealth				120
	Radiation Shielding				300
Armour	Bonded Superdense	10	100		150
Jump Drive	Q	Jump 4, Stealth (TL 15)	72		281.25
Manoeuvre Drive	Q	Thrust 4 (TL 11)	21.75		120
Power Plant	Q	(TL 15)	34.5		240
Bridge			40		6
Computer	Model 4fib	Rating 20			7.5
Electronics	Military Countermeasures	Enhanced Signal Processing	22		33
Weapons	Bays	2 x Large Meson Gun TL14	122		400
	Turrets	4 x triple beam laser TL12	4	Accurate, Long Range	28
		6 x particle beam turret TL 11	6	Accurate, High Yield	54
Fuel	570 tons	One Jump-4, six weeks of operation	570		
Cargo	35.75 tons		35.75		
25 Staterooms			100		12.5
Extras	Pinnacle	Standard Hangar	40		20.11
	Repair Drones		12		2.4
	Armoury		6		1.5
	Briefing Room		4		0.5
	Fuel Processor	200 tons/day	10		0.5
Software	Manoeuvre/0				
	Jump Control/4	Rating 20			0.4
	Library				
	Fire Control/4	Rating 20			8
	Evade/2	Rating 15			2
	Auto Repair/2	Rating 20			10
Maintenance Cost (monthly)					0.15
Life Support Cost (monthly)					0.068
Total Tonnage & Cost			1,200		1778.09

Ships for Traveller



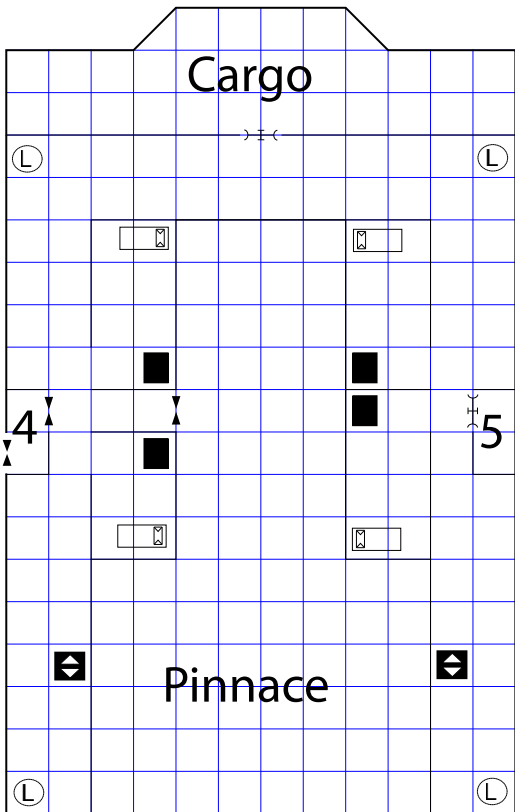


Chair		Fuel Processor	
Bed		Fusion Power Plant	
Locker		Jump Drive	
Access hatch		Manoeuvre Drive	
Hatch		Iris Valve	
Hatch Floor		Iris Valve Floor	
Hatch Ceiling		Iris Valve Ceiling	
Hatch Both		Iris Valve Both	
Low Berth		Sensors	
Escape Pod		Lift	

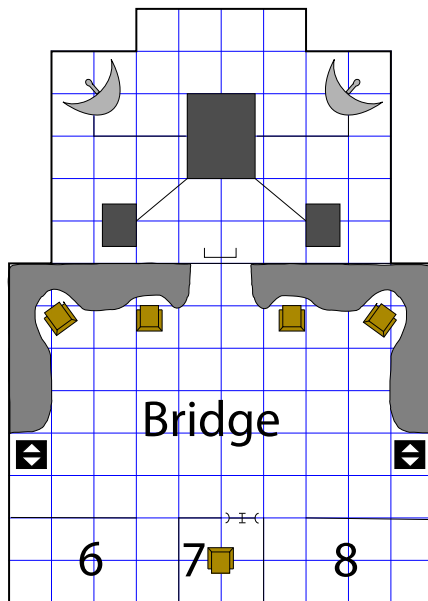
1. Repair Drones
2. Armoury
3. Common Area
4. Airlock
5. Ship's Locker
6. Captain's Office
7. Ship's Computer
8. Executive Officer's Office

Main Deck

Ships for Traveller



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



Dual Use Fighter

This fighter can be used to strafe targets on the ground or work as part of a fighter screen against other ships. The gauss gun has a high rate of fire and has a magazine containing 12,000 rounds of ammunition. Fast and manoeuvrable can make short work of targets on the ground while being hard to hit. The dual use fighter is a Technology Level 12 design.

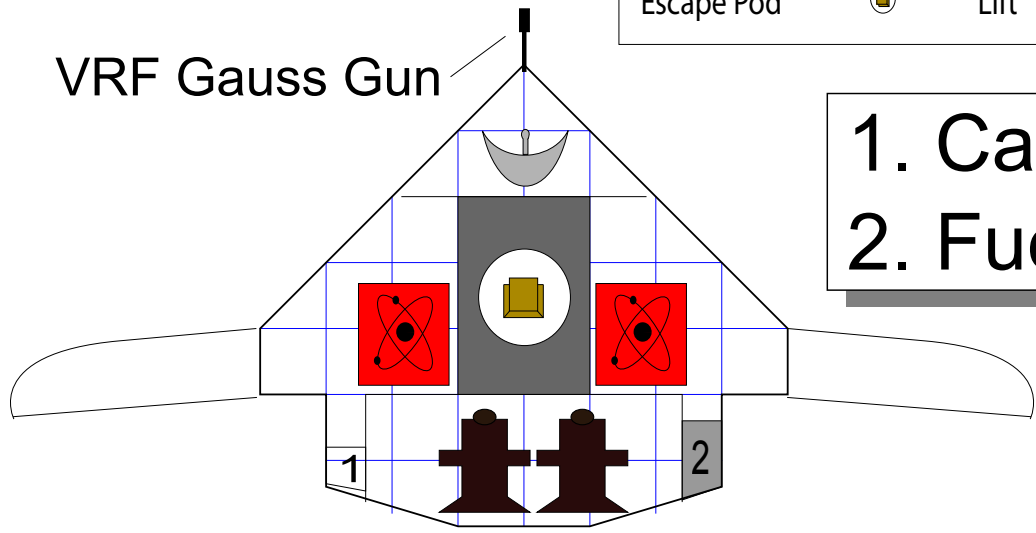
This is a standard design for which the 10% discount applies.

Dual Use Fighter			Tons	Price (Cr)
Hull	10 Tons	Hull 0		1,000,000
	Streamlined	Structure 1		100,000
	Aerofins		0.5	50,000
Armour	Crystaliron	4	0.5	200,000
Manoeuvre Drive	sE	Thrust 10 (TL+2)	2.25	5,000,000
Power Plant	sG	Rating 12	3	6,000,000
Bridge	Cockpit for 1		1.5	100,000
Computer	Model 3	Rating 15		2,000,000
Electronics	Basic Civilian	DM -2	1	50,000
Weapons	Fixed Mount	Pulse Laser	1	1,000,000
	Anti-Personnel Mount	VRF Gauss Gun		200,000
Fuel	.15 tons	One day of operation	0.15	
Cargo	.1 tons		0.1	
Software	Manoeuvre/0			
	Fire Control/3	Rating 15		6,000,000
	Evade/2	Rating 15		2,000,000
	Library			
Total Tonnage & Cost			10	21,330,000

Ships for Traveller

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

VRF Gauss Gun



1. Cargo
2. Fuel

Escort Carrier

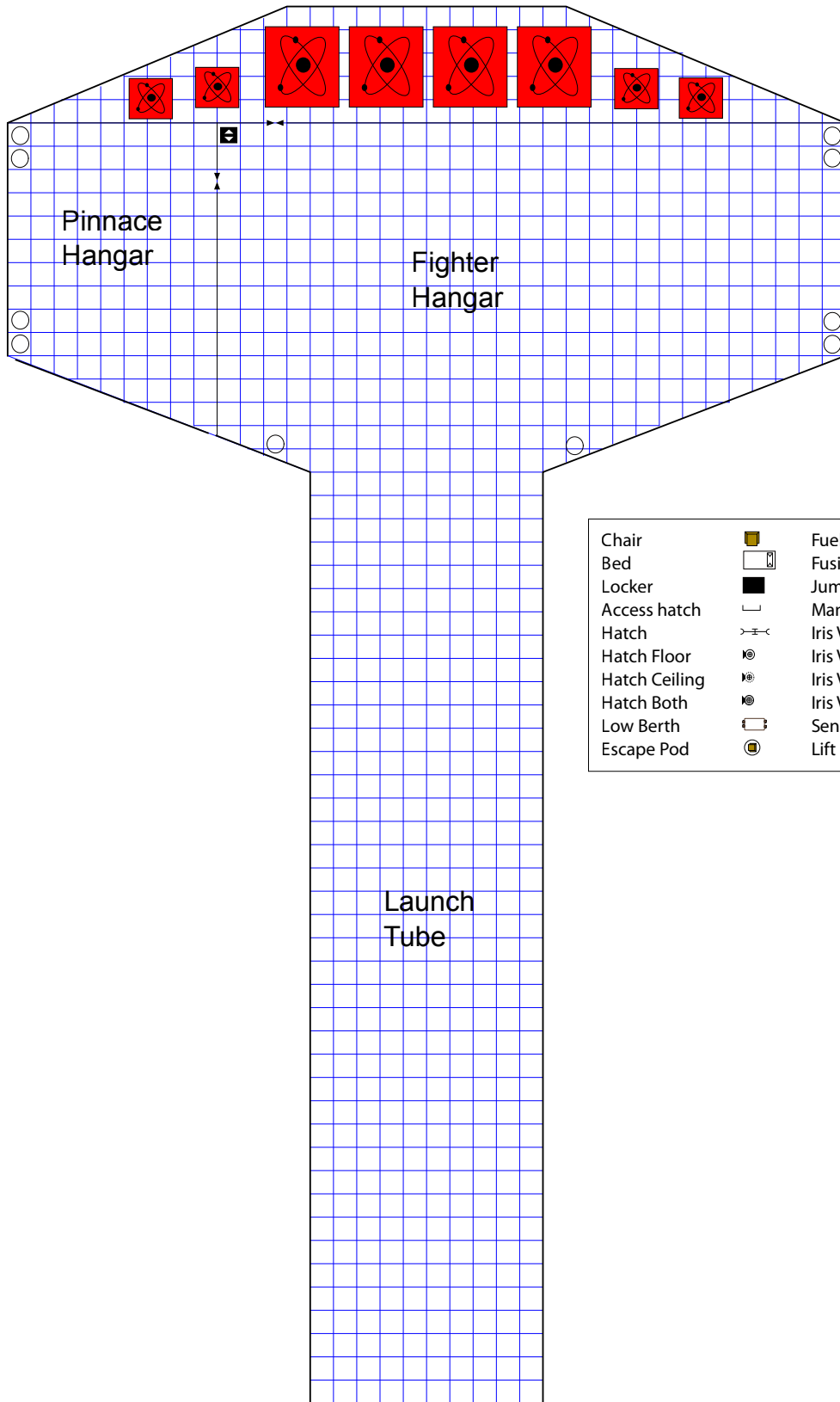
Used for escorting other ships, the fighter complement is usually escort fighters that can be deployed to help protect the ships in the convey from various points. The carrier itself can also aid in this effort using its own laser turrets. Sometimes used to carry other types of fighters for a particular mission when a larger carrier is not needed.

The normal crew compliment is 59 consisting of: captain, executive officer, three pilots, navigator, four engineers, medic, 14 crew for small, 13 maintenance personnel for small craft, 11 flight support crew, 10 gunners. The escort carrier is a Technology Level 13 design.

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

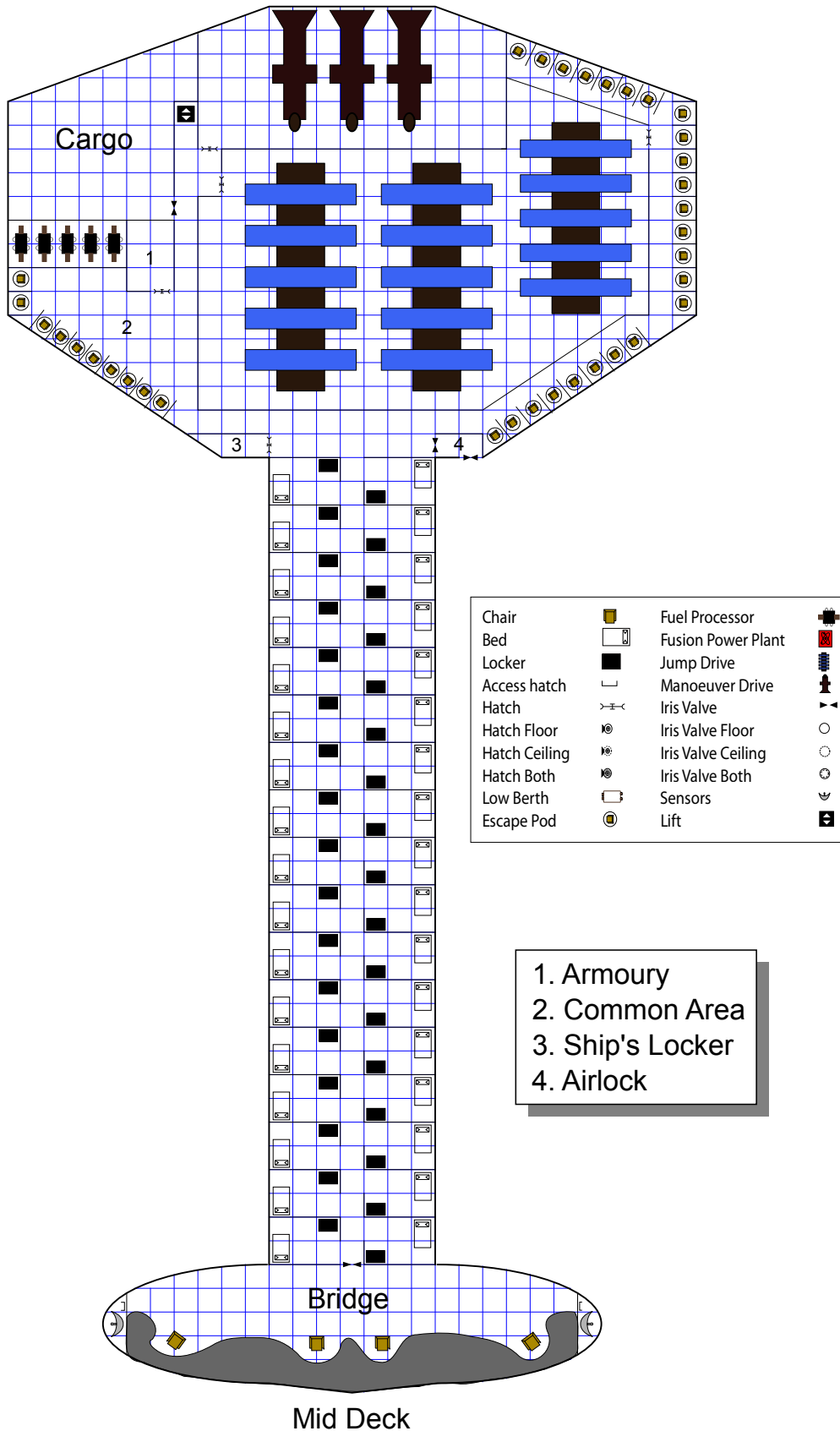
Escort Carrier				Tons	Price (Mcr)
Hull	2,000 Tons	Hull 40			200
Escort Carrier	Streamlined	Structure 40			20
Armour	Crystaliron	8	200		80
Jump Drive	U	Jump 4	100		190
Manoeuvre Drive	U	Thrust 4	37		76
Power Plant	U		58		152
Bridge		Holographic	40		12.5
Computer	Model 4 fib	Rating 20			7.5
Electronics	Advanced	DM +1	3		2
Weapons	Turrets	10 x Beam Laser (TL 11)	Accurate	10	47.5
Fuel	914 tons	One Jump-4, six weeks of operation	914		
	12 tons	Fuel for small craft	12		
Cargo	23 tons		23		
34 Staterooms			136		17
Extras	Fuel Processor	200 tons / day	10		0.5
	34 Escape Pods		17		3.4
	Armoured Bulkheads	Turrets	1		0.2
		Bridge	4		0.8
	Briefing Room		4		0.5
	Armoury		3		0.75
	Pinnacle	Full hangar	52		22.51
	12 Escort Fighters	2 full hangars, 10 standard	126		226.38
	Launch Tube	10 ton craft	250		125
Software	Manoeuvre/0				
	Jump Control/4	Rating 20			0.4
	Fire Control/4	Rating 20			8
	Evade/2	Rating 15			2
	Library				
Maintenance Cost (monthly)					0.09
Life Support Cost (monthly)					0.096
Total Tonnage & Cost			2,000		1,075.4469

Ships for Traveller

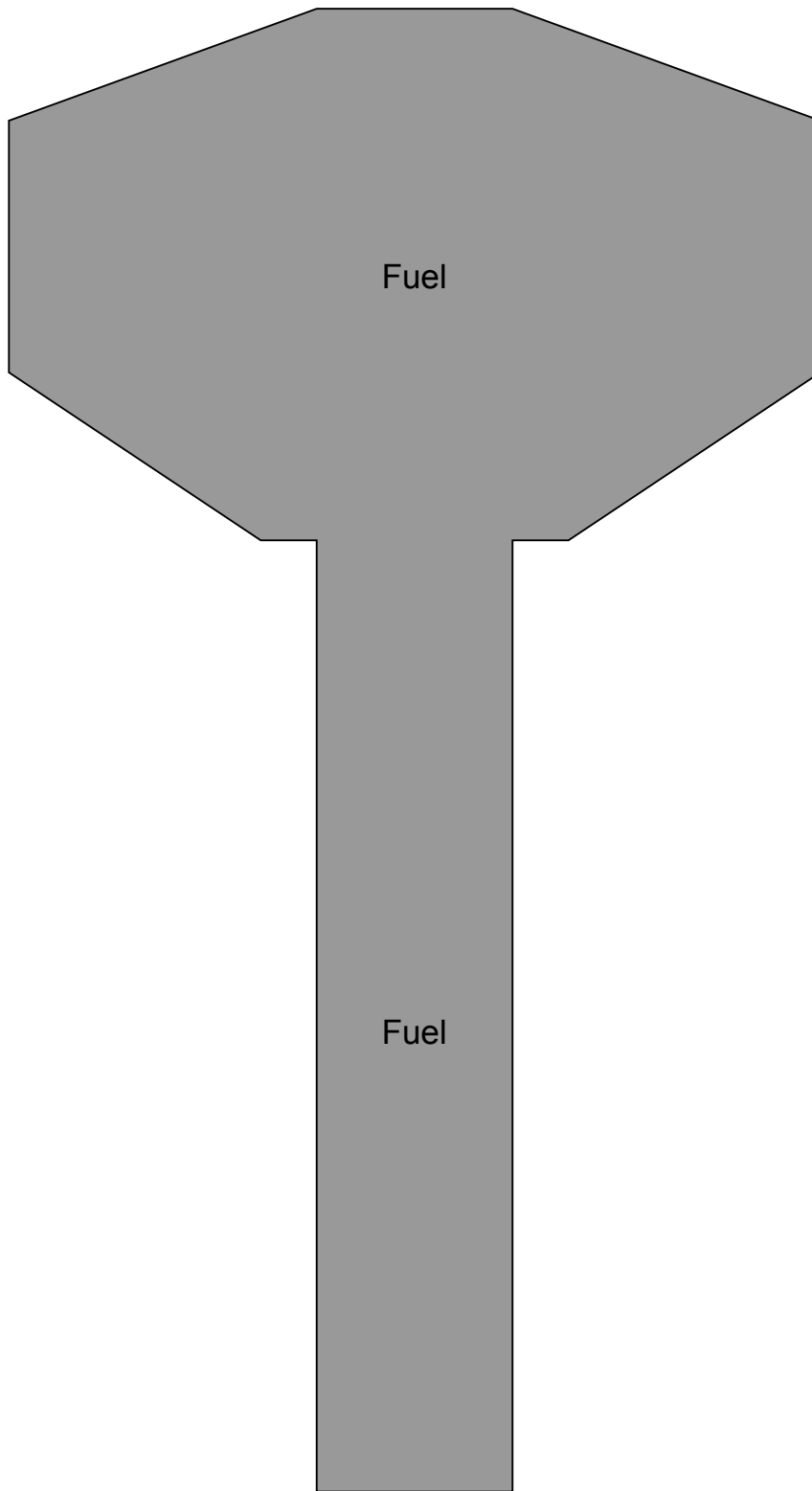


Chair		Fuel Processor	
Bed		Fusion Power Plant	
Locker		Jump Drive	
Access hatch		Manoeuvre Drive	
Hatch		Iris Valve	
Hatch Floor		Iris Valve Floor	
Hatch Ceiling		Iris Valve Ceiling	
Hatch Both		Iris Valve Both	
Low Berth		Sensors	
Escape Pod		Lift	

Upper Deck



Ships for Traveller



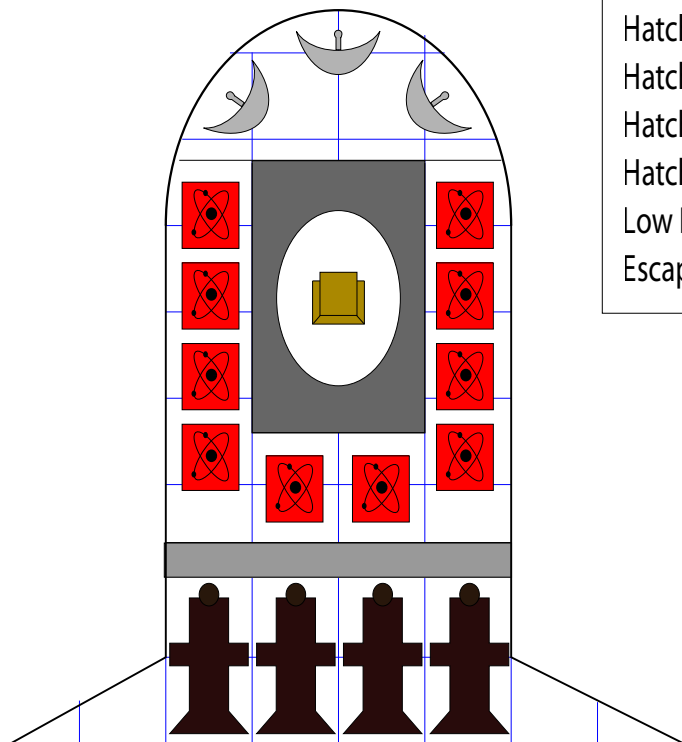
Lower Deck
(8.1 metres high)

Escort Fighter

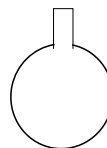
This fighter is commonly used as a fighter screen around unarmoured ships to shoot down incoming missiles. Deployed from small carriers, this is used more by military units. Mercenary companies usually favour other designs. The escort fighter is a Technology Level 12 design.

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

Escort Fighter				Tons	Price (Cr)
Hull	10 Tons	Hull 0			1,000,000
	Standard	Structure 1			
Armour	Crystaliron	6	0.75	300,000	
Manoeuvre Drive	sE	Thrust 10	2.5	4,000,000	
Power Plant	sG		3	6,000,000	
Bridge	Cockpit for 1		1.5	50,000	
Computer	Model 3	Rating 15		2,000,000	
Electronics	Basic Civilian	DM -2	1	50,000	
Weapons	Turret	Beam Laser (TL 11) Accurate	1	1,450,000	
Fuel	.15 tons	One day of operation	0.15		
Cargo	.1 tons		0.1		
Software	Manoeuvre/0				
	Fire Control/3	Rating 15		6,000,000	
	Library				
Total Tonnage & Cost				10	18,765,000



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



Turret mounted
behind cockpit

Ships for Traveller

Military Cargo Transport

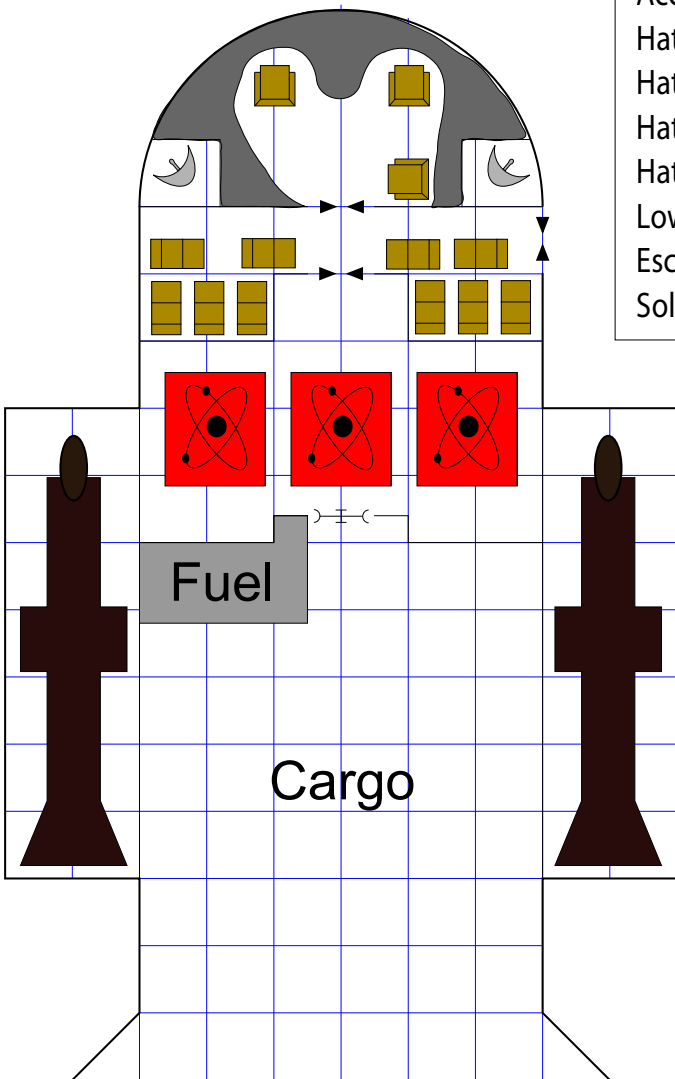
Unlike a civilian version the military cargo transport is expected to be going into hostile areas so it has some armour to protect it from hostile fire, though the preference is for these to be going into areas that are already secured this is not always possible. Used to transport vehicles and other supplies to those on the ground and sometimes some personnel as well.

The normal crew consists of a pilot, navigator and a cargo master. The military cargo transport is a Technology Level 12 design.

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

Military Cargo Transport			Tons	Price (Cr)
Hull	70 Tons	Hull 1		1,700,000
	Streamlined	Structure 1		170,000
	Aerofins		3.5	350,000
Armour	Crystaliron	8	7	680,000
Manoeuvre Drive	sU	Thrust 6	14	28,000,000
Power Plant	sU	Rating 6	9.3	22,000,000
Bridge	Control Cabin for 2		6	250,000
Computer	Model 2	Rating 10		160,000
Electronics	Basic Civilian	DM -2	1	50,000
Weapons	None			
Fuel	1.5 tons	One week of operation	1.5	
Cargo	22.7 tons		22.7	
Extras	Acceleration Couches	10	5	300,000
Software	Manoeuvre/0			
	Evade/1	Rating 10		1,000,000
	Library			
Total Tonnage & Cost			70	49,194,000

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























Ships for Traveller

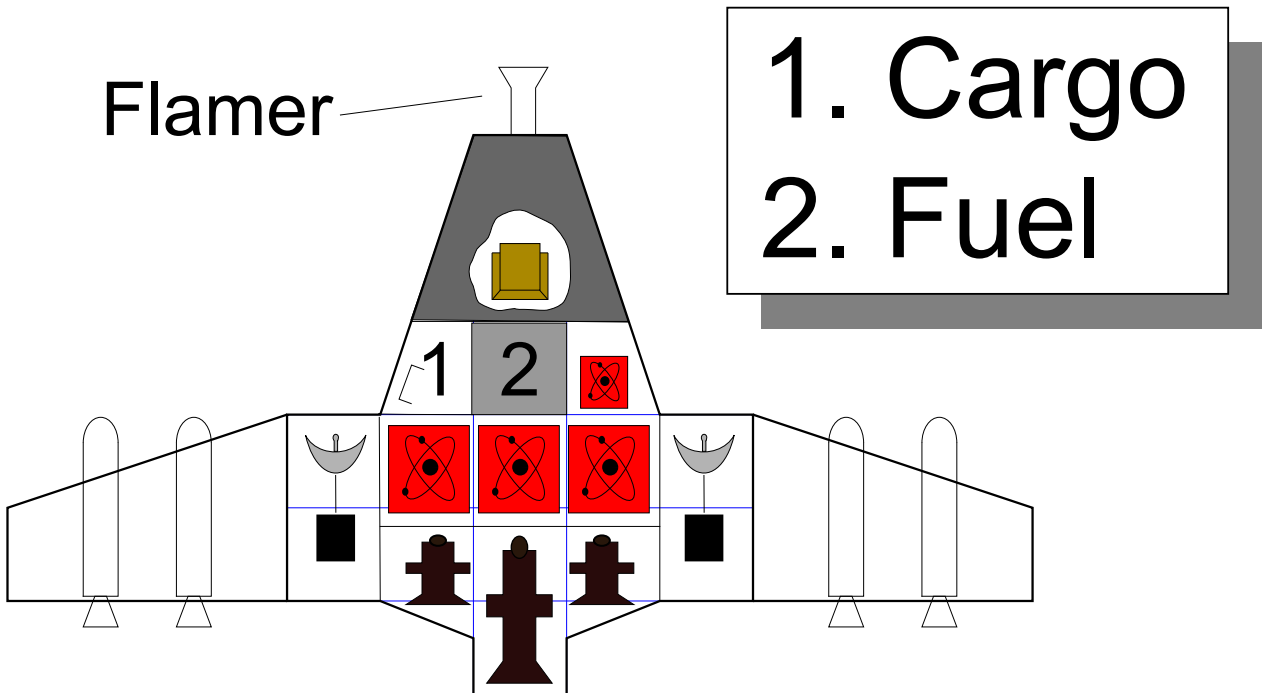
Puff

Designed for an air support role for ground operations, this fighter is not of much use in space but can be effective against ground targets. Can also use its jammers to disrupt enemy communications. Usually either anti-armour or anti-personnel missiles are carried depending on the intended role, multiple fighters may be deployed with some carrying the anti-personnel ones to assist in taking out enemy formations while others carry the anti-armour version to take out tanks and other armoured vehicles. Four tac missiles can be mounted. The flamer uses a 40 round magazine and can be used against either personnel or vehicles. Puff is a Technology Level 12 design.

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

Puff			Tons	Price (Cr)
Hull	10 Tons	Hull 0		1,000,000
	Streamlined	Structure 1		100,000
	Aerofins		0.5	50,000
Armour	Crystaliron	8	1	400,000
Manoeuvre Drive	sD	Thrust 8	2	4,000,000
Power Plant	sD	Rating 8	2.1	5,000,000
Bridge	Cockpit for 1		1.5	100,000
Computer	Model 2	Rating 10		160,000
Electronics	Basic Military		2	1,000,000
Weapons	Anti-Personnel Mount	Heavy Projection Flamer		2,000
	Anti-Personnel Mount	Tac Missiles		
Fuel	.5 tons	One week of operation	0.5	
Cargo	.4 tons		0.4	
Software	Manoeuvre/0			
	Fire Control/2	Rating 10		4,000,000
	Evade/1	Rating 10		1,000,000
	Library			
Total Tonnage & Cost			10	15,130,800

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



Ships for Traveller

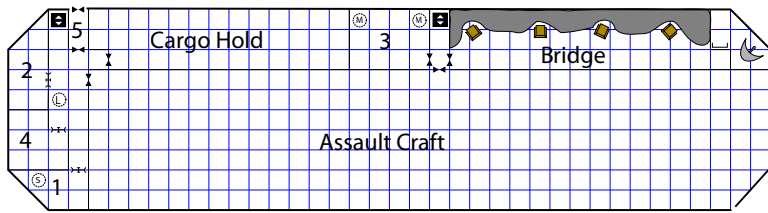
Raider

The raider can take on small settlements, space stations, smaller warships such as SDB's or merchant ships on its own. Can also work within a larger fleet. With its complement of claw fighters and turrets it is a capable combatant on its own. Due to the small cargo capacity it is not uncommon for this ship to work with another with a larger cargo capacity such as the Owatari tender, especially when used for raiding merchant shipping.

The raider requires a crew of eight: captain/pilot, executive officer/navigator and three engineers. Usually eight crew for the small craft, medic, 20 troops and eight gunners are carried as well.

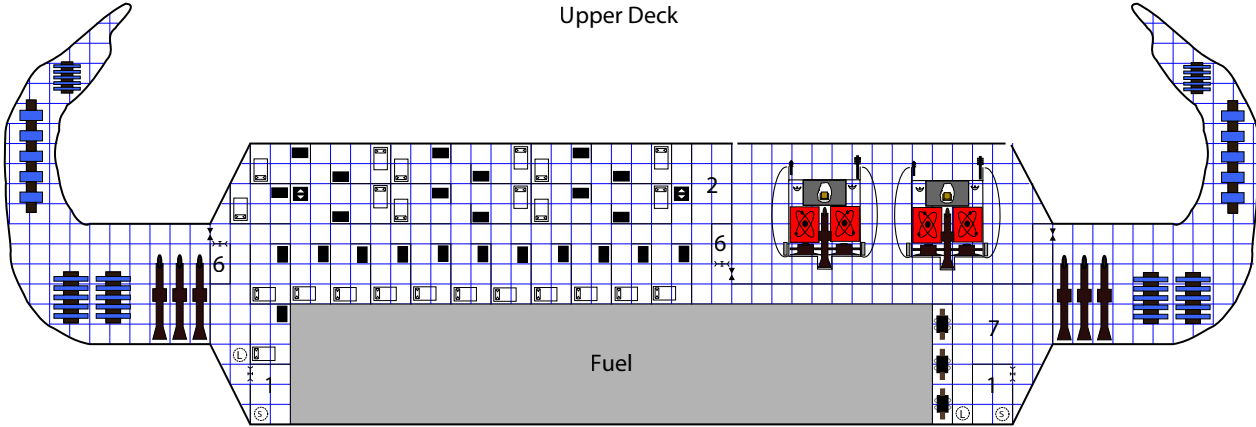
This design is in common usage in the Aslan Hierate and the price reflects the 10% discount for a standard design.

Raider (Kteahearl class)			Tons	Price (Mcr)
Hull	800 Tons	Hull 16		80
	Streamlined	Structure 16		8
Armour	Crystaliron	6	60	24
Jump Drive	K	Jump 3	55	100
Manoeuvre Drive	K	Thrust 3	19	40
Power Plant	K		31	80
Bridge			20	3
Computer	Model 4/fib	Rating 20		7.5
Electronics	Advanced	DM +1	3	2
Weapons	Hardpoint #1	Triple Turret (pulse laser x3)	1	2.5
	Hardpoint #2	Triple Turret (pulse laser x3)	1	2.5
	Hardpoint #3	Triple Turret (pulse laser x3)	1	2.5
	Hardpoint #4	Triple Turret (sandcaster x3)	1	1.75
	Hardpoint #5	Triple Turret (sandcaster x3)	1	1.75
	Hardpoint #6	Triple Turret (sandcaster x3)	1	1.75
	Hardpoint #7	Triple Turret (missile rack x3)	1	3.25
	Hardpoint #8	Triple Turret (missile rack x3)	1	3.25
Ammunition		180 Sandcaster Barrels	9	
		144 Missiles	12	
Fuel	280 tons	One Jump-3, four weeks of operation	280	
	2 tons	For small craft	2	
Cargo	19 tons		19	
24 Staterooms			96	12
Extras	Claw Fighter x4	Full Hangar	52	74.922
	Assault Craft	Full Hangar	117	57.8124
	Armoury		2	0.5
	Shrine		4	0.5
	Fuel Processor	60 tons/day	3	0.15
	Briefing Room	2	8	1
Software	Manoeuvre/0			
	Jump Control/3	Rating 15		0.3
	Fire Control/4	Rating 20		8
	Library			
Maintenance Cost (monthly)				0.04
Life Support Cost (monthly)				0.068
Total Tonnage & Cost			800	467.04

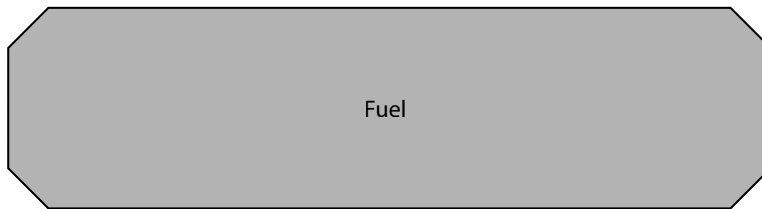


Upper Deck

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



Mid Deck



Lower Deck

1. Sandcaster Barrel Storage
2. Briefing Room
3. Missile Storage
4. Shrine
5. Airlock
6. Armoury
7. Common Area

Ships for Traveller

Serpent Class Scout

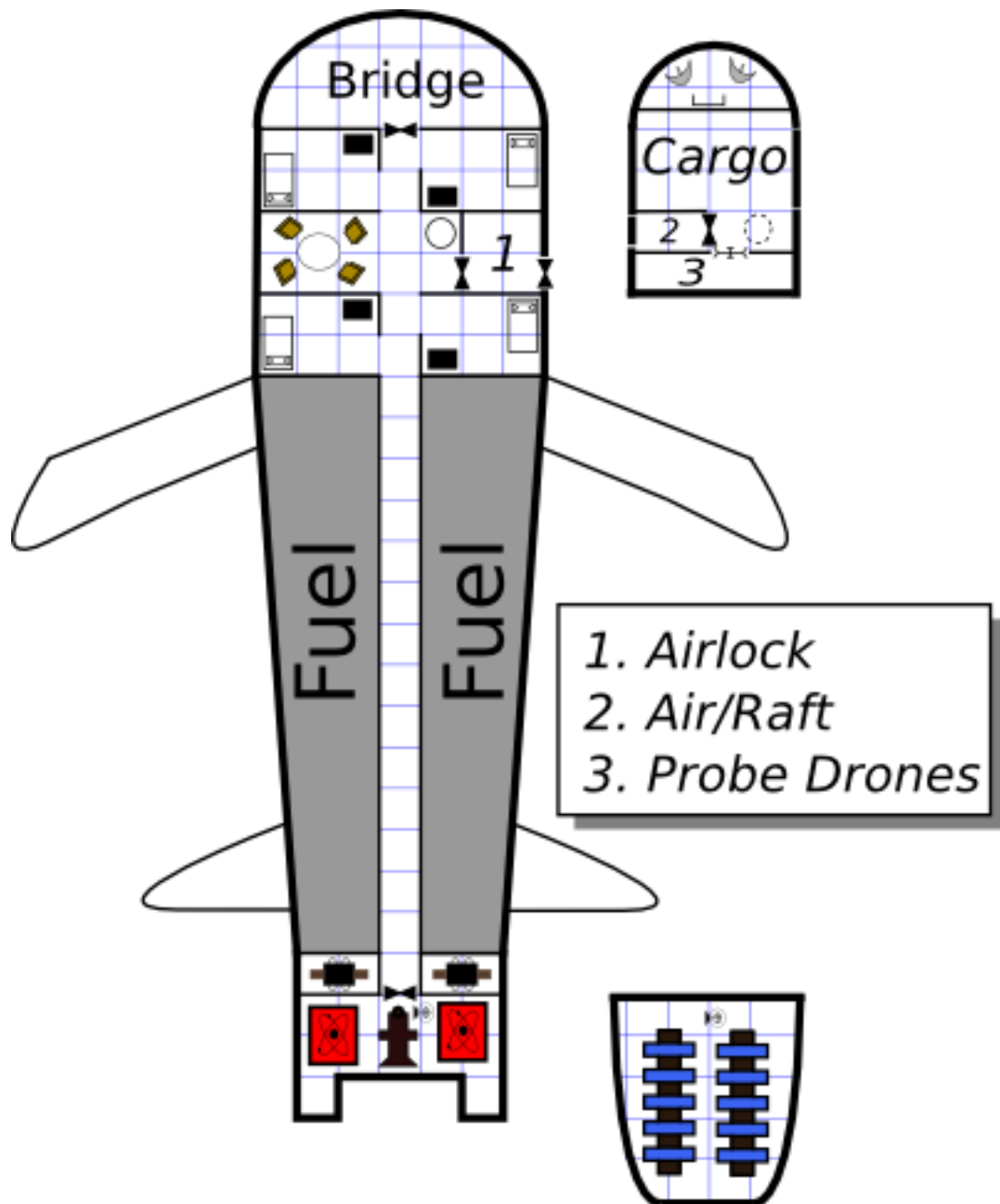
Typically given to scouts who have shown good initiative, this class is often preferred over the more common Type S for it is more advanced sensors and probe drones. It also offers better atmospheric manoeuvrability. Scouts with this ship are usually assigned to exploration or survey missions where the more advanced sensors can be utilised.

Like the Type S, this ship can be operated by one person.

Upon approval of the Referee, a Serpent-class Scout may be substituted for a Type S Scout on the benefits table.

The updated Air/Raft from Civilian Vehicles was used.

Serpent Class Scout			Tons	Price (Cr)
Hull		100	Hull 2	2,000,000
	Streamlined		Structure 2	200,000
Armour	Crystaliron		4 points	5 400,000
Jump Drive	A		Jump 2	10 10,000,000
Manoeuvre Drive	A		Thrust 2	2 4,000,000
Power Plant	A			4 8,000,000
Bridge				10 500,000
Computer	Model 1 bis		Rating 5 (10 for jump control)	45,000
Electronics	Basic Military Sensors		DM +0, Life Scanner	2 1,020,000
Weapons	Hardpoint #1		Double Turret (empty)	1 500,000
Fuel	34 tons		One Jump-2, fourteen weeks of operation	34
Cargo	5.96 tons			5.96
4 Staterooms				16 2,000,000
Extras	8 Advanced Probe Drones			2 1,600,000
	Fuel Processors		40 tons of fuel per day	2 100,000
	Air/raft		Full Hangar	1.04 418,550
	Aerofins			5 500,000
Software	Manoeuvre/0			
	Jump Control/2		Rating 10	200,000
	Library			
Maintenance Cost (monthly)				2,361
Life Support Cost (monthly)				8,000
Total Tonnage & Cost			100	28,335,195



- 1. Airlock
- 2. Air/Raft
- 3. Probe Drones

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

Ships for Traveller

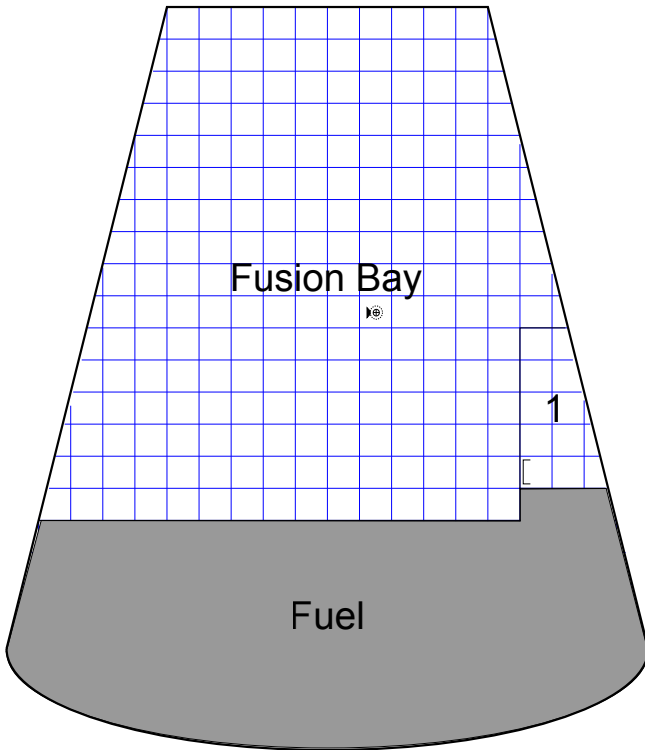
System Escort Boat

Intended for escort duty within a system, such as escorting ships to and from jump distance, also serves equally well defending fixed points such as a space station. Intercepts incoming missiles with the turrets and adds some firepower of its own capable of punching holes even in larger craft with its fusion bay. Designed to take a beating and keep on fighting, while not a large ship it has good protection and can be the equal of larger jump capable ships.

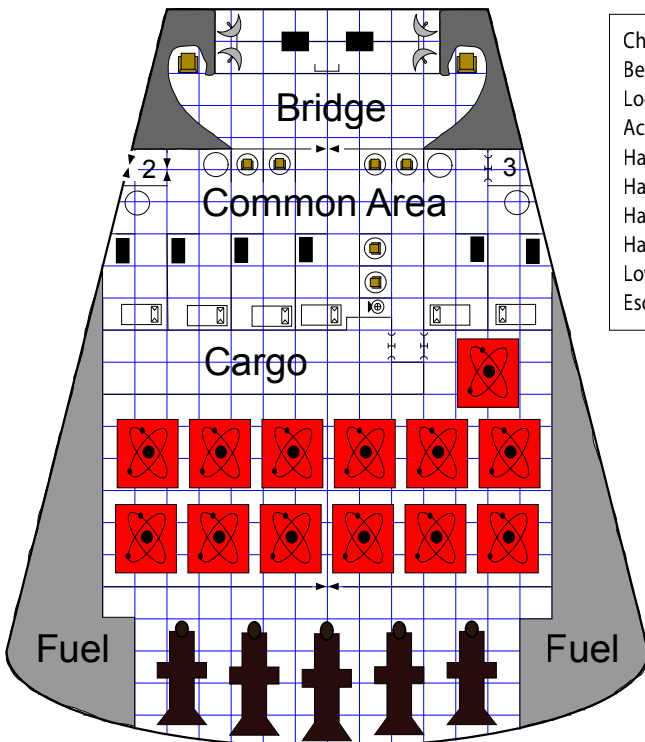
The normal crew compliment is 11 consisting of: captain, pilot, navigator, two engineers, 6 gunners. The system escort boat is a Technology Level 12 design.

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

System Escort Boat				Tons	Price (Mcr)
Hull	500 Tons	Hull 10			32
	Distributed	Structure 10			-3.2
	Self-Sealing				5
Armour	Crystaliron	12	75		19.2
Jump Drive	None				
Manoeuvre Drive	Q	Thrust 6	29		60
Power Plant	Q		46		120
Bridge			20		3.5
Computer	Model 4 fib	Rating 20			7.5
Electronics	Countermeasures	DM +1, +4 for countermeasures	7		6
Weapons	Bay	Large Fusion Bay	101		16
	Turrets	4 x triple beam laser TL12 Accurate, Long Range	4		28
Screens		2 x Nuclear Damper	40		60
		Meson Screen	20		60
Fuel	90 tons	Six weeks of operation	90		
Cargo	9.8 tons		9.8		
6 Staterooms			24		3
Extras	6 Escape Pods		3		0.6
	Armoured Bulkheads	Bay	10.1		2.02
		Turrets	0.6		0.12
		Screens	6		1.2
		Bridge	2		0.4
		Manoeuvre Drive / Power Plant	7.5		1.5
	Repair Drones		5		1
Software	Manoeuvre/0				
	Fire Control/4	Rating 20			8
	Evade/2	Rating 15			2
	Auto Repair/2	Rating 20			10
	Library				
Maintenance Cost (monthly)					0.03
Life Support Cost (monthly)					0.017
Total Tonnage & Cost			500		399.46



Lower Deck



Upper Deck

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

1. Repair Drones
2. Airlock
3. Ship's Locker

Ships for Traveller

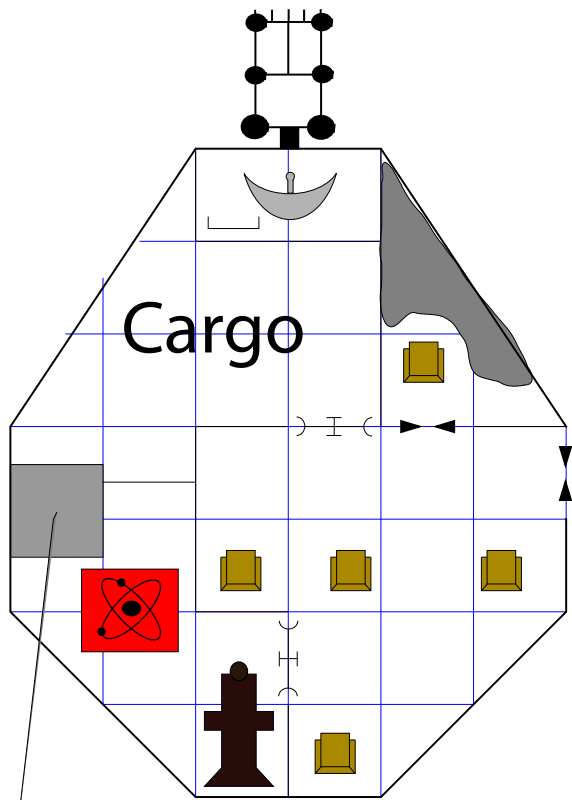
Utility Pod

A general purpose craft designed to carry out a variety of duties. Can perform maintenance work and manipulate smaller cargoes with its grappling arm. The docking clamp can be used to transport cargo containers.

This craft is equally at home in space or in a planetary atmosphere. Commonly carried aboard freight haulers where non cargo space is at a premium this alleviates the need for multiple small craft to handle different tasks.

The utility pod is in common production and the price reflects the 10% discount.

Utility Pod			Tons	Price (Cr)
Hull	20 tons	Hull 0		1,200,000
Streamlined		Structure 1		120,000
Armour	None			
Manoeuvre Drive	sC	Thrust 3	1.5	3,000,000
Power Plant	sC	Rating 3	1.8	4,000,000
Bridge	Cockpit for 1		1.5	100,000
Computer	Model/1	Rating 5		30,000
Electronics	Basic Civilian	DM-2	1	50,000
Weapons	None			
Fuel	.5 tons	One week of operation	0.5	
Cargo	3.7 tons		3.7	
Extras	Grappling Arm		2	1,000,000
	Aerofins		1	200,000
	Cabin Space	4 passengers	6	300,000
	Docking Clamp	10-30 ton capacity	1	500,000
Software	Manoeuvre/0			
	Library/0			
Total Tonnage & Cost			20	9,450,000



Fuel

Docking Clamp

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

Ships for Traveller

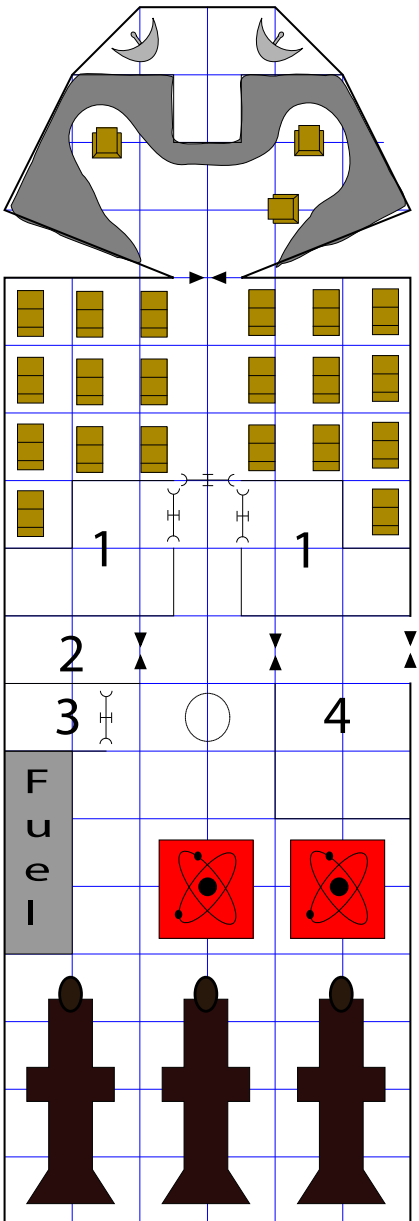
Boarding Shuttle

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

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

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

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



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

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

Boons and Banes of Nature

By Carl Walmsley

The world of Barsaive is infused with arcane energy. Even with the end of *The Scourge* and the receding magic levels, it remains a place of wonder – and horror. Accordingly, even the most mundane-seeming forms of life may possess unexpected powers. For the expert lore master or ingenious apothecary, a host of new potions, powders and cures are just waiting to be discovered.

Presented here is a selection of bizarre flora and fauna that adventurers might put to use. Some are benevolent, while others are extremely deadly.

Swift Stem

So prodigious is the growth rate of Swift Stem (or ‘minute grass’ as it is also known), that an observer can watch it sprout and grow in less time than it takes to down a flagon of ale. Some scholars have theorised that it draws nutrients not just from the earth but feeds on magical energy in the air. Accordingly, it is often found near areas of unusual magical activity.

A number of herbivores have taken to eating minute grass, not only because it provides a ready source of food but because of its ability to baffle predators. Swift Stem seeds deposited in dung will sprout almost immediately and within 1D6 minutes will have grown to the height and density of one month old grass. In so doing, soil is turned and any tracks left by the herbivore are concealed by the fresh grass.

Wily scouts and adventurers have been known to collect dung balls laced with minute grass seeds. These can be used to instantly provide food for a mount or to obscure one’s tracks.

The Detection Difficulty for a Tracking Test is increased by two if the creature or subject being tracked has employed Swift Stem to obscure its trail.

Stitch Weed

Whether the adaptations employed by plants during *The Scourge* were an attempt to survive or a direct result of the magical contaminants that flooded the world is unclear. What cannot be denied, however, is the ingenuity of changes undergone by certain species.

Notable amongst these are plants that developed the ability to produce seeds which could lie dormant for decades or even centuries. Only when introduced to very specific conditions – in this case the inside of a creature’s stomach – do the seeds ‘come alive’.

Stitch Weed is one such plant. Once a seed finds its way into a host’s gut, it quickly latches on to the stomach tissue. It then absorbs a small portion of the host’s food – not enough to make it ill but sufficient for the Stitch weed to grow tiny tendrils. These snake out through the host’s body, gently winding themselves around muscles and sinew, cartilage and bone. After about a month, the Stitch Weed will have fully taken hold.

From this point onward, the target creature is literally held together more effectively. As a result, his Wound Threshold is increased by one and he gains the Creature Power Regeneration (*Gamemaster’s Guide*, page 153) at his Toughness Step. If the creature loses a limb the Stitch Weed is even able to re-attach it, so long as the limb was cleanly severed and no more than an hour has passed.

Such benefits are not without drawbacks, however. Once the Stitch Weed has wormed its way throughout a creature’s body it begins to increase the rate at which the host eats. The creature must now consume 50% more food than normal.

The Stitch Weed tendrils are also visible: tiny green filaments criss-cross the eyes, and green ‘veins’ are visible beneath the skin. In addition, an attempt to use healing potions of any kind will meet with failure, as the Stitch Weed neutralises them – it needs the host to remain reliant upon it in order for it to ensure its survival.

Hissing Cat

Resembling an overly large and sharp-pronged dandelion, a Hissing Cat is an altogether more deadly plant. When agitated, it spits out needles – and if truly ‘angered’ explodes in a shower of deadly barbs.

Any creature that moves within a yard of a Hissing Cat risks alerting it. A Hissing Cat has a Perception Step of 4. If it detects the presence of a living creature, it fires a single barb in its direction. For this Action Test, the plant uses a D12. If it strikes its target, the barb uses a D10 Damage die.

If a Hissing Cat is directly handled in any way, it explodes, hurling needles in all directions within a three yard radius. This targets all creatures in range. For this Action Test, the plant uses D8+D6. The barbs inflict 2D8 Damage.

A few clever adventurers have learned to pacify a Spitting Lion using spores from another member of its species. These can be collected from any needle that has been fired. In this way, the adventurers have learned to carefully ‘bag-up’ Spitting Lions and use them as traps – or in some cases as rudimentary grenades.

Successfully pacifying a Hissing Cat requires a Knowledge Botany Test with a Difficulty Number of 10. Note that a pacified plant still needs to be treated with care, lest it explode prematurely.



Seeker Bugs

These innocuous-looking bugs resemble wasps but have an iridescent blue carapace. Their singular ability is to sense the presence of their queen, wherever in Barsaive she might be. There are tales of Seeker swarms crossing oceans and deserts to locate their missing queen, so great is their devotion.

Seeker queens produce an exquisite form of honey-like liquid which is prized both for its taste and antiseptic qualities. A wound coated in Seeker-Queen Dew never scars nor becomes infected.

To an adventurer, Seekers can serve as an excellent means of keeping tabs on someone. By secreting a Seeker Queen about their target – which is no larger than a man's thumb – they can use a member of the hive to track him down. Of course,

this requires the ability to follow – or more typically – restrain the Seeker Bug. The most popular method is to place the insect inside a glass vial. It will continually butt against whichever side of the jar faces the direction in which the queen lies.

An alternative use for Seeker Bugs is to take one away on a journey of exploration. So long as the queen to which the bug is loyal remains alive, it will always indicate the most direct route back to her.

Purifly

Not really flies at all these misshapen creatures resemble a cross between a large shrimp and a worm, with two shrivelled wings stuck on its back. So ungainly looking are these creatures that no one even thought about eating them. However, a particular inquisitive apothecary

discovered that they have a remarkable ability to absorb harmful toxins.

Accordingly, travellers to unknown or inhospitable climes often take a Purifly with them. Instead of drinking the local water themselves they feed it to the Purifly and then drink the liquid that comes out the other end. Though few are happy to do this first time around the liquid produced is, without fail, clear and entirely clean water.

In order to prevent a Purifly escaping, their wings are usually clipped. Surprisingly this does not seem to bother them much and they seem content enough crawling around on the ground or on their owner's shoulders.

For Steve

Jagged Shards and Nightmares

By Alan Oliver

Introduction

This article is aimed at all horror RPG Refs. These are drop in scenes or plotlines that can be added into a game when the Ref needs something in a hurry. These could just be to fill in some time but can also lead the players in a certain direction or provide them with useful information.

These are written with modern day settings in mind, games like *Noctum*, *C of C* and the like in mind. Even games like *Vampire* could be made to work with it. However these ideas could be adjusted for SF or fantasy games, such as *Traveller*, with a little work, assuming you want to bring a horror element into those games.

Given the subject matter of horror games, this article is aimed at mature players of balanced mind. It is not intended to cause offence or upset the reader, just provide useful ideas for other Refs.

The Phone Call

Setup

This drop in works best in a modern setting but can be made to work in any 20th century game. One of the Player Characters will get a phone call from a member of their family or someone else they care about deeply. This loved one is in a state of panic or fear, gasping for breath and almost incoherent as they gabble into the phone about something coming for them.

What they say will depend on where you need the players to go. They could talk about something trying to break into their house, following them down the street or even following them into the underground.

The character will obviously want to rush off to their rescue and is likely to take the rest of the party with them. This draws the

team across town to the desired location, forcing them to abandon whatever they were previously doing. This may be the point of the exercise.

Function

The main point of this is to get the Player Characters to go across town, dropping whatever it is they were doing. This might be useful to get them to go to a place, or to get them to stop doing what they are currently doing.

There can be more to this scene than that. If the players arrive too late and the victim is gone, it can lead into a lengthy subplot as they search for the missing family member. Alternatively if they arrive too late and the family member has been killed then there will be all sorts of psychological repercussions to be dealt with. Both of these options will involve a greater investment of time on the part of the group, possibly derailing the current major plot line. The extent of this will depend on how much influence the character connected to the victim has over the rest of the group.

The Action

If the players know where they are going, such as one of their girlfriends' houses, then it is a simple race across town to arrive as quickly as they can. If you want to increase the tension you can put things in their way, such as over eager traffic police or a road accident. If not then they will arrive at the scene to find whatever you want them to find.

If you want to spin this drop in out longer then you can have the loved one call from a mobile phone, assuming a modern game, and so the players will have to track them down to some degree. Even if they ask the victim where they are and get a coherent reply, the victim is on the run so will not

have stayed put. Instead they will reach the street corner where they were and have to trace them from there. This can be as quick or slow as you need it to be but eventually they will reach their loved one.

On the simplest level they will arrive there in time to fight off or scare the threat, thereby saving their loved one from some horrible fate. However there are three other options.

One option is that the loved one is just gone. This will lead to a lengthy search sub plot which can grow into something to keep the players busy for several sessions, although eventually the rest of the group will grow tired with looking for a girlfriend or sister that they all 'know' is already dead.

Second option is that the players arrive in time to see the 'horror' brutally murder their loved one, or even just find his or her body spread around the location in a horrific manner.

Third option is that they find the loved one alive but injured and traumatised by the horrific attack, with the horror nowhere in sight.

If the players arrive before the horror attacks, or as it is killing the victim, then there is likely to be a fight.

The Horror

Given the circumstances the horror is almost certain to be killed, so you should not use a NPC that will be vital to the plot later. If the players are up against an intelligent enemy of some sort then this could be a warning to them to stop their investigations, a threat to scare them off or just a brutal form of counter attack.

It could be a random attack that just happened to be on the girlfriend/sister/

friend of a team member, however the odds are against that unless the setting itself is much more violent than you would normally expect. It is more likely that the players themselves have accidentally led this horror to their loved one's doorstep.

If you are going for the confrontation with the horror it should be something that will give the entire group of characters something to think about. Tough enough to handle a whole team of Player Characters, either through direct fighting toughness or other abilities. If the players are not going to get to fight it, then it does not have to be anything so powerful and scary, as long as it is tough enough to take out the victim of course.

Aftermath

This will depend upon whether the players got there in time.

If they arrive in time to scare off the horror, or to fight and kill it then clean up will be limited to dealing with the scared family member and any repercussions from the fight itself, injury, death and madness being the most obvious ones. The Player Character may end up having to tell their loved one about the monsters out there, which may still open up new plot-lines later.

If the loved one has disappeared, then you are looking at an ongoing plot-line with the group being forced to search for them whenever possible by the team member. As previously mentioned there will come a time when the rest of the group will have realised that the missing loved one is dead but whether the PC involved can come to terms with this is another matter entirely. This could produce some intense role playing within the group as the players try to convince them that their lover is dead.

If they survived being attacked by the horror, then there will be physical injuries and psychological traumas to deal with. It

is quite likely that the victim is not going to be leaving hospital any time soon. This may tie the character to the town while he or she cares for them. It can also cause some emotional issues between them; say the victim is now in a wheelchair, she may blame the PC for not getting there in time. These will not be limited to the victim, the Player Character should be suffering as well.

If the victim is dead then you will have the traumatic effects of this on the PC, combined with a hunt for their killer which could become a sub-plot, much like the disappeared loved one. Also that plot line may change to become this one if the team member does come to terms with the fact that their loved one is dead, the quest to find them becoming a quest for justice, or revenge.

There is also another possibility, that the missing loved one is in the power of the characters' enemies and that they will do things to them to turn them against the players, then send them back.

The Nightmare!

Setup

This can be dropped into any session where the Player Characters are sleeping together as a group. Ideally they want to all be in the same room for the best effect.

Function

This is mainly just a way of increasing the tension within the team and generating a little paranoia in the group. If the right character is used it may also generate some humour as well.

The Action

Most of the Player Characters have dreams that are very similar. They should all wake up at the same time from this nightmare, sweating and fearful. Looking around they will see the rest of the team also sitting

up and looking scared. Except of course for one member of the party, who is still sleeping soundly with a happy grin on his or face.

Each member of the group will have had basically the same dream. They were set up and betrayed by a member of the team, which resulted in a particularly horrible death. For example they were lured into investigating a particular house where the other team member drugged and tortured them before killing them. The dream was full of fear and paranoia, and a sense that it was all being done to suit some insane objective on the part of the murderer. Some may have dreamt that the team member themselves did the killing, others that their machinations led to the horrible death they dreamt of.

The Horror

There may not be any outside influence involved in this drop in at all, it could just be a freaky shared dream experience brought on by the horrors that the dream has shared. However if you have monsters out there that can cause or influence dreams then this could be much more sinister. In that case you should pick the character that is the most dangerous to the monsters as the murderer, the monster obviously hoping that the rest of the team will turn on them and remove the threat.

Aftermath

Unless your Player Characters are a lot more unstable than the usual group, they are not going to start killing each other just because of a dream. However this should have generated a degree of paranoia about the 'murderer' character that was not there before. If the 'murderer' was a character that the rest of the team were already suspicious of, such as a dangerous combat veteran known for bloody murders, then things could come to a head quite quickly. But if the 'murderer' was someone non-threatening then it is not going to be enough on it's own to cause violence and may even be funny.

Jagged Shards and Nightmares

One of our Corpses is Missing

Setup

This drop in will only work if the Player Character group is involved in investigation and is in regular contact with the coroner and other authorities. This is not a single incident but a minor sub-plot that will grow over the course of a campaign.

Function

This can either just be a minor sub-plot used to add a degree of paranoia and menace to the game world, or could be tied in to a more major plot line at a later stage. It will add to the general unease and chaos of the game world and may also provide a method of disappearing important evidence that you need the players not to have yet through events that are already established.

The Action

Basically bodies are going missing somewhere between the crime scenes or accident and the coroner's office.

How the players become aware of this will depend upon what sort of investigators they are. For example if they are homicide police then they see the body at the crime scene and start their investigation. But when they come to chase the morgue over the body the morgue denies all knowledge of it. When they look into it there is no evidence of the body ever arriving at the morgue, although their fellow police officers do remember the crime scene and the bodies being taken away in a paramedic vehicle.

On the other hand if the characters work within the confines of the morgue itself, then they will learn about it when irate homicide cops come looking for their missing bodies. Nobody at the morgue knows anything about these bodies but

the cops will swear that they were sent off in a coroner's van.

This will happen a number of times over the course of several months but it should not happen too frequently. It should have happened enough times for the players to have heard about it before you use it to help an important body disappear.

There is nothing connecting the crimes themselves other than the following. They all go missing from crime scenes within the city. All of the pickups occur on busy days where the records are confused over which ambulance or coroner van picked them up. If you want to increase the suspicion involved, have this only happen to bodies being investigated by the Player characters, so that they seem to be connected to it themselves.

The Horror

This could be something as mundane as a particularly powerful organised crime group covering their tracks, although it would be easier for them to just make the bodies disappear before the cops get involved.

It might be a government agency or secret society cleaning up after the monsters preying on society. Perhaps if these murder victims went to autopsy it would be discovered that their killers were monsters of some sort. Or even that the victims themselves are not human.

For a more extreme or surreal option this could be some sort of demonic entity that has either possessed or is pretending to be an ambulance and crew so that it can feast on the remains of the dead.

Whichever of these is actually responsible, the players are unlikely to be able to bring it to a conclusion without some major effort on their part. This would involve following every coroner's van and paramedic vehicle attending an accident or murder for weeks

until they witness something interesting. Not something that most player groups will be willing to do. Of course being players they might come up with a more intelligent method of catching the culprit.

Aftermath

This will depend mainly on whether the players actually uncover what is going on, or it just becomes part of the background mystery of the game world.

One thing to watch out for is not to eliminate a body that will provide the players with important evidence for the main plot-line, as this will basically shoot your main plot in the foot for the sake of your sub-plot. On the other hand it can be used to keep evidence that you do not want the players to get away from them.

The Stalker

Setup

For this drop in to work the party need to be living more or less normal lives, with their characters being involved in their day jobs. They need to be going home at night, or at least between missions for this to work.

You will need to select one of the characters in the team and if in a modern setting it is more likely to be one of the female characters.

Function

This is a sub-plot that will increase tension and paranoia in and around the team and will eventually build to a life threatening situation for the victim, and possibly the rest of the team. While this could be kept as an ongoing sub plot the players are likely to get bored with it eventually so it should only run for a limited time before being resolved.

The Action

This will start off with small things at first, the small sound outside a window at night, a feeling of being followed home from work, that sort of thing. The first couple of incidents should be spaced out, several sessions apart, so as to subtly apply pressure. You could even have something similar happen to another of the characters, so that it is not immediately obvious that this is targeted at the intended victim.

Eventually you will want to start to escalate the stalking to build up the pressure. Not all of these will work with all forms of stalker, for example a predatory monster is not going to leave creepy gifts.

Post photos of her to her along with suitably creepy gifts, like month old roses or maggot filled chocolates. These photos should be of an intimate nature, e.g. Taken through her bathroom window while she is in the shower or bedroom shots of her asleep. If she lives in a tower block this can be particularly effective as there is no way anyone normal could get to her windows to take these pictures.

Next you could have sounds inside her home late at night, or waking to find 'footprints' on the carpet in the morning. These things should be aimed at exaggerating her feelings of vulnerability.

A highly combat focused character is not going to scare so easily, so perhaps have her wake during the night to find herself paralysed as if drugged or poisoned but nothing happens other than she can hear something moving around out of her line of sight. When she wakes in the morning she can move again but when investigated she will find that her food or drink was drugged, or perhaps some 'magical' method was used. Either way the stalker is able to get to her easily.

Eventually this will need to be brought to a conclusion. This will either be because the stalker finally moves to attack her,

or because she and the rest of the party decide to try to hunt it down, probably involving using her as bait. If the woman is attacked then she may get the chance to call in the rest of the team to help, creating circumstances like the phone call scene where they rush to help her.

You could have a whole sequence where she is being stalked alone through her home by the monster, a desperate struggle for survival, which will work well if she is not a fighter herself. Then the stalker can just be a normal human nutter rather than a monster.

The Horror

This can range from a normal peeping tom who has just freaked her out with his obsessive watching her, through to your typical psycho killer to some sort of monster. The main deciding factor will be whether you are looking at a final confrontation with just the victim or with the whole team. What you pick will shape how the stalking will escalate, so you will probably need to know in advance what you are going to use.

Aftermath

If the stalker is taken out cleanly, with no casualties, then there will be little in the way of aftermath. However if the victim gets injured, raped or killed in the process, there is likely to be a lot more psychological fallout for her and the rest of the team. This is going to be particularly bad if the team use her as bait and she gets injured in the process, there is likely to be a lot of anger and guilt going around.

In game systems where sanity is lost through stressful situations the victim is likely to have suffered some sanity damage along the way, although this will depend on how tough a character she is. A normal young woman is going to be freaked out by this but a hardened professional assassin or black sorceress is going to be less worried.

The Men In Black

Setup

This is most suitable for a modern game setting, the imagery has been used in a number of movies, comics and other media that the players are going to be aware of. The whole point is to play off of the players knowledge of the media. They will have their own ideas about what is going on and you can just nudge them along with the occasional 'clue'.

Function

The presence of men in black can seriously increase the level of paranoia among the players. In particular in a game where reality is regularly being shifted or changed it can make the players question the nature of the game-world. You can make them suspect that they are playing in some sort of Matrix style game.

Alternatively it may give the players 'evidence' of government agencies spying on the players or everyone else. If the tone of the game is heavy on the conspiracy theories, then this will definitely be a staple part of these games.

The Action

Not actually going to be much of this if played right, these will work best if the players never get too close a look at them.

The players should see these guys, dressed in black suits and ties, white shirts and dark shades, standing in doorways or in windows overlooking them. The description should be kept vague, do not give the players too many details as if they are able to pin down what they actually are they will lose most of their value to the game.

It does not matter if you do not actually know what they are or not when they first appear, they can be added just to increase the paranoia of the game and to provide a hook for a later plot line.

Jagged Shards and Nightmares

Obviously if the players start to go after the men in black seriously, you will need to decide how difficult they will be to catch. At that point you may have to decide what they actually are.

The Horror

There are a number of possibilities when it comes to the crunch.

One option is that they could be agents of authority of some kind. This might be the government agency that deals in the same realms as the players, or they could be directly connected to the police in some official or unofficial manner. They could be members of the security services, in the US the secret service uses black suits and shades extensively. This is the most mundane explanation, apart from what the secret service is looking for of course.

Alternatively they could be the advance scouts for some demonic or alien invasion. They would have selected a nondescript appearance based on mass media through which to watch humanity. In this case if they are pursued or attacked they can be given a wide range of capabilities and taking them down will prove difficult.

A third option is that they are the agents of some secret society or cult, which needs to keep some sort of street presence. These will just be normal guys, with nothing in the way of mystic powers or abilities, so they are likely to be caught if the players go after them seriously.

The Aftermath

If the players do not go after them but just accept them as part of the general background noise of the game world then you've got something in place that can then be used for a later plot line when the truth about them finally comes out.

If the players do go after them and succeed in learning who or what they are then you probably have opened up a whole new plot line, and will have to deal with that.

The CD

Setup

The players come across this unmarked CD in circumstances that will definitely get their attention. There are a number of different ways that you can do this. Obviously this will only really work in a game set in the last decade or so, although with some work it could be adjusted for an earlier time period by changing the formats that the details are stored on.

They are involved in a crime scene investigation. It appears as if the owner first emptied his or her shotgun into the computer where the CD was found and then reloaded it and used it to blow their own brains out.

At some heavy industry site the players will find a pile of clothing, next to a running piece of machinery that somebody has been thrown into. When they go through the pockets of the clothing they will find the CD. When they players look into it they will realise that whoever it was undressed themselves, even folding up their clothing, then fed themselves into the machinery as a form of suicide.

A third alternative is that they are investigating a death. A teenager has been found sat dead at their computer, having taken a pair of pencils and put them to their eyes before head butting the desk hard enough to drive them into their brain. The computer is turned on and the CD is in the drive, possibly even with one of the images open on the screen.

Whatever you do to introduce the CD it should be mysterious and probably connected to a suicide of some sort.

Function

For a start the images and sounds on the disc will be seriously damaging to the sanity or stability of anyone viewing the material. This in itself may be useful enough

to make introducing the CD worthwhile on its own.

If they decide to investigate the disc it will take time, which may be the point, tying up the group so they cannot be doing other things, which may be the point. However depending on what the disc is it may lead to something more. They may be able to track down a murderer, which is a whole plot line in its own right. If it is a ghost then solving this may be necessary for the players' own survival. Even if it is just gathered evidence then in the end they may learn more about the nature of the game world.

Of course, if they choose not to investigate the disc, then it will remain just a disc of nasty surprises that may crop up again. However if they see evidence of another copy of the disc at another crime scene months later they may take an interest again.

The Action

The CD has a number of different audio and video files on it. The files are not labelled on the disc but should be in relatively common formats to make reading them easy.

Video file 1: Webcam footage of a teenage girl in her bedroom. Footage starts as she gets up from in front of the camera, just in her underwear, climbs onto a chair and hang herself. She is far enough back from the camera to be seen full length as she kicks, soils herself then goes limp. It then carries on for about 10 minutes and ends with her parents coming into the room to find her hanging there. There is sound on this video, the girl can be heard to choke to death clearly and in the background is a piece of music that the players have been hearing recently.

Audio file 1: Intro states that this is the last recording of patient 086068, who killed herself 23 minutes after this interview by self immolation. The recording is of

a woman's voice rambling madly about the badness inside her. This makes vague references to whatever monsters or ghosts exist in your game world. She begs the interviewer to kill her and burn the body, or just burn her alive to kill the evil inside her. At first she will seem to just be rambling, however a few bits of what she says should tie in with occult knowledge that the players already have.

Text file 1: This is simply instructions on making lethal poison from simple home products, suitable for a rapid and painless suicide.

Video file 2: Security camera footage which is grainy and of poor quality but could be showing the parking lot outside of one of the Player Characters' homes. Nothing appears to happen in the video except in the very last few frames, when the Player Character in question steps into view. There is no sound on this video.

Video file 3: 90 seconds of almost pitch black video. Vague movements can be seen to prove that there is something there. If the brightness is raised up as far as possible it can be seen that this is the face a teenage girl or young woman as she chews the flesh off her fingers to the bone. Shot is a close up of her face, just really showing her mouth and hand. There is no sound on this video.

Audio file 2: Short file, only about 12 seconds long. Sound is of a power tool, probably a saw, cutting first through soft wet material and then through something harder. Probably the sound of a buzz saw going through someone's arm or leg. There are no screams or other vocalisations.

Video file 4: Only three seconds long. This is security camera footage of a state execution. Middle aged, but quite pretty, woman in the electric chair while the juice is on. She screams like broken glass as she fries. There is definitely sound on this file and beneath the screams of the woman

there is the quiet laughter of a teenage girl, however this will only be noticed if the sound is played around with.

Audio file 3: Four minutes long, this starts with two male voices talking in a language the players are unfamiliar with. If identified it will prove to be some obscure African dialect. After about 30 seconds of conversation a door opens and you start to hear screams from a young woman. After this there is the sound of laughing from the two men, blows being thrown, whimpers of pain from the girl and eventually what sounds like the rape of the girl. Last sound on the file is a single gunshot.

Picture files 1-38: Stills taken from security cameras. All are poor quality pictures of normal members of staff in different office buildings. However in each picture there is one face that has been distorted or smudged, rendering them unrecognisable. One of the pictures is a group of employees in a corridor and while the distorted face is near the front one of the Player Characters is in the crowd behind them.

Video file 5: Three minutes long. Shot is a close up of a male clown's face staring straight into the camera. Flies crawl over the face and there is dried blood at the corner of the mouth. At first he will appear dead but two minutes and eight seconds into the file he blinks.

The Horror

There are several options as to what is really going on.

The first is that the crime where the CD was found was actually a murder and the CD is a fake put together by a special effects company to hide the real nature of the crime. The quality of the fake is such that it will be difficult to detect, however if the players really get to grips with the disc they will eventually figure out that it is a fake. From there it is just a matter of tracing the disc back to the effects company.

Second option is that this is some sort of modern haunting. The ghost or whatever monster is connected to the CD in some way and feeds off the fear and horror that it generates, driving those who view it to suicide. If using this option then the dark footage of the finger eating was the ghost herself, while the woman in the electric chair was her mother and killer. That the players have now seen the contents of the CD means that the ghost is now after them and if they do not succeed in resolving the ghost's issues they will end up dead as well, probably appearing like suicides.

The third option is that these files were evidence of supernatural activities put together by a previous investigator from many different sources. All the deaths on the CD would then be connected to something, perhaps a conspiracy or a particular kind of supernatural monster that was responsible for the crimes. In this case there should be more information included in the assorted clips, little clues that will give the players more information about the world around them.

The Aftermath

Of course you will need to know what the disc really is before the players start to investigate its contents. It should be possible to make progress on some of these items but probably not all of them. Possible clues are given here.

Video file 1: The resolution and refresh rate of the webcam will give them an idea of when this happened. Posters on the wall will refer to a particular city. From there it should be possible to trace the suicide and identify the girl.

Video file 2: Checking out the parking lot will reveal a security camera in the correct position. If inquiries are made from the owner then the video tapes have gone missing.

Jagged Shards and Nightmares

Video file 3: If using the ghost option this file will prove impossible to produce. The resolution is beyond the current technology while there are none of the normal artefacts that digital recording normally produces. Basically this was not filmed by a camera. Otherwise this will just be an obscure file with no clues attached.

Video file 4: The woman is wearing a state of (insert name of local state) smock, combined with the rough description should be enough to get her identity if the players can get access to state records.

Video file 5: Again there is little to work on here, unless they know about the circus world. If they do then they can identify the clown by the makeup he is wearing, as every circus clown has to have a unique face paint, which are kept painted onto eggs. From this they can identify him, if they know about it. Once identified they will be able to find out about his life and death if applicable.

Audio file 1: The patient number should will eventually lead them to her identity, however this will take some research.

Audio file 2: There is very little to go on with this file. They might be able to identify the make of buzz saw if they are good at recognising sounds – this may have featured in a police report somewhere.

Audio file 3: They may be able to identify the language and from that get a probable location for where the rape took place. However this has been a war zone for some years so getting any further information is unlikely. If going for the third option it may connect to a report of something bad happening to a couple of rapists, implying that perhaps the raped girl herd on the tape got her revenge.

Picture files: Several of the pictures include views out of windows which will help identify buildings in their city. One of the pictures was taken in a building where one of the PCs works and they will recognise

one of the people in the picture, not one with a distorted face. Overall enough of the buildings can be identified to establish that all of the shots come from the players' home city.

For Whom the Schoolbell Tolls

Setup

This is a whole sub plot that could escalate into a serious encounter or plot line. It will only work if one or more of the Player Characters has children of school age. It is preferable if they are between eight and fifteen years of age.

It starts with the child becoming unhappy at school and not wanting to go. They will be quiet and withdrawn at first, and start bunking off or pretending to be ill to avoid going in. At first this will be a minor nuisance, with the parent getting the occasional phone call from the school.

However the situation will get worse, with the kid or kids taking more and more desperate actions to avoid going to school. They will not be able to explain why they do not want to go, other than a general fear of the school and a sense that it is a bad place that they do not want to go back to.

By this stage the parent character will have to take time off work to be looking after their kids, causing more serious disruption to the normal flow of work.

Function

This is a sub-plot that will cause one or two characters difficulties at home during its early stages, just adding complications to their lives. As things progress this will take that character out of play as they have to look after their kids, which may be useful if you are going to be without the player for a session. It ends with an intense plot line involving the kids' school.

The Action

The characters will eventually have to take an interest in the school, simply because their kids will refuse to even go anywhere near it. When they do start to investigate they will start to uncover some interesting and disturbing things.

For a start the behaviour of their own kids is by no means unique. The fear and truancy has spread through the school children like flu, with as many as a quarter of the schoolchildren bunking off on any particular day.

Further investigation will reveal that several of the schools children have died over the last month or so. They have become ill and died in hospital of unusual diseases, so the authorities have not drawn a direct connection to the school itself as yet.

Both the truancy and the deaths in hospital together do not account for all of the missing children. A number of children have disappeared completely. Their parents have registered them as missing with the police but the school has denied any connection to the missing children. Something is obviously wrong at the school and the PC parent will want to bring in the rest of the team to investigate by this point.

If the players break into the school at night then they will find nothing especially unusual, although if they encounter the caretaker they may learn something of what is going on. Whatever is happening only goes on while there are children about.

If the Player Characters have some form of official authority then they may be able to get into the school during the day using it. Even so they will find the teachers and other staff to be uncooperative, even obstructive. If they do not have any official authority to gain access to the school, they will have to gain entry to the school

without the knowledge of the staff, as they certainly will not be allowed into it.

The Horror

There is a demon or monster lurking in the school, feeding on the children's fear as much as on their flesh. The nature of the horror will depend on the game world and what sort of creatures are out there.

It is either pretending to be one or more of the staff, or may have them under some form of dominion, or perhaps has just terrified them into obeying it. However it is controlling them the staff are definitely part of the problem.

The school caretaker is not under the horror's dominion and knows something of what is going on. He tried to fight it days ago when he realised some of the truth but was injured in the fight. Now he is hiding in the basement hoping that it does not come from him. The fear that he is putting out is the only thing keeping him alive, as the horror finds it to be a different flavour from that of the children and keeps him around to spice up its diet. If the players find him then he may be able to shed more light on what is going on, however he is terrified and will be difficult to talk to.

The bodies of the missing children are still somewhere within the school grounds. They may have been incinerated or buried, or just stuffed into the crawlspaces of the building. If ghosts are part of the game world then the spirits of the children may still be present, either as another threat to the players or even a source of aid against the horror.

Actually fighting the horror will be more difficult than normal because of the presence of the children. The players will not be able to use their most destructive weapons for fear of collateral damage, so grenades, flame throwers and mass psychic/magical attacks are out. When the horror is drawn out into the open the children will run around screaming and

generally getting in the way, probably running to the PCs for protection.

It does not stop there as the horror is likely to take children as hostages, threatening to kill them unless the players disarm themselves. All of this will elevate a weak monster or demon into much more of a threat against even a skilled group of player characters. And if the PC parent's child is actually present at the school then this threat becomes even more potent.

The Aftermath

Even if the PC's child is not present for the final confrontation they will be traumatised and fearful regarding school for some time to come. They might even develop psychological conditions as a result of the incident. If they are actually present then the psychological damage is going to be much more severe and may break them completely.

As for the Player Characters, the whole situation is likely to cause a degree of emotional damage and if the Player Character whose child started this sees their kid killed by the horror, then the damage is going to be catastrophic.

Things to scare players with

These are simple effects or incidents to throw into a game to increase fear or tension. Most involve some sort of supernatural element, which will require some sort of explanation within the framework of the game world.

The players are deep inside a building and out of sight of any windows, preferably in a long straight corridor, have the lights go out at the far end of the corridor. As the players watch the darkness will start to get closer, with each light in turn going out, leaving the corridor beyond in complete darkness far more intense than it should be. With a proper build up the characters

are likely to flee long before the darkness reaches them.

The Player Character wakes to a scream in the middle of the night. When they get up to investigate they will find that a timer on their radio or TV set has changed its setting to turn on in the middle of the night, just in time to catch a scream on a movie or radio drama. Who changed the timer and how they got it timed to the scream so accurately is left for the players to worry about.

Characters find a mobile phone, may be on the body in a death they are investigating, or maybe just on a burner they pick up in the street. When they check the voice mail they find a single message, screams of agony that stop with a nasty wet sound.

Fridge failure; their fridge warms their food while they are away for the weekend then cools down to its normal temperature before they come back. They will find a normal, working fridge full of rotten and spoiled food, possibly even with added maggots.

If you want evidence of sick killers being around have the characters discover a half dissected animal, something sympathetic like a cat, dog or monkey. It has been half skinned and otherwise vivisected but is still alive and in obvious pain. Imagine puppy dog eyes staring out of a skinless dog skull.

Small child, only two or three years old, covered in blood and playing with eyeballs. This might be a child that has witnessed horrific events and therefore been emotionally damaged, or it might be something horrific itself masquerading as a small child.

The players are passing a disused building that has been empty and sealed up for some time. As they pass they see a clown's face dimly visible behind the dirty glass of the windows. They only get

Jagged Shards and Nightmares

a fleeting glimpse but there seemed to be something wrong with his eyes. If they have already found the CD then they might be particularly freaked by this and the clown's face should definitely match that on the CD.

Voice mail on one of the PCs own phones, which sounds like their own voice whimpering in pain and begging for their life before a wet sound silences them with the gurgle of a severed throat and a spray of blood. This might be some sort of magic or psychic attack that makes them think this is what they have heard. It could be a fake to try and scare the character for some reason. It might even be an actual precognitive experience. If done with the pre-knowledge of one of the players this can be taken further. Have them get the voice mail and then set up their character to beg for their lives at a later point before that character is killed in the appropriate

manner. Then have one of the other players get a similar voice mail. The fear generated among the players should be good.

One of the characters wakes from a 'wet dream' feeling suitably aroused. Then they realise that the dream was actually about raping and murdering their own sister or daughter. For a female character the dream was of being raped or murdered by their father or brother but the effect was just the same.

The characters notice a glass tabletop or horizontal mirror rippling like the glass of water in Jurassic park. When touched afterwards it is still glass. This is some sort of psychic shockwave from something powerful and sinister approaching.

If the players operate in an office environment one of them is likely to have a cluttered desk. Have something scuttling

around under the assorted desk debris while they work. It sounds like something small moving around amongst their paperwork and stationary. If they try and catch it they will not succeed, even if they clear everything off the desk they will see nothing but if the desk becomes cluttered again it will return.

In Conclusion

Given the subject matter of horror games, some of the ideas in this article can be a bit close to the bone. There is no intention to offend, just provide material that will cause fear, disgust or even anger in the players. For a horror game to work well you need to provoke some sort of emotional response in the players, otherwise the fear element will never surface.

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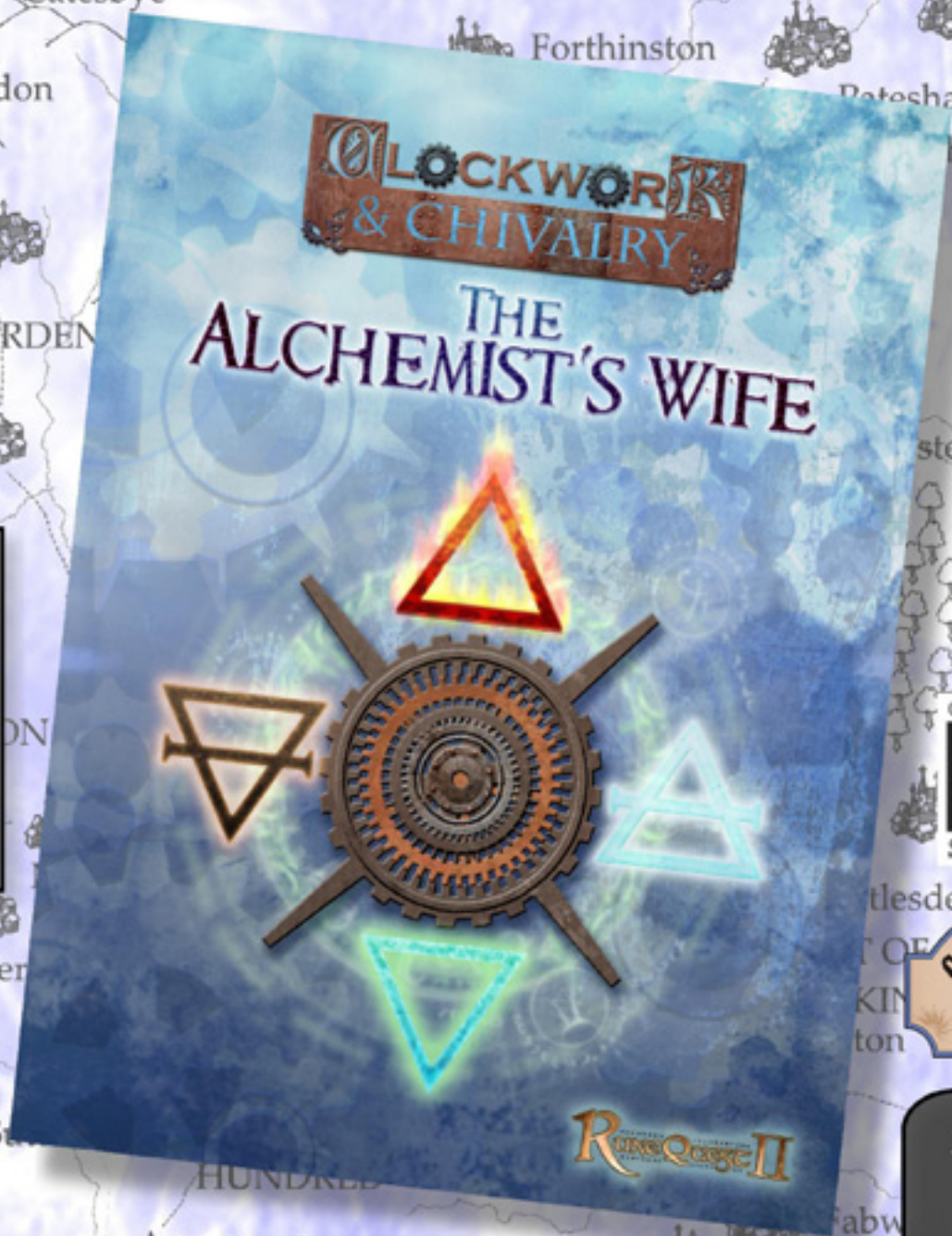
October will see the release of *Thou Shalt Not Suffer*, in which the Adventurers visit Cornwall to try to prevent the secret machinations of the monstrous Witch Queen and her minions. This supplement contains new Witchcraft rules and Professions for players and GMs. In December comes *No Man's Land*, in which the Adventurers visit the Debatable Lands around Birmingham and get involved in mechanical and magickal

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2011 will see the release of: *Quintessence*, in which the adventurers voyage beyond the shores of Earth in search of a new element that could change the balance of power in the civil war; *Hobbes: Leviathan*, in which the Adventurers find themselves in Paris, where their nemesis is plotting with Cardinal Mazarin for the downfall of England; and the series will culminate in the grand finale, *London Calling*, as England's capital faces total annihilation and the Adventurers must somehow forge a peace between the warring sides to face a common foe.



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The UWC Wardens: a preview

By Robert Glass and Matthew Grau

The third planet of the Sol system is the birthplace of human civilisation. For thousands of years, humanity struggled to rise up from its origins as smart primates, learning the skills of tool use and mastering the destructive force of fire. As the centuries ticked by, human civilisations rose and fell. The Babylonians, Persians, Romans, British and more than can be easily counted left their mark on the world. Each had some say in the direction mankind took. Each contributed social and technological advances and some few took great pains to stall these same advances. The Renaissance, the Industrial Revolution and the Information Age all propelled mankind towards one inevitable outcome – its escape from the boundaries of its home planet. Throughout all this time even the most cynical person knew one thing with the utmost certainty – the Earth was their home and they were its master. Humans were the dominant species.

They were wrong.

As humanity started to spread out from Earth like a plague of locusts loosed upon the universe, they did not realise that something was coming from out in the dark beyond Saturn, beyond even the Kuiper Belt or the Oort Cloud. It has been orbiting through the universe since the earliest days – days long before the most basic microbes came to be in the primordial sludge of Earth's earliest oceans. This is not the first time it has been through humanity's home and it will not be the last. For decades now, its approach has been felt, though not by man himself. It has been felt by beings far older than man, that have been lying in deep slumber awaiting its return. Even the planets and moons can feel its coming and they are preparing. Its energies are triggering changes throughout the solar system.

For nearly as long as men have gazed up into the night sky they have wondered if we were

alone in the universe. That is a question that, at long last, is going to be answered. We are not alone – we never have been. In some places in the solar system the first evidence of this has started to manifest. For the most part this evidence has been ignored. Stories of fantastical encounters with strange creatures that have started to filter in from the Kuiper Belt and other places have become nothing more than legends. Other things, such as the strange behaviour of Pluto or the changing environment of Callisto, are nothing more to most people than scientific curiosities. Taken individually this is understandable but these things are not separate oddities. The recent discovery of the strange object that is rapidly approaching our solar system has caused a precious few to tie these events together, though as of yet even these enlightened few truly grasp what it all means.

Once the Unified World Council started to discover that there was more going on in the solar system than meets the eye, they discovered they needed someone to investigate and ultimately deal with such threats. There was no international agency, such as Interpol, that was in a position to be retooled to meet the current situation's needs, so the Unified World Council chose to create a new one that was fully suited for the task. This new agency was named simply the UWC Wardens.

The Wardens have been given three primary duties. First, they are charged with investigating all reports and manifestations of the unknown throughout the solar system. It is their job to find out what is going on for real, regardless of origin and to gather the intelligence necessary to arm the Unified World Council to marshal the forces of Earth to stop it once and for all. Second, it is their responsibility to eliminate unknown or occult threats to the people of the solar system. Wherever people are in danger, from whatever endangers them, it is the Wardens

who must be there to save them. Their third, last and perhaps the most distasteful duty, is to keep the unknown and occult a secret from the population at large. Wardens must censor and silence those who would expose the true happenings of the solar system to the masses, in an effort to prevent the widespread panic that would most assuredly occur should the truth be told. The only information that can be released to the people of the solar system is that approved by the Unified World Council – though that does not mean accurate reports do not leak out for short periods of time, before being forever deleted by Warden technicians.

Not just anyone can become a Warden. Training is intense, similar to that given to top-notch specialised federal police or intelligence agencies, such as the United States' Federal Bureau of Investigation (FBI), Israel's Mossad, or the former Soviet Union's Committee for State Security (KGB). Application requires that a person be of sound mind, in decent physical shape and have some form of college degree, formal technical training, or military service. Once a person has passed the rigid psychological screening and physical readiness tests, they begin an intense six month training program – about 60% of trainees wash out during this period. The trainees are given not only combat training but also a basic knowledge of the occult and the inhuman enemies they must face, along with a basic education in cults. In addition, they are heavily trained according to their specialty, as specialists are required for the situation at hand.

There are three primary specialties in which Warden field agents are trained – Enforcer, Investigator, and Researcher. Enforcers focus on combat, trained in many different kinds of weapons in order to most effectively eliminate resistance. Investigators are the detectives of the Wardens, focused on processing information and evidence in

order to draw conclusions. They are also trained to gain useful information out of people. Researchers are the book worms, educated in the occult and other disciplines that allow them to draw conclusions and sift through data for that which is useful.

Wardens are typically sent out into the field in teams of three to six. A small team is composed of one of each specialty, while a larger team typically has three Enforcers, two Investigators and one Researcher. In areas of severe danger, Researchers are often relegated to remote stations where they can do their job in relative safety, while the other, more combat capable agents deal with the immediate threats. However, teams are inherently interdependent, so the loss of one always threatens the integrity of the whole.

To no surprise, Warden have quite an array of resources at their disposal. They are given their own spaceships as transport, which usually house a team, support crew and shuttles, as well as mobile labs and arsenals. They are allowed to carry sidearms and even submachineguns in their everyday investigations and usually have access to assault rifles, explosives and combat armour. However, it is part of their duty to keep things quiet and hidden, so it is rare that Wardens appear with anything that is not readily concealable – unless the situation is already dire.

Since Wardens are not a widely advertised governmental agency, they maintain quiet offices in all civilised corners of the solar system. Some of these offices are not much more than basic research facilities,

labs, armouries and holding centres, while others boast more robust facilities. They are typically received with some level of open arms by the colonies they visit and it is expected that the authorities in all parts of the solar system will cooperate, though this is not always the case. The solar system is a big place and those far enough out do not always feel that the law strictly applies in their case. The Wardens, however, are afforded nearly absolute authority by UWC charter, though they rarely have need to use it. In some cases, Wardens must also have the strength to enforce their authority, because the powers that be far out in the black will not just afford them the respect and latitude they deserve.

The Wardens maintain a network of space stations throughout the solar system, from which they stage their operations. Warden Prime, also known as simply the Eye, sits above the Earth. A gigantic monolith in the sky, this labyrinthian structure is the primary headquarters of the Wardens. Many rumours exist regarding the goings on there – everything from vaults of horrible creatures to archives of forbidden and maddening lore to horrifying experiments that could not be performed under the watchful eye of any government. While it is the subject of much speculation, there are few that know the truth – all of these things and more, are so. It is the madhouse that is the one beacon of hope between humanity and the things that stir under the influence of the Chthonian Star.

Beyond the Eye, Warden 1, also known as the Umbrella, floats in orbit around Saturn to service the outer planets and protect the

precious agriculture of Titan. It is of similar size to the Eye but designed as a gateway and emergency station for those missions going further out. However, given the way places like Callisto are changing, it is rapidly becoming retrofitted with advanced science technology for research and capture of specimens. To service the inner planets, Warden 2, unfortunately known as the Nugget, hovers in geosynchronous orbit above Mercury. It is a small station, hastily deployed to provide some kind of support to Mercury and Venus. The Lighthouse, more formally known as Warden 4, sits far out in the Kuiper Belt, exploring, watching, and listening for anything that might be at the edges of the solar system. Those who are stationed here are a resilient sort, as they must be to endure that kind of isolation. The Lighthouse has become one of the primary stations for monitoring the approaching Chthonian Star and resources are regularly shipped out to it in order to study that celestial body better.

Work as a Warden is perilous, to say the least. They must travel from one side of the solar system to the other, while facing threats of which man was not meant to know. It can be, for lack of a better term, a very dark job. Wardens must undergo regular psychological screening, for the dangers they face readily erode one's grip on reality. Insanity is a price that agents must face, and one many are resigned to as their eventual fate. That or death, for many a Warden has met an unspeakable and violent end.

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