

MONGOOSE PUBLISHING PRESENTS



Signs & Portents

48

Roleplayer

SLÁINE!

A short adventure for *RuneQuest Sláine*

TRAVELLER!

Find out what to expect from Mongoose Traveller

AND SOME INCISIVE INTERVIEWS!

Learn things you never needed to know about the Mongoose editorial staff

Plus vehicles and aircraft for WARS, the return of Tales From Mongoose Hall, a whole load of RuneQuest stuff, an article on the Missouri Bushwhackers for OGL Wild West and more!

S&P Roleplayer 48

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SO BUSY.

(If you miss the usual arbitrary banter, point your browsers further down the magazine at Tales From Mongoose Hall or Meet The Editors for your regular dose of frolics.)

Chris

Editor:
Chris Longhurst

Managing Editor:
Ian Barstow

Editorial Director:
Matthew Sprange

Production Director:
Alexander Fennell

Mongoose Studio Staff:
Ian Belcher, Adrian Walters, Nick Robinson, Ted Chang, Kelly George, Charlie Law, Russell Veal

Cover Art:
Tony Parker

Artists:
Paul Tobin, Josh Sarver, Claudio Pozas, Alexandre Benhossi, Stephen Shepherd, Sven Geier, Clint Langley, Botticelli

Contributors:
Greg Lynch, Ian Barstow, Nick Robinson, Matthew Sprange, Carl Walmsley, Uri Kurlianchik, Dave Underwood, Chris Longhurst



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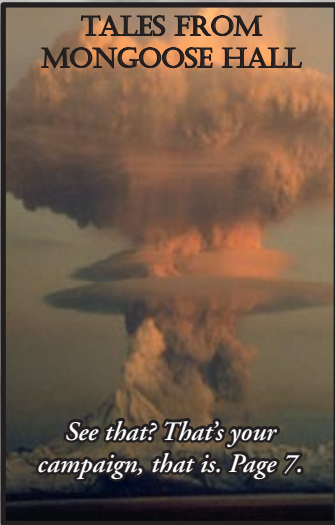
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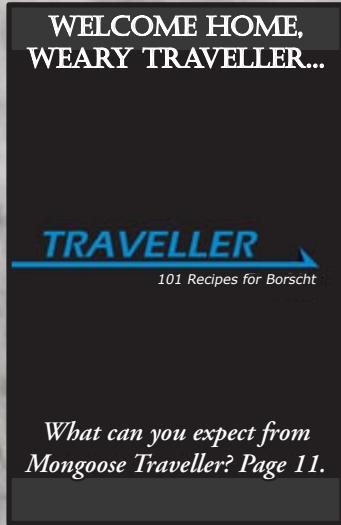
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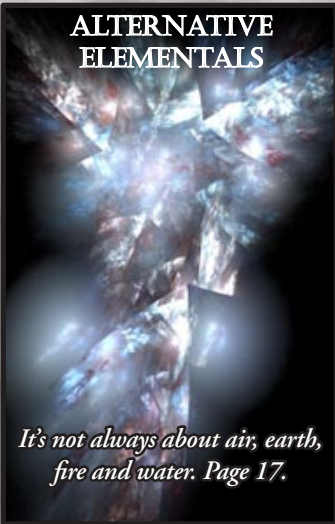
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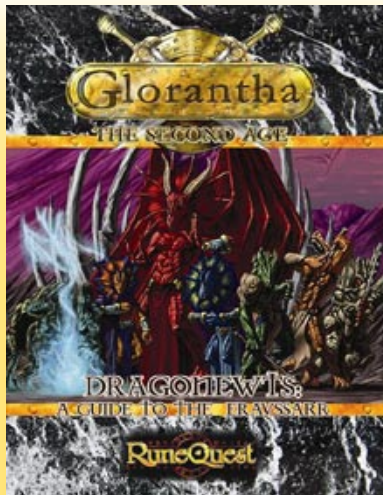
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Glorantha: Dragonewts

The Dragonewts are perhaps the most alien of the races to inhabit Glorantha. With their continual cycle of reincarnation they are practically immortal and this makes them stand out and drastically alters their perception of the world.

This book looks in depth at the different life stages of these enigmatic beings, their history, beliefs and society and how they interact with the other races of Glorantha, even their relationship with the Empire of Wyrms' Friends, who claim to know much about the draconic races. But how much can one truly know about such a strange people?

At long last the Eravssarr will take their rightful place amongst the races of RuneQuest, with Players and Games Masters alike being able to integrate them into their Glorantha games.

Glorantha: Blood of Orlanth

There is a legend that few Gloranthans will ever know. It tells how during the Godswar, in the land which is now called Dragon Pass, Orlanth was almost slain by Sh'kharzeel the Dragon. To the Orlanathi, this is a foul lie. Yet to a minor, lone cult of the barbarians, it is a terrible truth and a secret shame – a secret they guard forever.

The God Learners have learned a shard of this hidden truth. Arch-sorcerers of the Alliance have mastered a ritual that can use the blood of the wounded Storm God to achieve their own unknowable ends, perhaps even rewriting history and altering the life of Orlanth himself. Delecti the Inquirer, the traitorous sorcerer, is aware of his former brethren's machinations. He employs his own agents, Dragonspeakers and mercenaries allied to the Empire, to watch over the conquered Orlanathi of Dragon Pass and ensure the God Learners do not learn the full truth of this legend. In between, the Orlanathi themselves struggle to free themselves from both the Dragonspeakers' empire and their myths.

In every battle there is a crucial moment: a fulcrum upon which all hope and despair balance. It is in that moment that the fate of each conflict is decided. It is down to the Player Characters to forestall disaster by any means necessary. If they are successful, only then can they defeat the God Learners' ambitions before the sorcerers enter the Hero Plane and steal a god's blood.





Lone Wolf: Fire on the Water

You are Lone Wolf – last of the Kai Lords. Bitter War rages through your homeland as the evil Darklords of the west lay siege to the capital.

FIRE ON THE WATER

The King has sent you on a desperate journey to retrieve the only power in Magnamund that can save your people: the Sommerswerd, the sword of the sun. Ahead of lie terrible dangers - ferocious seastorms, the tunnel of Tarnalin and the ghostly death-hulks of Vonotar the Traitor. Use your skills wisely - for only you can save your land from the devastation of the Darklords.

The LONE WOLF adventures are a unique interactive fantasy series – each episode can be played separately or you can combine them all to create a fantastic role-playing epic.

Using high quality paper and hardbound for durability, this Collector's Edition of the second Lone Wolf gamebook marks the return of the last Kai Lord.



Lone Wolf: The Dragons of Lencia

The Kingdom of Lencia. For almost two-and-a-half millennia she has looked over the waters of the Tentarias towards the lands lost to her during the Darkdawn War. Now Telnac, King of Lencia, plans to launch a crusade against the Drakkarim of Nyras and restore his country to its former glory.

Meanwhile, Warmarshal Ranghor of Darke, overlord of the Drakkarim nation, plans a conquest of his own.

Heroes from across Magnamund will be drawn into this bitter conflict in search of glory and riches, but as the armies of two warring nations clash, they will soon learn that only pain and death await them in the land of the blue dragon.



Lone Wolf: Glory and Greed

The Telchoi. A race of survivors. Rising from the ashes of their lost civilizations, they have endured a thousand years as desert nomads. As resilient as the sands where they make their home, there is nothing they cannot endure.

Nothing, perhaps, except the rising spectre of their past. Deep beneath the blistered earth, an evil stirs that has not yet satisfied its thirst for blood. When last it walked the face of the world, it brought down Avan-Telchos, the greatest city under the sun. Now, waking from its rest in the shadows, it seeks to finish what it started.

Past and present are about to collide on the blood soaked dunes of the Telchoi. And if the children of the desert cannot succeed where their imperial ancestors failed, this ancient fire of evil may spread to set all of Magnamund ablaze!



RuneQuest Deluxe

For the first time, you can now collect the RuneQuest main rulebook, the Companion and Monsters as one mighty tome! This book contains all the essential information the RuneQuest Games Master (or dedicated player) needs to adventure in any fantasy setting, be it Glorantha or one of your own devising.

With the information within fully integrated into one cohesive book, allowing you to review the Rune Magic, Divine Magic and Sorcery options for your character, side-by-side. With enough creatures to populate an entire continent and all the core rules, RuneQuest Deluxe is your entry to one of the longest running and most loved roleplaying games.



RuneQuest Spellbook

Magic is so integral to fantasy gaming that it was only a matter of time before an entire tome was dedicated toward magical spells in RuneQuest. This is that tome. RuneQuest: Spellbook is a gateway to hundreds of new magical spells and abilities for characters and monsters throughout the RuneQuest game settings. New and old players alike will find the information within these covers useful to their magically inclined characters, from Sorcery and Divine Magic to the classic Rune Magic.



Elric: Bright Shadows

For ten thousand years, the Bright Empire of Melniboné ruled the face of the earth, subjugating the barbarian tribes and using them as slaves. These inhuman folk kept the world in bondage with demon magic and dragon flame. The people of the Dragon Isle rest in their capital city of Imrryr, secure in their place as the undisputed rulers of the world.

But their rule was never truly permanent. Addiction and hubris made them short-sighted, and they refused to see threat before it was too late. Wars were fought and won, but at too great a cost. Now the Empire lies in ruins, a bright shadow of its former glory.

This book contains a detailed look at Imrryr and Melnibonéan culture.



TALES FROM MONGOOSE HALL PRESENTS:

Since our last game at Mongoose Hall ended with a TPK at the hands of Doghouse and his killer dungeon (aided and abetted by party infighting the likes of which has never been seen before), roleplaying has been a bit sketchy around here of late. While waiting for Blood of Orlanth (or, as the Word spellchecker insists, Blood of Roland) to be finished so we can play through it I volunteered to run the Shackled City adventure path for D&D, a competitor's product but a fine one nonetheless. Here's a hint: this article *will* contain spoilers for that product. You have been warned.

The basic premise for the game is that all the characters grew up on the same street in Cauldron – a city located in the caldera of an extinct volcano – and are just hanging out being normal(ish) when adventure happens to find them. The high-legendary Mongoose Hall character generation process began, wherein everybody gathered round to watch the fall of the dice. When the dust settled, I was left with three Player Characters, to be joined later by a fourth when Russ was less busy.

Cuthbert – a half-orc barbarian, known for eating dung. Played by Matt.

Quentin – a duskblade, and cousin of Cuthbert. Played by Doghouse.

Mad Nobby Runcible – a gnome warlock and mouthy git. Played by Ian.

And later, **Dalvar** – a half-elven rogue and all-round shady character. Played by Russ.

I encouraged the guys to ming their characters as much as possible, since the Shackled City contains some absolutely brutal fights. Hence the inclusion of a duskblade – like a fighter/wizard, but better! – and a warlock, which Fordy proved in the last Eberron game to be broken as all hell.

However, the final step to character generation for the Shackled City involves an optional table of 'local traits' in the back of the book. Matt declined to roll on the table (coward!) but Doghouse and Ian rolled with glee. Quentin turned out be a 'Scarred Soul', damaged by some unspecified childhood trauma, and Nobby rolled 'Touched in the Head' – hence his moniker of 'Mad' Nobby Runcible.

Some quick discussion later and a common background was established. All the characters are rejects from a local street gang and call themselves 'The Kings of Lantern Street' – a ludicrously grandiose title for three level 1 characters that comprise a weakling, a cretin and a surly git.

THE MONGOOSE GANG VS.

THE SHACKLED CITY (AN EPIC ADVENTURE PATH ORIGINALLY PUBLISHED IN DUNGEON MAGAZINE)

BY CHRIS LONGHURST (THE GM)

The campaign began without much fanfare or ado. The Kings of Lantern Street broke up a scuffle on 'their turf' where several men with harlequin facepaint were kicking seven shades out of another childhood friend of theirs who had 'got religion' and was now an acolyte at the temple of St. Cuthbert. Cuthbert (half-orc, not saint) spotted a mystery woman in the same facepaint lurking around on top of a nearby building and he and Nobby immediately scooted up a wall in hot pursuit.

After a short and one-sided fight, the woman avoided defeat at Cuthbert's hands by conjuring up a fog and slipping away. The gang returned to chat with Rufus – the churchy victim of thuggery – and he revealed that the men had been 'warning' him to stop investigating the kidnapping of several children from the Lantern Street Orphanage. At the words 'Lantern Street' the gang knew they had to get involved – it was on their turf!

They escorted Rufus back to the church of St. Cuthbert and helped themselves to a free feed. Nobby attempted to help himself to the poor box but was thwarted by a watchful paladin, setting the tone for his future career. After a short discussion with Jenya Urikas, the head of the church, where she offers them more money than they had ever seen in exchange for

looking into things, the gang head home for a good night's sleep before becoming investigators the next morning.

After dropping off Nobby, Cuthbert notices that he and Quentin are being followed. With a bit of clever manoeuvring they locate their stalker and attack before asking questions – setting the tone for *their* future careers. After being distracted by a totally non-innocent bystander (a half-elf with long brown hair – you'll be seeing him again) they finally get around to interrogating their captive. He's another half-elf, this time with spiky blonde hair. He's looking into the kidnappings too. He arranges to meet the gang the next morning to exchange information and limps off. The gang then totally forget about him and never go to the rendezvous.

The next morning, they gather and begin investigating. After poking around the orphanage some and seeing the brown-haired half-elf twice more (and failing to catch him twice more) the gang bribe an innkeeper, smash a door and beat up a defenceless halfling. With these and a few other actions that caused nearby paladins to lose their special powers in sympathy they discover that one of the most notorious thieves' guilds in Cauldron – the Last Laugh – have an interest in keeping one of the kidnapped children safe. Is that the same Last Laugh who wear harlequin facepaint and were, just the previous night, putting the boot into someone who was trying to rescue the kidnapped children? Yes. Confusion commences until the gang realise that they now own a bar.

Much, much later they walk into the shop of a gnomish locksmith called Keygan Ghelve, fight a strange chameleon-skinned man in the back room,

assault and nearly kill the flailing locksmith, and smash up the back up the shop in a barbarian rage. Well, only Cuthbert smashed up the back of the shop. And assaulted the locksmith. And fought the chameleon guy. Nobby chucked some eldritch blasts around to absolutely no effect, then set to looting.

'What's in the chests?'
'Locks. Lots and lots of locks.'

Luckily, a quick potion saved the life of Keygan Ghelve and Cuthbert's mad smashing uncovered a secret door in the back room. Some more interrogating of Small-sized NPCs led to some important exposition: the chameleon-men had kidnapped Keygan's rat familiar and were holding him hostage; the chameleons were coming from an ancient gnome stronghold called Jzadirune (as difficult to say as it is to spell), the doorway to which was conveniently hidden in Keygan's back room, and kidnapping people; and all the doors in Jzadirune were trapped, so really, seriously, don't touch the doors.

Full of adventure, the gang descended into Jzadirune. After being savaged several times by more chameleon men (and occasionally Nobby, whose accuracy with his eldritch blasts was legendarily bad), learning that the chameleon-men are part of a slaving ring, finding Keygan's familiar, releasing Keygan's familiar and nearly being utterly wiped out by a chatty mimic, they find a lever. 'I bet this lever turns the traps off on the doors,' says Cuthbert and flips it to no visible effect. Nobby proceeds to open a door and electrocute himself – because all the doors are trapped.

Deciding that this is a good opportunity to retreat and regroup, the gang does exactly that. Quentin is called away on business mysterious (also, Doghouse

goes on holiday) but the gang recruit Dalvar, a half-elven thief, pickpocket, ne'er-do-well and general scumbag (played by Russell Veal) which sort of makes up for that.

The next morning, the gang returns to Jzadirune. Cuthbert tries and fails to force open one of the gear-shaped doors, apparently having forgotten overnight that they were all trapped. Cuthbert uses his barbarian rage – yes, his single daily use – and proceeds to slam his head against the door for seven rounds and still not open it; which is good, because if he had he would have set off a trap. Deciding to move on from this scene of epic failure, the gang takes a passageway that does not have a door on it. After some exploration, Dalvar manages to unlock one of the doors and persuades Cuthbert to open it. Cuthbert opens the door and is bathed in acidic gas, *because all the doors are trapped.*

I should probably point out at this stage that some helpful inhabitants had burrowed tunnels throughout the dungeon. You can move through Jzadirune without ever having to open a door. The tunnels weren't hidden, or even particularly subtle – big gaping holes in the walls, and not at all trapped.

Cuthbert finds a pit trap that, not content to just open underneath him, shuts him in a box lined with spikes and shakes him around for a bit. He miraculously doesn't die, having way more hit points than any first level character is entitled to. After that they find another lever ('I bet *this* one turns off all the traps on the doors,' says Cuthbert, totally failing to learn from past mistakes) and a room with an illusory gnomish king snoozing in a throne and a carved face that magically says 'Put your finest coin in my mouth if you wish an audience with the king.'

Nobby puts a gold piece in the face's mouth, and the gold piece disappears to no effect. Nobby puts another gold piece in the face's mouth. No effect. Nobby returns to the surface, changes ten gold for a platinum and puts *that* in the face's mouth. Nothing. I was hoping he was going to start feeding it gemstones and things, but Ian wised up.

Then Dalvar set off a poison gas trap (on a door, which was trapped, because all the doors are trapped), the gang got bored and returned to the surface. They had a new plan! Keygan, who had been carted off by the watch, could make a key that would open any lock he had ever made – most of the locks in Cauldron. He could probably also fashion a key that would open the trapped locks in Jzadirune without setting off the traps. Nobby wanted the Cauldron key so he could loot. The Jzadirune key was largely an excuse to get Keygan out of prison.

After some negotiation Cuthbert ended up under a *geas* to look after Keygan and make sure he was returned to the town guard after 48 hours, so they took him to his shop and told him to get making a Cauldron key. The *geas* was placed by the church of Wee Jas, the most powerful clerics in town. In the meantime, they were going to hold a beer and ice cream party to attract children to their new gang.

...yeah.

The gang had acquired a note from the church of St. Cuthbert saying that they were doing the work of the church, and proceeded to milk this as much as they could for free booze, smart new suits, a carriage, and ice cream for 200 people. While Nobby was busy arranging for the ice cream shop to send their bill

to the church of St. Cuthbert, Dalvar acquired large quantities of beer by getting credit from a break-your-legs style dwarven crime lord named Adrick Garthun and Cuthbert went looking for children.

Which went exactly as well as could be expected.

The end result was that the party was crashed by the church of St. Cuthbert, the gang were shooed off with a collective flea in their ear, and they now no longer own a bar. They are still, however, in debt to a crime lord.

They return to Keygan's shop to find that the gnome – left undefended and sitting on top of an entrance to the stronghold of an Underdark slaving ring – has been kidnapped, surprising no one except the Kings of Lantern Street.

Then Cuthbert remembers the *geas*. He's only got 36 hours to find Keygan and return him to custody! Suddenly things are looking slightly more urgent than they were before.

The gang re-enter Jzadirune and have high jinks, including but not limited to: bribing creatures to show them around then killing them when they are no longer of use; finding a magical theatre that tells the story of a ranger and a dryad who fell in love; and setting fire to said magical theatre and sifting through the ashes for treasure.

'Well, that used to be a mandolin, but it burned... the scrolls all burned... the cloak burned...'

Finally, they find a large lift leading further down. After some minutes in the lift – it seemed like longer

because I was busy making a cup of coffee – the gang arrive at the bottom, a place called the Malachite Hold. On account of it being made of malachite.

Entering the first room Cuthbert (who else?) came under immediate attack from a piece of postmodern sculpture that turned out to be a spiky earth elemental. The noise of the struggle attracted the world's filthiest ogre who happened to live next door. This began the pattern for fights in the malachite hold: Cuthbert got hammered into negative hit points after failing to hit anything for several rounds, Nobby stood on the ceiling (warlock magic) and rolled ones for damage with his eldritch blast, and Dalvar snuck around looking for sneak attack opportunities.

After using up most of the party's healing potions and still only having four hit points between them, the gang advance into the next room. The hobgoblin guards prove mostly easy prey, but the animated chain net turns out to be rather more dangerous – despite only having a grapple modifier of +2 it still manages to pin Cuthbert while one of the hobgoblins stabs him to death with his sword. This leaves the gang in a bad position because, with a damage reduction of 10, Cuthbert was the only person in the group who could hurt the thing.

Finally, after a lot of running around and shouting, Dalvar wrestles the chains while Nobby uses Dalvar's pitons and door spikes to anchor it to the floor. Several rounds of work with Cuthbert's axe later, the animated chain is in bits. The gang now retreat with Cuthbert's body (which Strength 4 Nobby cannot even push across the floor) and some meagre loot to get the half-orc raised.

A lot of negotiations later and Cuthbert is left in state overnight while the priests of Wee Jas – the only people in town capable of raising the dead – memorise their *raise dead* spells. The next morning, after picking up the newly alive again Cuthbert (busted back down to level one by his brush with death) the gang goes shopping for magic items at a nearby emporium called Skie's Treasury. Skie happens to be a gnome – an 'older woman' – who Nobby immediately becomes besotted with. He asks her out and, one natural 20 later, has a date. On this high note the gang descend back into the dungeon.

There are fights with hobgoblins, a treasury of stuff in which Nobby finds himself a 'pimpin' staff' – actually an ornate cane, sized for humans, and Cuthbert not only falling in a spiked pit but getting shut in when the lid closed again. There was also a fracas with a pair of automata whose novel combat technique consisted of grabbing a victim with a pincer hand and clubbing them to death with a hammer hand. As usual, Cuthbert got grappled and couldn't escape, Nobby couldn't do more than two damage per blast, and the gang were saved by Dalvar's cleverness.

Finally, the thoroughly beaten up party approached the climactic encounter. A bit of scouting revealed that the big bad (whose name, they discovered, was Kazmojen) was negotiating with someone for the sale of four children. Could those be the four children the gang were looking for? Of course.

After standing outside the door arguing about tactics for several minutes ('I say we lure him out and push him off the bridge' vs. 'I say we lure him out and Cuthbert smacks him about the head.') things

advanced when a new NPC arrived at the scene of negotiation. Acting quickly, Dalvar opened the door and strode in to find... a beholder.

A note to the non-D&D-savvy: beholders are serious, *serious* bad guys. Right up there with dragons, only without the good publicity. They shoot magic rays from their array of eyestalks, including rays that disintegrate and rays that turn people to stone. Do not mess with a beholder. You will see that the Mongoose Hall players take this about as seriously as 'all the doors are trapped'.

The beholder was negotiating with Kazmojen and a shifty-looking dwarf for the sale of one of the missing children. Dalvar and Nobby started off by bidding more money than the beholder had brought along and, when the beholder insisted that he would just take the child, incited Kazmojen to get shirty. The beholder disintegrated the shirty Kazmojen with an eye beam.

The gang – made up of two first level characters and a second level character, remember – then decide to take on the beholder. Nobby (Strength 4, 30 lbs) grabs hold of the beholder's chin and starts shouting obscene things. Cuthbert grabs the boy the beholder seems so keen on claiming – a lad by the name of Terrem – and legs it. Well, he legs it until the beholder's action, then promptly fails all his Will saves and is simultaneously *charmed*, sent to sleep and hoisted into the air by telekinesis.

Luckily, the beholder is amused by their spirit and decides not to kill them. Nobby offers their services ('We're looking for work, if you've got any...') and

their address and the beholder says he'll be in touch. The beholder leaves with Terrem. The gang rescue the other three children and Dalvar has the presence of mind to snag the bag of fifty platinum pieces which the beholder had offered for Terrem in the first place.

A triumphant return to the surface ensued in which Nobby discovered that Terrem had been safely returned to the orphanage by and that he has some sort of invisible birthmark on his face. Things settle down a little as the Lantern Street Kings collect their reward, go shopping, and return to Lantern Street.

Next time: Adrick Garthun shows up demanding money. Dwarves! Eyepatches! Goblins! And a bad guy way the hell too dangerous for third level characters!

As an addendum, I should point out that this has been a very musical game so far – if you allow music to include such wonderful covers as 'Danger! Danger! Hobgoblins!' (to the tune of Electric Six's *High Voltage*) and 'I Want to Take You to a Gnome Bar' (same band, *Gay Bar*). I can only wait with bated breath to see what they come up with next.

Welcome Home, Weary Traveller...

The plan for a new Traveller, by Matthew Sprange

On August 4th, the day of Mongoose Hall 07, we announced to the world that a new version of Traveller was on its way. Immediately, the RPG forums on the Internet were rife with speculation (including one asking if we were becoming the new Evil Empire, but I digress...).

Traveller is a game that has always been close to my heart. I started playing it in school (and at one point set up a PBM version among my classmates) and, over the years, I have always found myself coming back to it periodically, creating campaigns, or just tinkering with new designs of ships. When the chance to obtain the licence came up, I made sure we grabbed it with both hands!

We had been discussing the possibility of licensing Traveller for a few years, talking about how it might work and what would be needed to bring it up to date. A chance conversation with someone who has worked on various Traveller projects finally got things into gear, and I was soon on the phone to Mr Marc Miller to see if our ideas would fly.

Many Travellers, Many Voices

One of the biggest concerns for us was what we called the fragmentation of the Traveller game. Over time, many editions had come

but not gone (a good sign in many ways!), and there were many ongoing projects, from T20 to the good work done by the chaps at BITS – not to mention Marc's own T5. Simply launching yet another edition would clearly be fraught with problems and, at the same time, there was a great deal of talent in the Traveller field that should not go to waste.

Our experiences with RuneQuest had taught us that there would always be gamers who would stick to their favoured edition, come what may. Indeed, we know of groups still playing the first edition of RuneQuest and who consider RuneQuest II, III and our books to be close to the work of Satan! We had no reason to believe this would not be the case with Traveller, and that was fine. These groups already had a game they were happy with, and we would either be able to win them over or not. Either way, that would likely be down to them and their tastes, not some magical formula we came up with.

Looking at the wider view, we realised that there had to be just one source for core Traveller books. In this way, there is just one set of eyes on the direction of the game, of all its components, and of what is coming out next. In short, an end to the fragmentation.

To this end, we agreed with Marc that the other versions currently in production should not be viciously yanked, but allowed to 'sunset' with dignity at the end of their current contracts (and this is up to three and a half years for some, so don't panic!). In return, we would introduce a mechanism by which the current publishers, and others, could continue working alongside Traveller. For this goal, we will be making the new Traveller Open Content, allowing anyone to publish (books or PDFs) their own ships, equipment, complete settings and universes – pretty much anything that can be imagined!

February 2008

This is the date set for the release of the Traveller main rulebook. As you can see from the mocked up covers (*See page 8. - Ed.*), this tome will have a format reflective of the original 'Classic' Traveller books, as will much of the core line of supplements.

The main rulebook itself will be the equivalent of Books 1-3 of Classic Traveller, providing everything you need to start adventuring into the Big Black, visiting new worlds, and shooting the indigenous populations. A lot of debate has taken place on the core mechanic that will be used behind the new game. At the time of writing, we are currently using what has

been called the T5 Roll High mechanic, which is;

2D6 + Skill + (Characteristic -7), to match or beat a Difficulty target.

We are still tinkering with the effect Characteristics have on the mechanic, and the -7 is by no means set to stay. We are aiming for a mechanic whereby a character's skill is the most important factor but very good or truly awful Characteristics can have an effect. The Difficulty will typically be decided upon by the Games Master, thus retaining balance in his hands.

As for character creation, that old chestnut of Traveller, yes, it will still be possible to die during the process! However, we are also looking to add some other funky bits and pieces.

We are looking to include an optional points build system, for example, for players who want to create characters that are completely balanced and who won't die before the game begins. There will be wounding and limb/organ replacement rules for those who want to stick with the random creation method, but who want to play the character they first start rolling up.

Most importantly though, we will also be giving characters a back story. Traveller has always been able to give you a sense of what your character has been through

before you take him or her over. This time around, as well as gaining skills, Characteristic increases (and the odd Starship!), your character will also gain events, friends and contacts. So, upon finishing off your character, you will not only have something ready to play, but a complete history too, knowing where he was first stationed, what wars he fought in, which Colonel may still remember him, and which quartermaster still owes him a favour.

Core Books

Beyond the main rulebook, we will have the 'core supplements'. Readily identifiable by their black covers, the purpose of these books is to examine a specific area of the Traveller rules. Many will also be quite familiar - Mercenary will give new options for Army and Marine characters, as well as military campaigns. High Guard covers the Navy and spaceships. These books will, of course, be much larger than the originals, allowing us to cover more. We briefly considered doing 10,001 Characters, but sanity quickly prevailed! (*Sanity, shouting and a large stick - Ed.*)

Setting Books

Beyond the core supplements will be the setting books. These will provide different universes for players to explore, all resting upon the main rulebook and core supplements. The first will be the Original Traveller Universe, which over the next decade will see many different eras for you to choose from.

2008 will also see the introduction of Strontium Dog (from the 2000AD comic strip) and Starship Troopers, both of which seem almost built for the Traveller system. In Strontium Dog, you will play a mutant Search/Destroy agent - a bounty hunter looking for his prey across many strange worlds. Perfect for a night's play!

Starship Troopers is a favourite of ours, and we cannot wait for it to get the Traveller treatment. Through the Traveller character creation system, you will be able to create a squad of greenies about to be hurled into their first fight, simply by rolling up one term each (or just going through basic training, if your Games Master is particularly cruel...). Or, if you prefer, you can create your own version of the Roughnecks, by going through multiple terms and calling a halt halfway through the process, so players will have their own lieutenant, NCOs, specialists, and veterans.

Beyond this, we are looking to use Traveller as our core science fiction system, in the same way we have adopted RuneQuest for fantasy. Already, there are plans for Judge Dredd and Nemesis, and feelers have been put out for many other settings.

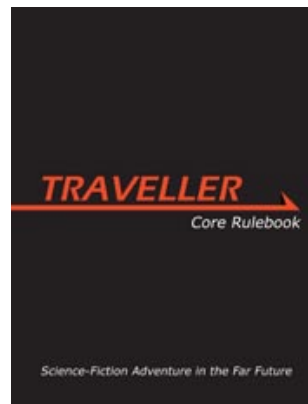
So, what of Babylon 5? There are no, repeat, *no* plans to convert Babylon 5 wholesale to Traveller. As with Conan remaining d20-based, Babylon 5 works perfectly well in its current incarnation, and there is no point in changing it just because we can.

That said, I would be very, very surprised if we did not do at least one Babylon 5 sourcebook for Traveller, converting the ships and characters for those who want to use the new system to tell stories on board the space station that changed the destiny of the entire galaxy.

Not Long Now. . .

Just six months to go, then, until the launch of the all new Traveller! Over the next few issues we will be previewing parts of the game and giving you the considered wisdom of the game's main developer, Gareth Hanrahan.

So, sit tight, and get ready for take-off!



MEET THE EDITORS

NICK 'THE GREEK' ROBINSON

(Not actually Greek.)



(Nick Robinson as portrayed by an actor)

Who are you?

Nick Robinson (aka The Greek). Although I am not and have never been Greek, do not look Greek and have never visited Greece. And neither have any of my relatives. So go figure.

How old are you?

Almost as old as Ian Barstow.

What's your star sign?

There is no such thing as a 'star sign'.

Likes: Dogs, Trivia

Dislikes: Superstition

Special Power: Knows Everything

Secret Weakness: The Pope

How long have you worked for Mongoose Publishing?
718 days as of when I filled in this questionnaire.

That's very precise. How can you be so sure?

Knowing how to count is one of my many marvellous skills.

What's it like working for Mongoose?

I enjoy it. I get to work on the games I would have ended up buying myself if I worked elsewhere, and the satisfaction I get when I finish a project is bally marvellous.

What was the first book you finished?

Rune of Chaos. It was very fulfilling as a first effort and I gained a great deal of valuable experience which has gone into subsequent books.

What made you want to work for a gaming company?

If I had been asked at age 14 (so long ago) what job I wanted this would have been it, well apart from billionaire playboy.

So why aren't you a billionaire playboy?

Too much like hard work.

What do you enjoy most about working for Mongoose?

When I get to use my creativity. Working on other people's work is immense fun, but there is just something about coming up with an idea and later seeing it in print that kicks bottom.

**FIRST IN A SERIES OF ONE,
INTRODUCING YOU TO THE
LOVELY PEOPLE WHO PREPARE
MANUSCRIPTS FOR PRINTING.**

INTERVIEWS BY IAN BARSTOW.

Can you give us an example of something you have created that you are particularly proud of?

I like 'My Brother's Feast' as a RuneQuest Glorantha scenario that I have written for Signs & Portents. As far as something more substantial is concerned I did have to work a lot on the new Slaine book, especially working on the comic art to make it fit a roleplaying book. It is one of my favourite books that I have put together.

What is your favourite game and why?

RuneQuest. Started playing in 1979 or so (told you I was old) with the first edition boxed set (I still have it) and loved it from the get go. The fact that your uber powerful character cannot wade through hordes of hapless (and pretty much helpless) less dangerous creatures made it feel much more 'real' than most other games. That and the fact that it had a truly groundbreaking series of supplements at the time. And ducks. And the weird stuff.

So working on RuneQuest must seem like a dream come true then?

For that 14-year old it was. Now my dreams have more to do with Jessica Alba. Am I allowed to admit that?

What are you working on at the moment?

RuneQuest stuff, mostly. Dragonewts and Elfs, plus a Games Masters' Guide and a Conan supplement. Oh, and the Victory at Sea supplement 'Order of Battle' which I have started to gather the pictures for. I am also working on my own project – a RuneQuest Slaine campaign.

When you aren't at work, what do you like to do to relax?

Walk the dog. Occasionally go off to conquer the world. Gain new nicknames. And play games.

**Thanks Nick, I've had a wonderful time.
Sadly this hasn't been it.**

CHARLIE LAW

(Not actually a character in a Jackie Chan movie.)



Who are you?

Charlotte Law. Better known as Charlie, my mother's family is Spanish and thanks to my mixed blood I can usually be recognised by the two blue patches on my buttock.

Which buttock?

The one next to the unblemished one!

How old are you?

Young enough to be the love child of Nick and Ian.

But are you?

Can't be.....I'm far too good looking! However I have noticed that I do occasionally start talking about the Ganges for no reason...ok, maybe I'm not. Who can really say?

How long have you worked for Mongoose Publishing?

Only 2 months, but already I feel very settled.

What's it like working for Mongoose?

Good fun, the people are relaxed and friendly. There is a lot of friendly banter that makes coming to work enjoyable. Mongoose are a pretty relaxed and fair company, which makes you want to do a good job for them.

How do you cope being the only girl in the Studio?

Well fortunately for Mongoose they hired a very 'ungirly' girl. I am quite comfortable in an all male environment and the banter here is of a nature that makes you double over with laughter. The boys don't pull any punches but that's fine with me; it makes for an enjoyable and satisfying work environment.

What made you want to work for a gaming company?

I really enjoy editing as I am very precise and particular, but with gaming books it is a far more interesting process. We're not just looking for spelling and grammatical errors or how the sentences flow. We also need to be sure that the entire content of the text fits with the rules set down for that particular line, making the work more challenging than editing novels, but also more rewarding.

What do you enjoy most about working for Mongoose?

The atmosphere in the office is fantastic. Everyone gets on well and has a good laugh. It is the sort of environment that makes you want to go the extra mile and be on top of your deadlines.

What is your favourite game and why?

I am happy with anything about dragons, although I find myself strangely drawn to Macho Women With Guns...

What are you working on at the moment?

I am just putting the finishing touches to RuneQuest Spellbook. It is a collection of spells based on Rune Magic, Divine Magic, Sorcery and Legendary Magic. I am very pleased with this book. It has been the first project that I have seen through both the editing and layout stages with Mongoose. The art especially is of a very high standard.

Likes: Ponies, White Wine

Dislikes: Spiders, Beards

Special Power: Boobs

Secret Weakness: White Wine

Are you looking forward to seeing a finished book with your name in it?

Yes I think that will be a good feeling. I like being in a job that allows me to produce something physical by the end of a project, it gives me a feeling of accomplishment and pride.

When you aren't at work, what do you like to do to relax?

I am a very social person, I enjoy going out to watch live bands and comedy nights with my partner and friends. I enjoy camping and drinking excessive amounts of wine. I am also very active. I have two horses and a dog to exercise, which keeps me pretty busy.

Which film star do you think Nick the Greek looks most like?

I have been told Robert Redford, but sorry Nick I can't see it!

Who do you sit next to in the Studio?

Chris. I can't say his nickname, can I?

No, it's very rude. Does it disturb you that he dresses like a woodcutter?

A little, but I'm beginning to cope. I think it's just an affectation.

Have you ever considered dressing up as a woodcutter?

No.

I've run out of interesting questions now, you can go if you like.

CHRIS LONGHURST

(Not actually an alien and incomprehensible elder god.)



Who are you?

I was born in the wagon of a travelling show, Mama used to dance for the money they'd throw... oh, wait, no. That was Cher.

You're Chris Longhurst, aren't you?

Curses. Rumbled.

How old are you?

Older than I look.

So that would be...?

A precise figure is unavailable at this moment due to excessive time travelling in my teenage years.

How long have you worked for Mongoose Publishing?

A bit more than a year.

What's it like working for Mongoose?

It's a constant learning experience. Why, this very week I learned to cross-stitch and uncovered the location of Atlantis. Next on my to do list is a round-the-world sailing trip, mastery of Five Animal Form, and a grand

scheme to fit Scotland with wheels and an engine and drive it into the sea.

It's a wonder there's any time to edit books round here.

So you enjoy it then?

Well, let's compare it to my other jobs: I've been a data entry monkey (ook), a nightclub glass collector (sticky), a person-who-piles-flatpack-furniture-in-a-storeroom (manly) and I laid out the 2007 IKEA catalogue (sketchy). Only Mongoose lets me combine layout, heavy lifting, alcohol and monkeys in one working environment.

What made you want to work for a gaming company?

The job centre said that I had to take the next offering or they'd cancel my benefits. I thought there'd be some great opportunities for corruption, too, but bribes and backhanders have been sadly lacking so far.

Nothing to do with you being a rabid gamer then?

Well, I suppose that had something to do with it. Rabies can impair your decision-making ability.

What do you enjoy most about working for Mongoose?

The air of camaraderie and light-hearted fun that pervades the office like a sort of mind-altering miasma. Wait... I think that might be your feet.

What is your favourite game and why?

Exalted. You play directionless demigods with Real Ultimate Power who are roped into a four-way war with a bunch of elementally-powered supersoldiers who scheme like professionals, the lords of the dead who ride around on city-sized crawling corpses and want to drag everything into the underworld, and a bunch of formless anything-creatures that go by the disingenuous name of 'Fair Folk' and make Cthulhu look like Hello Kitty. Oh, and the weapon of choice is supernatural kung fu that can lay waste to cities. What's not to like?

What are you working on at the moment?

Traveller, Lone Wolf gamebooks, world peace, Lone Wolf novels, the Lone Wolf roleplaying game, Return to the Road of Kings, a translation of Paradise Lost

Likes: Pancakes, Non-Sequiturs

Dislikes: Science

Special Power: The League of Badgers

Secret Weakness: Goths

into gangsta ('Satan he be steppin' all up in my crib'), RuneQuest Monsters II, the Hyborian Bestiary, RuneQuest Land of Samurai and I edit Signs and Portents.

Are you looking forward to working on Traveller?

Yes! Which is surprising considering that I'm not a fan of sci-fi in general. I see this as a great opportunity to extract all the best bits and Do It Right – update it for the 21st century, that sort of thing. I've got the omnitalented Gareth Hanrahan – so great that his secret identity is Batman – doing the core rules and I'm negotiating with a Traveller expert to do the first setting (the Spinward Marches, a region of space so turbulent it makes the inside of a spin cycle washing machine look static and so famous it got a speaking part in *Terminator 3*), so I'm optimistic.

When you aren't at work, what do you like to do to relax?

I breed cats to a professional standard, design and build mind control lasers for the discerning criminal mastermind, travel the world looking for ancient treasures to add to my collection, maintain three alternate identities, write slash fan-fiction so perverse and unnatural that not even the internet will host it, start conspiracies, topple empires, enact sweeping changes in global policies and lie like a b*****d.

You mean some of that wasn't actually true?

My life is a tissue of lies and falsehood.

Thank you, Chris. This has been a most illuminating experience!

What can I say? I live only to illustrate the greater truths of existence.

And eat baked goods. Yum.

ALTERNATIVE ELEMENTALS

Eight new approaches to elementals, by Uri Kurlianchik

The elemental monsters in most campaigns correspond with the ancient notion of the world being made of the classic elements of fire, water, air and earth. However, nowadays, we know that the world is far more complex than this. This article will present two elemental groups more fitting to our more modern and advanced viewpoint. The first is based on what the physicists tell us are the basic driving forces of the universe – energy, matter, time and space. The second group has nothing to do with the working of the world but everything to do with the working of the heart. They represent the most fundamental emotions of love, hate, joy and sorrow.

Note that elementals are not spirits – they are not autonomous sentient creatures with their own will, aims and desires but rather temporary creations torn from their element by a deity or a powerful spellcaster who employs them in his service. They lack any individuality or sense of personal purpose and any attempt to reason or befriend one is as useless as talking to the element itself.

Elementals of both groups lack CON. An elemental's SIZ is represented as a volume rather than a number, as these nebulously formed creatures have no set proportions. When a numerical value is needed for an elemental's SIZ, the elemental's normal hit points may be used as its SIZ. All elementals, no matter their

composition, may be struck and damaged with normal weapons, breaking up their physical construction and eventually disrupting them. Elementals have only one hit location and no armor (with the exception of the matter elemental, which is tough enough to have effective AP). When an elemental is reduced to zero hit points, its body immediately dissipates and its spirit returns to the other world. The spirit may be summoned again to inhabit another vessel of the appropriate type.

A successful attack roll is always required to strike an elemental, even if the striking character is currently engulfed by one.

Where not otherwise specified, the following elementals all follow the same rules as the elementals in *RuneQuest Monsters*. Their special abilities all require a single Combat Action to activate.

Physic Elementals

Physic elementals come from the material plane and serve no god in particular. Instead, they embody the sane and normal order of the universe. Creatures who systematically break the laws of physics may find themselves haunted by physic elementals that were offended by their actions. For example, a powerful undead may find himself haunted by time elementals

who are offended by his defiance of the ravages of time, while a spell-slinging spellcaster may suddenly face hordes of energy elementals, furious at his blatant disregard for the laws of energy preservation.

The rigid and harsh physic elementals hate the wispy and capricious emotion elementals and attack them on sight, usually fighting to the death.

Energy Elemental

Energy elementals are the subtle masters of the powers and interactions that control the natural world, but in a rage they can wreak unspeakable havoc.

These creatures appear as roughly man-shaped hazy masses of light and darkness that range from blinding flames and lightning to delicate plays of wind and shadow. Their movement is constantly accompanied by ominous but harmless crackles, buzzes and hums.

Energy elementals usually hunt powerful spellcasters who manipulate energy in supernatural forms.

Editor's Note

All the art in this article is from the website of Sven Geier, who kindly produces excellent fractal art for free. Click this box to see more!



Abilities:

An energy elemental can heat a non-living object within 20m up to 2500 degrees Celsius, which causes most things to catch fire or melt. It can also freeze objects down to -250 degrees, which causes most matter to become very fragile and take double damage from physical attacks.

If applied to armor or weapons held by a living creature, this inflicts 1 point of damage per turn to the relevant hit locations as long as the item is in contact with their flesh.

An elemental can apply this ability to itself, making any physical contact with it painful and deadly.

Objects cool or thaw back to their normal temperature at the usual rate.

An energy elemental can also play with gravity within 20m allowing it to increase or reduce an object's weight (and therefore its ENC) by up to a factor of 10 and arbitrarily alter the direction in which it is pulled. For example, an energy elemental could reduce a suit of plate armour (ENC 12) to a mere tenth of its former load (ENC 1.2) or make it a crushing weight of ENC

120, rendering the wearer immobile. The elemental could even alter 'down' relative to the armour, causing its increased weight to pull its wearer into the air or smash him against the walls.

An elemental can apply this ability to itself in order to fly or levitate.

Energy elementals can also project blasts of damaging energies – this mixed energy automatically exploits any energy-based weaknesses the target has, such as a vulnerability to fire.

Characteristics

STR	2D6	(7)
CON	–	
DEX	3D6+6	(16)
SIZ	4 cubic meters	
INT	3D6+6	(16)
POW	4D6+6	(20)
CHA	1D6	(3)

HP	20
MP	20

Weapons

Type	Weapon Skill	Damage
Energy Ray	70%	1D8

Special Rules

<i>Combat Actions:</i>	3
<i>Strike Rank:</i>	+17
<i>Movement:</i>	6m
<i>Traits:</i>	Dark Sight
<i>Skills:</i>	Dodge 50%, Lore (World) 100%, Perception 75%, Persistence 80%, Resilience 20%

Matter Elemental

Matter elementals represent all the materials and their various states in the universe. They have nigh absolute control over their shape and hardness but usually choose to appear like massive humanoids whose forms and texture swirl and change according to their mood. Any physical aspect of the matter elemental is alterable – it can be as soft as air or as hard as a diamond, as heavy as lead or as light as plush.

These brutes are masters over any substance they see and can reshape it with their will alone. As easily as a child can dig in the mud, a matter elemental can turn metal to glass or refill a pillow with rocks. An important limitation of this ability is that the matter elemental cannot, under any circumstances, alter living matter (something which can't be said about its victims' equipment, clothes or weapons...).

Matter elementals have a special loathing for spellcasters who are prone to create things out of nothing or change the properties of materials in impossible ways (the transformation of lead into gold is especially infuriating to them).



Abilities:

A matter elemental can permanently change the material of any non-living object within a 10-meter-radius into any other, with the limitation that the material's state cannot change – for example a steel sword will turn to solid ice, not liquid water. However, the object's state can quickly change due to the temperature of the environment. A sword made of ice will quickly melt, but a sword made of mercury or oxygen will do so with even greater speed.

An elemental can also apply this ability to itself and often does so in order to bypass obstacles or gain an unexpected advantage in combat.

Instead of changing an object's consistency, the matter elemental can give it a new shape while keeping its mass, state and material the same. If used on armor, it inflicts 1 point of damage to all hit locations covered by the armour unless the target removes it armor in time (requires a successful Athletics test at a -40 % penalty).

A matter elemental can grow any weapon out of its amorphous body but its favorite is a massive maul-like appendage capable of smashing foes and items alike.

Characteristics

STR 5D6+6 (22)
CON –
DEX 1D6 (3)
SIZ 6 cubic meters
INT 1D6+6 (10)
POW 2D6+6 (16)
CHA 1D6 (3)

AP 4
HP 16
MP 16

Weapons

Type	Weapon Skill	Damage
Slam*	50%	2D8+1D6 / 4

Special Rules

Combat Actions: 1
Strike Rank: +13
Movement: 3m
Traits: Burrower, Dark Sight, Formidable Natural Weapons
Skills: Athletics 30%, Dodge 40%, Lore (World) 100%, Perception 25%, Persistence 30%, Resilience 65%

*With one Combat Action a matter elemental can grow any weapon from its body with any configuration it chooses. It often changes the shape and substance of its weapon to avoid or exploit any resistances or weaknesses its opponent may display.

Time Elemental

These strange beings don't have a true physical form but are rather visible as temporal distortions of the area they happen to occupy.



Free-willed time elementals hunt for those who defy the effects of time such as undead that never age or mortals who magically restore their youth. Time travelers are especially abhorrent to time elementals and they hunt them in the past, present and future with equal zeal.

Since many of the time elementals' enemies are immune to the ravages of time (which is what called their attention in the first place) they sometimes work in conjunction with others to bring an end to them.

Time elementals are the embodiment of the concept of time and as such control the temporal qualities of all creatures and objects in a 10-meter-radius around them.

Abilities:

A time elemental can slow or accelerate time to within a 10-meter radius to a maximum factor of two. If time is accelerated, Strike Ranks and numbers of Combat Actions are doubled and durations (such as spell Durations) expire at double the normal speed. If time is slowed then Strike Ranks and Combat Actions are halved (round up) and all durations expire at half normal speed. Other effects may occur at the Games Master's discretion.

The time elemental can adapt the effect of this ability as it sees fit, slowing some creatures, accelerating some and leaving others untouched. To maintain the ability requires spending a single Combat Action each round.

Multiple time elementals cannot stack their temporal manipulation fields.

The time elemental can cause creatures and objects to become older or younger by 2D8 years with a touch (although it can't make a creature disappear either by making it 'unborn' or so old that nothing remains).

Time elementals can move themselves through time at will and can carry objects and creatures with them if necessary to return them to their proper time. However, they will never voluntarily displace someone or something from its 'natural' time and no one who has ever used magic to coerce them to do so has returned to report on the success of their experiment.

Characteristics

STR 2D6 (7)
 CON –
 DEX 6D6 (20)
 SIZ 3 cubic meters
 INT 3D6+6 (16)
 POW 4D6+6 (20)
 CHA 1D6 (3)

HP 20
 MP 20

Weapons

Type	Weapon Skill	Damage
Touch	40%	Special

Special Rules

Combat Actions: 4
Strike Rank: +36
Movement: 10m
Traits: Dark Sight, Regeneration*
Skills: Dodge 65%, Lore (World) 100%, Perception 35%, Persistence 80%, Resilience 100%

* A time elemental regenerates one Hit Point per Combat Round.

Space Elemental

Perhaps the weirdest and most counterintuitive of all physic elementals are the space elementals, also known as 'probability monsters' or simply 'paradoxes'.

Unlike most beings that simply occupy a certain amount of space at any given time, this incomprehensible monstrosity exists, with a different degree of probability, in many places at any given time. It appears as an infinite mass of blurry images projecting from a single hideous entity whose sight alone can drive lesser men to miserable madness.

Space elementals waylay those who move between two points without crossing the space in between (such as via teleportation) and those who summon creatures from other worlds with magic.

Their attacks are the most terrible of all elementals for they assault the victim's very materiality.

Abilities:

A space elemental is at many places at the same time, like a thousand blurry mirror images projecting in all directions from a single mind-boggling abomination. It is 99% material where it actually is and 1% less material for each metre away from its true location (called 'focus') to a minimum of 0%, where it simply isn't.

Thus, any attempt to hit (or pass through) a space elemental 75 meters away from its true location has 74% chance of missing (check for missing after attack, dodge and parry tests were resolved). For area effects use the highest materiality percentage in the covered area.

This works both ways, so a space elemental attempting to strike a target which is some distance from its focus has the same chance of missing as the target. A space elemental targets all creatures within 100 meters of its focus with each attack, as if all images attacked simultaneously. Fortunately, a single creature can only be attacked once per Combat Action.

To other space elementals, a space elemental only exists at its focal location. This means they treat each other as normal creatures that occupy a fixed volume and have no chance of missing each other with their attacks.

A space elemental's attacks do not wound or shatter but rather destroy the victim's very place in reality. Every



time a space elemental hits a target with its dreadful touch, the target loses 10% of its materiality. A creature with less than 100% materiality has a chance equal to its materiality of each attack being ineffective or of being able to pass through occupied space. Creatures reduced to 0% materiality disappear forever.

Characteristics

STR 5D6+6 (22)
 CON –
 DEX 2D6 (6)
 SIZ 8 cubic meters at its focus
 INT 1D6+6 (10)
 POW 4D6 (12)
 CHA 1D6 (3)

HP 12
 MP 12

Weapons

Type	Weapon Skill	Damage
Touch	65%	Reality Assault

Special Rules

Combat Actions: 1
Strike Rank: +16
Movement: 120m
Traits: Dark Sight, Formidable Natural Weapons
Skills: Dodge 50%, Lore (World) 100%, Perception 65%, Persistence 100%, Resilience 75%

Emotion Elementals

Emotion elementals are an opposing group to the physic elementals. While the latter represent the unbending rule of logic and common sense in the universe, the

former are the corporeal embodiment of the irrational passions and zeal of the most basic emotions. They are amazingly beautiful and full of verve but also capricious and unpredictable, for such is the way of emotions.

Unlike the physic elementals, who exist to punish those who offend the strict and boring laws of physics, emotion elementals outside the control of a spellcaster roam the world aimlessly and spread their emotions wherever possible. Sometimes they choose to serve individuals whom they consider 'perfect' (that is, completely driven by the elemental's respective emotion).

Hate Elementals

These warlike beings appear like whirlwinds of fire, blades and screams with two hateful eyes burning in the middle of the deadly vortex. They never speak, but always shout and hiss in the most offending tone possible, saying exactly those things that will injure the listener the most. Hate elementals *never* mean well.

Of all the emotion elementals, these are the most damaging and unruly for they are full of senseless abhorrence for all living creatures and objects and will stop at nothing to spread the curse of hatred and vengeance. In rare cases, however, a hate elemental can temporarily pretend to be a friend and loyal servant of an extremely hateful individual (usually one on a pitiless vendetta against a great amount of real or imaginary enemies or a genocidal tyrant that will stop at nothing to achieve his unholy purpose). Its service and advices may appear helpful, but in the end will only lead to defeat and tragedy for all parties involved.

Hate elementals despise love (both the pure form of the emotion and the elementals that represent it) and strive

to turn great and noble love into loathing, betrayal and bloody murder whenever possible.

The hate elemental is the most dangerous and powerful of the emotion elementals, capable both to inspire rage and violence and to inflict terrible pain with its foul touch.



Abilities:

Any living, sentient creature speaking or merely listening to a hate elemental must succeed on an opposed Persistence against the hate elemental's Influence test or become filled with so much wrath and loathing for the world that he or she will attack the nearest creature and continue to fight as long as the hate elemental urges him or her. Using this ability precludes any other actions on behalf of the elemental.

A creature possessed by a hate elemental will begin to secretly despise his most beloved individual (usually spouse, friend or liege) and plot his or her downfall with the aid of the hate elemental's terrible cunning and vast experience. This treason may manifest in many forms but is always surprising, subtle and deadly.

A hate elemental's touch can fill a creature with overwhelming self-loathing and shame, causing him to immediately strike himself with the weapon he presently carries. This does damage just like a normal attack and can take place even if the creature has already expended all his Combat Actions this round.

Characteristics

STR 3D6+6 (16)
 CON –
 DEX 3D6+6 (16)
 SIZ 9 cubic meters
 INT 1D6+12 (10)
 POW 4D6+12 (26)
 CHA 3D6+12 (22)

HP 26
 MP 26

Weapons

Type	Weapon Skill	Damage
Touch of Hatred	75%	Special
Slam	60%	2D8

Special Rules

Combat Actions: 3
Strike Rank: +26
Movement: 3m
Traits: Covert Possession, Dark Sight
Skills: Dodge 70%, Influence 70%,
 Lore (World) 100%, Perception 75%,
 Persistence 70%, Resilience 35%

Love Elementals

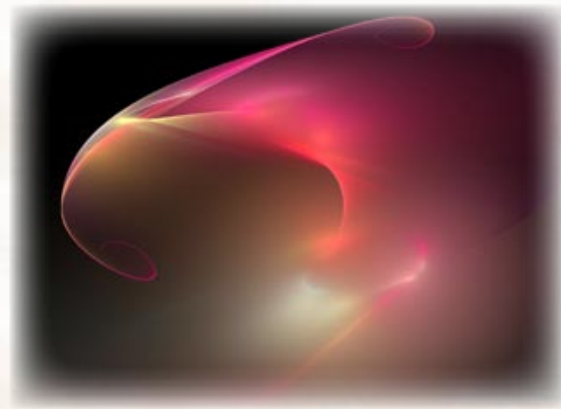
These beautiful creatures usually appear like pinkish-blue clouds of shimmering pixie-dust and colourful ribbons that slowly drift over the ground. Various

objects that bring comfort and good memories flow within this mellow mist, ranging from a child's first teddy bear to the face of a beloved. These objects are only illusions however, and quickly dissolve into nothingness if removed from the elemental's body.

Perhaps the most complex and mild of all elementals, the love elemental represents a vast array of gentle emotions and concepts that include devotion, attraction, sacrifice, forgiveness, respect, friendship and anything else that can be associated with love.

Unbound love elementals are often drawn to areas where there is much hate and repulsion and act to restore the bonds of love that once existed there; a love elemental may help a loyal lover to gain his beloved's heart when the odds seem hopeless or resurrect friendship ruined by cruel circumstances.

Except for hate elementals, who act to upset their delicate plans with brute force and unprovoked malice, love elementals have no enemies and never harm living creatures, even in self defence.



Abilities:

Any living, sentient creature speaking or merely listening to a love elemental must succeed on an opposed Persistence against the love elemental's Influence test or become unable to employ violence for any purpose as long as the elemental continues soothing them. Using this ability precludes any other actions on behalf of the elemental. Acts or threats of violence directed at the pacified creature break the spell.

A love elemental possessing a creature can cause it to fall in love with or befriend any creature in sight. This love can manifest in many ways, depending on the possessed creature's preferences and personality; physical attraction, unwavering devotion or simple helpfulness are the most common expressions but jealousy, lust and possessiveness are also possible (especially in creatures who were violent or evil to begin with). Causing a person to fall in love with someone does not guarantee that this momentary inflammation will evolve into full-fledged love or friendship or even that it will not turn to hatred later.

This ability costs the love elemental 10 MP and can only be used on one target per day.

Characteristics

STR 1D6 (3)
 CON –
 DEX 3D6 (10)
 SIZ 3 cubic meters
 INT 1D6+18(20)
 POW 3D6+6 (16)
 CHA 5D6+6 (24)

HP 16
 MP 16

Weapons

Type	Weapon Skill	Damage
Farewell to Arms	65%	Special*

* The love elemental's touch fills its target with deep abhorrence to weapons and bloodshed, causing it to drop any weapons it is presently holding. When applied to creatures of pure hate or death (such as hate elementals, war spirits, undead, and so on) this inflicts 1D8 points of damage instead.

Special Rules

Combat Actions: 2

Strike Rank: +30

Movement: 3m

Traits: Covert Possession, Dark Sight

Skills: Dodge 85%, Influence 95%,
Lore (World) 100%, Perception 45%,
Persistence 65%, Resilience 45%,
Sing 60%

Sorrow Elementals

Sorrow elementals appear like insubstantial, vaguely humanoid ghosts that slowly and mournfully drag their weak and fragile bodies over the ground while murmuring words of depression and melancholy to themselves.

Although sombre and gloomy, there is some degree of gothic beauty to these avatars of misery and many poets and bards consider them the best muses for their sublime art. Powerful individuals are fond of sending sorrow elementals to their loved ones' funerals to make sure that all guests will truly be overcome by grief.

Sorrow elementals take any opportunity to whine pathetically and complain of their woes, which can

quickly get on the nerves of even the most merciful or patient of men, let alone those in an already bad mood. They hate happiness and joy and strive to turn them into sadness by contriving some sort of a disaster that will leave as many people mournful and broken as possible. However, not being particularly clever they usually fail miserably and become even more depressed. Sometimes, a sorrow elemental will attach itself to an especially jovial couple or group of friends and kill their joy with heartbreaking stories of anguish and despair.

Sorrow elementals hate joy elementals but rarely act against them due to their listless and apathetic nature.



Abilities:

Sorrow elementals are not violent, but often provoke others to attack them and fight half-heartedly in self-defense. The very presence of the sorrow elemental creates an oppressive atmosphere in a 10 metre radius that ruins good mood and drives already depressed people to desperate actions. The longer a creature spends in the company of a sorrow elemental the worse his mood becomes (see table below). This may lead sentient creatures to harm themselves or even attempt

suicide. For every ten minutes spent in a sorrow elemental's company, a creature must succeed on an opposed Persistence against the sorrow elemental's Influence test or to have his mood worsen by one stage. A fumble on this check causes the creature to move two stages down. Once a creature reaches the suicidal stage it loses any desire to live and begins to try to kill itself.

Creatures possessed by the sorrow elemental also radiate this effect. In this case the possessed creature's Influence +10% is used instead of the sorrow elemental's Influence.

Mood ruined by the sorrow elemental improves at the rate of one stage per hour.

Upon losing its last hit point, the sorrow elemental utters such a hopeless and tragic monologue about its own death that it causes all creatures in a 2 metre radius to immediately move one mood stage down. The creature that slew it moves two mood stages down and stays like that for a number of days equal to the slain sorrow elemental's POW.

Mood Stages

Euphoric

Jubilant

Happy

Content

Annoyed

Sad

Depressed

Suicidal

CHARACTERISTICS

STR 1D6 (3)
CON –
DEX 1D6 (3)
SIZ 4 cubic meters
INT 2D6 (6)
POW 2D6+6 (12)
CHA 3D6+6 (16)

HP 12
MP 12

Weapons

Type	Weapon Skill	Damage
Slam	15%	1D3

Special Rules

Combat Actions: 1
Strike Rank: +9
Movement: 6m
Traits: Covert Possession, Dark Sight
Skills: Dodge 35%, Influence 95%,
Lore (World) 100%, Persistence 25%

Joy Elementals

Joy elementals appear like large boxes wrapped in flamboyant metallic sheets and tied with dozens of vividly colorful ribbons. They scurry around amusingly on hundreds of little caterpillar-like legs, constantly bumping into people and objects but rarely doing any actual damage. Inside these boxes, one can find whatever he wants most at the moment – a bottle of fine wine, a pair of new shoes or even a beautiful and willing companion. However, these gifts are only semi-real and evaporate into pink gas if taken 10 or more metres from the joy elemental.

Uncontrolled, joy elementals can be harmful and even dangerous since their powers to please can distract

even the most serious people from important tasks and quests. Jealous spellcasters often send these beings to paralyze their rivals' research by turning it into a happy but unproductive party or divert their enemies from their quests. Sometimes, pleasure is a more powerful weapon in the arsenal of evil than crude violence.

Joy elementals despise sorrow elementals and destroy them on sight, for which the latter are probably grateful.

Abilities:

Surprisingly, joy elementals are rather aggressive when shunned or faced with unbreakable sadness and may resort to non-lethal violence if their target is loath to enjoy themselves.

Joy elementals are literally full of wonderful surprises, ranging from delicious food and drink to soft kittens and full-sized promiscuous humanoids. The sole limitation for what surprises can sprout from these lively boxes is that it cannot be directly harmful. So, while alcohol and greasy food are possible, weapons or drugs will never appear.

A single joy elemental can bring forth up to 20 gifts at a time. Unfortunately, this wonderful quality has a dark side effect – with every additional gift taken it becomes harder to resist the next. A creature that wishes to leave a joy elemental's company must succeed on a normal Persistence test with a –10% penalty applied for every gift taken (maximum –50%). However, since the food and drink provided by the joy elemental are real, this may not result in the reveler's death from hunger or thirst, merely the waste of his (possibly crucial) time.

The joy elemental's touch removes all pain, fatigue and worries from the target and fills his or her heart with pleasure and content, restoring 1 hit point to the target's most wounded location and moving it one mood stage up (as per the table on page 18).

CHARACTERISTICS

STR 3D6+6 (16)
CON –
DEX 1D6 (3)
SIZ 6 cubic meters
INT 1D6 (3)
POW 3D6+6 (16)
CHA 3D6+6 (16)

HP 16
MP 16

Weapons

Type	Weapon Skill	Damage
Pain No More	45%	Special
Ram	25%	1D3

Special Rules

Combat Actions: 1
Strike Rank: +6
Movement: 8m
Traits: Dark Sight, Life Sense, Regeneration*
Skills: Acrobatics 30%, Dance 65%,
Dodge 30%, Influence 65%,
Lore (World) 100%, Persistence 5%,
Perception 70%, Sing 65%

* A joy elemental regenerates two Hit Points per Combat Round.



THE WORLD ACCORDING TO ROLEPLAYING

4. MUTINY ON THE BOUNTY

DRAMATIS PERSONAE

The Player Characters

Fletcher Christian – Mutineer

Matthew Quintall – Arsonist

Alexander Smith – a.k.a. John Adams, thief on the run

Edward Young – Built his character unwisely

NPCs

Lieutenant Bligh – About to suffer the first of four mutinies (the poor dear)

John Fryer – Ship's master and second in command

Thomas Huggan – Ship's surgeon and alcoholic

James Valentine – Provider of the evidence of gravity

Michael Byrne – Ship's (blind) fiddler

A selection of Tahitians.

GM (*A disembodied voice*) – Let's see what character backgrounds we have... arsonist... thief... son of bankrupt... night watchman. So, a real bunch of sea dogs then.

SCENE 1: AT THE INN OF THE CHARCOAL GREY SPOT

CHRISTIAN – Well, good fellows, I hear that His Majesty's Armed Vessel Bounty is hiring on men for a trip to the Pacific. Her captain is Lieutenant Bligh, a great sailor with much experience. I have served with him before

and he is as good a seaman as you will find anywhere in the fleet.

QUINTALL – Fair enough. A volunteer crew, maybe we will get to see some Dutch treasure ships or the like.

SMITH – Yes, I need to get out of the country quickly. (*Others look strangely at him*) For the... um... boredom of everyday life ashore... makes me yearn for the high seas?

CHRISTIAN – Well said!

QUINTALL – Hear, hear!

SMITH – Phew...

YOUNG – *Zzz.*

CHRISTIAN – What's up with Young?

QUINTALL – Up all night on the watch. Now he's knackered.

QUINTALL – That's what you get for having Con as a dump stat.

SMITH – To the ship! With two score and more volunteers and none from the press gang she is sure to be a happy ship!

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

BY NICK ROBINSON

SCENE 2: HMAV BOUNTY – ON THE HIGH SEAS

CHRISTIAN – You know, I've served with Bligh before. I reckon I can get him to promote me.

QUINTALL – It would be great to have someone in a position of authority.

CHRISTIAN – Captain Bligh, a word if I may?

BLIGH – Yes, Mr. Christian?

CHRISTIAN – Captain Bligh, I know you see me as a friend...

GM (*A disembodied voice*) – What?

CHRISTIAN – Says so on my character sheet – in my background.

GM (*A disembodied voice*) – Fine, whatever.

CHRISTIAN – *I know you see me as a friend*, and I you, whilst I also understand that Mr Fryer has the most appalling table manners and suffers the most terrible side effects from the sauerkraut...

BLIGH – Sauerkraut is an excellent preventative measure for scurvy. It is one of the many innovations I have on my ship for the men's well being such as having Mr Byrne here to play tunes so the crew can exercise and stay fit...

BYRNE – Shall I play a ditty about a happy ship?

BLIGH – Not now, Mr Byrne... I know the men detest German cabbage-based foods but they're all scum, so tough. They'll just have to put up with it.

CHRISTIAN – Er, yes sir. Of course, sir. It is just that Mr Fryer's rather noxious problem is beginning to interfere with his duties and...

BLIGH – Fryer? FRYER! Gods, man, I will not have some █████ and █████er blabbing about the food, not when the men have to eat it to stay healthy!

CHRISTIAN – I don't think Mr Fryer has actually complained to anyone...

BLIGH (*failing to hear*) – Fryer, you are a █████ and a █████ and a █████ing █████ too! Mr Christian is now my second in command and if I hear one more word of complaint I will have you flogged, sir!

FRYER – Um, I don't quite know what to say.

BLIGH – Good. Keep it that way. (*Storms off*).

FRYER – I don't suppose you know what has gotten into the captain, do you Mr Christian?

CHRISTIAN – Um, no idea.

SCENE 3: THE MAGELLAN STRAITS (A SEA ROUTE THROUGH THE SOUTHERN TIP OF ARGENTINA) – A STORM RAGES

BLIGH – Blast it, Mr Christian, we have struggled against these winds for two whole months. It looks as though we will have to turn about and head around Africa. Have the ship turn around. Give the orders to the crew.

CHRISTIAN – Yes sir. Look sharp men. Move to your stations...

VALENTINE (*in the rigging*) – What's that? I can't quite hear you. (*Bends down to hear better and slips*) Whoops, aaaaaargh! *Thud*. Ow.

CHRISTIAN – Get the ship's surgeon quick, Valentine is hurt.

BYRNE – This will hurt the crew's spirits. Shall I play a tune?

BLIGH – Not now, Mr Byrne!

HUGGAN – Quick, take that man below to my brewery. I mean shurgery.

BLIGH – Damn and blast it. I knew this crew was too raw, but the Admiralty insisted on these men. Now look at that poor fellow. Take good care of him Mr Huggan!

HUGGAN – But he'll take up valuable dishtilling room!
A few hours pass and the ship is turned around.

HUGGAN – All fixshed, he'll be right as rain in a few days.

BYRNE – Huzzah, perhaps a tune...

BLIGH – Not now, Byrne. May I have a word with the patient?

HUGGAN – Not yet, he ish reshting from the asmputation.

BLIGH – Amputation? He had a head injury!

HUGGAN – Blasht it! I knew shomeshing was wrong.

BLIGH – █████ and █████! Also, █████! I have a drunkard and incompetent as a surgeon. Blasted Admiralty fools, I have lost a good man. Huggan! You are a █████!

CHRISTIAN – Oh dear...

SCENE 4: TAHITI

BLIGH – Well Mr Christian, this has been a wonderful few months. The weather has been splendid, the food rich and bountiful, but now we have the breadfruit plants we must soon depart for dear old England.

CHRISTIAN – Hmmm, yes sir.

BLIGH – I am sure the men must miss her very much.

CHRISTIAN – Well I am sure they do.

BLIGH – This weather must be truly hard on their poor bodies. I feel they miss the feel of constant rain and wet clothes.

CHRISTIAN – Er.

BLIGH – And the ability to go to the church, and listen to the sermons of a good priest

CHRISTIAN – I suppose.

BLIGH – And where the food is good hearty English fare – the best in the world.

CHRISTIAN – Well I am sure they miss their gruel...

BLIGH – And the women are not wanton strumpets, and go about in decent clothing rather than nearly naked all the time.

CHRISTIAN – I am sure sir, I will just tell the men the good news (*sidles off*).

QUINTALL – What now?

CHRISTIAN – It's Bligh. He wants to leave.

SMITH – Back to England? (*Rubs his neck in a worried manner.*)

CHRISTIAN – Aye, where else?

YOUNG – *Zzz.*

QUINTALL – No, I will not go. This place is a veritable paradise!

SMITH – I agree. We should stay. (*Looks relieved.*)

QUINTALL – Who wants to go back to England anyway?
The women here have teeth!

SMITH – And don't charge a shilling a go.

CHRISTIAN – Now we should wait... (*Sees Quintall storm off.*) Where's he going?

SMITH – I don't know. Have you seen my tinderbox? I seem to have misplaced it.

YOUNG – *Zzz.* Come on, I must have heard something and woken up by now.

CHRISTIAN – You've got a Con of 4.

GM (*A disembodied voice*) – According to the rules you'll be sleeping off that night shift for another... six weeks.

CHRISTIAN – Yeah, so shush and get back to snoring.

SCENE 5: BACK ON BOARD THE BOUNTY

BLIGH (*addressing the crew*) – Now I know some of you are not totally pleased about us leaving for home but it is the only way. We have a duty and there is no need to break discipline and be rude to your superior officers.

QUINTALL – He gave me 20 lashes for telling Mr Fryer to naff off.

CHRISTIAN – Well the navy punishment for that is 36 lashes, so count yourself lucky. And it's a good job Fryer didn't realise what you were going with that gunpowder and tinderbox.

QUINTALL – Oh come on, this ship is *boring*. What's the point in having all those cannons and not firing them?

BLIGH (*continues*) – And I am gravely disappointed that some of you hid in the hills to try and stay behind.

QUINTALL – Lashes all round there.

CHRISTIAN – He could have hung those men under the regulations.

BLIGH – However I feel that we can leave that unpleasantness behind now we are on the high seas.
Mr Byrne.

BYRNE – Sir?

BLIGH – Play a tune.

BYRNE – Can't. Someone burned my fiddle...

QUINTALL – Shouldn't have left it so close to a fire source.

CHRISTIAN – ...which you were holding.

BLIGH – Blast and ██████, this will never do. The men's spirits will be hurt hard. Everyone shall whistle!

SCENE 6: A SECRET MEETING IN THE HOLD

CHRISTIAN – So we are agreed, we mutiny and return to Tahiti.

QUINTALL – Aye, we have had enough of Bligh and his sauerkraut-loving ways.

SMITH – And his wretched tongue. He called me a useless ██████.

QUINTALL – He called me a ██████.

CHRISTIAN – He called me darling...

OTHERS – *What?*

CHRISTIAN – A, um, durling, a most horrid term.

OTHERS – Durling, of course. Yes, terrible.

YOUNG – *Zzz.* Oh, come on!

SCENE 7: MUTINY!

BLIGH – Damn you all. You will hang for this you ██████.
I thought you were my friend, Mr Christian.

QUINTALL – Just get into the boat, Captain. You too Mr Fryer, you nark.

BYRNE – Should a play a tune?

BLIGH – Not now Mr Byrne... I thought your fiddle was burned?

BYRNE – So what's this I am holding?

BLIGH – My sextant. Now Mr Christian, some charts?

CHRISTIAN – No captain, we will need these to return to Tahiti.

BLIGH – But you're putting me and half the crew in a glorified row boat. It is 6700 kilometres to Timor, the closest settlement, and all I have is my skill, pocket watch and sextant.

CHRISTIAN – I thought it was 6710 kilometres.

SMITH – What's a kilometre?

QUINTALL – Well now you have a chance to prove you vaunted skills as a sailor (*laughs as the boat is set adrift*).
Goodbye!

CHRISTIAN – Right chaps – to Tahiti.

YOUNG – *Zzz.*

Some time later, in Timor...

BLIGH – Land ho!

BYRNE – Shall I play a tune?

BLIGH – You know what? Yes! We've made it all the way to Timor losing only a single man. Now is the time!

BYRNE – But my fiddle was burned...

BLIGH – ██████

SCENE 8: THE BOUNTY, OFF TAHITI

TAHITIAN #1 – You know, Tahiti *is* getting smaller.

TAHITIAN #2 – Told you.

TAHITIAN #3 – What does it mean?

TAHITIAN #1 – Mr Christian, why are we sailing away from Tahiti in this ship of yours? My friends here are just concerned.

CHRISTIAN – Optical illusion.

TAHITIAN #1 – But the ship *is* moving.

CHRISTIAN – Oh come on. What possible motive could we have for sailing away from Tahiti with a half dozen of the most beautiful women on the island and their chaperones?

TAHITIAN #1 – I have no idea. I am sure we are sailing away again...

SCENE 9: PITCAIRN ISLAND

TAHITIAN #1 – I knew it. We *were* sailing away. And that Quintall fellow, he burned the damn ship.

TAHITIAN #2 – And they have us do all the work. Look at them, shackled up with all our women...

TAHITIAN #3 – And they keep all the booze to themselves.

TAHITIAN #1 – Yes, who do they think we are, imaginary constructs of no real importance that exist only to advance their cause in life?

TAHITIAN #2 – Let's get them!

CHRISTIAN – I say, have you finished with the woodcutting yet? I have some very large rocks I need you to move; they're blocking the view from my balcony...

TAHITIAN #2 – Curse you! Die!

CHRISTIAN – He hit me for how many hit points? Aargh.

TAHITIAN #3 – Eat hatchet sailor boy!

CHRISTIAN – Aargh.

TAHITIAN #1 – I am not a slave, I am a free man!

CHRISTIAN – Aargh! Et tu Tahitian #1? (*Dies*)

DISEMBODIED VOICE – That's so unfair and unrealistic. Why would they turn on us anyway? (*Grumbles*)

QUINTALL – They killed Christian.

SMITH – Great, I get to lead the party now.

YOUNG – *Zzz*.

QUINTALL – Get the guns chaps.

SMITH – Look what I have, the best musket in the ship...

A fight ensues, all the Tahitian men are killed, as are all the mutineers, except for Smith, Quintall and Young.

YOUNG – *Zzz*...uh, what happened, oh great, everyone's dead. Every bloody time.

SMITH – Well that's that, then. There's no problem that modern technology and firing into melee won't solve.

QUINTALL – I'll not forget that in a hurry. It'll take a month of bed rest just to get the hit points back.

SMITH – It was an *accident*.

QUINTALL – 'It'll be alright,' you said, 'I'll just fire through you to hit the other guy.'

SMITH – Well it's not *my* fault musket balls don't overpenetrate...

QUINTALL – Well, I'm in charge now. And my first act as leader is to set fire to your beard.

A brawl ensues. There is fire and musketry.

YOUNG – At last! A chance to act! You grapple him, I'll club him with this sharpened mango.

GM (*A disembodied voice*) – That won't do much damage...

SMITH – Doesn't matter. I've got Improved Grapple. He'll never escape my grip. Club away.

86 rounds of fruit-related violence later.

YOUNG – That... *buff puff*... really took it... *buff puff*... out of me.

GM (*A disembodied voice*) – I notice you took the flaw 'asthmatic' at character creation...

YOUNG – What? Urk. (*Dies of asthma.*)

SMITH – Oh, is it just me left then? On a lonely island with only the seagulls to keep me company... the seagulls, and a number of very attractive Tahitian ladies...

DISEMBODIED VOICE – You had a Con of 4 and you took *asthmatic*?

DISEMBODIED VOICE – I needed the extra points to buy weapon proficiencies. Do you think just anyone could kill a man with a mango?

DISEMBODIED VOICE – ...I bet Oates could.

A Wager Lost

An adventure for RuneQuest Stáine, by Nick Robinson.

A Wager Lost is an adventure for a party of inexperienced characters for the Slaine RPG. It is designed to be a follow up to Herd Duty in the main rule book, being set in the village of Baileoisin in the Fir Domain, but like that adventure is easily adaptable for use in most campaigns with a little work from the Gamesmaster. It can also be adjusted for a more (or less) experienced party as the Gamesmaster sees fit.

The adventure opens up with the characters having lost a bet to a visiting hero at a feast held in his honour and then sets them on a mission to provide the hero with his breakfast. Of course it is not as simple as it sounds and there are plenty of obstacles to overcome.

The hero goes by the name of Cairbre (Kaer-Brah) and is an agent of Myrddin in that he will go out and visit various settlements and villages in order to set tests for aspiring heroes that catch his eye. As Myrddin's ally he can send the adventurers off on various tasks, all of which can be resolved peacefully or with violence (neither method is incorrect, the benefits achieved depend on how the erstwhile heroes fulfil their allotted tasks). He uses magic to get the Player Characters to where they need to be, using the spell Glamour Path.

Cairbre is well liked by all of the main Tribes of the Earth Goddess, although the Drunes are well aware of his travels and would love to have him killed some day.

A Rude Awakening

You are slowly awakening to a dull headache, one that lets you know that you overindulged the night before. In a semi-conscious state you are vaguely aware of someone in the hall moving about when suddenly you feel a deluge fall upon your face and are awakened spluttering and choking to the sounds of laughter.

'Ah, you did not die from your drinking, I see! I was beginning to wonder...'

It is Cairbre the Bold, a visiting warrior and hero with whom you were drinking the previous night. Then your head begins to pound and you groan with the pain. You note your weapons are nowhere to be seen.

'Never mind your agony, I wish to collect on my wager' grins Cairbre. This solicits another groan from you and your equally wet companions. As you watch your tormenter sit himself down on the upturned bucket he was carrying. Last night he bet that he could drink you all under the table, one after the other. You thought this a fool's bet, but here he is, bright and cheerful, and every one of you remembers him smiling away as you passed out before him. To say the man has a prodigious appetite for alcohol is a drastic understatement.

'I wish to have myself some breakfast. Nothing too fancy, but it appears there are none of the ingredients in this little village of yours, so I want you to go out there and get me what I require. Now the black mushrooms of Aonach Bàn are in season and you should find them amongst the hills to the north of here, they have a fine taste indeed, but only those on eastern slopes.'

'I fancy the fine flesh of hare; there are some particularly fine examples I have seen sporting in the fields to the west of here. Mind you I would be careful of the canny creatures as they might talk you into catching something else instead. It's definitely hare I want!'

'Then I have heard the eggs of Druce's hill are particularly tasty. I understand that you will know them when you see them. They're to the south by the way.'

'And lastly some seasoning will be needed. The witch Ownah Ninehusbands will bargain for some of the best wild garlic to be found anywhere, I feel sure. She is to the east of here. Now hurry up, the lot of you, I have a real hunger and the longer you take the hungrier I will get, and that is no way to repay a wager!'

It is entirely possible that a player character will try to attack Cairbre at this point for being so obnoxious. He really is just having some fun at the expense of the characters, and they did lose the wager. None of the characters have any weapons to hand except their eating knives, if any are stupid enough to attack him with this (Cairbre has a sword by his side) then feel free to have Cairbre mock him, pour abuse on him (*'Is this any way to treat a guest of your headsman, you ungrateful whelp?'*) and have others from the village pour scorn on him for this. (If the character persists Cairbre will kill him; perhaps the player will learn not to pick unnecessary fights with heroes in the future.) If by some fluke the player badly injures Cairbre the headsman will arrive and order him to back down and go and get Cairbre's breakfast. If he does



not then a volley of well thrown weapons should show the surviving characters the errors of their companion's ways.

The ingredients, places and people mentioned are all unknown to any of the characters (and are, indeed, a mystery to the other inhabitants of the village). Cairbre, if asked, will say that *'They are there where I says they are, I would never send you on a pointless errand now, would I?'*

Cairbre will provide the character with the nets to catch the hares in and also a large basket for all of the ingredients to be placed in.

Once the party sets off in the direction of one of the ingredients they will quickly enter a mist bank, which rapidly turns to thick fog, one of the effects of Cairbre's spell.

You leave the village, still with the effects of last night's overindulgence pounding on the inside of your head. It is a fine, if a little misty, morning and you follow the path into a fog bank, quickly losing sight of all landmarks, and unable to see anything other than your companions who, curiously, can all be seen as clearly as on the most sunny of days, despite the fog.

Black Mushrooms of Aonach Bàn (ay-nach baan)

You set off northwards and find that it is very misty and soon begin to climb a slope (although, as far as you are aware there are no hills this close to the north of Baileoisin.) After a short while you step out from the fog and see a building on a hill just ahead of you. The ground to the east of it is black with what looks like mushrooms.

The building itself is fairly large and oval in shape, with an annex to the east, being of stone construction with a thatched roof and looking in reasonably good condition.

There are many small stone cairns nearby, apparently rocks that have been collected from once-cultivated fields that now lie untended. However it is the collection of spears buried point upwards that catch your eyes; it appears these have the skulls of people impaled upon them.

It is possible for the characters to sneak up to the mushroom fields and start harvesting the crop for Cairbre without investigating further. This is not particularly brave or heroic, but if the party members doing the mushroom picking successfully beat the hut's sole inhabitant in opposed Stealth tests against his Perception then they can make off with their booty.

However if the party decides to investigate the hut then the terrible foe that inhabits it will come out to meet them.

'More of you cattle, hey! All doe-eyed and ready for the slaughter! Well I need more flesh for my larder and you look ripe for my table!'



Cíocal

Wicked and cruel, the Fomorian Cíocal is a threat to all near him and a ferocious foe. He can resist the effects of losing the use of any two of his legs – even their loss will not stun him or cause him to miss Combat Actions. He can balance perfectly well on any three legs, using the fourth to attack with. If he loses both his scything legs, however, he will attempt to scuttle off to escape. All his legs will regrow if lost, as long as he is not killed.

Characteristics: STR 15, CON 13, SIZ 15, INT 8, POW 8, DEX 13, CHA 4

CA: 3 **DM:** +1D2 **SR:** +10 **Move:** 6m **EP:** 8

Skills: Athletics: 50%, Dodge: 55%, Persistence: 40%, Resilience: 82%

Attack: Rending Talons 74% 1D8+1D2

Armour: Disgusting natural hide (AP 3, no Skill Penalty)

D20	Hit Location	AP/HP
1-2	Right Hind Leg	3/5
3-4	Left Hind Leg	3/5
5-6	Right Front Leg	3/5
7-8	Left Front Leg	3/5
9-14	Abdomen	3/9
15-16	Right Scything Leg	3/5
17-18	Left Scything Leg	3/5
19-20	Head	-/6



The inhabitant, a fomorian halfbreed named Cíocal (Kih-kul), is a repellent and intractable beast that even his superiors found unusable in their armies. He fled to this place before he was sacrificed by his lord, where he slaughtered the poor farmers and has fed upon their corpses. However the food has long since run out and he is hungry again, and was about to move on when the characters arrived. With food arriving at his door he now wishes to slaughter his new 'cattle'.

Cíocal is an ugly, foul smelling creature, looking like a bloated spider with a man's head, the result of some obscene ritual by his masters and creators. He wears around his neck a silver necklace with a jade amulet, a lovely piece worth 8 sets. There is no other loot available either on Cíocal's person or within his current home, which reeks of rotting flesh and excrement.

Once he is defeated the characters will be able to travel to their next destination, which can be to whatever remaining task's location they decide upon or back to their village if this was the final task.

The Flesh of the Hare

You travel in the mists for a short while before emerging at the edge of a field with the first shoots of a new crop beginning to poke through the soil's surface. There are a group of hares running around, nibbling at the tender young plants at the far side of the field, by the edge of some woodland. The hares look up, briefly, but do not appear to be concerned by your sudden appearance.

The hares to the west of the village are actually some troublesome fey creatures that have been causing problems for the Falian, who have been unable to stop their evil ways due to their magical hare form. As Falian are prohibited from harming hares for most of the year the faerie creatures have been able to act with impunity. As a result Cairbre has decided to send them some



unexpected help by shipping off the heroes to deal with the problem. The hares will attempt to threaten, cajole or redirect the characters in order to escape, but since the Player Characters are forewarned by Cairbre they should not heed them.

The nets provided by Cairbre are enchanted so that Player Characters can use them easily enough with their Throwing skills, having a +20% bonus to hit and a 20 metre range.

The hares are not alarmed at the appearance of humans, as they believe they are protected by the Falian's beliefs, not realizing that these humans are from a different tribe. The hares will only react if the party hails them or comes within thirty metres, at which point a large, male hare will stand on its hind legs and address them. If the party decides to shoot at the group with arrows or slingstones the hares will scamper into the woods and then charge out in their monstrous forms once the party comes close enough.

The Faerie Hares

These creatures have plagued the nearby Falian settlements for several months, using their animal forms to escape retribution for the various crimes they have committed. The local druids are very much aware of the problem but have been unable to provide a solution for their people.

The statistics below are for their monstrous form. Their normal form has the same statistics but has a SIZ and STR of just 2, which will reduce their Hit Points by two in every Hit Location and their damage modifier will be -1D8.

Characteristics: STR 14, CON 12, SIZ 12, INT 11, POW 16, DEX 17, CHA 8

CA: 3 **DM:** +0 **SR:** +14 **Move:** 4m **EP:** 16

Skills: Athletics 60%, Dodge 75%, Persistence 35%, Resilience 55%

Attack: Kick 55% 1D6

Armour: None

D20	Hit Location	AP/HP
1-3	Right Hind Leg	-/5
4-6	Left Hind Leg	-/5
7-9	Hindquarters	-/7
10-12	Forequarters	-/7
13-15	Right Front Leg	-/5
16-18	Left Front Leg	-/5
19-20	Head	-/6



'Go away. You're in the Hares' Grove now, so go away lest you be cursed and damned by all!'

The hare will be fairly rude, but the fact that the humans do not leave immediately will make him curious (if annoyed) rather than scared. He will talk to any Player Character who addresses him and is the leader of the fey. It is possible to keep him distracted so that a Player Character can throw a net, requiring a successful Stealth test. If someone tries to sneak up on him whilst he is not being distracted then the Stealth test will be an opposed test against the hare's Perception test. It is up to the Games Master to determine if the hare is sufficiently distracted.

It is possible to make repeated attempts to catch the hare but if three attempts fail the hare will finally have had enough and will attempt to drive off the party with violence (with help from its companions). The hare is vain, and believes itself safe from serious harm, noting that none of the humans have iron weapons (which are especially dangerous for the fey).

Once the hare is caught within a net it loses its ability to change form (and, indeed, loses its intelligence) due to the enchantments on the nets. Once the other hares see this they will run down their burrows (which are not normal, and have a portal into the faerie realm – the hares will use this and not return, shutting the portal behind them).

It is possible the party will be unable to get close enough to the hares to ensnare any and just throw or shoot missiles at them, triggering a fight between them and all five in the group. Once one of the hares has changed to its monstrous form it is no longer able to be trapped within the (rather small) nets.

A slain monstrous hare will die, its spirit returning to the faerie world for a year and a day before it can venture forth once more. The corpse left behind will shift back

to that of a normal hare, and despite what he said about killing them himself Cairbre will still accept a freshly dead hare.

Once this task has been completed one way or another the party can reenter the mists and go on to their next task or return home to Bailoisin (as appropriate).

The Eggs of DRUCE'S Hill

Emerging from the mists you see a wasteland before you. A dying forest lies a few hundred meters to your left; you think you can see monstrous forms moving slowly within. Ahead you can see a prominent boulder-strewn hill, devoid of vegetation. Looking all around you can see that the vegetation is sparse and sickly. The whole place has a foul sulphurous odor to it, surely an unhealthy realm of foul sorcery!

The object of the party's search is just over the summit of the hill; a twenty foot tall pile of dead brush and leaves, in which are a clutch of time monster (utahraptor) eggs. The eggs' mother lurks nearby and will sneak behind any nest despoilers as they begin to climb her incubator, leaping out and attempting to rip them to shreds. The angry raptor will be relentless, attempting to knock down each opponent in turn, and is easily the toughest opponent the party will face whilst collecting the ingredients for Cairbre.

The least dangerous method to get the eggs is to go into the woods and hunt one of the huge beasts seen moving in it. These are young sauropods that are easily frightened by loud noises and/or fire. If the party works together they will be able to herd it out of the woods, where it will trundle off in panic into the wastelands, attracting the attention of the utahraptor. The predator will rush off to get this unexpected meal, leaving the nest unguarded for long enough for the eggs within to be found and retrieved (unless the party takes far too long in doing so by not quickly taking advantage of the monster's absence).

Utahraptor (Time Monster)

These ferocious time monsters have been drawn to Tir Nan Og thanks to the meddling of the Drune Lords to the south. The death of the female will leave the eggs unguarded, allowing scavengers to eliminate the threat these creatures represent if allowed to breed and spread their hunting range.

This is an extremely deadly predator, one that will test the skills of even the most hardened warrior.

Characteristics: STR 24, CON 16, SIZ 24, INT 4, POW 12, DEX 16, CHA 3

CA: 3 **DM:** +1D10 **SR:** +10 **Move:** 6m **EP:** 12

Skills: Athletics 60%, Dodge 45%, Perception 62%, Persistence 38%, Resilience 130%, Stealth 82%, Tracking 41%

Attacks: Bite 45% 1D8+1D10
Kick 41% 1D6+1D10
Foreclaw 71% 1D4+1D10

Armour: Thick Hide (AP 5, no Skill Penalty)

D20	Hit Location	AP/HP
1-3	Right Hind Leg	5/8
4-6	Left Hind Leg	5/8
7-9	Hindquarters	5/10
10-12	Forequarters	5/10
13-15	Right Front Leg	5/7
16-18	Left Front Leg	5/7
19-20	Head	5/8



The eggs themselves are about eighteen inches long and oval, having a tough, leathery skin that requires a sharp knife to cut them. They have only recently been laid, and as such are perfect for the meal Cairbre has planned. They are to be found near the top of the pile of sticks, about a foot deep in rotting leaves, which provide the warmth for their incubation. The raptor's mate was very recently killed and eaten by another time monster whilst out hunting, meaning the female has to take risks to feed itself, leaving the nest unguarded from time to time.

Oonah Ninehusbands (Oonah)

The fog parts to reveal a ramshackle hut in a forest clearing. A rotund, middle-aged woman is tending her cultivated plot, which appears to be doing rather well, with massive vegetables, plump chickens and sweet smelling fruits that pervade the entire area. The entire woodland seems especially vibrant, with its rich colours catching the light and the wind causing the lush growth to rustle as it sways slightly to and fro. It is an idyllic scene, although besides the grunts coming from the woman's efforts at cultivating and the sound of the wind the place seems far too quiet – there are no other sounds. The woman pauses in her toils and looks up as you step out of the mists.

'Ah, I see Cairbre is hungry again. What is it he wants this time?'

This may set the characters back a bit, but the witch has known Cairbre a long time and is used to this sort of visitor. Normally she would try to seduce one of her guests and persuade him to become her husband (for a short, but enjoyable, life on the farm) but today she has need of a service and the Player Characters have turned up at just the right moment to be able to complete it for her.

Oonah's problem is that her last husband has had the temerity not to stay dead. Part of her magic is based upon the sacrifice of her husband - after a year and a day

of near perfect marriage the spouse is ritually killed on her weirdstone (which stands in the middle of her plot, mostly concealed by some especially tall wheat) and then buried with whatever possession he prized the most.

Unfortunately for Oonah's peace of mind her last husband, Conn, was not a man who married her with the usual sense of duty or religious sentiment, but a man who had hoped to trick her in revealing where she kept her treasure.

Conn was a petty thief who traveled north from the Lands of the Drune Lords when he heard a rumour that was circulating about Oonah, that she was, in fact, a very rich woman who had received vast amounts of treasure in gifts over the years in payment for her very potent fertility magic. Whilst it is certainly true that Oonah has received a good amount of wealth over the years such baubles are meaningless to her, and she has given it away to those she thought most in need. When Conn married her he did not realize the potent vows he made would make it impossible for him to harm her to force from her the location of the fortune. Trickery did not work either, Oonah thought he was merely joking when he asked of the treasure and the magic of their vows prevented her from seeing that the man she was blissfully wed to was nothing more than a greedy rogue.

When it was his day to be sacrificed the vow made sure he followed Oonah to her weirdstone to be slaughtered. However, he rose from his grave as a half-dead obsessed with the wealth that will never be his. Indeed the single coin of gold that Oonah buried him with (a forgotten token of thanks that Conn found and saw as proof Oonah did have a hoard hidden away somewhere) only made him more restless. Only if he had been buried with the fortune he thought she had would he have remained quiet in his grave.

Now he searches the outlying area during the day, checking under rocks and stones, digging out burrows,



even disturbing nesting birds in his obsession. At night he stalks around the hut, never explaining himself to Oonah, but instead watching her forlornly at a distance, all the while making Oonah more and more concerned at his behaviour.

Unsurprisingly Oonah wants rid of this menace.

She will gladly find her garlic for the characters as long as they can solve the problem. A major difficulty is that Oonah cannot understand why Conn has come back. Even if the party informs her of why Conn is still causing problems she will not fully comprehend that her husband was a (literal) gold digger. If a Player Character says Conn is after the treasure she will laugh it off, saying it was just his little joke and is bemused if told otherwise. She is quite incapable of thinking ill of her late husband, and is at quite a loss as to why he haunts her still. If the point is pressed she will eventually sob in frustration and genuine grief and go into her hovel to be alone for a while (it is



Ownah Ninehusbands

A devout follower of the goddess, Ownah is a very popular woman in the local area, having access to a great number of spells that help with growing crops, raising cattle and increasing fertility (these will not come into play during the scenario and so are not listed here). She is also generous to the deserving, giving away a vast fortune over the years and this is the source of the rumours about her wealth. Her magic is directly tied in to the sacrifice of her husbands (who she genuinely loves), and all in the local area accept this. It is seen as a great honour to be her husband and there is a willing supply of men willing to marry her.

Although she is not a warrior she is capable and willing to fight if necessary, but will try to dissuade any attackers with reason first. Woe betide to any who harm her, as the locals will do their utmost to hunt down her killers.

Characteristics: Str 12, Con 12, Siz 13, Int 15, Pow 17, Dex 13, Cha 15

CA: 3 **DM:** +0 **SR:** +14 **Move:** 4m **EP:** 25 (she is able to draw from her weirdstone)

Skills: Perception 42%, Persistence: 98%, Resilience: 62%, Tap Weirdstone 82%

Attack: Shortspear 65% 1D8

Spells: Baby Blessing 124%, Beguile 107%, Circle of Nature 103%, Consecrate 65%, Cure Injury 147%, Danu Chant 61%, Ligature 71%,

Lightning 45%, Scrying Flames 44%, Song of the Thrush 81%

Armour: None

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

Conn, the Ninth Husband

As a man little good could be said about Conn. Now he is dead, mad and decomposing (with the attendant stench) so things have managed to take a turn for the worse. Conn is capable of speech in his half-dead form and will continue to roam the world looking for 'his treasure' until he manages to find a hoard for himself or is destroyed. Never all that bright, Conn is not fully aware he is deceased although he is vaguely aware he was 'murdered' by his widow.

Characteristics: STR 12, CON 16, SIZ 14, INT 11, POW 12, DEX 11, CHA 6

CA: 2 **DM:** +1D2 **SR:** +11 **Move:** 4m **EP:** 12

Skills: Perception 42%, Persistence 75%, Resilience 60%, Stealth 32%

Attack: Bite 45% 1D4+1D2+poison

Traits: Disease Immunity, Poison, Poison Immunity

Armour: None

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

Half-Dead Venom

Type: Smear

Delay: 1D3 Hours

Potency: 70

Full Effect: 1D3 hit points damage to all locations, -6 penalty to victim's STR and DEX

Duration: 1D3 days





a very good idea to leave a witch who wishes to be on her own alone; woe betide any who forces their company upon her).

There are two ways of dealing with Conn. Either lie to him and tell him that the treasure was taken long ago and can now be found somewhere else, or physically destroy him. Telling him there is no treasure once will annoy him, telling him this twice will cause him to attack in a rage, attempting to rip his tormentors to shreds.

Conn can be found scouring a nearby stream bed, turning over rocks with his rotting hands, peering at the pebble underneath for the glitter of gold or gems before moving on to the next rock to try. He is very persistent and will not notice the party until they hail him. He is barely able to speak (his vocal organs are in some decay) and is quite frustrated by the lack of progress his search has made. Fortunately he is as stupid as he is stubborn, and any half plausible story about why the treasure is elsewhere (Ownah had it hidden from you far away; it was stolen by Midgard raiders; it was given as tribute to a titan king and so on) will fool him and make him wander off in a new direction until he either finds some treasure for himself or (more likely) is destroyed.

Conn will constantly bemoan the fact his wife was rich and never spent a set upon herself, their home or even 'poor old Conn' and even had the temerity to murder him when he questioned her about the wealth (a distortion that he now fully believes).

Once Conn has been dealt with and the garlic retrieved the characters will be able to enter the mists again to pick up their next ingredient or finally return home.

Back to Baileoisin

After your travels and the completion of your tasks you enter the mists one more time, happy to see home again mere moments later. What you are not so happy about is the sight of Cairbre mounted on his magnificent horse. He looks ready to depart and waves at you when he finally sees you.

'Ach, you're late! I decided to have some bacon instead, and now I must be off without my omelette. Feel free to make some yourselves, it is a fine meal indeed if you have the stomach for it.'

With this he rides off into the mists, never to be seen in the village again.

Rewards

The ingredients do make a fine omelette indeed, with a strong flavour. The ingredients have an effect upon its consumers. What this effect is is determined upon how the ingredients were obtained.

If all the ingredients were obtained by violence then one physical characteristic will be increased by one by any who helped collect all of them and eats a portion of the omelette. This will be of the player's choice, either STR, CON, DEX or SIZ.

If all but one of the ingredients were obtained by violence then a random physical characteristic will be increased by one, either STR, CON, DEX or SIZ.

If two ingredients were obtained by violence and two peacefully then a player may choose to increase any characteristic by one.

If all but one of the ingredients were obtained by peaceful means then a random mental characteristic will be increased by one, either INT, POW or CHA.

If all the ingredients were obtained by peaceful means then one mental characteristic will be increased by one by any who helped collect all of them and eats a portion of the omelette. This will be of the player's choice, either INT, POW or CHA.

Unfortunately if the party fails to get all the ingredients then the party will only get a foul tasting concoction and whatever experience the Gamesmaster decides they are due.

The nets Cairbre gave the party to capture the hares lose their magic one day after the party returns to Baileoisin. The basket is of fine manufacture and is usable, but has no special properties or worth.



New Heroic Ability

Alcohol Immunity

Requirements: Con 16+, Resilience at 75% or higher
Hero Points: 2

Your ability to drink vast amounts of alcohol is nearly legendary. On the negative side very few people invite you to their feasts since you end up drinking all of the beer.

You have the ability to consume vast quantities of alcohol without ever becoming drunk. You may chose to have the alcohol affect you as much (or as little) as you wish, but can instantly sober up when required to do so. None of the harmful effects of alcohol (either alcohol poisoning or longer term damage to your body) are ever inflicted by such consumption.

New Spell

Glamour Path

Casting Time 6, Duration 1 day, Magnitude 8, Progressive

Glamour Path is a spell taught by Myrddin to a very few allies and heroes who work alongside him as he tries to

thwart the machinations of evil. It is possible to be taught this spell by one of these heroes or Myrddin himself if a sorcerer performs many tasks to help the inhabitants of Tir Nan Og over a long time period (at least several years), thus proving himself a worthy champion.

The spell can be cast on an individual or group of up to ten people, and for every two extra Earth Power points up to another ten can be enchanted, allowing them to traverse great distances in a relatively short period of time. The enchantment lasts for a day and the target will reach the end of their journey in mere minutes, although they could be travelling from one end of Tir Nan Og to the other during that time.

It is possible to make repeated trips during the duration of the spell, if the caster so desires. Whilst the spell is in effect the caster is aware of the location of the target at all times.

Physically the target will enter some mists, travelling through dense fog before reaching the desired destination. During this trip, skirting the border of the otherworld, the target will not be able to see any landmarks until he steps out of the mists at the end of the journey. The only things that will be visible will be any companions that are also under the same enchantment, who will always remain clearly in sight, no matter how far they are from the target.

Cairbre the Bold

A staunch champion of the Earth Goddess and hero of some renown amongst the tribes in Tir Nan Og Cairbre is likeable and generous, although he can be a difficult character on occasion. He travels everywhere on a magnificent black steed, which is rumoured to be an enchanted beast from the otherworld. Cairbre laughs at this, saying he merely has a very good eye when it comes to buying horses.

Although he prefers to get others to do his work for him he is no coward and is more than capable of defending himself from threats.

Characteristics: STR 17, CON 18, SIZ 14, INT 16, POW 18, DEX 12, CHA 16

CA: 2 **DM:** +1D4 **SR:** +14 **Move:** 4m **EP:** 18

Skills: Athletics 70%, Dodge 65%, Ogham 82%, Persistence 120%, Resilience 135%, Riding 98%, Tap Weirdstone 96%

Spells: Blade Blessing 65%, Cure Injury 95%, Flea Infestation 77%, Glamour Path 110%, Poetic Naming 92%, Protective Circle 56%, Sign of Light 45%

Attack: 'Heartstopper' Bastard Sword
136% 1D8+2+1D4 4/12

Legendary Abilities: Alcohol Immunity, Monster Slayer, Tap Dolmen

Armour: Thick furs and a fine helmet (AP 1 or 4, Skill Penalty already included in skills)

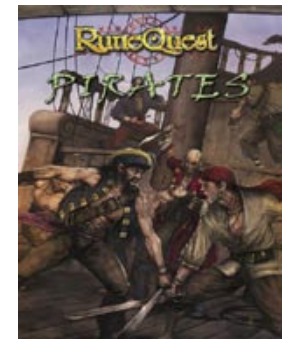
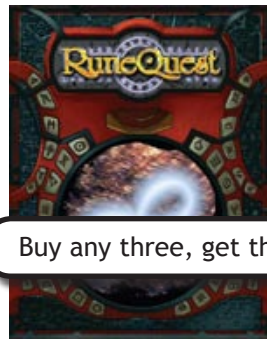
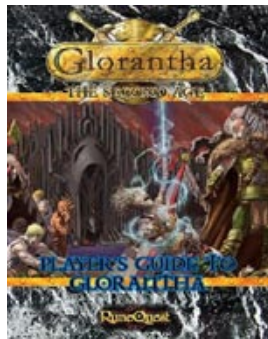
D20	Hit Location	AP/HP
1-3	R Leg	1/7
4-6	L Leg	1/7
7-9	Abdomen	1/8
10-12	Chest	1/9
13-15	R Arm	1/6
16-18	L Arm	1/6
19-20	Head	4/7



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WARS: Vehicles

Part 10 of the unreleased supplement, *Soul and Steel*. Written by Greg Lynch

Air and Ground vehicles are handled slightly differently in *WARS* than space-going vehicles. Unlike space vehicles, each air and ground vehicle has specific damage reduction ratings for its various components, reflecting the fact that not only will it be engaged with ground troops and other air and ground vehicles, but, unlike a space vehicle, designed to survive thousands of micrometeor impacts while travelling at tens of thousands of kilometres per hour, air and ground vehicles must attempt to find a happy medium between enough armour to protect themselves from most ground fire while still remaining light enough to operate effectively within the confines of gravity and atmosphere.

Attacks against air and ground vehicles by hand-held weapons, such as plasma rifles and F.L.I.C. cannons, are resolved as though the attack was being made against another character. The attacker makes his attack roll against the vehicle's defence, calculating damage if he hits. If the attack is successful, and the damage overcomes the damage resistance of the vehicle, the attack deals hit point damage directly to the area of the vehicle struck (see the *WARS Roleplaying Game* core rulebook). If the Games Master would prefer to forego hit locations for vehicles, he should simply use the damage reduction and hit point ratings for the vehicle's chassis as the values for the entire vehicle.

Virtually all vehicles designed to operate within an atmosphere are 'clean' vehicles, powered by hydrogen and producing little if any pollution.

Vehicles and Maintenance

Just like a spacefaring craft, air and ground vehicles require maintenance to continue functioning at peak efficiency, and just like spacefaring craft, all air and ground vehicles are subject to malfunctions. Each vehicle listed below is assigned a Malfunction Rating, which works identically to those designated for ships (see issue 46).

Maintaining a vehicle carries with it the same costs as maintaining a ship and foregoing maintenance carries the same kinds of risks, with the notable exception of sudden decompression.

Aircraft

Aircraft in *WARS* come in all shapes and sizes and are designed for a variety of purposes, from personal transport to troop support. Most aircraft are confined to atmospheric operations, but a few, like the FedGrav XL-1 Fencer (see below) are capable of limited space travel.

The vehicles presented in this section of *Soul and Steel* are those that are *truly* aircraft. Many 'ground'

vehicles actually travel through the air, such as Grav Bikes and hovercraft, but these are tethered to the ground. This section of *Soul and Steel* deals only with those vehicles that truly move in three dimensions.

Obviously, in a roleplaying game involving space travel, aircraft and ground craft will be far less important, and far less frequently encountered, than spacegoing vessels. However, it is useful to know what kinds of these vehicles are available for those times the Player Characters do make planetfall and find themselves in need of some local transportation.

Civilian Aircraft

Civilian aircraft serve the same purposes within an atmosphere that civilian ships and freighters serve in space – they transport people and goods back and forth across the surface of a given planet.

Civilians who own their own aircraft on Earth or Gongen are required to have a special license to operate the craft. Additionally, considering the carnage that results from a Kissler Grumman Peregrine X-2 suddenly malfunctioning and falling 3,000 metres onto an inhabited area, all civilian aircraft owners are required to have their aircraft undergo routine maintenance at least once every three months. Failure to comply with this can result in fines or imprisonment, as well as forfeiture of their pilot license.

Civilian Aircraft Statistics

Vehicle	Size & Type	Required Skill	Faction	Malfunction Rating	Defence	Speed	Acc/Dec	GRAV	Price
Bastion Air HAV-90 Hummingbird	Gargantuan Soft-armoured Air Vehicle	Pilot	Earther	B	16	1,500	60/50	None	18,000 creds
Kissler Grumman Peregrine X-2	Huge Soft-armoured Air Vehicle	Pilot	Earther	B	21	2,500	80/40	None	95,000 creds
Ouritsu 997 Tenryu Transport	Gargantuan Soft-armoured Air Vehicle	Pilot	Gongen	B	17	2,000	50/20	None	80,000 creds
TranSun Albatross Heavy Transport	Colossal Soft-armoured Air Vehicle	Pilot	Earther	A	5	2,000	40/10	None	170,000 creds

Bastion Air HAV-90 Hummingbird

Gargantuan Soft-armoured Air Vehicle; DV: 16 (-4 size, +1 armour, +9 manoeuvrability); **Crew Capacity:** 1 pilot, 20 passengers; **Chassis:** 40 hp, **Wings:** 20 hp **Crew:** 30 hp; **Damage Reduction:** Chassis energy 3/impact 3, Wings energy 2/impact 2, Crew energy 3/impact 3; **Speed:** 1,500; **Acc:** 60; **Dec:** 50; **Han** +8; **GRAV:** None; **Cargo:** 2,000 kg internal; **Weapons:** None; **Equipment:** Location sensor (improved geosynchronous, adds +2 to Pilot checks), environmentally sealed, hover capable; **Weight:** 11 metric tons; **Cost:** 18,000 creds

A tremendously adaptable all-purpose aircraft, the Hummingbird is most often used for small cargo transport, as a personal transport by those with a desire to fly on a budget or as a charter craft to take vacationers away from the plexes to the ski slopes and gleaming beaches of Earth's Wilderness Preservation

Zones. The Hummingbird is hover-capable, able to hold itself perfectly still while remaining airborne.

Kissler Grumman Peregrine X-2

Huge Soft-armoured Air Vehicle; DV: 21 (-2 size, +1 armour, +12 manoeuvrability); **Crew Capacity:** 1 pilot, 1 passenger; **Chassis:** 20 hp, **Crew:** 10 hp; **Damage Reduction:** Chassis energy 2/impact 2, Crew energy 2/impact 2; **Speed:** 2,500; **Acc:** 80; **Dec:** 40; **Han** +6; **GRAV:** None; **Cargo:** 75 kg internal; **Weapons:** None; **Equipment:** Location sensor (improved geosynchronous, adds +2 to Pilot checks), environmentally sealed; **Weight:** 3 metric tons; **Cost:** 95,000 creds

The high-end civilian transport market on Earth is thick with competition, as multiple corporations vie for a small target market, but it seems the Peregrine

X-2 is emerging triumphant from the battle. This sleek and stylish air car dispenses entirely with wings, relying on a grav-assisted engine to hurl it through the air at tremendous speeds.

Ouritsu 997 Tenryu Transport

Gargantuan Soft-armoured Air Vehicle; DV: 17 (-4 size, +3 armour, +8 manoeuvrability); **Crew Capacity:** 1 pilot, 7 passengers; **Chassis:** 50 hp, **Wings:** 40 hp **Crew:** 50 hp; **Damage Reduction:** Chassis energy 7/impact 7, Wings energy 4/impact 4, Crew energy 8/impact 5; **Speed:** 2,000; **Acc:** 50; **Dec:** 20; **Han** +4; **GRAV:** None; **Cargo:** 5,000 kg internal; **Weapons:** None; **Equipment:** Location sensor (improved geosynchronous, adds +2 to Pilot checks), environmentally sealed; **Weight:** 9 metric tons; **Cost:** 80,000 creds

The Ouritsu 997 Tenryu Transport is a luxuriously appointed aircraft designed to carry Gongen's elite from city to city in safety and style – though it is obviously not a military vehicle, the Ouritsu is nonetheless solid enough to withstand a small amount of damage and remain airborne. For an additional 5,000 creds, an Asaka model Geisha bot is included in the purchase.

TranSun Albatross Heavy Transport

Colossal Soft-armoured Air Vehicle; **DV:** 5 (-8 size, +2 armour, +1 manoeuvrability); **Crew Capacity:** 1 pilot, 10 passengers; **Chassis:** 40 hp, **Wings:** 30 hp **Crew:** 20 hp; **Damage Reduction:** Chassis energy 4/impact 4, Wings energy 2/impact 2, Crew energy 2/impact 2; **Speed:** 2,000; **Acc:** 40; **Dec:** 10; **Han** +1; **GRAV:** None; **Cargo:** 25,000 kg internal; **Weapons:** None; **Equipment:** Location sensor (improved geosynchronous, adds +2 to Pilot checks), environmentally sealed; **Weight:** 35 metric tons; **Cost:** 170,000 creds

Although its aircraft division is only a fraction of the size of its spacefaring ship division, the TranSun Corporation is responsible for building the most popular atmospheric cargo vehicles. Able to move vast amounts of cargo quickly and easily to all corners of Earth, the Albatross is a nearly ubiquitous sight in Earth's sky.

Military Aircraft Statistics

Vehicle	Size & Type	Required Skill	Faction	Malfunction Rating	Defence	Speed	Acc/Dec	GRAV	Price
Cog FS-12 Cloud Skipper	Gargantuan Hard-armoured Air Vehicle	Pilot	Maverick	C	20	4,000	50/30	GRAV 1	190,000 creds
FedGrav XL-1 Fencer	Huge Hard-armoured Air Vehicle	Pilot	Earther	B	24	5,000	100/70	None	120,000 creds
FedGrav ZR Trench Sweeper	Gargantuan Hard-armoured Air Vehicle	Pilot	Earther	C	18	3,000	40/30	GRAV 1	250,000 creds
GR Blade *	Gargantuan Hard-armoured Air Vehicle	Pilot	Earther	B	16	4,500	50/30	GRAV 1	225,000 creds
Tsuba ShoSys R-17 Support Craft	Gargantuan Hard-armoured Air Vehicle	Pilot	Gongen	B	19	2,000	70/60	None	160,000 creds

* Complete statistics for this vehicle can be found in the *WARS Roleplaying Game* core rulebook

Military Aircraft

The primary purpose of military aircraft is *WARS* is to support troops on the ground, devastate opposing troops and keeping the enemy's aircraft from doing the same. Though they are perfectly capable of engaging in furious dogfights (and frequently do) the

massive fighter to fighter battles tend to be played out above the envelope of a planet's atmosphere.

By and large, military aircraft are not available for sale, as no faction wishes to see its technology used against it. However, it is occasionally possible to find one of these vehicles for sale through the Maverick markets.

Cog FS-12 Cloud Skipper

Gargantuan Hard-armoured Air Vehicle; DV: 20 (-4 size, +6 armour, +6 manoeuvrability); **Crew Capacity:** 1 pilot, 2 gunners; **Chassis:** 120 hp **Wings** 40 hp, **Crew** 25 hp; **Damage Reduction:** Chassis energy 10/impact 8, Crew energy 8/impact 8, Wings energy 7/impact 8; **Speed** 4,000 (capable of orbit and re-entry); **Acc:** 50; **Dec:** 30; **Han** +2; **GRAV:** GRAV 1; **Cargo:** 750 kg internal; **Weapons:** Triple CW 866 'Hammer' Plasma Cannons (front) (3d8+3 fire, +2 targeting, 400 metre range), 2 Colt Burton R-4 Hornet Rocket Systems (wings), (5d10, +1 targeting, 0.5 km range) with 5 missiles each; **Equipment:** Location sensor (improved geosynchronous, adds +2 to Pilot checks), ground/air surveillance radar (senses other vehicles and terrain features within 1 km or directly below the craft to ground level in an area 75 metres wide); environmentally sealed; **Weight:** 9.25 metric tons; **Cost:** 190,000 creds

Mavericks rarely build an atmospheric craft – living in the Belt and the Rim provides little reason to have them, after all – but the Cloud Skipper is a notable exception. Usually employed in swarms against enemies, more than one armed force has been overcome by a swarm of 'skippers' slipping from the clouds.

FedGrav XL-1 Fencer

Huge Hard-armoured Air Vehicle; DV: 24 (-2 size, +2 armour, +14 manoeuvrability); **Crew Capacity:** 1 pilot, 1 gunner; **Chassis:** 60 hp **Wings** 25 hp, **Crew** 10 hp; **Damage Reduction:** Chassis energy 9/impact 6, Crew energy 8/impact 4, Wings energy 5/impact 5; **Speed:** 5,000; **Acc:** 100; **Dec:** 70; **Han** +10; **Cargo:** 250 kg internal; **Weapons:** Double FedGrav 'Scalpel' Laser Cannons (front) (2d12 fire, +2 targeting, 250 metre range), 2 heavy machine



guns (wings), (2d12, targeting, 200 metre range, 500 rounds each); **Equipment:** Location sensor (improved geosynchronous, adds +2 to Pilot checks), ground/air surveillance radar (senses other vehicles and terrain features within 1 km or directly below the craft to ground level in an area 75 metres wide); environmentally sealed, hover capable, improved pilot gunnery (allows Pilot to use double lasers as a gunner without a penalty to attack rolls or Pilot skill check); **Weight:** 6.5 metric tons; **Cost:** 120,000 creds

Designed for light infantry support, the FedGrav XL-1 Fencer excels at its job. Unbelievably fast, agile and

equipped with a suite of weaponry meant to wreak havoc upon opposing troops, the sight of the Fencer on approach has quickly become a source of joy for Earther troops and terror for the enemy. The Fencer usually flies as part of a wing of eight such craft, maximising their deadly efficacy on the battlefield.

FedGrav ZR Trench Sweeper

Gargantuan Hard-armoured Air Vehicle; DV 18 (-2 size, +6 Armour, +4 Agility); **Crew Capacity:** 1 pilot, 1 gunner; **Chassis:** 150 hp **Wings:** 40 hp, **Crew:** 50 hp; **Damage Reduction:** Chassis energy 12/impact 12, Crew energy 10/impact 10, Wings energy 10/impact 10; **Speed:** 3,000 (capable of orbit

and re-entry); **Acc** 40; **Dec** 30; **Han** +0; **GRAV**: GRAV 1; **Cargo** 500 kg internal; **Weapons**: Double laser (front) (3d8, +1 targeting, 300 metre range), 2 Colt Burton R-4 Hornet Rocket Systems (wings), (5d10, +2 targeting, 1 km range) with 5 missiles each, 2 Welles Disruptor Cannons (mounted beneath wings) (4d8+4 electrical, 50 metre range); **Equipment**: Location sensor (improved geosynchronous, adds +2 to Pilot checks), ground/air surveillance radar (senses other vehicles and terrain features within 1 km or directly below the craft to ground level in an area 75 metres wide); environmentally sealed, hover capable, improved pilot gunnery (allows Pilot to use double lasers as a gunner without a penalty to attack rolls or Pilot skill check); **Weight**: 8.5 metric tons; **Cost**: 250,000 creds

Though it is less manoeuvrable than the standard GR Blade, the ZR Trench Sweeper is armoured like a tank and armed like a battleship. The Trench Sweeper is designed to root out enemies hiding behind hardened defences, and is built to stand up to the punishment such enemies can dish out. It will usually lay down a heavy rain of fire on its approach to keep enemies from firing back at it, then hover over the enemy position and begin dropping electrical hell upon the enemy with its twin Welles Disruptor Cannons.

Tsuba ShoSys R-17 Support Craft

Gargantuan Hard-armoured Air Vehicle; **DV**: 19 (-2 size, +5 armour, +6 manoeuvrability); **Crew Capacity**: 1 pilot, 3 gunners, 15 troops; **Chassis**: 80 hp, **Crew** 15 hp; **Damage Reduction**: Chassis energy 10/impact 9, Crew energy 7/impact 6; **Speed**: 2,000; **Acc**: 70; **Dec**: 60; **Han** +8; **Cargo**: 2,500 kg internal; **Weapons**: Double ShoSys 'Nova' Plasma Turrets (front) (2d12+4 fire, +1 targeting, 250 metre range), Single ShoSys 'Nova' Plasma Turret (each side and back) (2d12+4 fire, +1 targeting,

250 metre range); **Equipment**: Location sensor (improved geosynchronous, adds +2 to Pilot checks), environmentally sealed, hover capable, improved pilot gunnery (allows Pilot to use double plasma turrets as a gunner without a penalty to attack rolls or Pilot skill check); **Weight**: 8.5 metric tons; **Cost**: 160,000 creds

Produced in massive quantities, the Tsuba Support Craft is a common sight on any battlefield with Gongen troops. Though it lacks any extremely heavy weapons systems, the Tsuba makes up for this deficit with weaponry mounts on all sides of the vehicle, able to project a halo of withering plasma fire in all directions.

The Tsuba uses GRAV-assist engines for flight, dispensing with wings.

Ground Vehicles

Ground vehicles in *WARS* are not limited to wheels or treads. In fact, many of the vehicles in this section never touch the ground while in operation, using a hoverskirt or GRAV-assist technology as their means of locomotion. While such craft are *technically* flying, they are very limited in terms of how far off the ground they can operate. Most of these vehicles are able to ascend into the air only a metre or two, making them immune to terrain hazards like ice and small obstacles.

Civilian Ground Vehicles

Civilian ground vehicles tend to fit neatly into one of three categories: shipping, transportation and recreation. Civilian ground craft are primarily

produced by Earth and Gongen – the Mavericks and Quay have little use for them, and no Shi ground craft has yet been exported from Seyal.

FedGrav 93-S 'Viper' GRAV Bike

Large Soft-armoured Ground Vehicle; **DV**: 25 (-1 size, +1 armour, +15 manoeuvrability); **Crew Capacity**: 1 driver, 1 passenger; **Chassis**: 20 hp; **Damage Reduction**: Chassis energy 2/impact 2; **Speed**: 1,250; **Acc**: 100; **Dec**: 80; **Han** +12; **GRAV**: None; **Cargo**: 15 kg external; **Weapons**: None; **Equipment**: Location sensor (adds +1 to Ride checks); **Weight**: 294 kg; **Cost**: 24,000 creds

The FedGrav 93-S 'Viper' GRAV Bike is an open air vehicle – essentially a motorcycle without the wheels. The Viper relies on GRAV-assist technology to create an area of gravitic repulsion between the bike and the surface.

The default distance between the Viper and the surface is one metre, though the driver may vary that by bringing the bike down to the ground, or cruising as high as five metres above the surface. Additionally, the Viper is capable of generating a gravity pulse beneath it to 'jump' as high as 10 metres into the air.

The Viper's great speed and open design make it a dangerous vehicle to operate, but if any, that has only added to its popularity.

Reliant Motors GX Serenity Ground Car

Huge Soft-armoured Ground Vehicle; **DV**: 16 (-2 size, +1 armour, +7 manoeuvrability); **Crew Capacity**: 1 driver, 5 passengers; **Chassis**: 30 hp, **Crew**: 10 hp, **Wheels**: 5 hp; **Damage Reduction**: Chassis energy 2/impact 2, Crew energy 1/impact

Civilian Ground Vehicle Statistics

Vehicle	Size & Type	Required Skill	Faction	Malfunction Rating	Defence	Speed	Acc/Dec	Weight	Price
FedGrav 93-S 'Viper' GRAV Bike	Large Soft-armoured Ground Vehicle	Ride (bike)	Earther	B	25	1,250	100/80	294 kg	24,000 creds
Reliant Motors GX Serenity Ground Car	Huge Soft-armoured Ground Vehicle	Drive	Earther	A	16	500	40/50	1.75 metric tons	16,000 creds
Sabure Ground Transport	Huge Soft-armoured Ground Vehicle	Drive	Gongen	B	19	700	30/45	2.1 metric tons	32,000 creds
TMW 'Yucatan' Utility Vehicle	Huge Soft-armoured Ground Vehicle	Drive	Earther	B	20	550	60/45	1.35 metric tons	18,000 creds

1; **Speed:** 500; **Acc:** 40; **Dec:** 50; **Han** +6; **GRAV:** None; **Cargo:** 150 kg internal; **Weapons:** None; **Equipment:** None; **Weight:** 1.75 metric tons; **Cost:** 16,000 creds

There are dozens of available models of ground car on Earth, but the Serenity is typical of the average ground car. Unremarkable in speed, handling or acceleration, the Serenity exists simply to move small groups of people from one place to another. Rarely found within the plexes of Earth (where there are few roads), the Serenity and others of its ilk are ubiquitous in the smaller cities of Earth.

The Serenity, like most ground cars of Earth, is a wheeled vehicle.

Sabure Ground Transport

Huge Soft-armoured Ground Vehicle; DV: 19 (-2 size, +2 armour, +9 manoeuvrability); **Crew Capacity:** 1 driver, 8 passengers; **Chassis:** 20 hp, **Crew:** 10 hp, **Hoverskirt:** 20 hp; **Damage Reduction:** Chassis energy 3/impact 1, Crew energy 2/impact 1, Hoverskirt: energy 3/impact 4; **Speed:** 700; **Acc:** 30; **Dec:** 45; **Han** +8; **GRAV:** None; **Cargo:** 300 kg internal; **Weapons:** None; **Equipment:** Environmentally sealed; **Weight:** 2.1 metric tons; **Cost:** 32,000 creds

Created to coast easily above the rough sands of Gongen at a height of two metres, the Sabure Ground Transport is one of the finest civilian ground vehicles available to the people of Gongen. Though unnecessary inside a domed Gongen city, the Sabure is one of the most luxurious (though possibly not fastest) means of traveling back and forth between cities and to other locations.

TMW 'Yucatan' Utility Vehicle

Huge Soft-armoured Ground Vehicle; DV: 20 (-2 size, +3 armour, +9 manoeuvrability); **Crew Capacity:** 1 driver, 3 passengers; **Chassis:** 40 hp, **Crew:** 20 hp, **Wheels:** 10 hp; **Damage Reduction:** Chassis energy 2/impact 5, Crew energy 1/impact 3; **Speed:** 550; **Acc:** 60; **Dec:** 45; **Han** +10; **GRAV:** None; **Cargo:** 125 kg internal; **Weapons:** None; **Equipment:** Traction assist (+2 to all Drive checks); **Weight:** 1.35 metric tons; **Cost:** 18,000 creds

Designed for those who do not believe a ground vehicle should be restricted to roads, the TMW 'Yucatan' Utility Vehicle is capable of operating in all but the roughest terrain. Featuring oversized, armoured tyres and a remarkably powerful engine, the Yucatan can haul itself up a slope of as much as 50 degrees or power slide through a field of shattered glass without fear of incident. The traction assist technology (also found in the TMW 'Bulldog' Light Assault Vehicle) helps keep the Yucatan on course even with an inexperienced driver.

Military Ground Vehicles

WARS has a wide array of military ground vehicles, designed for everything from light skirmishing to heavy assault to artillery support. Like their civilian counterparts, military ground vehicles rely on more than just wheels for locomotion. Many are GRAV-assisted, many are hovercraft and others belong in a category all their own – such as the Juggernauts.

By and large, military ground vehicles are not available for sale, as no faction wishes to see its technology used against it. However, it is occasionally possible to find one of these vehicles for sale through the Maverick markets.

FedGrav FA-540 'Striker' GRAV Bike

Large Soft-armoured Ground Vehicle; DV: 27 (-1 size, +3 armour, +15 manoeuvrability); **Crew Capacity:** 1 driver, 1 passenger; **Chassis:** 25 hp; **Damage Reduction:** Chassis energy 5/impact 5; **Speed:** 1,500; **Acc:** 120; **Dec:** 90; **Han:** +14; **GRAV:** None; **Cargo:** 20 kg external; **Weapons:** 1 Colt-Burton CB433 'TriGun' (5d6 impact damage, front, 30 metre range, 240 rounds); **Equipment:** Location sensor (adds +2 to Ride checks); **Weight:** 367 kg; **Cost:** 28,500 creds

Relying on their tremendous speed and manoeuvrability to protect them in the thick of a fight, the Striker GRAV bikes are used primarily as fast-attack and fast-retreat forces by the Earther military. The inclusion of the TriGun in the design makes the Striker a speedy and often lethal foe.

Flinger Battery

Huge Hard-Armoured Surface Vehicle; DV 17 (-2 size, +8 armour, +1 manoeuvrability); **Crew Capacity:** 1 driver, 2 gunners; **Chassis** 80 hp, **Hoverskirt** 50 hp, **Crew** 30 hp; **Damage Reduction:** Chassis energy 7/impact 5, crew energy 6/impact 5, hoverskirt energy 5/impact 4; **Speed:** 200; **Acc:** 10; **Dec:** 8; **Han:** +2; **Cargo:** 300 kg internal; **Weapons:** 4 Cogwerks BR-7 Missile Launchers (5d10, +3 targeting, 0.75 km range) with six missiles each; **Equipment:** Location sensor (geosynchronous, adds +1 to Drive checks), ground & air surveillance radar (senses other vehicles within 2 km); Energy screens, absorb the first 12 points of damage from energy weapons, regenerates 1/turn. **Weight:** 9.7 metric tons; **Cost:** 39,500 creds

Hephaistos Hopper has created a great many ships and weapons to order for the gang leaders of Maverick space, but the Flinger Battery is the only ground vehicle to spring from his fertile imagination. Fast, tough and able to project immense force for its size, the Flinger is a powerful weapon on the battlefield. It is also a weapon that tends to be discounted by the Mavericks' enemies – at least until they see it in action – as it looks like nothing so much as a pile of spare parts.

Juggernaut, Scout

Gargantuan Hard-Armoured Surface Vehicle; Defence: 12 (-4 size, +6 manoeuvrability); **Crew Capacity:** 1 driver, 4 gunners; **Chassis:** 150 hp **Treads:** 30 hp, **Crew:** 50 hp; **Damage Reduction:** Chassis: energy 12/impact 12, Crew: energy 10/impact 10, Tracks: energy 9/impact 12; **Speed:** 300; **Acc:** 15; **Dec:** 12; **Han:** +8; **Cargo:** 100 kg internal; **Weapons:** 2 Mark 3 Plasma cannons (4d8, +2 targeting, 200 metre range), Point Defence System (2d10, +6 targeting, 10 metre range); **Equipment:**

Location Sensor (geosynchronous, adds +1 to Drive checks), Ground Surveillance Radar (senses other vehicles within 1 km); Energy Screens, absorb the first 20 points of damage from energy weapons, regenerates 2/turn, environmentally sealed; **Weight:** 15 metric tons; **Cost:** 190,000 creds

Still more than a match for most military ground vehicles in existence, the scout juggernaut is primarily used for reconnaissance and flanking manoeuvres. These juggernauts and their crews do not shy away from combat, however, they are usually given orders to engage the enemy only briefly before retreating – employing the old but effective tactic of drawing the enemy out before striking from another direction with a heavier force.

Juggernaut, Support

Gargantuan Hard-Armoured Surface Vehicle; Defence: 8 (-4 size, +2 manoeuvrability); **Crew Capacity:** 1 driver, 3 gunners; **Chassis:** 150 hp **Treads:** 30 hp, **Crew:** 50 hp; **Damage Reduction:** Chassis: energy 10/impact 10, Crew: energy 10/impact 10, Tracks: energy 8/impact 8; **Speed:** 250; **Acc:** 12; **Dec:** 12; **Han:** +6; **Cargo:** 300 kg internal; **Weapons:** Double FedGrav 'Scalpel' Laser Cannons (2d12 fire, +2 targeting, 250 metre range), 4 Colt-Burton 'Longbow' Guided Missile Systems (6d8+6, +6 targeting, 5 km range) with five missiles each; **Equipment:** Location Sensor (geosynchronous, adds +1 to Drive checks), Enhanced Ground Surveillance Radar (senses other vehicles within 10 km); Energy Screens, absorb the first 20 points of damage from energy weapons, regenerates 2/turn, environmentally sealed; **Weight:** 22 metric tons; **Cost:** 230,000 creds

Though perfectly capable of engaging in close-range mayhem with enemy forces, using its double Scalpel laser cannons to slice through foes, the

Military Ground Vehicle Statistics

Vehicle	Size & Type	Required Skill	Faction	Malfunction Rating	Defence	Speed	Acc/Dec	Weight	Price
Boxer Hovertank*	Huge Hard-armoured Ground Vehicle	Drive	Maverick	C	20	180	12/8	5 metric tons	23,000 creds
FedGrav FA-540 'Striker' GRAV Bike	Large Soft-armoured Ground Vehicle	Ride (bike)	Earther	B	27	1,500	120/90	367 kg	28,500 creds
Flinger Battery	Huge Hard-armoured Ground Vehicle	Drive	Maverick	C	17	200	10/8	9.7 metric tons	39,500 creds
Gongen TSV	Huge Hard-armoured Ground Vehicle	Drive	Gongen	A	14	200	14/14	7 metric tons	41,000 creds
Juggernaut, Heavy *	Gargantuan Hard-armoured Ground Vehicle	Drive	Earther	C	10	150	8/10	25 metric tons	225,000 creds
Juggernaut, Scout	Gargantuan Hard-armoured Ground Vehicle	Drive	Earther	B	12	300	15/12	15.25 metric tons	190,000 creds
Juggernaut, Support	Gargantuan Hard-armoured Ground Vehicle	Drive	Earther	B	8	250	12/12	22.5 metric tons	230,000 creds
Sabure Ground Transport	Huge Soft-armoured Ground Vehicle	Drive	Gongen	B	19	700	30/45	2.1 metric tons	32,000 creds
TMW 'Bulldog' Light Assault Vehicle	Huge Hard-armoured Ground Vehicle	Drive	Earther	B	21	450	60/45	1.5 metric tons	23,000 creds
TSV Defender	Gargantuan Hard-armoured Ground Vehicle	Drive	Gongen	B	19	300	15/12	14.6 metric tons	165,500 creds

* Complete statistics for this vehicle can be found in the *WARS Roleplaying Game* core rulebook

primary purpose of the support juggernaut is to hang back from the battle, where it may employ its four Longbow missile systems to devastate the enemy from a distance. A group of support juggernauts firing in tandem is a terrifying sight, able to unleash enough destructive power to turn a NoBot to wreckage in mere moments.

TMW 'Bulldog' Light Assault Vehicle

Huge Soft-armoured Ground Vehicle; DV: 21 (-2 size, +5 armour, +8 manoeuvrability); **Crew Capacity:** 1 driver, 1 passenger, two gunners; **Chassis:** 40 hp, **Crew:** 20 hp, **Wheels:** 10 hp; **Damage Reduction:** Chassis energy 3/impact 5, Crew energy 2/impact 4, **Wheels:** energy 2/impact 4; **Speed:** 450; **Acc:** 60; **Dec:** 45; **Han:** +11; **GRAV:** None; **Cargo:** 150 kg internal; **Weapons:** See Text; **Equipment:** Omnimount (See Text), traction assist (+2 to all Drive checks); **Weight:** 1.5 metric tons; **Cost:** 23,000 creds

Built on the same frame as the civilian Yucatan, the TMW 'Bulldog' Light Assault Vehicle has become a mainstay of Earther forces. It is unable to withstand the punishment dished out and soaked up by vehicles like the Juggernaut, but is able to compensate for that deficit with remarkable speed and durability. The driver and passenger sides of the Bulldog both feature gun ports that provide $\frac{3}{4}$ cover to those occupants. The back of the Bulldog is open, providing the two gunners with $\frac{1}{2}$ cover.

One of the hallmarks of the Bulldog is its versatility. The back of the vehicle contains two 'omnimounts,' a unique gadget patented by TMW. The omnimount allows the vehicle's gunners to attach any Earther heavy weapon (see S&P Roleplayer #41) except the Welles Gorget Cannon to it as a full-round action.

This weapon can be anything from a heavy machine gun to a M-44 Plasma Gun, enabling the gunners to quickly and easily mount a vehicle weapon to either of the mounts in the Bulldog. The omnimounts are gyroscopically stabilised, granting the gunners a +2 bonus to attack rolls.

TSV Defender

Gargantuan Hard-Armoured Surface Vehicle; DV 19 (-4 size, +12 armour, +1 manoeuvrability); **Crew Capacity:** 1 driver, 3 gunners; **Chassis** 100 hp, **Hoverskirt** 60 hp, **Crew** 40 hp; **Damage Reduction:** Chassis energy 9/impact 9, crew energy 8/impact 7, hoverskirt energy 8/impact 8; **Speed:** 300; **Acc:** 15; **Dec:** 12; **Han:** +4; **Cargo:** 650 kg internal; **Weapons:** Triple ShoSys 'Nova' Plasma Turrets (front) (2d12+4 fire, +1 targeting, 250 metre range), Double ShoSys 'Nova' Plasma Turret (each side and back) (2d12+4 fire, +1 targeting, 250 metre range), Point Defence System (2d8, +3 targeting, 10 metre range); **Equipment:** Location sensor (geosynchronous, adds +1 to Drive checks), ground & air surveillance radar (senses other vehicles within 5 km); energy screens, absorb the first 15 points of damage from energy weapons, regenerates 3/turn, environmentally sealed. **Weight:** 14.6 metric tons; **Cost:** 165,500 creds

A NoBot may be the last line of defence of a Gongen city, but swarming around the NoBot's feet are these impressive weapons. The TSV Defender, while not a match for a Juggernaut, nonetheless represents a dramatic step forward in Gongen armour. As of yet, they have not been employed abroad, as Shocho and the Tenryu Party have chosen to husband them on Gongen in case the worst happens and the planet is invaded, but considering the current rate of production, it will not be long before the TSV Defender makes its presence felt alongside Gongen troops throughout the Solar System.

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Signs & Portents
Mongoose Publishing
52-54 Cricklade Road
Swindon
Wiltshire
SN2 8AF
UK

email: clonghurst@mongoosepublishing.com

Feud for Thought

Missouri bushwhackers and their legacy, by Dave Underwood.

The firing on Fort Sumter by Southern forces in April of 1861 officially opened the hostilities between the Confederacy and the Federal government but on the Kansas/Missouri frontier Abolitionists and pro-slavers had been engaged in a brutal, no-holds barred conflict for seven years prior to that. From this cauldron of mutual hostility emerged one of the most feared and reviled fighting men of the Civil War period – the Missouri Bushwhacker.

The Blue, the Grey and the Green

When President Lincoln called for all the good men of the Union to rally to the Federal cause the Abolitionists of Kansas did not hesitate. Led by notorious Jayhawkers such as Senator Jim Lane and Charles Jennison, these fiercely partisan volunteers donned the Union Blue, carried the Stars and Stripes and paid vocal lip service to the Federal cause, but their subsequent activities in neighbouring Missouri gave the lie to their professed altruism.

Across the Plunder River


It was the civilians of West Missouri and not the soldiers in Rebel Grey who bore the brunt of the Kansas volunteers' ruthless depredations. Hiding behind a frail façade of legitimacy, the raiders in blue descended on towns and homesteads, killing the menfolk, abusing the women and then carrying off everything of value; often razing the buildings in their wake. The wagon trains of loot that poured across the state line, destined for sale in staunch Abolitionist towns such as Lawrence, belied any claim that the Bluebellies were engaged in legitimate warfare against the Confederacy.

Initially, the Federal authorities turned a blind eye to the volunteers' ruthless and self-serving conduct, but as it became clear that their raids were alienating Rebel sympathisers, neutrals and former pro-Union men alike, the Powers that be belatedly attempted to curtail their activities. It proved to be too little, too late, however, as hundreds of embittered Missourians had already 'Taken to the Bush' determined to exact revenge on their persecutors.

Feud, Glorious Feud

Deprived of any legitimate means of obtaining justice for the crimes committed against them, vengeful Missourians banded together under charismatic and ruthless leaders such as William Quantrill and 'Bloody' Bill Anderson in order to take the fight to the rapacious Kansans. Many were mountain folk, weaned on the notion of the feud, whereby any slight against the family had to be avenged regardless of personal risk or cost; many Bushwhackers proved to be no less bloodthirsty or mercenary than their foes and few lost their appetite for revenge. 'Bloody' Bill, for example, never forgave the Union for the death of his sister while in Union custody and many Federal soldiers died at his hands as a result.

Mid-war, when the Federal authorities officially refused to regard the Bushwhackers as legitimate enemy combatants, but as common criminals who could be executed for their crimes, the guerrillas chose to ride under the Black Flag, signifying to their enemies that they would neither grant, nor expect to



receive, any quarter. Outnumbered, if never outgunned, the Bushwhackers could not fight battles in the Eastern style against their Federal foes, so in order to prevail they had to resort to irregular tactics and a singular choice of weaponry.

Naval Bombardment

The rugged, heavily-forested country of West Missouri provided the ideal terrain in which to fight a war of lightning raids and ambush. The Bushwhackers knew the country intimately and – at the outset, at least – could rely on the support of their fellow countrymen to provide provisions, shelter and an informal network of sympathetic eyes and ears able to supply a timely warning of Federal pursuit or valuable intelligence regarding forthcoming targets. With the country on their side, the Bushwhackers adopted the weaponry that best suited their preferred style of combat: revolvers, and lots of them. The typical guerrilla rode into battle with four or more pistols on his person or in scabbards hung on his horse; he would close quickly with his Federal foes and unleash a murderous barrage of lead. The Union soldiers in Missouri usually only had access to single-shot carbines or rifles and could rarely withstand the repeated volleys unleashed from the Bushwhackers' Colt Navy-pattern revolvers – generally considered the most reliable revolvers of the time – and fled more often than not.

When the Bushwhackers were feeling audacious – a not uncommon occurrence

– they would don captured Union uniforms and bluff their way into pro-Federal towns or military outposts and then get the drop on their unwitting hosts. Such a subterfuge was often employed by Bushwhackers when they took the war into Kansas; a target-rich environment where they could indulge their passion for revenge and plunder to their hearts' content. Captives here were treated harshly and woe betide any free black captured in uniform and bearing arms against the South; these unfortunates rarely escaped a death sentence. Whites fared little better – when Quantrill's raiders left Lawrence in August 1863 they left more than 150 corpses in their wake. Such outrages could not be ignored by the authorities and they resolved to stamp out the Bushwhacker menace by any means necessary.

The Noose Tightens

Often frustrated in their attempts to apprehend the Bushwhackers themselves, the Federal authorities resolved to deprive them of the support structure on which they had come to depend. Relatives were rounded up and incarcerated – a tactic that only served to enrage the Bushwhackers further, rather than rob them of the will to fight – and known associates of the guerrillas were arrested on the most tenuous of pretexts. More extreme still, death squads of soldiers in civilian garb would descend on isolated properties after dark and eliminate those they suspected of having ties with the Bushwhackers. With these draconian tactics and a little luck, the Union managed to

gain the upper hand in their war of attrition with the Rebels. One by one, the notorious guerrilla leaders perished and the survivors became more fragmented and less effective. Eventually, upon hearing of General Robert E Lee's surrender at Appomattox Court House, the majority of the survivors simply gave up and went home.

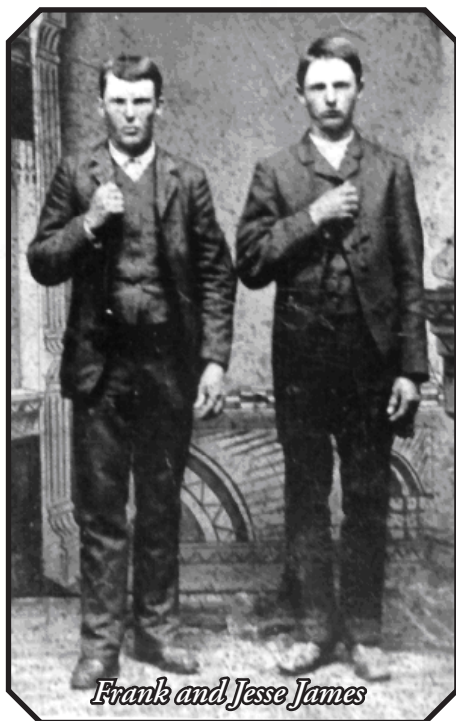
Not everyone, however, was prepared to live under the Federal yoke or face the legal consequences of their wartime actions and the majority of these folks left Missouri for Texas where they hoped to start afresh; others, though, had developed a taste for blood and violence that could not be sated by a humdrum civilian existence.

Legacy of Violence

Undoubtedly the most notorious of the post-war Bushwhackers were the James Brothers – Frank and Jesse. Though their fellow Missourians would always view their activities in a sympathetic light, their victims had no illusions as to Jesse's callous and brutal character. Architects of numerous well-executed bank and train robberies which, for several years, earned them the status of the most wanted men in America, they fell foul of their own success and ego when they imprudently attempted to rob a bank in Northfield, Minnesota in September 1876. For the first time, their fearsome reputation failed to intimidate the townsfolk and they were met by a spirited and determined resistance. As robber after robber fell to

civilian lead the rest of the gang were forced to flee. Jesse survived to steal again, but was murdered in 1882 by a former associate, Charlie Ford; shot in the back, as at least one of his own victims had been.

Reviled by many, lionised by some, former Bushwhackers faced life after the war possessing traits that would prove extremely valuable on the violent frontier: an enviable proficiency with their vaunted Navy Colts, a cool head under fire, and an unswerving loyalty to those whom they acknowledged as comrades that would serve them in good stead when the chips were down.



Frank and Jesse James

Bushwhacker

Prerequisites: None.

Vocational Skills: Bluff, Concentration, Hide, Intimidate, Move Silently, Ride, Spot.

Wealth: Poor.

Reputation Bonus: Bushwhackers gain bonuses to their reputation in the same manner Gunfighters (OGL Wild West page 29) and Robbers (OGL Wild West page 36) do.

Quick Draw Talent Tree

Identical to the one available to the Gunfighter vocation (OGL Wild West page 29).

Riding the Range Talent Tree

Identical to the one available to the Cowboy vocation (OGL Wild West page 34).

Vengeance Trail Talent Tree

Though most Bushwhackers lost their way and became little more than bandits, the majority of them originally 'Took to the Bush' to exact vengeance on someone or other.

Relentless Pursuit: when pursuing the jasper responsible for the death of a relative or sworn comrade, the Bushwhacker receives a +2 Circumstance bonus to any non-combat skill check that will aid in the identification and locating of his target.

Sworn Foe: the Bushwhacker may chose an individual or small group of people whom he despises. When in combat with them, or henchmen attempting to prevent access to same, the Bushwhacker receives a +1 bonus to his attack and damage rolls. This talent may be selected multiple times, but may only be applied once to a particular individual or group.

Blood Cries for Blood: for someone raised in the way of the feud, exacting vengeance on the individual responsible for killing or violating a member of his family takes precedence over the Bushwhacker's own life. When locked in combat with the target of his vengeance, the Bushwhacker receives a +2 bonus to his attack and damage rolls and ignores all impairments he receives during that combat; however, he may never choose a defensive option while fighting, nor may he voluntarily withdraw from the field of combat. This talent may only be selected once.

BAD DREAMS

A RuneQuest adventure by Carl Walmsley.

Haunting dreams, lost memories and a series of bizarre deaths – how will Janic Gurr ever convince people that his new inn is a nice place to stay?

Bad Dreams is designed for moderately experienced characters, and requires a copy of *RuneQuest* and *RuneQuest Monsters*. It presents characters with an engaging mystery and a very personal involvement in the unfolding events. The adventure can be set in just about any *RuneQuest* setting with only a few simple tweaks.

Adventure Background

When Janic Gurr was presented with the opportunity to purchase *The White Lady* inn for far less than the market value, he thought it was the stroke of luck he had been waiting for his entire life. Handing over his life savings – and a little extra, borrowed from a local moneylender – Janic went about turning *The White Lady* into the luxury hotel he had always dreamed of owning.

First to go was the name – the hotel is now *The Primrose Inn*. Extensive renovations followed, along with the hiring of new staff and preparations for the grand opening. There have been a few hiccups along the way – staff members leaving suddenly, paintings

falling from the walls, and so forth – but nothing that has deterred Janic. He has chosen to ignore entirely the rather dark history that those in the town whisper about when they think he is not listening. Janic does not believe in ghosts or curses or any of the other silly rumours he has heard.

Now, it is time to open for business.

Adventure Synopsis

The Player Characters begin the adventure by arriving in Silforde (or any small town which fits within an existing campaign). They are approached by a man who invites them to stay, entirely free of charge, at his newly opened hotel. This is part of a publicity stunt to establish the hotel's reputation. The man – Janic – promises that his guests will be treated like royalty, and that he is sure it will then be their pleasure to happily recommend *The Primrose Inn* to everyone they meet.

Once in the hotel, the Player Characters will learn about Janic's debts and his enmity with the owner of the town's other luxury inn – *The Golden Garter*. These things are really just a diversion to get the Player Characters interested in staying at the hotel. Events really get under way when they wake up after a night at the inn and one of the characters finds his hands

are covered in blood, and that another guest has been murdered in his sleep. The guest was an enforcer for the local moneylender.

The sergeant of the town watch will interrogate everyone who has stayed at the inn, and the Player Characters will find themselves amongst the suspects – one of them may even end up in jail if he is not careful. With plans for his grand opening in tatters, Janic will beseech the Player Characters to help in working out what is going on. He can offer them a small stake in the hotel as payment, along with an old family heirloom. Investigations in the local town reveal that the inn is considered haunted and that there have been a number of unexplained deaths there over the years. Some villagers will even suggest exorcising the inn.

The trail eventually leads out of town to a monastery in the hills, where a colony of lepers and deranged inmates are cared for. One of the inmates, Milo, is an aged architect and engineer who helped build the hotel. Milo reveals that the hotel was designed as sort of psychic conduit, to make real the violent dreams of those who stay there. The mastermind behind the construction was not Milo, but a wizard-artificer called Rezebul. Milo believes Rezebul died some years ago.

Back at the hotel, the Player Characters will have the information they need to 'disarm' the nightmare-enhancing powers of the hotel. The core of the building's power is in the attic. When the Player Characters attempt to disrupt the hotel's power, the building tries to put all of the guests to sleep and use creations from their nightmares to destroy the characters.

Once the Player Characters have disarmed the hotel's power, they will have a final encounter with Rezebul the wizard, who is not dead at all but has returned as a guest to see the fruits of his work.

Adventure Hooks

The Player Characters' arrival in Silforde will work best as a stopping off point following another adventure or some sort of violent encounter. The chance to stay at *The Primrose Inn* should provide a tempting opportunity to rest and recuperate.

If the Player Characters are in the middle of a larger story arc, a clue, contact, or suchlike might be staying in Silforde, presenting a reason for them to stay in the town.

Silforde itself is a provincial town, but should be en route to a large town or city, thus ensuring it has a regular flow of travellers.

Starting the Adventure

The first part of the adventure sees the Player Characters arriving in town and being approached by Janic. Read or paraphrase the following:

Silforde seems a quaint little town, with a number of shops and inns clustered around an old well, and several pockets of houses lining the roads and tracks which converge there.

A small market is in progress, the locals haggling over the price of their supplies.

You have barely had time to look for a place to stay, when a well-dressed man approaches you and offers a greeting.

'Welcome to Silforde! A charming town, with no more luxurious a place to stay than The Primrose Inn.' The man gestures towards one of two inns that you can see.

'By chance, we are newly opened and looking to cultivate a reputation for ourselves. I suspect that worldly types such as you will appreciate what we have to offer – and, in exchange, spread the good name of The Primrose Inn.'

Janic, owner of the inn, is an amenable fellow who will try to coax the Player Characters into staying at his hotel. If they are reluctant, he can provide an excellent – and remarkably cheap – lunch, with the promise of more of the same to follow. He offers the Player Characters a free night of lodging with a fine breakfast in the morning.

If the Player Characters have other business to take care of first, Janic explains that the offer will remain open.

The only other inn, *The Golden Garter*, is an expensive place and, having enjoyed a monopoly on visitors until recently, does not provide very good service. The owner, Myles Manger (pronounced mon-jay, like the French), will try to overcharge the Player Characters for everything.

If the Player Characters wish to explore Silforde they will find little of interest, and nothing that should distract them from the main thrust of the adventure. Everyday supplies and equipment should be available for purchase.

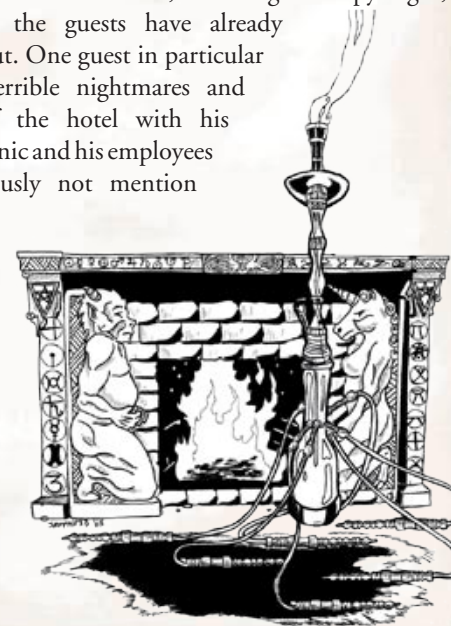
The Primrose Inn

Read or paraphrase the following once the Player Characters enter the inn:

The interior of the inn is lavishly decorated and clearly very new. Fine paintings hang from the walls, a pair of narrow, and purely decorative marble columns has been positioned just inside the entranceway, and freshly stained oak panelling adorns the walls.

A spacious seating area is arranged in front of a bar. The chairs are upholstered with fine leather, and one wall is bedecked with the antlers of a large stag.

As soon as the Player Characters arrive Janic or his barmaid, Rosy, will greet them and do everything they can to make them comfortable. This is only the hotel's second day of business and, following a bumpy night, several of the guests have already checked out. One guest in particular suffered terrible nightmares and woke half the hotel with his screams. Janic and his employees will obviously not mention this.



Whilst the Player Characters' lodging and breakfast are complementary, they will have to pay for any other food and drink that they order – the prices should be very reasonable. It is important that the Player Characters feel as though they are getting a bargain but are not being lured into a trap – if things seem too good to be true, the players will believe that they are.

Where's My Money?

Once the Player Characters are staying at the inn – or at least popping in for a meal – they will witness a visit from the town's moneylender. The man, known simply as Salus, will be accompanied by one of his goons. There will be enough tension in the air when Salus appears – all of the locals, including the staff, know him – for the Player Characters to realise that something is going on.

Salus will order drinks for himself and his enforcer, Claye, then discuss how business is going at the inn, and the fact that Janic's first payment is due shortly. Salus will then leave – without paying – but Claye will check himself in for the night.

If the Player Characters talk to Janic, they will find him clearly rattled, but he will do his best to assure them that everything is fine. Some determined questioning may worm out of him the fact that he has borrowed about 50% of the cost of the inn from Salus. He is due to make his next payment in a little over a week and is struggling to get the money together.

Claye has been ordered to spend the night at the inn and report back to Salus on the state of the business. He will neither talk to nor threaten Janic in any way.

All of the staff know who Salus and Claye are, and that Janic has borrowed money to finance his purchase of

the inn. Salus is not regarded as an out and out villain, but it is a well-known fact that Claye once delivered a beating to a client who failed to pay his boss. The recipient of the beating – Martyn the butcher – has since paid back the money and has had no further dealings with Salus.

What a Dump!

The next incident occurs when the owner of *The Golden Garter* pays a visit to the inn. Myles Manger barges into *The Primrose Inn*, full of bluster and contempt. He will announce to anyone sitting in the bar that the place 'is a dump, not fit for a pig!' He will then proceed to demean everything from the décor to the food. Feel free to give Myles an outrageous French accent if you are not easily offended by racial stereotypes!

After Myles has had the opportunity to rant and rave, he is shown the door by Janic. The owner of *The Primrose Inn* then apologises to his guests and jokes that at least they 'won't have to put up with Myles all night' – as they would have done had they chosen to stay at *The Golden Garter*.

If questioned by the Player Characters, Myles will make no attempt to apologize for his intrusion or to disguise his contempt for Janic and his inn. Rather bluntly, Myles will tell the Player Characters that they can either stay in a hovel like *The Primrose Inn* or at his excellent establishment – the choice is theirs.

If threatened, Myles' passionate nature seems to take over and he will challenge his opponent to a duel. However, if his offer is accepted and his bluff is called, he will renege on the offer and threaten to inform the town watch if the Player Characters do not leave him alone. He likes to play the role of the passionate bon vivant but in truth he is full of hot air.

A Night at The Primrose Inn

When the Player Characters spend the night at *The Primrose Inn*, you must ensure that one thing happens – they all fall asleep. Given the plump pillows, soft mattresses, and generous portions of good food and drink that the inn supplies, this will not be hard to accomplish.

Should any characters try to stay awake all night, they will fail to do so. This will be because of the unique, sleep-inducing properties of the hotel. However, it is better if the Player Characters do not suspect that there is anything odd going on at this point. That way, what occurs afterwards will seem all the more intriguing. If necessary, roll some Persistence tests, modified by Fatigue (and drink, comfortable surroundings, and so on), to get the characters to sleep.

A map of *The Primrose Inn* is provided on pages 62-63.

Awakenings

When the Player Characters wake up, two of them will find that they have had a very strange night. The first character will have experienced violent and vivid dreams about a fearsome creature – preferably one that he or she has encountered for real. That character awakens clutching sweat-soaked sheets, and somewhere in the room – on a wall or the inside of the door – are claw marks which correspond to the creature in the dream.

For the second character, things are even stranger. He or she awakens with hands covered in blood. There is also blood on the door handle – inside and out – where the character has opened and closed it. There are spatters of blood on whatever night garments the character wore to bed.

What has occurred overnight is that the power of the hotel has tried to make real the dreams of the guests.

The character with claw marks in his room dreamed of a ferocious creature and it began to manifest. The character with bloodstained hands became possessed by a fearful dream Janic had in which the poor inn owner was fighting for his life against Claye. He acted this out, killing Salus' enforcer. Neither character has any recollection of what happened – they are simply left with the evidence.

The Player Characters should have only moments to digest what has happened, before they hear the sound of people knocking on all the hotel room doors. Members of the town watch are asking everybody to come downstairs immediately and gather in the bar area.

The character with bloodstained hands will need to do something to remove the blood on his hands before he leaves his room or he will be arrested immediately. Luckily for him, all of the rooms in *The Primrose Inn* come with a basin of water. It will be cold at this point, as the maid will not have had a chance to re-fill it yet, but it will suffice for removing the blood.

Sergeant of the watch, Klen Mathers, will inform the gathered guests that there has been a murder. Salus' enforcer Claye is the victim. The sergeant and his men will want to interview and take statements from everyone staying at the inn.

If the Player Character who awoke with bloodstained hands has not thought to dump the bloody water out of the window – or get rid of it in some other way – it will be found and he will be arrested. At the very least, he will be repeatedly questioned about the bloodstains on the door handle, unless these too have been removed.

The watch will also find the strange claw marks in one of the bedrooms and will consider this very suspicious.

The appropriate Player Character will be asked where these came from.

The Player Characters should feel as though they have been caught up in a very strange business and that they are on a shortlist of murder suspects.

The characters and other guests will not be free to go about their business for several hours. Even once the questioning is concluded, Sergeant Mathers will tell everyone that they are to remain available for further questioning and that they are not to leave town. This will enrage several of the guests at the inn, who were planning to continue their journey today.

A Plea For Help

Once the sergeant and his men have finished with the Player Characters, Janic will approach them and ask for their help. The owner of *The Primrose Inn* is clearly upset by what has happened and fears both damage to his business and a reprisal from Salus.

He will offer the Player Characters a 5% stake in the business plus a family trinket in exchange for their help in finding out what is going on. If pushed, Janic will offer 10% of the business. If necessary, he will remind the Player Characters that it is in their interests to find out who committed the murder and why.

The trinket is a good luck charm. It enables the wearer to re-roll a failed skill test once each day. Sold simply as a necklace it is worth 50 SP. To someone who recognises its power, it is worth at least four times that amount.

If the Player Characters agree, Janic will reveal the following:

☒ The first night that the inn was open (the night before the Player Characters arrived in town), one

guest complained that he had seen an enormous spider on the ceiling. The man's screaming woke several other guests. The guest's room was searched but no trace of the arachnid was found.

☒ There have always been rumours around town that the inn is cursed. Janic has lived in Silforde for only 6 months, so he does not know any more than that.

☒ Janic was able to buy the inn at a greatly reduced price. He does not know the specifics, but believes that the former owner killed himself somewhere inside the inn. A local bank then took possession of the property.

☒ The man killed – Claye – is an enforcer for the town moneylender, Salus. Janic owes Salus half the cost of the inn. Claye's throat was cut with his own dagger.

Janic will suggest that the Player Characters ask some questions around town to see if anyone knows what is going on. He gives them the following people as possible sources of information:

☒ Martyn the butcher

☒ Jefree the cobbler

Seeking the Truth

There are several people in town who can provide useful information about the events at the inn.

Martyn can reveal not only that he was beaten by Claye when he failed to make a payment to Salus, but also the fact that it was his cousin, Timos, who used to own the inn. According to the butcher, Timos worked hard to make the inn a success but could never establish a good name for it. Many of the locals considered the place cursed and would refuse to stay there – or let those they knew do so. Timos claimed that many guests had nightmares and that one man tried to hang himself – apparently in his sleep.

Timos himself was hacked to death one night with a cleaver from his own kitchen. No one was ever arrested for the crime.

Jefree, the town's aged cobbler, believes that the inn is haunted by the ghost of the man who originally built the place some 50 years ago. He cannot remember the man's name but reckons he was a deeply suspect sort. Jefree does remember that the man had an apprentice who went mad and sought refuge in a monastery in the forest that the locals call *Respite*. He will warn the Player Characters that *Respite* is also a sanctuary for lepers.

If the Player Characters ask about the inn around town, they will hear various rumours about a curse and the place giving visitors bad dreams. Some of the townspeople will suggest exorcising – or even knocking down – the inn.

Searching The Primrose Inn

At this stage of the adventure, there is little to be learned from exploring the inn. Even if the Player Characters elect to search the loft – the core of the hotel's strange abilities – they will find nothing that indicates that it is in any way unusual.

No Respite for the Wicked

Directions to the monastic sanctuary of *Respite*, two days' journey from Silforde, can be obtained from anyone who has lived in the town for more than 2 years.

The journey takes the Player Characters through an area of dense forest littered with gullies, fallen trees and bogs. A Survival test is required for every four hours of travel to safely navigate the treacherous terrain

and remain on course. A failed check means that the characters make no progress, instead wandering around in circles or being forced to double-back.

Overall, six successful tests are required to cross the area of forest between Silforde and *Respite*.

When the Player Characters are roughly half way through their journey, they will find that they have stumbled into the hunting area of a pack of predatory lizards called *Eraqs* – or forest stalkers.

Any character who can pass a Tracking test will realise what has happened and may warn the party of the need to move back and go around the *eraqs*' domain. If every Player Character can succeed with an Opposed Stealth test against the Perception of the *eraqs*, this can be accomplished.

Failure to notice the *eraqs*' tracks or to sneak around their domain means that two of the beasts will move in and attack the party. The giant lizards will try to take their quarry by surprise.

ERAQ VENOM

Type: Ingested or smeared

Delay: Immediate

Potency: 40

Full Effect: 1D3 hit point damage to location struck, applies a -2 penalty to victim's CON and DEX.

Duration: 3D10 minutes

Eraq – Forest stalker

CHARACTERISTICS

STR	4D6+3	(17)
CON	3D6	(10)
DEX	3D6+3	(13)
SIZ	3D6+6	(16)
INT	1D6+3	(6)
POW	2D6+3	(10)
CHA	2D6	(7)

Eraq Hit Locations

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

Weapons

Type	Weapon Skill	Damage
Claw	50%	1D6+1D4
Bite	40%	1D8+1D4+toxic bite

Special Rules

<i>Combat Actions:</i>	3
<i>Strike Rank:</i>	+9
<i>Movement:</i>	5m
<i>Traits:</i>	Poison
<i>Skills:</i>	Athletics 60%, Dodge 45%, Perception 50%, Resilience 45%, Stealth 60%

Typical Armour: Hide (AP 3, no Skill Penalty)

Respite

Once the Player Characters have navigated the forest, they will reach the monastic sanctuary where the mason who assisted in the building of *The Primrose Inn* is to be found. Though the Player Characters do not know it yet, the man's name is Milo Cesar.

The monastery lies sheltered within a copse of trees, beside a narrow forest stream. It is unlikely to be found by anyone who is not specifically looking for it.

There are twelve monks living here, overseeing the needs of their charges – a mixture of the mentally ill and a few poor souls who have contracted a magic-resistant form of leprosy. The monks are worshippers of a healing deity, appropriate to the campaign you are



using. In Glorantha the monks revere Chalana Arroy, in Nehwon they follow Issek of the Jug, and so on.

The monks are cautiously welcoming, offering simple food and lodging to visitors – of which there are very few. They restrict newcomers' access to the Outer Sanctuary however, saying that they do not want the lives of their charges unnecessarily disturbed. If the Player Characters wish to gain access to the Inner Sanctuary, they will need to persuade the Abbot, Danyal, to grant them passage. Alternatively they could sneak over the wall or even force their way in – there is little the monks can or will do to stop them. However, if threatened, both the lepers and the other inmates are capable of defending themselves.

Abbot Danyal can be persuaded to grant access to the Inner Sanctuary with a successful Opposed Influence test. A donation to the monastery's coffers – which are rather empty – will not go amiss. Characters receive a +10% bonus on this test for every 20 SP they donate. Abbot Danyal will not be shy when it comes to suggesting a donation be made.

The abbot knows the history of all those in the monastery and can direct the Player Characters to Milo if they ask pertinent questions about a mason or architect who used to live in Silforde.

The House that Milo Built

Milo Cesar is an aged husk of a man, his brittle skin stretched over bones that creak every time he moves. Having come to the monastery some five decades ago, he now spends his days painting in the courtyard or sketching designs for wondrous buildings.

Milo is entirely lucid, though he openly recounts to anyone that asks his time of madness which led him

to seek shelter at the monastery. As a young man he helped a brilliant, but decidedly strange, fellow named Rezebul to design and build a hotel in Silforde. Back then, it was called *The White Lady*. Rezebul had sought Milo out specifically for he had earned a reputation as a skilled mason and architect.

Together they assembled plans and then constructed an inn that was designed to focus and channel people's thoughts and dreams. Milo had found the project exciting and daring, but had not really believed it would work. Rezebul's vision had been exceptional, however, and he had wanted to be a part of it.

When the project was completed, Milo stayed in the hotel for two nights. On each occasion, he experienced vivid and terrible dreams. In particular, his imaginings on the second night were hellish visions that drove him to the point of madness. He awoke to find that he had clawed his own flesh and even now he bears the scars on his chest. Far worse than this, one of horses in the stable was dead, its throat cut and its heart removed. Milo was certain that he had committed this atrocity and was terrified at the thought of what might have happened had there been any other people staying at the inn.

Descending into madness and suffering from recurring dreams and half-remembered snatches of that night, Milo fled Silforde and came to the monastery.

If the Player Characters tell Milo about what has happened at Silforde he will tell them that the power of the inn must be destroyed. He expresses great shame that he has spent his life hiding from an evil that he helped to create. Unfortunately, he is now too weak to do anything about it himself.

The key to the hotel's power is in the attic. The design and patterns of the beams themselves form a mystical shape unlike anything the Player Characters will have heard of. Thoughts and dreams are channelled through the building as a whole and up into the loft. To destroy the power of the building, the central beam and at least two supporting struts must be destroyed.

RETURN TO SIFORDE

The journey back to town can be glossed over now the characters know the route. This time, the Player Characters will know to avoid the region used by the eraqs.

In town the Player Characters' absence will have been noticed by Sergeant Mathers. If they did not acquire permission to go on their journey, they will have some explaining to do upon their return.

The End of Dreams

Assuming that the Player Characters have spoken to Milo and learned what needs to be done, they will likely make preparation to destroy the frame of the inn's roof. As soon as they move within 5 metres of the building, it will sense their thoughts. Whilst the building is not truly alive, it does possess some awareness and will try to defend itself.

If the Player Characters enter the building, the hotel will use its power to put the guests to sleep – all of them, in the same instant, will simply collapse. One round after this, some of them will start to awaken and, in a trance-like state, attempt to kill the characters. They will grab whatever weapons are to hand – fire irons, cutlery, etc. There should be one sleepwalking guest for each Player Character in the building.

Clever Player Characters might choose to access the attic from the outside of the building. In this case, the hotel will still put the guests to sleep and will then have them open the windows and attack any Player Characters that they can reach. The somnambulant guests are too clumsy to climb up onto the roof themselves.

Once the Player Characters reach the attic – via the inside or outside of the building – the hotel will start to manifest creatures from the sleeping guests' subconscious minds. One such creature – a giant spider with a human voice – will appear inside the loft and attack anyone who enters (see below). The other monsters that appear will move through the building, and are free to go up into (or onto) the roof. Any of the more insidious creatures from *RuneQuest Monsters* can manifest to attack the Player Characters. However, it is recommended that you select creatures which you know that *your players* are afraid of – snakes, scorpions, insects, and so on. This will more accurately represent creatures from nightmare coming alive. There should be roughly half as many creatures – including the dream spider in the attic – as there are Player Characters.

The sudden appearance of the creatures should be unpredictable – they can emerge from within cupboards, beneath floorboards or under beds. They may just as suddenly vanish, further adding to the unpredictability of their actions.

Destroying the Core

As Milo explained, to destroy the hotel's ability to manifest dreams, the central beam and two supporting struts need to be destroyed. The central beam has 3 Armour Points and 25 Hit Points. The supporting struts have 2 Armour Points and 20 hit points each.

Once these have been destroyed, the hotel's power will vanish. The sleeping guests will awaken, with only hazy recollections of their dreams, and the manifested creatures will disappear.

Attempts to destroy the framework of the roof will be hampered by a large, white-fleshed arachnid – the dream spider – which promises to deliver an eternity of nightmares to its victims. This dream spider cannot be defeated until power of the hotel is destroyed.

A Rude Awakening

If the Player Characters manage to destroy the frame of the roof, Janic and the bemused guests will wake up and ask that the Player Characters come down to the bar area and explain what has been going on. The Player Characters should have just enough time for a brief explanation before a man – someone that the Player Characters will have taken as a guest – stands up and clears his throat.

Read or paraphrase the following:

The man who cleared his throat seems to be waiting for your attention. Though his clothes seem quite normal and his appearance is unremarkable, there is definitely something... strange about him.

'Quite a mess you've made,' the man intones, glancing around the hotel. 'A shame. My little building seemed to be working so well.'

Astute Player Characters may deduce that this is Rezebul, the true architect of the inn. Those who ask him his identity are ignored.

If the Player Characters attack Rezebul at this point, he will defend himself using magic. If they do not, he continues:

'I shall have to save as much as I can. I'm sure that there are other little towns that will prove suitable.'

The man raises a hand and you feel a faint tremor running through the walls and floor. Plaster begins to shake itself free from the ceiling, splinters of wood curl up out of the floorboards and iron nails begin to rattle themselves loose.

Janic stares around in dismay. 'My inn! Stop it! What are you doing to my inn?'



If the Player Characters do nothing to intervene, various fragments of the inn will shake themselves loose and float to Rezebul's outstretched hand like iron filings to a magnet. It will take five Combat Rounds for him to gather enough residue from the house to build another nightmare-inn somewhere else. Once Rezebul has what he wants, he will leave town, travelling into the woods where he will mysteriously disappear. The inn will appear only slightly shaky at first but will collapse in a stiff breeze or following any kind of impact.

Should the Player Characters engage the wizard in combat, they will find him a dangerous adversary. However, they will quickly find that the town watch show up to help if the earlier fracas has not drawn them to the hotel already.

If Rezebul is slain or knocked unconscious, his body will tumble to the floor, eliciting a strange response from the house itself – even if the core has been destroyed. Read or paraphrase the following:

Rezebul's limp body tumbles to the floor. The moment it lands, the floorboards twitch and move, curling up around his body like the fingers of a huge wooden claw. As they curl over him, he is drawn down and into the foundations of the house itself.

The wizard placed various enchantments upon the inn when it was constructed, using his unique knowledge of architecture and magic. His body will vanish into the building leaving no trace. Whether he is gone forever or this was some sort of emergency escape plan is left entirely to the individual Games Master.

Cleaning House

Once the events of the adventure are concluded, the Player Characters will be able to make arrangements

to begin collecting their portion of profits from *The Primrose Inn* – assuming that it is still standing and that the core has been destroyed. Each month, a 5% share will work out as 7D6 SP.

The Player Characters will need to provide some sort of explanation to Sergeant Mathers about everything that has happened. Depending on how things panned out, this might be very easy or extremely difficult. If the sergeant, or other members of the watch, witnessed magic or other strange goings-on at the inn, it should not be too tricky for the Player Characters to convince him that they were not involved in Claye's murder and that Rezebul was – at least indirectly – responsible.

Janic Gurr

Characteristics: STR 12, CON 14, SIZ 12, INT 13, POW 9, DEX 13, CHA 15

CA: 3 **DM:** none; **SR:** +13; **Move:** 4m; **MP:** 9

Skills: Athletics 32%, Dodge 31%, Evaluate 40%, Influence 37%, Lore – (Innkeeping) 41%, Perception 36%, Streetwise 33%

Atk: Dagger 30%, 1D4 damage

Armour: None

Possessions: The Primrose Inn, 20 SP, 4 GD (in room), Dagger

Armour & Hit Points

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

Rezebul – Wizard Artificer

Characteristics: STR 12, CON 17, SIZ 14, INT 18, POW 12, DEX 14, CHA 13

CA: 3 **DM:** +1D2; **SR:** +16; **Move:** 4m; **MP:** 12

Skills: Craft (Mason) 63%, Craft (Smith) 45%, Craft (Carpenter) 58%, Dodge 51%, Evaluate 60%, First Aid 45%, Influence 67%, Lore (World) 71%, Lore (Architecture) 97%, Mechanisms 68%, Perception 66%, Persistence 70%, Resilience 56%, Stealth 73%, Streetwise 46%

Atk: Telekinetic strike (see below) 60%, 1D8

Armour: Special

Possessions: Shortsword

Spells: Special

Rezebul's Armour – Rezebul is protected by an enchantment that makes his skin as hard as the walls of a house. When he is struck, his skin flakes away like plaster would from a wall.

Rezebul's Magic – this wizard's magic is unlike anything the Player Characters will have seen before – as enigmatic as the man himself. He will create only one magical effect, that of telekinesis. He will use this to accomplish one of two things – to hurl objects at his adversaries or to fling them away from him.

His telekinetic strike has a 60% chance to strike its target, and may be dodged or parried like a normal ranged attack. It inflicts 1D8 damage.

An opponent targeted with a telekinetic shove is struck automatically but may resist the effects with a successful Resilience test. Otherwise he is moved back up to 12 metres. If this brings him into contact with a solid object such as a wall, he suffers 1D6 damage to a random location. The target must then succeed with an Acrobatics test or be knocked to the floor.

Armour & Hit Points

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

Dream Spider

Characteristics

STR	3D6+6	(16)
CON	4D6	(14)
DEX	4D6	(14)
SIZ	5D6+3	(20)
INT	3D6	(10)
POW	3D6+3	(13)
CHA	3D6	(10)

Dream Spider Hit Locations

D20	Hit Location	AP/HP
1	Right Fourth Leg	3/5
2	Left Fourth Leg	3/5
3	Right Third Leg	3/5
4	Left Third Leg	3/5
5-11	Abdomen	3/11
12	Right Second Leg	3/5
13	Left Second Leg	3/5
14	Right First Leg	3/5
15	Left First Leg	3/5
16-20	Thorax	4/10



Weapons

Type	Weapon Skill	Damage
Bite	45%	1D6+1D2+poison
Web	55%	Special

Special Rules

Combat Actions:	3
Strike Rank:	+12
Movement:	6m
Traits:	Poison, Regeneration, Wall Walking
Skills:	Athletics 80%, Dodge 60%, Perception 50%, Resilience 55%, Stealth 85%

Typical Armour: 3 (Hide, no skill penalty)

Regeneration – The dream spider’s unique existence allows it to regenerate at a terrifying rate. At the start of each combat round, it recovers 1D3 HP on each damaged location. It is fully able re-grow severed limbs or to recover from injuries which temporarily ‘kill it’.

Web – A character struck by the dream spider’s Web attack is immobilized. A successful brute force Athletics test enables him to break free. Contact with this webbing induces fear in the victim via chemicals secreted from the substance of the web. For each action, whilst trapped, the trapped character must pass a Persistence test or be too afraid to do anything.

The Web attack can be dodged but not parried.

Dream Spider Venom

Type: Ingested or smeared

Delay: 1 round

Potency: 50

Full Effect: Hallucinations

Duration: 2D6 combat rounds

A character who succumbs to the effects of dream spider venom suffers nightmarish visions. At the start of each combat round he must pass a Persistence test to overcome his fear and act normally. Failure means that the character is reduced to a gibbering wreck who can do nothing this round.

Sergeant Klen Mathers

Characteristics: STR 15, CON 14, SIZ 15, INT 13, POW 13, DEX 14, CHA 11

CA: 3 **DM:** +1D2; **SR:** +13; **Move:** 3m*; **MP:** 13

Skills: Athletics 42%, Dodge 41%, Evaluate 30%, Influence 42%, Lore (Law) 41%, Lore (World) 39%, Perception 46%, Streetwise 53%, Throwing 44%

Atk: War sword 50%, 1D8+1D2 damage

Armour: leather hauberk

Possessions: War sword, leather hauberk, hatchet

*Sergeant Mathers walks with a limp, following an injury suffered in battle.

Armour & Hit Points

D20	Hit Location	AP/HP
1-3	Right Leg	-/6
4-6	Left Leg	-/6
7-9	Abdomen	2/7
10-12	Chest	2/8
13-15	Right Arm	-/5
16-18	Left Arm	-/5
19-20	Head	-/6

Town Watchmen (3)

Characteristics: STR 14, CON 13, SIZ 14, INT 10, POW 11, DEX 12, CHA 10

CA: 2 **DM:** +1D2; **SR:** +11; **Move:** 4m; **MP:** 11

Skills: Athletics 32%, Dodge 31%, Influence 39%, Lore (Law) 31%, Lore (World) 34%, Perception 41%, Streetwise 43%, Throwing 34%

Atk: Shortsword 40%, 1D6+1D2 damage

Armour: leather hauberk

Possessions: Shortsword, leather hauberk

Armour & Hit Points

D20	Hit Location	AP/HP
1-3	Right Leg	-/6
4-6	Left Leg	-/6
7-9	Abdomen	2/7
10-12	Chest	2/8
13-15	Right Arm	-/5
16-18	Left Arm	-/5
19-20	Head	-/6

Floor Plans

The Primrose Inn

Ground Floor

Bar Area – This well-furnished room is open to both guests at the inn and those who simply wish to come in for a drink. The ambience is rather stately, reflecting the fact that Janic has aspirations reaching beyond the inn's provincial setting. Janic or his bar maid, Rosy, will greet visitors and see to their needs as soon as they arrive in the bar area.

Restaurant – There are six tables in here, with room to seat up to 20 guests. The cutlery and crockery are of surprisingly high quality, again reflecting the up-market clientele Janic is hoping to attract.

Kitchen – Rosy the barmaid and Janic's cook – a village woman called Myranda – are often located in here. Along with a stove and pots, all the usual kitchen implements, hanging meat and foodstuffs can be found in here.

Storeroom – Spare crockery and the linen for the bedrooms is stored in this large closet.

Bar Maid's Room – Rosy's simple chamber is equipped in the same way as room type D. Her savings – 23 SP – are stored beneath her mattress.

Janic's Room – Janic's own room is far less lavishly decked out than those offered to guests. There is a single bed, a chest of drawers and a wardrobe that holds the innkeeper's expensive collection of clothes. Hidden in the pockets of the tattiest looking jacket are 4 gold ducats – Janic's emergency fund.

PRIMROSE INN GROUND FLOOR



FIRST FLOOR

All of the rooms at the inn are fitted with a water basin which Rosy re-fills each morning or at the guests' convenience.

Room Type A – These double rooms contain four-poster beds, and a spacious wardrobe along with a dressing table and mirror. Price for one night's stay is 5 SP.

Room Type B – These large single rooms have comfortable beds and are fitted with bath tubs which Rosy can fill at any time before 6 pm: after this, she will be too busy tending bar. Price 6 SP

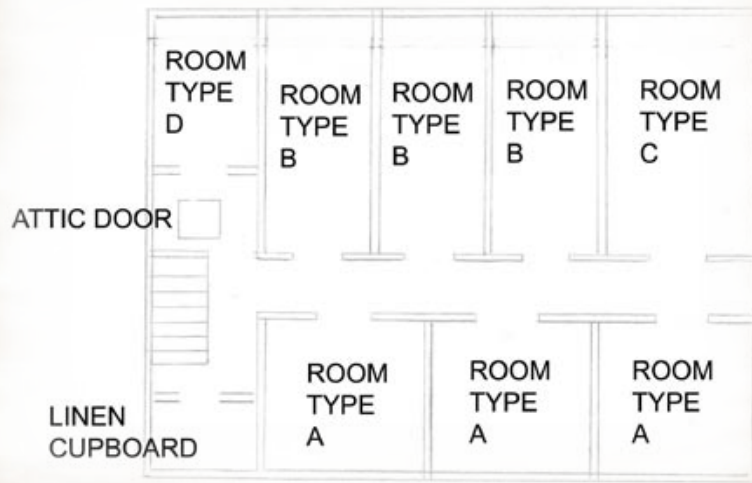
Room Type C – The largest and most luxurious room in the inn, it has an enormous bed, thick rugs and an antique dressing table. Price 12 SP

Room Type D – This is the most basic room in the hotel, reserved for those with meaner tastes or, at least, emptier pockets. It is still clean, with a comfortable bed and thick sheets. Price 2 SP.

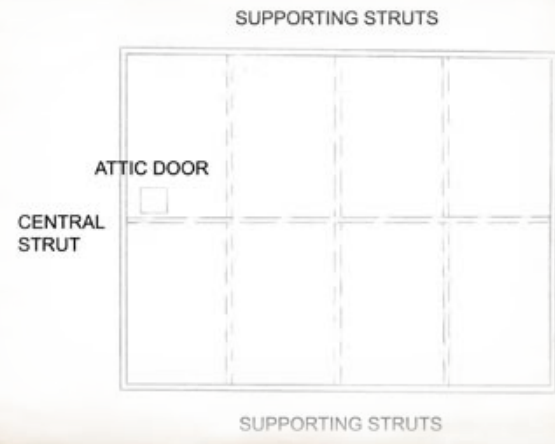
Attic

This is a single, large area, fitted with floorboards which are safe to walk on. Overhead, the central beam (AP 3, HP 25) and supporting struts (AP 2, HP 20) are clearly visible.

Primrose Inn First Floor



Primrose Inn Attic



Respite

The walls surrounding both the Inner and Outer Sanctuaries are 1 metre thick and 3 metres high. A pair of heavy wooden doors restricts entry to each area of the sanctuary (AP 5, HP 30).

Throughout the grounds, there are small gardens, vegetable patches and flowerbeds. A well-worn path winds through the centre of the Inner Sanctuary forming an unofficial border between the area frequented by the lepers to the northwest and that assigned to the other inmates to the southeast.

Outer Sanctuary

During daylight hours, the doors to this area are left unlocked. At such times, two monks tend the gardens and greet occasional visitors to the monastery.

Visitors' Accommodation – The four tiny rooms in this building provide a lesson in the humble life that the monks here are used to living. Each cell comes equipped with an uncomfortable bed, a small table and a few religious books or manuscripts.

Visitors' Shrine – this simple place of worship provides a place for visitors to pray to whichever god the monks revere.

Inner Sanctuary

All of the dwellings here are humble and sparsely furnished. The inmates are afforded a few luxuries, such as painting and writing equipment or a musical instrument. What little money the order does possess – 200 SP – is stored in Abbot Danyal's cell.

In total, there are 12 monks living here, including the Abbot. There are also 5 lepers and 9 other inmates, all suffering to a greater or lesser degree with some form of mental illness.

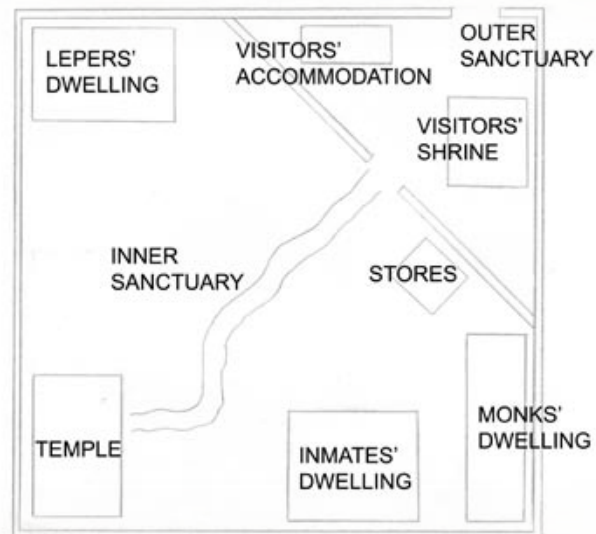
The entire monastery is characterised by a sense of deep restfulness and tranquillity. This is very much a haven, away from the concerns of the wider world.

Temple – this building is at the heart of life at the monastery. The monks spend much of their time here praying, as do many of the inmates and lepers. A silver effigy to the appropriate god hangs above the altar. Its value is 150 SP.

A crypt beneath the temple houses the bodies of those who have died here. There are assorted trinkets distributed between the tombs, worth no more than 100 SP in total.

Stores – the monastery's supplies of both food and clothing, and all tools are kept in here.

Respite



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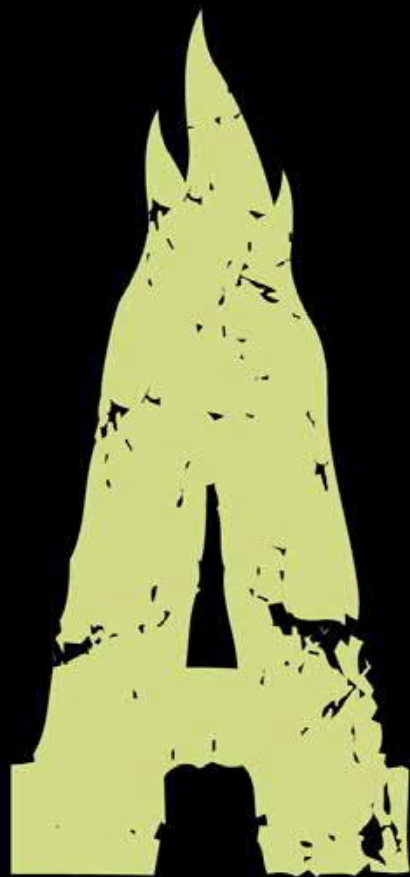
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