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A Starfury deploys from Babylon 5 to face the coming Shadow threat

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Editorial

Hello!

I'm Matt Sharp. You may remember me from such Judge Dredd related puns as Saddle Soaring and Satanic Klaus and the Slay Riders. I've been a humble assistant editor for a few months now, but finally the time has come when I've gained enough experience to meet the prerequisites for the Editor prestige class. But the quest was not easy. I have travelled far, yea, as far as Swindon in Wiltshire – a distance of nigh on forty miles. I have bested the Great Labyrinth of Roundabouts that bewilders the minds of all those that wish to journey to the heart of the Mongoose Lands. I have passed through the Doorless Door into the very heart of Mongoose Hall, and with my mere mortal eyes I have gazed upon the Throne of the Mongoose King (otherwise known as 'Matt Sprange's Chair') and have spied Monty himself. I have held in my very hands the legendary artefact that is the Photograph of William Shatner. I have dared to ask the assembled ranks of Mongooses three questions:

'Oh, Matt Sprange, how do you pronounce your last name?'

'Not like that.'

'Why are you called Mongoose?'

'We're not going to tell you.'

And the third and most vital question… which unfortunately I've forgotten.

Nevertheless, notwithstanding and without further ado (not to mention any other space-filling-in long words and phrases I can think of) I was given the task of producing an issue of **Signs & Portents** every month, which I hope to do so for a very long time.

Fear not – Ian is still the Editorial Manager (or Managing Editor) and, of course, he'll still be contributing Tales from Mongoose Hall. Everything will remain pretty much as it was before except my name is higher up on the credits. In other words, we'll be keeping up with our usual mix of established writers and first-timers – so keep those submissions coming!

Matt

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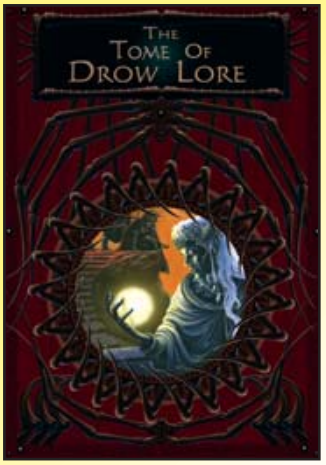
Printed in China

Babylon 5 created by J. Michael Straczynski

EYE ON MONGOOSE

New Releases This Month



The drow. The dark elves. Banished to the Underdeep millennia ago by their surface cousins, they plot and scheme and struggle for survival. Beautiful and wicked, brilliant and deadly, they are the knife in the dark, the threat in the deeps.

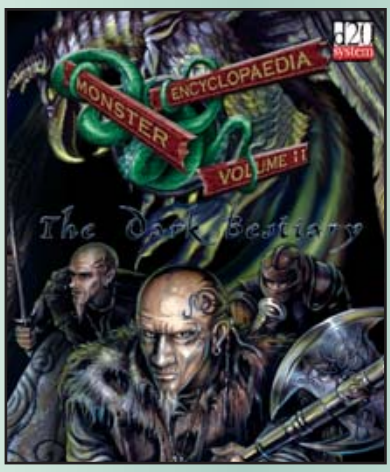
Since the drow were introduced to the roleplaying world some 25 years ago, they have become favourites of Games Masters and terrible foes to uncounted parties of Player Characters. Sadly, they have also become overused and oversimplified. There is no mystery to them anymore. Players know exactly what to expect from an encounter with drow, and exactly how to cope with it. Games Masters find themselves saddled with innumerable clichés and presumptions about the drow, making one raiding party just like any other, one drow city just like all the others.

That is where this book comes in.

The philosophy behind The Tome of Drow Lore is that the race of the drow is as complex and vibrant as any race on the surface of the world, and is dedicated to the drow, in all their varied, wicked splendour. In the millennia since the drow were forced underground in the Great Betrayal, and dispersed throughout the Underdeep in the Sundering, the intense pressures of life beneath the surface have caused them to change dramatically. For years, the drow have been thought of as a sophisticated and cruel race, governed by an even crueler spider-worshipping matriarchy with absolute power over every drow. The truth is not so simple, and arrogant adventurers who set out beneath the surface of the world, certain they know the full measure of the drow, will find themselves quite unpleasantly surprised.

Within The Tome of Drow Lore, Games Masters will find information on a variety of drow cultures, religions, societies, Houses and, yes, sub-races. In addition, there are new drow spells, feats and drow equipment, be it magical, alchemical or mundane. A full 256 pages of drow badness for you to get your teeth into!

For those interested primarily in the 'classical' spider-worshipping drow, they are certainly in here, as no book on drow would be complete without them. They are not the sum total of the drow, however. Scattered throughout the Underdeep, the dark elves have adapted to and been altered by their strange and hostile environment. Centuries spent in isolation from one another gave rise to a variety of cultures and beliefs. While one drow city may be totally devoted to the Dark Mother, in the traditional perception of the drow, another may be dominated by worship of Mu'Ushket, or perhaps, with power concentrated in the hands of a single noble House, it is a much more secular society. Games Masters interested in putting an entirely new spin on the drow may forsake their usual culture altogether. Perhaps the intense pressures of the violent and barren Underdeep have caused all drow to regress to a savage, brutal race like the Kanahraun, or perhaps a large underground sea is home to tens of thousands of Sulzthul, all other drow having been slowly exterminated by the many powerful enemies of the world beneath the surface.

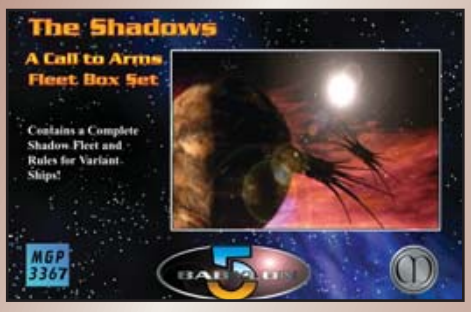


Since their inception as an element of fantasy gaming, monsters have become little more than an obstacle for heroes to overcome. Even those well-thought out monsters with a complex background, story and motivation are, when all is said and done, put there to be defeated, so the player characters get their experience and return home a few levels richer. Maybe not now; maybe the monster is the whole saga's final villain and everyone will get to fight it in an epic battle at the end of the campaign. Yet it will be fought, there is no doubt about that; if it will be fought, it is because the player characters are expecting to beat it someday. Let us face this awful truth – villains are put there so the hero can defeat them in the end, period. This is of course quite reasonable considering that adventures are about heroes (even if they stop a few alignments short of the literal term), and the creatures they destroy in the way should be there for them to reassert themselves as heroes and nothing more. After all, what is a hero if he cannot overcome a few dangers, right?

The problem lies precisely there – roleplaying games see so many of these heroes and monsters that they become routine, causing players and Games Masters alike to forget that the measure of a hero is the quality of the obstacles it must overcome. Roleplaying games feature so many of these obstacles, so frequently, that it becomes easy to lose sight of what made a monster worthy of being slain by a hero in the first place. The vision of monsters as a collection of traits, special abilities and combat tactics has only worsened the situation, causing bad guys everywhere, from tavern brawlers to ancient undead dragons, to get much less respect than they deserve.

In the beginning, way before they were made into a gaming gimmick, monsters represented terror. They were an embodiment of everything humanity did not understand or acknowledge. They were the creeping feeling under people's thoughts, which everyone tried to deny and push down – the thought that there existed something more out there, something dangerous and horrible that does not belong to our civilised, organised and controlled world. Heroes were precisely those who dared face these monsters instead of simply pretending they did not exist.

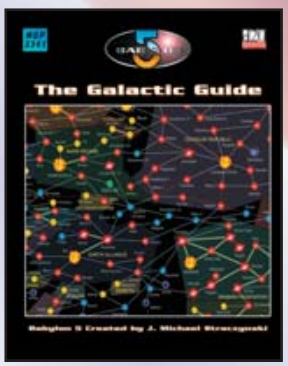
Monster Encyclopaedia II: The Dark Bestiary is the second in this new series designed to put the stell back into the monsters you meet. Everything in the 256-page Dark Bestiary is evil, so don't go in expecting to find anything nice and furry that you can take home to show your family!



The ultimate villains of the Babylon 5 universe now take centre stage in A Call to Arms! With this mighty fleet box you can sweep star systems before you and annihilate the puny fleets of your enemies. Instantly recongisable and immediately sinister, with a Shadow fleet at your command you too can make your foes tremble in fear!

Mongoose proudly revives the adventures that made Paranoia great! From the mid-1980s (Old Reckoning) comes Paranoia Flashbacks, a 256-page hardcover compendium of the best Troubleshooter deathtrap missions from the game's original publisher, West End Games. 'Me and My Shadow Mark 4', 'The YELLOW Clearance Black Box Blues', 'Send in the Clones', 'Vapors Don't Shoot Back', 'Alpha Complexities', 'Whitewash' and other classic scenarios are lightly and lovingly updated for Mongoose's new Paranoia XP rules.

These brilliant works, out of print for over a decade, would cost loyal Alpha Complex citizens hundreds of plasticreds on C-Bay. Now, for a fraction of that cost, see for yourself why old-time gamers, after nearly 20 years, still recall their Troubleshooter duty with anxiety and panic: 'We were guarding this enormous cybertank, when suddenly _something fell off_...!'

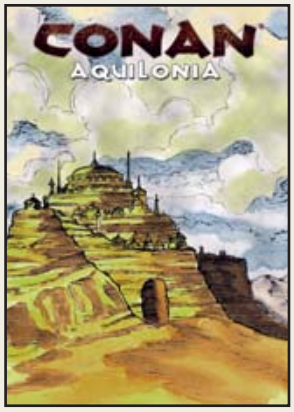


It is a big galaxy. This is a guide to living in it, travelling through it and populating it.

The Babylon 5 universe is a place where interstellar travel has been going on for literally millions of years. Uncounted sentient races have walked between the stars and many more simply stare up at the lights in the sky and wonder if they are alone. It is a universe old enough and vast enough that many worlds are simply forgotten, waiting for centuries or millennia for explorers to find them. It is a universe rich enough in habitable worlds that many systems are left unexplored entirely, awaiting those brave or foolish enough to discover them.

This book is about worlds and the space between them. It will tell readers what life is like for a passenger on a Centauri cruiser, how to hitchhike across Alliance space and how to determine everything about a world from the colour of its sun to the number of its continents. It also provides details on the worlds we know, discussing previously unmentioned planets in major solar systems and highlighting exciting, beautiful or dangerous locations across the galaxy.

The galaxy is a big place, so what you need is a Galactic Guide!



Aquilonia - The political situation is rife with intrigue, murder and horror, and could easily be the setting for untold campaigns. From the palatial splendour of the capital, Tarantia, to the rural tranquillity of the Tauran and the brooding nobles of Poitain, this 200-page sourcebook for Conan the Roleplaying Game details Hyboria's greatest kingdom, Aquilonia, the Flower of the West, destined to be ruled over by the mighty Conan himself!

The clues and statements made by Robert E. Howard about his various nations serve as a springboard for the imagination. As even a casual perusal of The Hyborian Age shows, these are not stagnant cultures, forever framed by a single phrase in a story. These cultures and kingdoms should live and breathe. Borders should change and waver. Every Games Master should not fear to put a bit of himself into this world. Take Howard's seeds and see what grows from your own imagination. Not everyone's Aquilonia needs to be the same, with the same borders and culture. If you want Aquilonia to wipe Nemedia off the map, then do it. If you want Tarantia to burn to the ground, then let it burn. Just because some Nemedian scribe hyped up Conan to be the greatest hero of the age, don't let that stop your players from being greater.

Let the Hyborian Age live and never let it stagnate. We are the kings of the world tonight!

It's here at last! Starship Troopers: The Miniatures Wargame is the tabletop wargame that every Starship Troopers fan has been waiting years for. Designed by a team led by wargaming legend Andy Chambers, the comprehensive rules come boxed with enough plastic arachnids and MI troopers to get you playing straight away.

Designed to be played with 28mm miniatures, Starship Troopers will be supported by a huge variety of miniatures from Mongoose Publishing, as well as a host of gaming supplements detailing and expanding upon the realistsic and exciting background created by Robert Heinlein.

Experience *real* science fiction wargaming with Starship Troopers!

Also out this month, the brand new Mobile Infantry Squad box set, containg 8 superbly detailed plastic multi-part MI troopers. Come on you apes!

Tales from Mongoose Hall

with Ian Barstow

With thanks to Yuval Kordov and the team at Red Spire Press for use of terms and pictures from ***Dark Legacies***

Dark Legacies part 1

The God Squad Cometh…

I know what you are thinking. What happened to the Eberron game? Well, that's a good question. In a nutshell, Fordy got cheesed off with being the Games Master, and being as none of us could understand anything over four words long that he said, perhaps it was just as well. Instead, we decided to see how good the Mekon was at running the show.

But what should we play? We all asked, uniformly of course, in that Brady Bunch stylee. Many were the suggestions, ranging from reforming the A Team to attempting to recreate the Hammer House of Horror. In the end, the Mekon told us we were playing Dark Legacies, a steampunkish game set in a dour future dominated by religious extremists and violent maniacs. Hmm…sounds familiar.

Anyhow, time to learn another new background and with it some new character classes for d20. The guys at Red Spire Press have come up with a *'gritty low magic'* game (their words) where *'practitioners of demonic magic threaten the foundations of society'*.

Into this grim future step four brave souls, dedicated to the god Deihass and intent on making all non-believers amend their ways accordingly. They are…

Martin Arnolfini, a junior librarian and the official leader of the party, played by Rich.
Johann Strauss (although he goes by many names in his role as the party spy) played by Doghouse.
Balek Salvinus, a human fighter dedicated to protecting Arnolfini, played by Fordy.
Tarl Cabot, a crossbowman of some ability and appearing as a cross between Doc Holliday and Van Helsing (that would be Hugh Jackman, *not* Peter Cushing).

Then at the last minute, we are joined by a guest player, namely August Hahn, Mongoose's senior writer, of course, in the role of ***Korek*** the brigg (briggs are half orcs, to all intents and purposes). This late arrival was based on the fact that August was over in England for a month working out of Mongoose Hall. As it transpired, this was something of a rash invitation by Doghouse, as you will soon see.

So, on with the plot. We set out from Vience in Ilfernac bound for the border city of Barren Point. This is roughly Paris to the Pyrenees, for those of a geographical bent. Our mission was to provide manpower for the First Church in Barren Point, which appears to be on the verge of being overrun by various villainous types intent no doubt on heretical behaviour. You know the sort.

a cross between Doc Holliday and Van Helsing (that would be Hugh Jackman, not Peter Cushing).

Our means of transport was a very unpleasant steam-powered land cruiser, which did nothing for the strange sickness which my character, Tarl, suffers from. You may be familiar with the name Tarl Cabot, and it is used in homage to John Norman's character from his Gor series of books, primarily because I think it's such a cool name. Each of us has chosen a weakness from our own Ultimate Games Designer's Companion, in return for one of the bonus abilities therein. My actual weakness is that I am consumptive, which isn't in the rules so don't go looking, but which is available for the Mekon to activate once per day as he sees fit. In return I have the Victorious advantage, allowing me to auto confirm one critical threat each day, perfect for a marksman with Constitution 9!

Nothing much happens on the way other than we begin to realise that Korek, who has allegedly been with us for 6 months, is a brainless nitwit (August gave him Wisdom 5) and worse, has a sense of propriety. Korek is basically a gigantic child with more muscle than sense by a country mile, and a habit of thinking everybody is talking directly to him.

Thus, when we arrive in the megacity of Barren Point, Korek personally greets the gate guards like long-lost brothers, completely ruining Librarian Arnolfini's attempt to ingratiate himself with the commander of the watch. It was actually something of a relief to actually talk to people, having had to endure the Mekon's 35-minute description of the world we live in. This was something of a Tolkienesque performance and was admirably done, compared with Fordy's more immediate *'Shut up, you're here,'* approach.

Having produced the necessary paperwork to get into the city we made our way through seemingly interminable streets to the cathedral which was our base. Once there, we sat around for a bit waiting for the bishop to arrive, in the company of some austere looking bloke who did his best to avoid the unwanted overtures of Korek who was keen to annoy somebody new. Luckily for him, the bishop finally arrived and diverted Korek's attention. It's too painful to go into at length but eventually I was tasked with taking the gormless brigg down into the courtyard to throw stones at things while the rest of the party talked to the bishop, who by this time was practically a gibbering wreck.

Nothing much happens on the way other than we begin to realise that Korek, who has allegedly been with us for 6 months, is a brainless nitwit

Whilst they were getting confirmation that the church was short handed I was lumbered with chucking rocks for Korek to chase. Which is nice. Thus I missed out on the discovery of our first mission. It turned out that a group of 30 heavily armed dwerofs (dwarfs, by any other name) were making their way to Barren Point in search of two dwerof renegades who had been up to no good and had fled to Barren Point. Dwerofs in Dark Legacies are somewhat East European in flavour (presumably this was immediately appealing to Fordy – see S&P19 for details of Fordy's ability with accents, although he does a mean Mickey Blue Eyes, as the cleaner knows well) and the two in question were called Volkof Dobokof (a metallurgist) and Zerof Gavrilof (an information gatherer). More of them anon.

Quite why a city with a population of many thousands should start bottling it when thirty tubby midgets head their way is a question that is worth asking, although my answer would be that it's akin to a gang of armed villains that strong hitting London. Regardless, we were the men (and brigg) to deal with the situation.

What we need is a plan. With 30 of them coming and only five of us, we think that thought should go into this for a change. We come up with Plan A.

Plan A

We will give the two dwerofs over to their brethren and leave them to it.

Not bad, eh? This ace scheme is kiboshed by the bishop who points out that both dwerofs have done 'favours' for the church and are too valuable to simply abandon.

This is a pain, but we are more resourceful than this. Enter Plan B.

Plan B

We will get a couple of dwerof corpses and mangle them up so they are unrecognisable, before handing them over to the easily satisfied dwerofs.

Okay, this is sort of feasible, albeit reliant upon Arnolfini being able to smooth talk the 30 hooligans into accepting that we re the sort of churchmen who routinely disfigure their victims' faces. Actually, this last bit may not be hard. The question is, where do we get two dwerof bodies?

The answer is obvious – the nearest prison. Sadly, Korek turns out to have a problem with going to a prison and carrying out a perfunctory execution or two. Even when we attempted to assure him that the victims would be due for execution anyway he refused to co-operate. It's about now that Fordy decides to kill him in a dark alley and pass it off as a road accident or similar. I'm more for accusing him of heresy and having him burnt at a passing stake. I expand this plan to suggest that we could forge some anti-church graffiti on a few walls and fit Korek up for it, a plan let down by the fact that Korek is illiterate…

The New White Star Fleet

August Hahn

Upgraded ISA Anla'shok White Stars for A Call To Arms

While the White Star ships first built by the Minbari were incredibly valuable in the war against the Shadows, the changing face of the galaxy under the rule of the Interstellar Alliance has demanded an even more extensive, more powerful fleet of vessels to keep the peace. The many races of the ISA are difficult to keep in line at times, making it imperative that the Rangers, the official military arm of the Interstellar Alliance, have superior vessels to anyone else.

Unfortunately, the original White Star design has proven insufficient to this task. While a marvel of technological design and the smallest ship in existence to carry a jump point generator, its limited hangar space and vulnerability when taking on capital-class ships have proven to be liabilities in large-scale conflicts. Some of these problems have been ammeliorated by having White Stars attack en mass, but complicated times call for more elegant solutions.

In this article, we present the ISA's answer to this dilemma. While the capital-class Victory destroyer is the Alliance fleet's 'big gun' and a terror on the battlefield, there are certain roles in a proper military fleet the Victory cannot cover properly. This expanded fleet list builds off the White Star design (and in the case of the WSC-2, the same hull) to field carriers, command vessels, gunboats and even a powerful new fighter.

While all of these ships are essentially just redesigned White Stars and do not greatly vary from its design even in appearance, the ISA obviously ascribes to the idea, 'if it ain't broke, don't fix it. . .'

Earth Alliance Variants

The following are additions to the fleet list for the ISA.

Priority Level: Patrol
WSC-L White Star Fighter (flight)

Priority Level: Battle
WSC-2 White Star

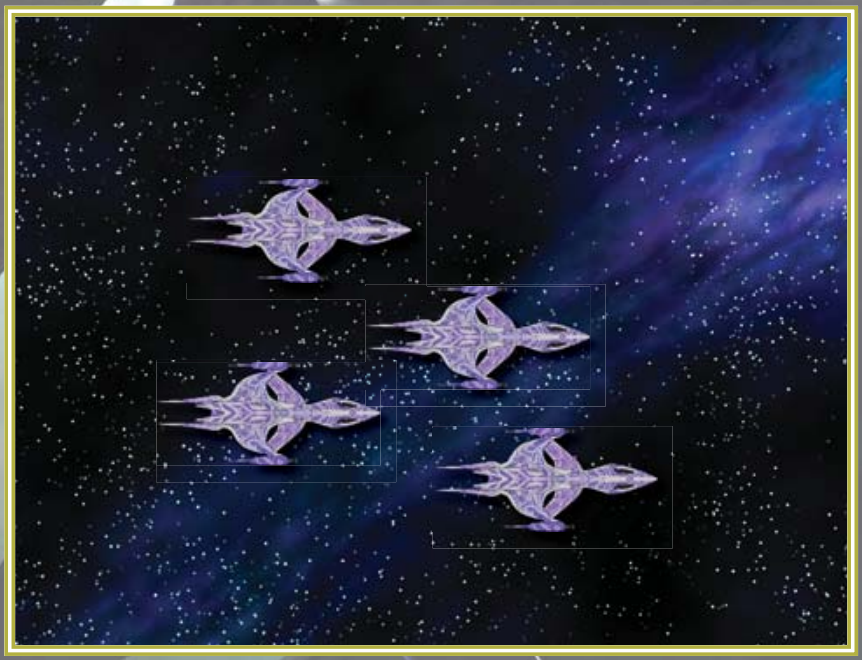
WSC-L White Star Fighter Flight

Patrol

Speed:	**14**	**Crew:**	**—**
Turns:	**SM**	**In Service:**	**2265 +**
Hull:	**6**	**Craft:**	**—**
Damage:	**—***	**Special Rules:**	**Dodge 4 + , Fighter, Stealth 4 +**

Weapon	Range	Arc	AD	Special
Light Neutron Laser	3	T	1	AP, Beam, Double Damage, Precise
Light Molecular Pulsar	2	T	2	AP, Double Damage

A miniature version of the White Star faithful in every detail to the exterior hull design, these craft are deadly fighters with a speed, mobility and grace unmatched by any other ship their size in the galaxy. Almost too swift and agile, the WSC-L takes a master pilot to control and can be the death of a lesser operator. With an Anla'shok pilot at the controls, the WSC-L is an incredibly lethal craft capable of taking on smaller capital ships with a good chance of success. A formation of WSC-L, while a rare sight in the ISA, can spell the death of any vessel unlucky enough to be in their gun sights.



Length:

31.52 metres

Mass:

90 metric tons

Crew:

2

Gravity:

None

Field Formation:

1 flight to a Wing

WSC-2 White Star

Battle

Speed:	8	**Crew:**	12/3
Turns:	2/90°	**In Service:**	2267 +
Hull:	5	**Craft:**	1 Nial or WSC-L Flight
Damage:	14/4	**Special Rules:**	Adaptive Armour, Advanced Jump Point, Dodge 5 + , Flight Computer, Self-Repairing 1

Weapon	Range	Arc	AD	Special
Improved Neutron Laser	18	F	2	Beam, Double Damage, Precise, Super AP
Molecular Pulsars	10	F	6	AP, Double Damage
Missile Rack	30	P	1	Precise, Slow-Loading, Super AP

An improved version of the already impressive White Star, this model was built to incorporate the advances in Minbari and Earth technologies in the short time since the original design went into full production. The WSC-2 is a superior craft in many respects, though its differences are not so great that it renders the original design obsolete. White Star WSC-2 are always commanded by Anla'shok; the original models of White Star have been generally relegated to religious caste Minbari operation and serve as a supplement to the growing WSC-2 fleet.

Length:

268 metres

Mass:

1.8E5 metric tons

Crew:

38

Gravity:

Artificial

Maiden Voyage:

Sheridan, 2265

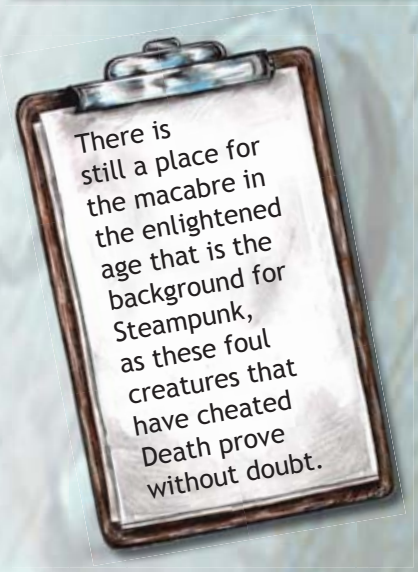
Mongoose Publishing Presents
A Call To Arms
Babylon 5
Space Combat
At Its Best

FROM BEYOND THE GRAVE

REVENANTS FOR OGL STEAMPUNK

OGL STEAMPUNK

ALEJANDRO MELCHOR



For all appearances, the afterlife is rejecting some applicants in the world of *OGL Steampunk,* giving rise to a new kind of undead creature: the revenants. The revenant ghost and revenant vampire differ greatly from their true undead counterparts to the point that they are playable character races, although they are expensive to acquire with the background points that every starting character in *OGL Steampunk* gains in order to gain race and traits.

Vampires and ghosts have the special characteristic that even a character that started alive may find himself falling to some unforeseen circumstance with business still left unfinished in the lands of the living, and the core book only presents rudimentary rules as to what happens when an existing character becomes a revenant.

This article presents a new way to include revenant characters in a game, and that is to make them into a template rather than as a starting race. Also present are three new revenant races both in template and core race form so that Games Masters may include them in their game or offer them to their players.

THE REVENANT SUBTYPE

'Revenant' is a subtype of the general humanoid creature type. Revenants are once-living creatures that returned to the world of the living through sheer will or through a supernatural trigger described under each revenant race's description.

Features: A humanoid (revenant) creature's Hit Dice, base attack bonus, saving throws, skill points, feats, armour and weapon proficiencies are determined by character class and level.

Traits: A revenant creature possesses the following traits (unless otherwise noted in a creature's entry):

- No Constitution score.
- Immunity to any effect that requires a Fortitude save unless the effect is harmless. The character is also immune to ability damage, ability drain and energy drain, and automatically fails Constitution checks. A creature with no Constitution cannot tire (does not become fatigued or exhausted) and thus can run indefinitely without tiring.
- Revenants use their Charisma modifier for the Concentration skill and other checks requiring Constitution.
- Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.
- If the creature gains natural weapons, it is automatically proficient with them.
- Revenants do not breathe, eat or sleep.

THE REVENANT TEMPLATES

To gain a revenant template, a character needs to fulfil the conditions described under each template's description to gain the status of revenant. In mechanical terms, a player must pay the costs of the template in order to apply it to his characters.

At Character Creation

During character creation, the template's cost is expressed in terms of background points. For example, the ghost and vampire revenant templates each cost 3 background points; applying either template to a human character still leaves the player with one background point to purchase other traits. Applying either template to a cat, dog or rat hybrids or to an elf or a dwarf costs a total of four background points, exhausting the character's allotted character points. It *is* possible to apply the ghost or vampire template to a bat, bear or elk hybrid as it is to a gnome (which cost two background points, bringing the total to five); the player spends all the character's background points and forfeits his 1st level vocation talent; that is, at 1st level, the character does not gain a talent when choosing his starting vocation.

It is impossible to apply a revenant template to a starting character that would bring its background point cost to six or more. Also, CoGS may *never* become revenants.

During Play

The *OGL Steampunk* core rulebook presents an alternative to becoming a revenant, and that is to lose the traits bought with the starting character points. The Games Master may allow players to opt for one of the following choices when applying a revenant template to his character:

Level Drain: For every two background points that the template costs, the character loses one level from his highest class. Fractions are counted as a full level, so a template that costs three background points removes two levels from the character's highest class.

Experience Cost: The character sacrifices a number of experience points equal to 500 XPs per character level per background point. For example, a 10th level adventurer (pilot) must sacrifice 15,000 XPs to gain the ghost template. This reduction *can* reduce the character's level.

Accumulation: A player may decide beforehand that his character will become a revenant. Over his advancement, he can forfeit gaining a talent, trait or ability point depending on his class level. He translates each forfeited characteristic into a background point and, when he has accumulated enough to purchase the template, he can apply it to his character at any dramatically appropriate point.

REVENANT GHOST TEMPLATE

'Ghost' is an acquired template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the base creature). In order to become a revenant ghost, the base creature must have died in a particularly violent fashion and left important matters undone. As a general rule, a creature must have a total Will save bonus of +4 or higher in order to muster the necessary willpower to cling to life and become a revenant ghost, rather than an undead ghost. A ghost uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature gains the revenant subtype. Do not recalculate base attack bonus, saves or skill points. Size is unchanged.

Speed: Same as the base creature +10 feet.

Special Attacks: A ghost retains all the special attacks of the base creature.

Special Qualities: A ghost retains all the special qualities of the base creature (including traits and talents) and gains those described below.

- **Revenant Qualities:** See the text box for details.
- **Darkvision:** Ghosts can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and ghosts can function just fine with no light at all.
- **Gaseous Body:** The ghost's body is held together by will and is not made of natural matter; it has a natural Damage Reduction score of 5 as attacks pass partly through.
- **Ectoplasmic Existence:** Revenant ghosts can manipulate objects only for a short time, enough to open doors and lift objects, but with not enough strength to use them for more than one full-round and not to attack, and definitely cannot wear them; they can only handle objects made from ectoplasm or weapons with the etheric ability. The starting equipment of a ghost represents items that were once part of the

character's life and are made of ectoplasm, but he cannot gain additional equipment unless it fulfils the above prerequisites.

- **Ghost Traits:** Whenever he can choose a trait by advancing in levels, the ghost may choose any trait from a tree with 'Ghost' as a prerequisite.

- **Favoured Class:** The base creature's favoured class changes to Investigator. A multiclass ghost's investigator class does not count when determining whether he takes an experience point penalty for multiclassing.

Abilities: Modify from the base creature as follows: Str -4, Cha +4. As a revenant creature, a ghost has no Constitution score.

Challenge Rating: Same as the base creature +1.

Advancement: By character class.

Background Point Cost: +3.

Vampire Errata

A small typo sneaked into the *OGL Steampunk* core rulebook listing a vampire's racial modifiers to ability as -4 Str and +4 Cha, which are the revenant ghost's modifiers; use the information in this article instead. Also, the Daylight Vulnerability and Undead Rage racial qualities are clarified.

Revenant Vampire Template

'Vampire' is an acquired template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the base creature). In order to become a revenant vampire, the base creature must have died by the blood drain ability of another revenant vampire. If the base creature dies from the blood drain ability of a true undead vampire, he must make a Will saving throw (DC 10 + vampire's HD) in order to become a revenant instead of a vampire spawn. A revenant vampire uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature gains the revenant subtype. Do not recalculate base attack bonus, saves or skill points. Size is unchanged.

Speed: Same as the base creature.

Special Attacks: A vampire retains all the special attacks of the base creature and gains those described below.

- **Undead Rage:** Once per day per character level, a revenant vampire can become lost in his lust for blood that threatens to consume him. This free action is dangerous, but it grants great (if fleeting) strength. For 2d4 rounds +1 round per Charisma modifier, the revenant vampire gains a +4 bonus to Strength and Dexterity. He must engage in combat every round that he rages and may not seek to inflict nonlethal damage, using his deadliest weapon or grappling and using his blood drain ability if unarmed. If no enemies are present, a revenant vampire will turn on the nearest ally with no regard for personal feelings or alliances. The character may not end the undead rage voluntarily and cannot use any skills that have Wisdom or Intelligence as a key ability, including Psychic Control and any Ritual skill.

Special Qualities: A vampire retains all the special qualities of the base creature (including traits and talents) and gains those described below.

- **Revenant Qualities:** See the text box for details.

- **Low-Light Vision:** A vampire can see twice as far as a human in starlight, moonlight, torchlight and similar conditions of poor illumination. He retains the ability to distinguish

colour and detail under these conditions.

- **Daylight Vulnerability:** From when dawn breaks and until the sun sets, the vampire loses its powers and becomes a normal human being. It cannot use any the traits from trees that have 'Vampire' as a prerequisite and, if it was in another shape (see Traits in *OGL Steampunk* page 122), it becomes locked in it until sundown.

- **Blood Need:** Every morning, the vampire suffers 2 points of damage per character level as he consumes his own blood to subsist.

- **Blood Drain:** A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, he drains blood, dealing 1 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 1d8 hit points.

- **Vampire Traits:** Whenever he can choose a trait by advancing in levels, the vampire may choose any trait from a tree with 'Vampire' as a prerequisite.

- **Favoured Class:** The base creature's favoured class changes to Noble. A multiclass vampire's Noble class does not count when determining whether he takes an experience point penalty for multiclassing.

Abilities: Modify from the base creature as follows: Str +2, Wis -4, Cha +2. As a revenant creature, a vampire has no Constitution score.

Challenge Rating: Same as the base creature +1.

Advancement: By character class.

Background Point Cost: +3.

NEW REVENANTS

The following are new revenant races that players can chose for their characters.

DHAMPIRS

Cost: 2 background points.

A dhampir is an abomination of nature according to both religious scholars and scientific theorists, for he is the offspring of the unlikely union of a revenant vampire and a human. For this to happen, the vampire in question must conceive during the day when his vampiric nature is subdued by the light of the sun. Although most cases are of a vampire male siring a dhampir in a mortal woman, the case of a female revenant vampire becoming pregnant is not unheard of, although the pregnancy lasts 12 months instead of the normal nine, as the unborn child cannot grow while his mother's vampiric nature is in full effect at nights.

Dhampirs develop powers that meld their human and revenant origins into one very powerful combination, becoming something both beneath and beyond their parents. Many dhampirs use their nascent abilities in order to hunt down true undead and protect both their human parent from their attacks, and their vampire one from social prejudice.

Personality: Dhampirs walk the line between life and undeath. This constant reminder that half of their blood is more or less dead, combined with the fear and prejudice they provoke, creates a rather cynical attitude to everyday life and a low tolerance threshold for idiocy. Brooding is a good adjective for a dhampir's general mood because, no matter what they do, they will always be outsiders and treated as freaks of nature.

Physical Description: Dhampirs are almost undistinguishable from ordinary humans; it takes a very observant person to notice the slightly over-developed canines and the gently pointed ears; it also takes some time to register that their pallor is not only attributed to a life spent indoors. Dhampirs take their look from their human parent and add a touch of the pallor of their vampire progenitor; they dress according to the culture they grew up in, but favour heavier clothing to better protect them from

the sun, which annoys them even when it does not harm or impede them.

Relations: Dhampirs are generally reclusive and prefer to keep their distance from other races, although they feel closer to their living parent's people. They have a curious attitude towards elves who have taken the Changeling trait, as both of them are products of two different origins. They prefer to avoid full-fledged vampires and ghosts, for they are reminder of the unholy union that brought them into the world.

Dhampir Lands: Dhampirs have no land of their own for they are too few in number and too scattered across the world, owing their allegiance to the same ideals and institutions as their parents.

Religion: The matter of religion is an all or nothing affair with most dhampirs; the non-religious ones adopt a harshly atheistic view, discrediting any legend or religious proclamation towards unlife. Those who embrace faith do so with the passion of their human blood, becoming zealots that will do almost anything for the good of their church.

Language: Dhampirs speak the same language as their human and vampire parent, depending on who raised them.

Names: Dhampirs follow the naming customs of any or both their progenitors. Many who set out to explore the world and partake of the many adventures of the exotic and wild places often adopt a nickname, or change their name to something darker and more sinister; some even prefer only to go by the first letter of their first or family names.

Characters: Dhampirs look for a sense of self that will reconcile their living body and dead soul. Their motivations can range from greed to altruism and all the gamut of emotions in between, for they share the same restless urges of their human progenitors, although they tend to take a more patient approach.

Racial Qualities

These are the racial qualities of dhampir:

- Strength +2, Constitution -2.
- **Medium:** As Medium creatures, dhampirs have no special bonuses or penalties due to their size.

REVENANT DHAMPIR TEMPLATE

'Dhampir' is an inherited template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the base creature). In order to become a dhampir, the base creature must be the child of a revenant vampire and one of the mortal races able to procreate. This template can only be chosen at 1st character level. A dhampir uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature gains the revenant subtype. Do not recalculate base attack bonus, saves or skill points. Size is unchanged.

Speed: Same as the base creature.

Special Attacks: A dhampir retains all the special attacks of the base creature.

Special Qualities: A dhampir retains all the special qualities of the base creature (including traits and talents) and gains those described below.

- **Low-Light Vision:** A dhampir can see twice as far as a human in starlight, moonlight, torchlight and similar conditions of poor illumination. He retains the ability to distinguish colour and detail under these conditions.
- **Mixed Traits:** Whenever he can choose a trait by advancing in levels, the dhampir may choose any trait from a tree with 'Human' or 'Vampire' as a prerequisite. The DCs to resist his vampiric powers are reduced by -2.
- **Eyes of the Dead:** As the character race quality.
- **Daywalker:** As the character race quality.
- **Light Vulnerability:** As the character race.
- **Favoured Class:** The base creature's favoured class changes to Adventurer. A multiclass dhampir's Adventurer class does not count when determining whether he takes an experience point penalty for multiclassing.

Abilities: Modify from the base creature as follows: Str +2, Con -2. Unlike other revenant creatures, a dhampir has a Constitution score.

Challenge Rating: Same as the base creature.

Advancement: By character class.

Background Point Cost: +2.

- Dhampir base land speed is 30 feet.

- **Low-Light Vision:** A dhampir can see twice as far as a human in starlight, moonlight, torchlight and similar conditions of poor illumination. He retains the ability to distinguish colour and detail under these conditions.

- **Mixed Traits:** Whenever he can choose a trait by advancing in levels, the dhampir may choose any trait from a tree with 'Human' or 'Vampire' as a prerequisite. The DCs to resist his vampiric powers are reduced by -2.

- **Eyes of the Dead:** Whenever the dhampir is within 120 feet of another revenant or undead, he can make a Will save (DC 10 + creature's level or HD). Success means that the dhampir can pinpoint the creature's location, seeing through any disguise or method of hiding. He cannot see ethereal creatures, but he knows they are *there*. If he surpasses the save's DC by 5 or more, the dhampir is also aware of the creature's nature or species (undead vampire, revenant ghost, animated skeleton, etc.) He need not concentrate to maintain his sense of the creature's position, but if the creature moves out of range and comes back, the character must make a second Will save in order to locate the creature again.

- **Daywalker:** Like revenant vampires, the daylight hours render a dhampir almost powerless; however, being a child of both day and night, he can make an effort to tap into his vampiric powers. The dhampir can use any trait from a tree with 'Vampire' as a prerequisite during the day by spending one action point and making a Will save (DC 15) to activate it. If the Will save fails, the power does not manifest and the dhampir can keep his action point.

- **Light Vulnerability:** Trapped between the worlds of day and night, the dhampir finds that bright lights upset him. He suffers a -1 penalty to all skill checks and saving throws when exposed to bright light, including direct sunlight; darkened spectacles can prevent this condition. Additionally, the dhampir suffers a -2 penalty to all saving throws against blinding effects.

- **Automatic Language:** Common. Bonus Languages: Any (other than secret languages, such as Thieves' Cant). See the Language skill.

- **Favoured Class:** Adventurer. A multiclass dhampir 's adventurer class does not count when determining whether he takes an experience point penalty for multiclassing.

BANSHEES

Cost: 3 background points.

It is said that when an elven woman dies with her heart wrapped in the deepest sorrow, she will become a banshee. Banshees are indeed the most common type of revenant to come from eldrath ranks, as opposed to ordinary revenant ghosts who come more often from human stock, but it is false that only elvish females can cross over in this way; males are also prone to this fate, as are members of any other race. What is true is that dying with great sorrow will increase the chances of a dying person will become a banshee rather than a ghost. Ghosts arise because of their tenacity and will to finish things left undone; banshees come forth because sadness or hatred forbade them to seek their final rest.

Personality: Banshees are the most passionate kind of revenant and are even more passionate than many living beings as well; they fixate on a handful of their emotions and take them to the utmost extreme, which makes them very intense, if a little narrow in their personality. Most banshees will have some deep spiritual wound ailing them, which they obsess over.

Physical Description: Like ghosts, banshees are nearly insubstantial and transparent, but they always have a very disarrayed look to them, and an intangible ethereal wind is constantly playing with loose clothing and hair. They also are more spectral than ghosts, resembling an idealised version of their living selves but somehow lacking any feet, floating inches above the ground as their swaying clothes give the distinct impression that they are replacement legs. They lack pupils, their eyes being wide orbs of disconcerting ivory.

Relations: Banshees, much like ghosts, have different relationships towards the other races depending on their previous personalities. They do bear some resentment against the living and will prefer to mingle with other revenants, especially ghosts.

Banshee Lands: Banshees have no land of their own, but may count as theirs those possessed by members of their former race. They will definitely fall back on the cultural customs and mannerisms they remember from when they were alive and resist any sort of change.

Religion: The banshees hate religion; they see it as one of life's

great deceptions and will become deeply atheist. The more spiritual amongst their number embrace agnosticism and some heretical beliefs that defy the teachings of the religions they held in life.
Language: Banshees speak the same language as their former, living selves.

Names: Banshees dislike names; in a vain effort to put their past sorrows behind them, they forego any normal name they had in life and adopt some sort of title or moniker, like the Maiden of the Tower, the Howling Wind and so on. Other, less poetical banshees simply abandon their family names and go only by their given ones.

Characters: Banshees are obsession incarnate; they will pursue anything if they are convinced that it will aid in their endeavours or simply strike out on their own trying to distract their minds with other activities.

Racial Qualities

These are the racial qualities of banshees:

- Strength -2, Wisdom -2, Charisma +4.

- **Medium:** As Medium creatures, banshees have no special bonuses or penalties due to their size.

- Banshee base land speed is 40 feet.

- **Darkvision:** Banshees can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and ghosts can function just fine with no light at all.

- A banshee has no Constitution score as its body is made of ectoplasm. He is immune to any effect that requires a Fortitude save unless the effect is harmless. The character is also immune to ability damage, ability drain and energy drain and automatically fails Constitution checks. A creature with no Constitution cannot tire (does not become fatigued or exhausted) and thus can run indefinitely without tiring.

- **Gaseous Body:** The banshee's body is held together by will and is not made of natural matter; it has a natural Damage Reduction score of 5 as attacks pass partly through.

- **Ectoplasmic Existence:** Banshees can manipulate objects only for a short time, enough to open doors and lift objects, but with not enough strength to use them for more than one full-round and not to attack, and definitely cannot wear them; they can only handle objects made from ectoplasm or weapons with the etheric ability. The starting equipment of a banshee represents items that were once part of the character's life and are made of ectoplasm, but he cannot gain additional equipment unless it fulfils the above prerequisites.

- **Deathsight:** A banshee can see when creatures are close to death. As a standard action, a banshee can concentrate on a single target and, if the target has 10% or less of his total hit points, the banshee will be aware of this, although he does not know exactly how many hit points the target has remaining.

- **Wail:** Banshees gain the Frightful Moan trait for free even if they do not meet the prerequisites (see *OGL Steampunk*, page 128).

- **Obsession:** A banshee character chooses an obsession; this can be a moderately general mission (protect children, bring harm to all members of a given family), a type of objects (firearms, medicine toolsand so on) or places (a lonely tower, a battlefield and so on). When faced with the object of their obsession, a banshee must make a Will save (DC 15 + character's level) to avoid pursuing it (complying with the mission, acquiring or admiring an object, returning to the place and so on). If the banshee fails the save, he can spend one action point to avoid being consumed by their obsessive behaviour. Their obsessive state lasts for 10 minutes per character level.

- **Ghostly Traits:** Banshees can select any trait from trees with 'Ghost' as prerequisite.

Revenant Banshee Template

'Banshee' is an inherited template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the base creature). In order to become a banshee, the base creature must have died under very violent conditions that have caused him a great amount of grief. Elves who succumb to iron weapons are also candidates for becoming banshees. As a general rule, a creature must have a total Will save bonus of +4 or higher in order to muster the necessary willpower to cling to his sorrow and become a revenant banshee. A banshee uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature gains the revenant subtype. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Speed: +10 feet.

Special Attacks: A banshee retains all the special attacks of the base creature and gains those described below.

- **Wail:** Banshees gain the Frightful Moan trait for free even if they do not meet the prerequisites (see *OGL Steampunk*, page 128).

Special Qualities: A banshee retains all the special qualities of the base creature (including traits and talents) and gains those described below.

- **Revenant Qualities:** See the text box for details.
- **Darkvision:** Banshees can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and banshees can function just fine with no light at all.
- **Gaseous Body:** As the character race quality.
- **Ectoplasmic Existence:** As the character race quality.
- **Deathsight:** As the character race quality.
- **Obsession:** As the character race quality.
- **Ghostly Traits:** Banshees can select any trait from trees with 'Ghost' as prerequisite.
- **Favoured Class:** The base creature's favoured class changes to Noble. A multiclass banshee's Noble class does not count when determining whether he takes an experience point penalty for multiclassing.

Abilities: Modify from the base creature as follows: Str -2, Wis -2, Cha +4. As a revenant creature, a banshee has no Constitution score.

Challenge Rating: Same as the base creature +2.

Advancement: By character class.

Background Point Cost: +3.

- **Automatic Language:** Common.
- **Bonus Languages:** Any (other than secret languages, such as Thieves' Cant). See the Language skill.

Mummies

Cost: 4 background points.

Ancient cultures predating the rise of science, and even the birth of magic, practiced unique death rituals that bound a cadaver and preserved it for ages to come, using the most potent rites to ensure that the soul had a vessel to travel to the lands of the dead. Some of them did not take such an option, preferring to return to the land of the living in their preserved carcasses to continue their rule or their studies. These are the mummies, ancient creatures from a faraway time when even magic was fresh, unbidden by the laws that now constrain them. Most mummies rising in the age of steam do so because their resting places were disturbed by reckless adventurers and scholars, arriving to a world they hardly comprehend.

Personality: Mummies are infinitely patient and observant; they have lived millennia or have slumbered for that same amount of time. They know themselves immortal and approach everyday life in that fashion, knowing that a day is a fleeting second, and a year a mere yawn. Most mummies are of a scholarly bent, although there are many who wish to recapture the thrills of life in their long-lost empires, embarking on adventures to recognise their new world.

Physical Description: Mummies are the most notorious of revenants; their skin is dry and somewhat brittle, pulled into their bones to give them a distinctly cadaverous appearance. This condition can be confused with some strange disease or medical condition, for the mummy's eyes are still very much alive and shining with their ageless wisdom.

Relations: Mummies are cordial to all the races; they seek to understand the world around them and are marvelled by the changes humans have wrought. They remember the ancient enmities of humankind and the eldrath and see those supernatural races with great suspicion and seek to become mentors to younger revenants, helping them understand and adapt to the conditions of life after death.

Mummy Lands: Mummies claim to have no land, at least not anymore, but there are not few of their kind who rose from their slumber centuries ago and carved new kingdoms in the fringes of the known lands.

Religion: Most mummies practice an ancient religion that is long forgotten, praising gods that are most likely not paying attention to the mortal realms any longer. They are deeply spiritual and seek enlightenment wherever they go, but some of their beliefs may seem bizarre to the people born in the age of steam, if not outright barbaric and sometimes even evil.

Language: Mummies speak their own ancient and dead language, but quickly learn to communicate in the languages of the living races so that they may better communicate with them.

Names: Mummies have very old and complicated names, composed of several syllables strung together; they claim their names have special meanings in their language, but very few have gone to the efforts of learning it in order to understand. Common names include Ha-set, Te-ke-ra, Sehm-ke-he-ri and so on.

Characters: Mummies rise from their resting places with little access to their former might; they travel not only to learn new things but to remember others they have already forgotten, curious to the last. Many mummies also understand that their new world is ripe for conquest by a steady and fair hand, which of course they believe to belong to themselves.

Racial Qualities

These are the racial qualities of mummies:

- Dexterity -2, Intelligence +2, Wisdom +2.
- **Medium:** As Medium creatures, mummies have no special bonuses or penalties due to their size.
- Mummy base land speed is 20 feet.
- **Darkvision:** Mummies can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and mummies can function just fine with no light at all.
- A mummy has no Constitution score as its body is mystically preserved and has passed beyond the mere mortal realm. He is immune to any effect that requires a Fortitude save unless the effect is harmless. The character is also immune to ability damage, ability drain and energy drain, and automatically fails Constitution checks. A creature with no Constitution cannot tire (does not become fatigued or exhausted) and thus can run indefinitely without tiring.
- **Embalmed Body:** A mummy's body has been subjected to magical rituals that have hardened its frame (hence the Dexterity penalty and reduced speed); it gains Damage Reduction 5/-.
- **Natural Conduit:** As revenants that result from magic processes, mummies are inherently tied to the occult. A mummy's body is a natural conduit (see *OGL Steampunk*, page 297) of a power level corresponding to his character level. A mummy can enchant a number of ritual effects in his own body equal to four plus his Wisdom or Intelligence modifier (whichever is higher).

Conduit Power	Character Level
Trivial	1st
Minor	3rd
Moderate	6th
Major	9th
Extreme	12th

- **Natural Ritualist:** A mummy treats one Ritual skill as a class skill (choose at character creation or when applying the template to an existing creature) as if he had the corresponding Magic Discipline feat. In addition, he can improvise ritual effects from his chosen discipline without first enchanting them into a conduit or into his own body

REVENANT MUMMY TEMPLATE

'Mummy' is an inherited or acquired template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the base creature). In order to become a mummy, the base creature must die and be subjected to a Ritual (necromancy) effect (extreme, DC 32) that will turn his body into a proper vessel for his immortal soul. It is recommended that this trait be available only during character creation, for the ritual is extremely difficult and knowledge of it has been lost. Failing this ritual will instantly banish the target's soul to the afterlife. A mummy uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature gains the revenant subtype. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Speed: -10 feet; if speed is already 20 feet, it becomes 15 feet.

Special Attacks: A mummy retains all the special attacks of the base creature and gains those described below.

- **Natural Ritualist:** A mummy treats one Ritual skill as a class skill (choose at character creation or when applying the template to an existing creature) as if he had the corresponding Magic Discipline feat. In addition, he can improvise ritual effects from his chosen discipline without first enchanting them into a conduit or into his own body by spending one action point and adding +4 to the Ritual skill check DC.

Special Qualities: A mummy retains all the special qualities of the base creature (including traits and talents) and gains those described below.

- **Revenant Qualities:** See the text box for details.
- **Darkvision:** Mummies can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and mummies can function just fine with no light at all.
- **Embalmed Body:** As the character race quality.
- **Natural Conduit:** As the character race quality.
- **Immortal:** As the character race quality.
- **Ancient Traits:** Mummies can select any trait from the following trees regardless of race prerequisite: Dominion, Ghostly Terror, Natural Weaponry, Prodigy and Supernatural Gift (See *OGL Steampunk*, page 122).
- **Favoured Class:** The base creature's favoured class changes to Occultist. A multiclass mummy's Occultist class does not count when determining whether he takes an experience point penalty for multiclassing.

Abilities: Modify from the base creature as follows: Dex -2, Int +2, Wis +2. As a revenant creature, a mummy has no Constitution score.

Challenge Rating: Same as the base creature +3.

Advancement: By character class.

Background Point Cost: +4.

by spending one action point and adding +4 to the Ritual skill check DC.

- **Immortal:** A mummy is nigh-indestructible. A mummy always has a receptacle where his original organs were placed during the embalming process. Long since turned to dust, these remains nonetheless chain the mummy's lifeforce to the earthly plane. When reduced to 0 hit points, the mummy disintegrates into dust, but his body begins reforming, requiring one day per character level, at the location where he has placed his receptacle. Destroying the receptacle denies this ability to the character so that, when he is next reduced to 0 hit points, he is effectively destroyed. The receptacle is any sort of container, and the character can change it for it is his ancient remains which bind him, not the material of the receptacle. A receptacle resonates with an astral and etheric aura of a strength corresponding to the character's level as per the conduit power table above (see *OGL Steampunk*, page 280).
- **Ancient Traits:** Mummies can select any trait from the following trees regardless of race prerequisite: Dominion, Ghostly Terror, Natural Weaponry, Prodigy and Supernatural Gift (See *OGL Steampunk*, page 122).
- **Automatic Language:** Choose one: Draconic, Abyssal, Infernal or Celestial. Bonus Languages: Any (other than secret languages, such as Thieves' Cant). See the Language skill.
- **Favoured Class:** Occultist. A multiclass mummy's

Occultist class does not count when determining whether she takes an experience point penalty for multiclassing.

NEW TRAITS

DEATH'S WAIL

Tree: Ghostly Terror
Effect: The character can chill the blood of those who are close to death with a terrifying wail once per day per Charisma modifier (minimum of 1). All living creatures within a 30-foot spread whose remaining hit points are equal or less than the character's level must succeed on a Fortitude save (DC 10 + ½ the character's level + the character's Charisma modifier) or be instantly reduced to 0 hit points. A creature that successfully saves against the wail cannot be affected by the same ghost's wail for 24 hours.

Prerequisite: character level 6th, Frightful Moan.

WAIL OF THE AFTERLIFE

Tree: Ghostly Terror
Effect: The character can concentrate his Death's Wail ability by spending one action point and choosing one of two effects: an area attack or a targeted attack. Used as an area attack, Wail of the Afterlife destroys nonmagical objects of crystal, glass, ceramic or porcelain. All such objects within a 5-foot radius of the point of origin are smashed into dozens of pieces. Objects weighing more than 1 pound per character level are not affected, but all other objects of the appropriate composition are shattered. The targeted version destroys a single solid object, regardless of composition, weighing up to 10 pounds per character level.

Prerequisite: Death's Wail.

ETHEREAL FLIGHT

Tree: Ghost Incorporeality
Effect: The characters gains a fly speed equal to his land speed with average manoeuvrability. This trait can be chosen multiple times, each time it increases speed by 10 feet and improves manoeuvrability by one step.

Prerequisite: Partial Incorporeality.

FETCH

Tree: Ghostly Incorporeality
Effect: Once per day per Charisma modifier, the character can assume the form of any opponent he can see by any means by moulding his ectoplasmic body. Adopting the disguise takes one full-round and lasts for one hour per character level. While thus disguised, the character loses his translucency and becomes a perfect (if a little stiff) double of the targeted individual. The character can disguise himself as a member of any other humanoid race and gains a +15 on any Disguise check to oppose Spot checks from individuals that might suspect him. The real purpose of this disguise is not infiltration, however, but as a portent of death and doom against the copied individual. The character can appear to the copied individual under this disguise, and the target must make a Will save (DC 10 + ½ the character's level + Cha modifier) or become shaken. In addition to the effects of his fear condition, the target also suffers a -2 penalty against all saves against the disguised character's special attacks, including psychic powers and ritual effects.

Prerequisite: Full Incorporeality.

BLOOD POTENCY

Tree: Alternate Form
Effect: The character's blood becomes significantly more

potent. He can sacrifice up to 5 hit points in order to grant an equal bonus to any die roll empowered by an action point.

Blood Weapon

Tree: Alternate Form
Effect: The character can inflict a wound on himself and solidify the blood spurting from it into a frightful weapon. The character can reproduce any melee weapon, and he is immediately proficient with it even if he is not proficient with the weapon's normal versions. The character sacrifices a number of hit points depending on the weapon's characteristics, choosing the damage type (piercing, bludgeoning or slashing) at no cost. The weapon has a base critical range and damage of 20/x2.

The Blood Weapon lasts for two rounds per character level, after which it coagulates and becomes dust. The hit points sacrificed can be recovered in the usual ways.

Prerequisites: Blood Potency, Claw (from the Natural Weaponry tree).

Blood Weapon Characteristics

Weapon Characteristic	Hit Point Cost
Damage Die	–
1d4	2
1d6	4
1d8	6
1d10	8
additional die	+original hit point cost
Reach Weapon	+3 per +5 ft. up to +10 ft.
Threat range	+3 per 1 point of amplification
Critical Damage	+5 per +1 to the multiplier
Bonus to Disarm	+1 per +1 bonus (max. +4)
Bonus to Trip	+2 per +1 bonus (max. +4)

Ageless Wisdom

Tree: None
Race: Mummy
Effect: The mummy has access to the ancient memory of his ancestors and past life. He adds his character level to all Knowledge checks. If the character gains or has another trait or talent that adds a bonus to Knowledge checks based on his level, the bonus provided by this trait is only half the character's level.

Locust's Blood

Tree: None
Race: Mummy
Effect: The mummy's husk of a body becomes the host to a swarm of supernatural insects which he can deploy once per day. This is similar to the Swarm trait in the Alternate Form tree, using the characteristics of a swarm of rats (but instead manifesting as palm-sized beetles). Instead of becoming the swarm, the mummy simply expels the horde of insects, using all his physical characteristics for a base attack and damage, modified by the power's effects.

Occult Might

Tree: None
Race: Mummy
Effect: Upon selecting this trait, the mummy can choose a second magical discipline as per the mummy's Natural Ritualist racial quality. The character can choose this trait only once.

Prerequisite: Ritual (any three) ranks.

Inside The Chainmail Bra

Joanne Fitzroy

Tells the tale of... The Cat

Cat said, 'I am not a Friend, and I am not a Servant. I am the Cat who walks by himself, and I wish to come into your Cave.'

- Rudyard Kipling, from the 'Just-So Stories'

And so she did. Our store had just barely survived a very destructive fire in the restaurant next door. After four weeks of downtime, mainly wrangling with our insurance company over why we should be able to collect on our policy since the fire did not originate in our building, our comic and gaming shop had reopened. Less than a month later, The Cat arrived.

I was turning the key in the front door latch one morning when a thin brown tabby appeared from around the corner of the building. She meowed a greeting, and sauntered into the store behind me. She proceeded to seat herself on the floor in front of the counter and began her morning grooming ritual. The Cat was here to stay.

First thing we did was to take her to the vet for a check up. His best guess was that the cat was about 5 or 6 months old. She did not have any major problems but we found out that she hadn't been spayed. That is likely why she was a stray. Somebody wanted a cute kitten but once she turned into a cat that needed to have some money spent on her, she was left to her own devices. In Canada, a cat has to be inoculated for rabies a month before it can be altered. This means we had to keep her as is for four weeks.

We had to come up with a good name for the comic book store cat. Selena? Nope, she is not black. Kitty Pride? Too obvious. She was a stray with a flare for independence and she knew what she wanted. We decided on Rogue; long before the X-Men movie was due to appear.

It did not take long for us to find out that she was indeed old enough to have kittens. She was not pregnant, but she carried on like she sure wanted to be. This led to the first of many funny stories about Rogue the cat. One open games night, a staff member of mine was Games Mastering his RPG. He had just told his group that they had encountered a restless spirit, which cried out with a mournful wail. At precisely that moment Rogue, who had been sitting under the GM's chair, let out a mournful wail of her own. The whole store busted up laughing. Rogue was well on her way to being an accepted part of the shop.

Other than mooching food (she particularly liked cheese popcorn) Rogue's favourite activity was finding the best possible spot to nap in. This was generally in the display

window when the afternoon sun was beaming in. She would just push the stock on display to the side if the books crowded her space. If it were cloudy or very cold, she would position herself below the cash register, in front of the heat vent. If it were evening, she had a few favourite laps to sleep on. She also liked to curl up on character sheets. This is when you could tell the cat people from the others. The non-cat gamers would just heave the cat off their papers. The cat lovers would do everything in their power to get a peek at the stats they needed without moving the cat. They would try lifting a paw or the tip of her tail, coaxing her with treats or any other myriad of antics short of actually moving the whole cat.

Rogue's presence in the store gave way to a few special circumstances. We made up the 'cat rule' for dice rolling. If Rogue attacked the dice after you made your roll, you accepted the roll she gave you. The cat was generally luckier with the dice than many gamers. Most gamers took this in the spirit it was intended, but the card players did not get the humour. Card players never seem to have much of a sense of humour.

We also had to watch our water pots when working in the miniatures painting area of the store. The cat had plenty of fresh water that was changed daily. If she could get her head into a cup of dirty paint water, though, that was much better. When Rogue could not get her face into the cup due to it not being full enough or the opening too narrow, she would stick in her paw and pull the water cup over. We cleaned up lots of spilled water.

The cat had a particularly feline sense of humour. Fairly soon after she adopted us, I was placing an order with one of our suppliers. During the call, Rogue decided that I needed my butt ventilated. She leaned over from the stool she was sitting on behind the counter and latched onto the back of my jeans. I had to keep a calm voice and continue to talk to the sales guy on the other end of the line while trying to extricate a very sharp cat from my derriere. All the while, my part-time staff was killing himself laughing at me.

There were a couple regular customers who Rogue was very fond of, and she had a peculiar way of showing her affection. She would start by curling up on the person's lap and purring. Gradually she would stretch out and up until her paws reached the shoulder. Then she would throw herself over the shoulder and start chewing on the victim's ear. She only did this with male customers. Only a cat could get away with being that fresh.

She did not have a great craving for human food, except for tuna. She had to have her tuna fix every day. If I needed to find Rogue ASAP, I would just open the fridge door or rattle a fork on the tin tuna can. Immediately I would hear the pounding of four feet as she sped back to her dish for her treat.

Rogue lived in our shop for several years. Our place became better known locally as 'the store with the cat in the window', than by its proper name. Eventually all good things come to an end, and the time was right for us to sell the business and move on. Rogue found a very good home with one of our regular customers and his wife who are middle-aged and have no children. What better retirement home for a spoiled cat? Better yet, the couple lives in our neighbourhood, so if I feel the need to visit our 'little girl', I just walk up a few streets and pop by to say hello. People who knew her still ask about her and it pleases me to say she is living the life of a typical housecat, being fat, lazy and happy. What more could a retired working girl ask for?

SNAP

Welcome to another section of Snap Shots,our showcase of new miniatures releases, work in progress, or just cool things that we think you'd like to see.

This month we have a little something for everyone, from Mighty Armies to Gangs of Mega-City One, with A Call To Arms and Lone Wolf represented as well!

Gangs of Mega-City One Judge on Lawmaster and Rookie Judge

Gangs of Mega-City One Skyboarder

Lone Wolf Drakkarim

Lone Wolf Gourgaz

Gangs of Mega-City One Specialist Judges

SHOTS

Gangs of Mega-City One
Top Dog

A Call To Arms ISA Battlegroup

Mighty Armies Dwarf Engine of War

Gangs of Mega-City One Fattie

THE WORLD OF HYBORIA
THE THURIAN CONTINENT
-PLAINS
-FORESTS
-STEPPES
-DESERT
-CITIES
-FORTRESSES
-OTHER
NORDHEIM
ASGARD
VANAHEIM
SNOW DEVIL GLACIER
CIGLOPHIAN MOUNTAINS
HYPERBOREA
SKULL GATE OF HYPERBOREA
THE NORTHLAND
CIMMERIA
BORDER KINGDOM
BRYTHUNIA
NEMEDIA
AQUILONIA
PICTISH WILDERNESS
WESTERN OCEAN
CORINTHIA
ZAMORA
OPHIR
KOTH
KHAURAN
ZINGARA
ARGOS
KHORAJA
SHEM
STYGIA
KUSH
DARFAR
KESHAN
PUNT
IRANISTAN
BLACK KINGDOMS
ZEMBABWEI
Korvela
Venarium
Galparan
Tanasul
Belverus
Numalia
Yezud
Yaraet
Shadizar
Tarantia
Shamar
Ianthe
Polopponi
Daramish
Khorshemish
Kordava
Barachan Isles
Trallibos
Messantia
Asgalun
Eruk
Shushan
Kuthchemes
Zamboula
Shahpur
Akhlat
Khemi
Luxur
Set
Pteion
Sukhmet
Xuchotl
Alkmeenon
Keshia
Xuthal
Gazal
Tombalku
Kasali
Yanaidar
Kulalo
Abombi
The Forbidden City
Old Zembabwei
Yanyoga
Southern Isles
Isle of the Black Ones
Isle of Sipsah
Nameless Isle
Black Coast
Haloga
Pohiola
Sigtona
Mount Crom
Field of the Chiefs
Alizda Fortress
Zamora Hills
Lemo Plains
Zamorian Marches
Karamun Desert
Kothian Desert
Shan e Sorkh
The Red Waste
Haunted Pyramids
Ellobon
Purple Lotus Swamp
Lake Zuad
Southern Desert
Kothian Hills
Rimam Hills
Mountains of Fire
Fires of the South
River Styx
River of Death Ice
Blue Mountains
Graaskal Mts.
Kezankian Mts.
Karpash Mts.
Mountains of Gods
Eastern Desert
Ubar
Nemedia River
Black River
Thunder River
Westermark River
Sunfall River
Road of Kings
Road of Conquest
Road of Ancient Kings
Road of Ancient Ones
Road of Pillars
Road of Tarim
Road of Ashur
Road of Zuad
Road of Kezankian Ones
Road of Karpash Mts.
Road of Kings

KNOW, O PRINCE, THAT BEFORE YOU LIE THE LANDS OF HYBORIA. FROM NOBLE AQUILONIA IN THE WEST TO GLITTERING TURAN AND BEYOND, FROM THE FROZEN WASTES OF NORDHEIM TO THE DUSKY JUNGLES OF KUSH. ALL THIS LIES BEFORE YOU, FOR THIS IS THE AGE OF CONAN!

Full Eagle Day

Marc Farrimond

Before they can qualify as a street Judge, cadets must undergo one final baptism of fire. After fifteen years of training, the few skilled enough to complete their training pin on the famous half-eagle badge and dons the white helmet of a rookie Judge. However, the final hurdle is the toughest. Each rookie will go on a routine patrol with a senior Judge, who acts as an overseer, guide and more on their Final Street Evaluation (FSE). Those cadets who make the grade and impress their evaluating Judge will earn the right to move out of the Academy of Law and be stationed in a Sector House, and wear the full eagle badge and black helmet of a street Judge. Not every rookie passes their FSE and many fail on small technicalities, wasting fifteen years of their lives in the process, though the final word is with their evaluator who can make or break them. Every cadet gets nervous when they are called forward for their FSE, riding side-by-side with a senior Judge for the first time.

Rookie Judge

Spd	Ag	Res	CC	Hits	WtF	Justice Points
5”	3+	7	2D	2	3+	3

Traits: None

Equipment: Boot Knife, Daystick, Lawgiver, Respirator, Street Armour, Stumm Gas Grenades

Every rookie Judge is determined to complete their long years of training and make it into the ranks of the Street Judges – or die trying!

Set-up

The gang player sets up all of his models first. He may place them anywhere on the table and no closer than 15” from the table edge. The player controlling the Senior Judge and his rookie places his models on the opposing edge, no further in than 5” from the table edge.

The gang player goes first.

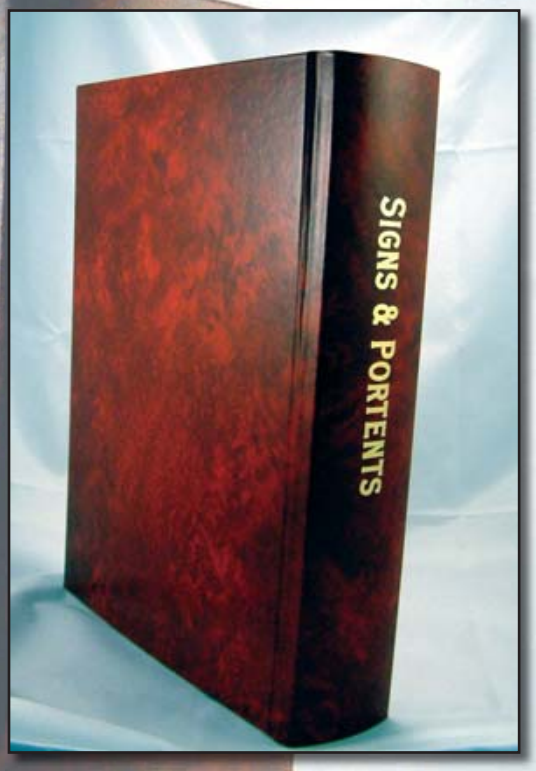
Victory Conditions

The player controlling the gang is victorious if both the Senior Judge and his Rookie are removed from the table, the player controlling the Judges is victorious if all gang members are killed or arrested. If more than fifty percent of the gang’s members are arrested during the game, the rookie passes his FSE and is made a full street Judge.

Special Rules

This scenario can be used in place of the Scarper, It’s The Law! scenario in the Gangs of Mega-City One rulebook when the judges are called in answer to a challenge. The Senior Judge and his rookie must remain within 15” of each other at all times (so that the Senior Judge can observe the actions of the rookie). The profile for a Rookie Judge is given above.

Signs & Portents BINDERS



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The Wilds of Hyboria
Hyborian Age Encounter Tables

Todd Tjersland

In many games there is often the possibility of a long journey from point A to point B with no planned action.

In order to avoid the danger of this happening in your Conan games, Todd Tjersland has come up with this collection of Encounter Tables!

Initial Status of Any Encounter

Refer to the **Non-Player Character Reaction Table** (under the Diplomacy skill on page 92 of the *Conan Roleplaying Game*) to determine the initial attitude of the Non-Player Characters encountered.

Definitions of Encounters

Angry Mob: 1d10 x 10 armed peasants who 1) blame foreigners for their troubles; 2) are revolting against new higher taxes; 3) are searching for one or more criminals to lynch (possibly mistaking the Player Characters for the criminals); or 4) searching for a missing child. Roll for crowd reaction.

Assassins: 1d10 innocuously disguised thieves attempt to befriend the Player Characters and accompany them on their journey. At an opportune moment, which could be several days later, the assassins attempt to sneak attack the Player Characters, murder them, steal their possessions and then vanish into the night. There is a 10% chance the assassin leader is level 1d3+3 and wanted by a nearby ruler with a bounty on his head (1d4 x 100 sp).

Badger: There is a 20% chance of finding 1d4+1 badgers.

Bandits: 1d3 x 10 thieves attempt to ambush and sneak attack the characters or extract payment for passage through their area. The bandits are armed with hunting bows or light crossbows; all have the Point Blank Shot, Rapid Shot and Precise Shot feats. There is a 10% chance the bandit leader is level 1d3+3 and wanted by a nearby ruler with a bounty on his head (1d4 x 100 sp).

Barbarian War Band: 1d10 x 100 barbarians are out 1) carrying out a blood feud on a neighbouring clan or tribe, 2) ambushing all trespassers, 3) extorting bribes from those wishing to cross their territory. If not immediately hostile, roll for Non-Player Character reaction.

Desert

Roll (1d12) *	Desert
1	Waterhole
2	Sandstorm
3	Caravan
4	Nomads
5	Skeleton
6	Snake, Giant
7	Hyena Pack
8	Survivor
9	Camel
10	Sorcerer
11	Ruins
12+	Monster or Special

* Add +2 if the encounter occurs at night

Forest

Roll (1d12) *	Forest
1	Poachers
2	Borderers
3	Fire
4	Bear
5	Deserters
6	Ruins
7	Bandits
8	Wild Game
9	Edible Plants
10	Wolves
11	Boar
12+	Monster or Special

* Add +2 if the encounter occurs at night

Hills

Roll (1d12) *	Hills
1	Hillmen
2	Waterhole
3	Heavy Rain and Wind
4	Deserters
5	Bandits
6	Ruins
7	Hillmen
8	Bear
9	Noble Army
10	Wolves
11	Hillmen
12+	Wolves

* Add +2 if the encounter occurs at night

Mountains

Roll (1d12) *	Mountains
1	Barbarians
2	Waterhole
3	Snowstorm
4	Rock Slide
5	Heavy Rain and Wind
6	Bandits
7	Rock Slide
8	Bandits
9	Barbarian War Band
10	Barbarian War Band
11	Eagle, Giant
12+	Monster or Special

* Add +2 if the encounter occurs at night

Barbarians: 1d10 barbarians are out 1) carrying out a blood feud on a neighbouring clan or tribe, 2) hunting wild game, 3) are non-combatant women and children gathering roots, nuts or berries. Roll for Non-Player Character reaction.

Bear: There is a 20% chance there are two bears.

Boar: A wild boar charges the Player Characters.

Borderers: 1d10 borderers are 1) tracking wild game, 2) tracking fleeing bandits, 3) tracking rampaging barbarians, 4) returning home from a successful day hunting. Roll for Non-Player Character reaction.

Camel: A herd of 5d6 wild riding camels is seen.

Caravan: A party of 1d10 merchants or nobles carrying 1d10 x 1,000 sp worth of rare goods, guarded by 1d10 x 10 troops.

Jungle

Roll (1d12) *	Jungle
1	Barbarians
2	Waterhole
3	Snake, Viper
4	Skeleton
5	Great Cat
6	Heavy Rain and Winds
7	Wild Game
8	Edible Plants
9	Barbarian War Band
10	Ruins
11	Sorcerer
12+	Monster or Special (Lotus)

* Add +2 if the encounter occurs at night

PLAINS	
Roll (1d12) *	**Plains**
1	Noble Army
2	Mule Train
3	Free Company
4	Village
5	Festival
6	Noble Army
7	Bandits
8	Travellers
9	Fire
10	Angry Mob
11	Bandits
12+	Slavers

* Add +2 if the encounter occurs at night

Cave-In: Listen check (DC 15) to get an advance warning 1d4 rounds before the ceiling caves in. Balance check (DC 10) to be able to move when the cave-in starts, Reflex save (DC 15) to avoid cave-in. Cave-in renders victims prone, helpless and suffocating in addition to dealing 4d10 damage.

STEPPES	
Roll (1d12) *	**Steppes**
1	Waterhole
2	Nomads
3	Caravan
4	Dust Storm
5	Wild Game
6	Nomad War Band
7	Nomad War Band
8	Edible Plants
9	Wild Horses
10	Ruins
11	Sorcerer
12+	Special

* Add +2 if the encounter occurs at night

Deer: A herd of 4d6 deer are encountered.

Deserters: 2d10 hungry, half-crazed soldiers who have deserted from the army. Roll for Non-Player Character reactions.

Dust Storm: Vision and movement reduced to 50%. Missile weapons are -4 to hit and all range increments are reduced to 50%. Tracking becomes impossible.

Eagles, Giant: 1d3 of these beasts swoop to attack.

Edible Plants: One or more indigenous edible plants, roots, fruit trees or berry bushes are nearby; Spot check (DC 15) to locate.

Elk: A herd of 4d6 Elk are encountered.

Festival: A religious festival beseeching a god for 1) peace, 2) prosperity, 3) health, 4) happiness with a 10% chance that it involves human sacrifice.

Fire: 75% chance the Player Characters only see a fire, 25% they are actually caught in it.

Free Company: 1d6 x 10 mercenary soldiers who are 1) Journeying to next job (hiring), 2) In service to a nearby ruler (hiring), 3) In between jobs (not hiring), 4) Fleeing a job gone bad (not hiring). Roll for Non-Player Character reaction.

Great Cat: 1d2 great cats are discovered. These are panthers (80%) or sabretooth tigers (20%) in the Pictish Wilderness, leopards (70%) or lions (30%) in Kush, or tigers in Vendhya and Khitai. For lions and tigers, use statistics for a sabretooth tiger, but remove puncture, tooth breaking, and reduce bite damage to 2d6+3, AP 8.

Heavy Rains and Wind: Movement and vision cut in half. It is impossible to ford and rivers. Missile weapons are -4 to hit and all range increments are cut in half. Tracking becomes impossible.

Hermit: A lone eccentric who is suspicious of strangers. There is a 50% chance the hermit is a retired borderer (level 1d6+1). There is a 20% chance the hermit is actually a witch (Scholar level 1d4+1).

ROADS	
Roll (1d12) *	**Roads**
1	Angry Mob
2	Caravan
3	Caravan
4	Mule Train
5	Travellers
6	Refugees or Pilgrims
7	Free Company
8	Noble Army
9	Slavers
10	Bandits
11	Assassins
12+	Special

* Add +2 if the encounter occurs at night

Hillmen: 1d4+1x10 hillmen are out 1) carrying out a blood feud on a neighbouring clan or tribe, 2) ambushing all trespassers, 3) extorting bribes from those wishing to use their pass. Roll for Non-Player Character reaction if not immediately hostile.

Hyena Pack: 1d4x10 hyenas shadow the party and attack if they outnumber them 3 to 1.

SWAMPS

Roll (1d12) *	Swamps
1	Waterhole
2	Snake, Giant (Large Viper)
3	Snake, Giant (Large Viper)
4	Edible Plants
5	Spies
6	Wild Game
7	Bandits
8	Bandits
9	Hermit
10	Ruins
11	Sorcerer
12+	Monster or Special (Lotus)

* Add +2 if the encounter occurs at night

TUNDRA

Roll (1d12) *	Tundra
1	Barbarians
2	Heavy Rain and Wind
3	Snowstorm
4	Wild Game
5	Elk
6	Deer
7	Edible Plants
8	Barbarian War Band
9	Bandits
10	Wolves
11	Wolves
12+	Monster or Special

* Add +2 if the encounter occurs at night

Monster or Special: Games Master's choice (lotus plants, traps and so on), or one or more monsters appropriate to the area are encountered, such as a Bodiless Slimer, a Black Fiend, a Child of the Dark, an Elemental, 5d4 Ghouls, a Ghost Snake (Pictish Wilderness only), a Ghost, a Grey Ape, a Man-Ape, 2d10 Risen Dead, 1d2 Sabretooth Tigers, a Smoke Serpent, a Son of Set or Greater Son of Set, a Spawn of Dagoth hill, an Uncanny Steed, a Vampire or 1d4+1 Were-Beasts. Traps are detailed below under a separate heading (see below).

Mule Train: From 3d10 mules carrying from 1d10 x 1,000 gl worth of goods (gems, precious metals, raw ore, swords) guarded by 10d10 soldiers.

Noble Army: From 3d100 troops who may or may not work for the

UNDERGROUND

Roll (1d12) *	Underground
1	Waterhole
2	Skeleton
3	Bear
4	Badger
5	Edible Plants
6	Snake, Giant
7	Spider, Giant
8	Cave-in
9	Cave-in
10	Spider, Giant
11	Sorcerer
12+	Monster or Special

* Add +2 if the encounter occurs at night

lord whose land they are on, and who want to know the Player Characters' affiliation. If the Player Characters are working for an enemy lord, the Non-Player Character reaction is unfriendly at best, but most likely hostile.

Nomads: 1d4+1 x 10 nomads are 1) carrying out a blood feud on a neighbouring clan or tribe, 2) ambushing all trespassers, 3) extorting bribes from those wishing to cross their land. Roll for Non-Player Character reaction if not immediately hostile.

Nomad War Band: 1d10 x 100 nomads on the warpath for either civilised folk or a rival tribe. If not immediately hostile, roll for Non-Player Character reaction.

Poachers: 1d10 desperate, nervous men who assume the Player Characters are employed by the lord whose land they are poaching upon. Roll for Non-Player Character reactions. All Diplomacy checks suffer a -4 penalty.

Refugees or Pilgrims: 1d10 x 10 refugees or religious pilgrims pass by. Roll for Non-Player Character reactions.

Rock Slide: Listen check (DC 10) to notice 1 round before it hits. Those still in the area must make a Reflex save (DC 15) and are pushed off the cliff to whatever doom waits below if they fail. If there is no cliff, they are instead buried, as by a Cave-In.

Ruins: One or more ruins are discovered: 1) tower, 2) house, 3) village, 4) city, 5) burial ground, 6) fortress. The ruins may be home to subhuman savages, bandits, cultists, a hermit, sorcerer or monsters. Wizard tower or city ruins often draw sorcerers seeking magical lore and artefacts from ages past.

Sandstorm: Vision and movement reduced to 25%. Missile weapons are -4 to hit and all range increments are reduced to 25%. Tracking becomes impossible.

Skeleton: A long-dead body is stumbled upon. There is a 20% chance that it has 1) some useful equipment, 2) a treasure map and/or journal, 3) a weapon, or 4) a warning about a nearby danger.

Slavers: A slaver and 1d2 x 10 soldiers. There are 1d4 x 10 slaves held in wagons or walking in a coffle. The slaver may wish to sell slaves to the Player Characters or acquire them as slaves. Roll for Non-Player Character reactions.

Snake, Giant: A single snake is encountered, (roll 1d4) 1) a tiny viper, 2) a small viper, 3) a medium viper, or 4) a large viper. In swamps, the snake is always a large viper. In Kush, Stygia, and Vendhya, the snake will be a cobra (see page 311 of the *Conan: The Roleplaying Game*). There is a 10% chance in the Pictish Wilderness that the snake will be a Ghost Snake. In Stygia, there is a 10% chance that the snake is a Son Of Set and a 5% chance that it is a Greater Son of Set.

Snowstorm: Vision and movement reduced to 25%. Missile weapons are -4 to hit and all range increments are reduced to 25%. Tracking becomes impossible. Everyone exposed to the weather takes 1d6 cold damage per hour.

Sorcerer: A sorcerer (Scholar level 1d4+ 5) and 1d2 x 10 henchmen (2nd level soldiers) are here seeking 1) Rare plants (such as drugs, lotus, or poison), 2) Forbidden lore or treasure, 3) Sacrificial victims for a power ritual or demon-god, or 4) to seek out a rival or take service with nearby ruler. Roll for Non-Player Character reaction.

Spider, Giant: A giant spider ambushes the Player Characters. There is a 50% chance that 1d4+1 giant spiders are present.

Spies: 1d6 thieves begin shadowing the Player Characters. They may be assassins, bandits or bounty hunters hired by a rival or enemy to keep tabs on the Player Characters or ambush them as soon as they achieve some specific goal.

Survivor: A lone raving madman, the sole survivor of a doomed expedition, accosts the Player Characters. If given food and water, he may or may not come to his senses. There is a cumulative 10% chance each day he will permanently regain his lucidity.

Travellers: 1d4 x 10 Commoners on their way to a nearby village, market or city. They will initially be suspicious, but will be glad to share their journey with capable, friendly warriors. Roll for Non-Player Character reactions.

Waterhole: Clean, drinkable water. Wild animals and natives flock to these places, making them dangerous. Predatory animals or natives will likely lurk a short distance away but do not attack at the waterhole, not wishing to foul the water with blood and remains.

Wild Game: A lone deer, lizard, rabbit or other non-dangerous but edible creature is nearby (Spot check at DC 15 to notice).

Wild Horses: A herd of 5d6 wild riding horses.

Wolves: 2d8 hungry wolves shadow the party and attack if they outnumber them 3 to 1.

Traps

Whenever you need a trap, select one from the list below or roll 1d10 on the following table to determine its nature. The harmful effect listed is received only if the trap not disabled (DC 20) or avoided with a Reflex save (DC 15).

Traps

Roll (d10)	Trap	Effect
1	Concealed pit or trap door	Fall 20 feet and take 2d6 points of damage
2	Spear trap	+5 to attack, 2d4 points of damage AP 2
3	Caltrops	+4 to attack, 1d4 points of damage AP 1, make a second Reflex save (DC 15) or base movement is reduced by 5 feet for 1d2 days
4	Stun gas	Inhaled poison, Fortitude save (DC 20). Initial damage: unconscious 1d10 minutes, secondary damage: none
5	Poison Gas	Inhaled poison, Fortitude save (DC 21). Initial damage: 2d6 Constitution, secondary damage 1d3 Constitution
6	Poison Caltrop	As caltrops, above, plus injury poison, Fortitude save (DC 20). Initial damage 1d3 Constitution, secondard damage 1d3 Constitution
7	Falling Stone Block	4d10+4 points of damage. Make a second Reflex save (DC 20) or be pinned and prone beneath the stone. It will take a Strength check (DC 20) to lift it enough to get the trapped character free. The stone block is 10 ft. thick by 10 ft. tall and effectively seals off the passageway.
8	Needle	1 point of damage plus Purple Lotus injury poison: Fortitude save (DC 28). Initial damage: 3d6 Dexterity + Paralysis, secondary damage: 1d6 Dexterity
9	Swinging Blade	+8 to attack, 2d10 points of damage (20/x3), AP 8
10	Spiked Grill	+4 to attack, 3d8 points of damage (20/x2), AP 1. This is either a vertical or horizontal iron portcullis type grill that pins the target in place and seals off the passageway. A Strength check (DC 20) will pull the grill back far enough to free the character

Mongoose Open Day

Saturday, November 6th 2004

with Mongoose head paparazzi, the Old Bear

The opening rush as Mongoose Hall opens its doors to its gamers (that would be you)

Richard Ford in the process of keeping up his 100% losing record at Mighty Armies

Attempts to clone Mongoose director Alex Fennell go tragically wrong (actually it's regular Mongoose Hall gamer David Dorward, but let's not ruin a good gag)

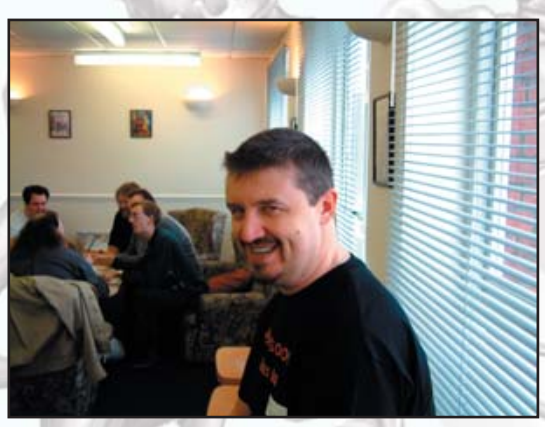
Conan line developer Rich Neale takes the opportunity to explain how he's the only real roleplayer in the company

Ian 'Doghouse' Belcher attempting to instruct new S&P editor Matt Sharp (attempting to hold up trousers) in the finer arts of Gangs of Mega-City One

Marc Farrimond, main man in the UK Mongoose Infantry annihilates all comers in the oldest Games Master competition category

DD turns up in another picture as Mongoose staff writer August Hahn explains why he is wearing a cricket pad on his leg

'Do you lose here often?'



Mongoose voice of truth, the Old Bear (that would be me), managing to impressively photograph himself during a quiet moment

A nice close up of the excellent card terrain that comes in the Gangs of Mega-City One box set

'You're putting it there, are you?' Chris 'The Mekon' Allen (centre) looks on in surprise as a keen gamer makes a novel deployment

Gaming legend and lead designer of Starship Troopers Andy Chambers explains just why the game is so very, very cool.

Lone Wolf creator and Guest of Honour Joe Dever shares a joke with August Hahn, who wrote the Lone Wolf RPG.

Mongoose admin guy and Rulesmaster Mark Humphries (seated) takes yet another order as the day's special stock gets whittled down

'He's behind me, isn't he?'

A real treat for Lone Wolf fans: a game run by August Hahn and played by Joe Dever. Now that *is* cool.

Joe Dever proves he's game for a laugh as he puts up with the my idea of a great gag.

Rich Neale (right) looks around nervously as rumours abound that a roleplayer better than him has arrived.

So there you have it, Mongoose's first Open Day. The doors opened at 10 o'clock sharp and the last gamers were forcibly ejected at 5 pm. We might be wrong but it looked like everybody had a great time, testing out games old and new and partaking in the unique style of gaming fun that makes Mongoose what it is. See you next year!

Mongoose Open Day

Write for the Mongoose

Want to write for your favourite RPG publisher? Want to get paid for it? Got a great idea for an article? If the answers to these questions are 'yes', then Signs & Portents wants to hear from you.

Where to Start…

We will need a brief synopsis of your intended article, no more than one page long. Also include a paragraph or two of your actual writing style, so we can see whether you have what it takes and any samples of previously published work. If we like what we see, we will commission a first draft from you and you will be on your way to becoming a Mongoose contributing writer. And every article we publish will be paid for…which is nice.

Things to Remember

Provide your full details, including name, address and email address if available.
Supply articles via email or on disc. We can read most formats, although MS Word is always a safe bet.
You will be provided with a style guide when we commission your article. Make sure you read it!

Subject Matter

First and foremost, the article has to be based on one of our product lines. That is not as limiting as it sounds, however. The d20 fantasy family alone should give you plenty of scope. Think of all our various products, like the Quintessential series and the Slayer's Guides. With more than 80 fantasy-based books to choose from…well, you get the idea. But don't stop there. Think Babylon 5, Judge Dredd, Slaine, Armageddon 2089, not to mention the barrage of forthcoming games that we have coming. If you have ideas for any of our games we want to hear them.

So, you have chosen your game, but what do you actually write about? Scenarios are good. In fact, we love them. Give me a scenario to edit and I am a happy camper. Perhaps you want to discuss the philosophy of a game. That's good. We encourage intellectual thought process around here. If you have something meaningful to say, then try us out. If we don't like it, we *will* tell you. Think hard before you try humour though. With guys like Jonny Nexus about, you will need to be sharp if you want to break in. If you think you have what it takes, though, then feel free to try your hand. Just be prepared to be told you may not be as funny as you think you are.

If you want to write new rules for a game, with new uses for skills and maybe some new feats, then be our guest. We cannot promise that we will like what you have done, but you will get constructive criticism in return, and not just a terse one-line rebuff.

Editing

It is a painful fact that whatever you write, it will get edited. That is why editors exist, after all. Even this passage will have been edited. If you can get over this hurdle you are well on your way to attaining the mentality needed to be a writer. It will help if you can handle criticism as well. Take it from us – writing is a tough business. Just ask any author doing the rounds looking for a friendly publisher.

We have various house styles that we use and you do not need to know them. As long as your submission is literate and tidy, we will do the rest.

Little Details

If you are not sure how long your article is, assume around 800 words fit on one page. Do not use the word processor's page counter as a guide. By the time it has been edited, laid out and had artwork added, it will look nothing like that screen of text in front of you.

Remember to run the article through a spell checker before you send it in. It will still get proofread, but it shows willing. Anything not spell checked will be rejected straight away.

Legal Requirements

Be aware that to work for Mongoose Publishing, you will have to sign a contract with us. There will also be a commissioning form for each specific story. Any work which you then generate specifically for Mongoose Publishing under the terms of that agreement will belong to Mongoose Publishing, together with all the publishing rights.

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Power Classes
Seer

Part II

Vincent Paul Cooper

Divine Future School of Magic

The Divine Future school of magic is a sub-branch of the more popular and better-known school of Divination. As the name suggests, the Divine Future method deals exclusively with gaining knowledge of the future. Representative spells include the range of farsee and divine spells, such as *farsee adeptus* and *divine magic*.

These spells require the seer to either be in physical contact with the spell target or to otherwise concentrate and send out emanations from his third, spirit eye, to probe ahead and discover what lies ahead in an otherwise unknowable future.

Multiple Divine Future spells may be cast on a single target or over a certain area without interference.

The Future

The future is unclear. Different streams run at different speeds and in different directions. Sharp turns meander through the landscape; dark water crashes into foam at the bottom of a waterfall. The drops are swallowed up by larger oceans that obey different commands and desires.

Broadly there are two ways to decide the future: teleological and non-teleological. Teleological time means that certain future events will happen regardless of decisions and outcomes in the present. At a micro-level, this kind of approach is normally the mark of poor adventure design. Players can quickly become frustrated by the apparent lack of impact their actions have on the game reality. The typical situation is where the orc sentries in room 40 sit patiently playing cards while the guard dogs in room 39 are noisily dispatched. The orcs only spring into action when the characters burst through the door to the room they occupy. On the other hand, at a macro-level, certain events may appear, to the characters at least, to have a momentum of their own. The crowning of the next king in a week's time is one such example. It will go ahead regardless of the actions of the Player Characters. War in the southern realm over an assassination attempt or the uncovering of an ancient tomb in the western marshes by a border patrol are similar events. Such important happenings may, at the discretion of the Games Master, be discernible to an individual seer. Try to remember though that the Non-Player Characters involved in bringing about these situations have feeling and agendas of their own. What happens if the younger brother of the prince uses poison to ensure his own succession?

Non-teleological gaming tends to be more popular. Using this approach, the characters, from moment to moment, determine their own futures. This requires, at a micro-level, a very flexible campaign style with the surrounding cast seen to react to the heroes and other stimuli. This makes prognostication extremely difficult, as there is no pre-written future. In this case, 'echoes' only can be picked up (Games Master's discretion). The future is unwritten and is dependent on the outcome of various actions. For example, the seer may have a feeling of overwhelming dread come over him as he approaches Brimfire Mountain, because the Games Master knows that a red dragon resides there. After suitable pre-adventures, the party and the wyrm face off. Owing to a combination of good tactics and luck, the fell beast is disposed of. The seer is alive and well and the sense of foreboding forgotten. The Games Master was not able to give a clear image early in the adventure of the future battle and the result owing to the fact that it was undecided. It was impossible to tell who would be victorious.

In a non-teleological campaign the best that can be hoped for is a feeling for the future, without any precise information being disclosed. Most campaigns combine teleological and non-teleological elements. It is for the Games Master in all cases to determine the level of insight gained by a seer. Cryptic phrases can be used to add further uncertainty. If upcoming events are undecided, then the seer may draw only a blank in his meditations, indicating that the future is impossible to read.

There is also a danger of abuse. Players need to be respectful of the powers available to the seer. Knowing the future can be a double-edge sword. If a character knows his next actions will be dismal, he must resist the urge to 'play the system'. If, for example, a character were to learn that his next Search check will be a whopping '2', he should not promptly 'search' the surrounding area in order to wipe the slate clean so that the next time he makes a Search check, at a more important time, he can roll again. How the Games Master deals with this is up to him or her, but such players should be penalised. I suggest keeping a note of what will happen in the future and

making sure it *does* happen – just not in the immediate future, when the character anticipated the event. This is easily, and credibly, explained as a misreading of the future by the seer. If certain players persist in 'not playing fair', the Games Master may also consider deductions to experience points until the message is understood.

Seer Spells

0th level seer spells (cantrips)

Divine Magic: Divine magical auras you may encounter in the near future.
Read Magic*

1st level seer spells

Divine Animals and Plants: Divine animals and plants you may encounter in the near future.
Divine Chaos / Evil / Good / Law: Divine chaotic / evil / good / lawful auras you may encounter in the near future.
Divine Coinage: Divine a specific coinage type you may encounter in the near future.
Identify*
True Strike*
Utmost Damage:** You gain a damage bonus equal to the maximum damage potential for your weapon.

2nd level seer spells

Divine Snares and Pits: Divine snares and pits you may encounter in the near future.
Lesser Farsee Adeptus: You gain general knowledge of a future skill check.
Lesser Farsee Conflict: You gain general knowledge of a future attack roll.
Lesser Farsee Pain: You gain general knowledge of a future damage roll.
Lesser Farsee Salvation: You gain general knowledge of a future saving throw.
True Adeptus:** You gain a +20 bonus to a future skill check.
True Strike, Other:** An ally gains a +20 bonus to his next attack roll.
Utmost Damage, Other:** An ally gains a damage bonus equal to the maximum damage potential for his weapon.

3rd level seer spells

True Adeptus, Other:** An ally gains a +20 bonus to a future skill check.

4th level seer spells

Arcane Eye*
Divine Creature Type: Divine the presence and details of a creature type you may encounter in the near future.
Farsee Adeptus: You gain exact knowledge of a future skill check.
Farsee Conflict: You gain exact knowledge of a future attack roll.
Farsee Pain: You gain exact knowledge of a future damage roll.
Farsee Salvation: You gain exact knowledge of a future saving throw.

5th level seer spells

Divine Creature: Divine the presence, numbers and strengths of a specific creature you may encounter in the near future.
Divine Special Attack: Divine the presence and type of a special attack a creature may use in the future.
Divine Special Quality: Divine the presence and type of a special quality a creature may use in the future.
Extra-Planar Farseeing: Power from another plane answers questions about the future.
Lesser Farsee All: You may select to replicate *lesser farsee adeptus*, *lesser farsee conflict*, *lesser farsee pain* or *lesser farsee salvation*.
Prying Eyes*

6th level seer spells

Analyse Dweomer*
Salvation:** You are forewarned of a future danger to you.

7th level seer spells

Salvation, Other:** An ally is forewarned of a future danger to him.

8th level seer spells

Farsee All: You may select to replicate *farsee adeptus*, *farsee conflict*, *farsee pain* or *farsee salvation*.
Moment of Prescience*
Prying Eyes, Greater*

9th level seer spells

Farimpact Adeptus: You may change a future skill check.
Farimpact Conflict: You may change a future attack roll.
Farimpact Pain: You may change a future damage roll.
Farimpact Salvation: You may change a future saving throw.
Foresight*

* Full descriptions of spells marked with an asterisk can be found in *Core Rulebook I*. These spells from the Divination school are also available to the seer.
** These spells are new spells for the divination school. They may also be learned by other Sorcerers or Wizards.

Spells

The following spells are in alphabetical order and follow the conventions described in *Core Rulebook I*.

Note: All the 'divine' spells (such as *divine magic* or *divine special attack*) work in the same manner. That is, an intangible force emanates from the third eye of the seer and moves ahead of him, detecting, among other things, the presence of a stipulated alignment or creature type. This is fully described in the 0th level spell *divine magic* and is not repeated thereafter in other spell descriptions.

Divine Animals and Plants

Divine Future
Level: Seer 1
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. / level)
Effect: Third eye emanation
Duration: Concentration (6 rounds + 1 round / level) (D)
Saving Throw: None
Spell Resistance: No

This spell creates an emanation originating from your third eye that behaves in the same manner as that of the spell *divine magic*.

This spell divines the presence of a particular type of animal or plant, which you must concentrate upon while maintaining the spell. You may change the type of animal or plant being divined at any time during the duration of the spell.

The amount of information gained depends on the length of time the emanation spends close to the animal or plant source.

- *1st round:* Presence or absence of the specified animal or plant type in the current location or within 5 feet of the current location.
- *2nd round:* The number and location of each hazard within the range of the emanation.
- *3rd round+:* The type of hazard in one specified location and its trigger. For each additional round you may divine the type and trigger of an additional hazard.

Divine Chaos

Divine Future
Level: Seer 1

This functions in a similar manner to *divine evil*, except that it divines the auras of chaotic creatures, clerics of chaotic deities, chaotic spells and chaotic magic items. A seer with a lawful alignment may be overwhelmed by a chaotic aura.

Divine Coinage

Divine Future
Level: Seer 0
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. / level)
Effect: Third eye emanation
Duration: Concentration (6 rounds + 1 round / level) (D)
Saving Throw: None
Spell Resistance: No

This spell creates an emanation originating from your third eye that behaves in the same manner as that of the spell *divine magic*.

This spell allows you to divine the presence of a particular type of coin. You must specify the type of coin you wish to divine and concentrate upon that coin type for the duration of the spell. You may alter the designated coin type at any time during the duration of the spell.

The amount of information gained depends on the length of time the emanation spends close to the coinage.

- *1st round:* Presence of absence of the specified coin type in the current location or within 5 feet.
- *2nd round:* General description of the quantity of coins present by coin type (see table below).
- *3rd round:* The number of coins of the specified type present.

Number of coins	General description
1 – 50	Small amount
51 – 500	Fair amount
501 – 1,000	Large amount
1,001 +	Very large amount

Divine coinage cannot trace any lingering aura.

Divine Creature

Divine Future
Level: Seer 5
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. / level)
Effect: Third eye emanation
Duration: Concentration (6 rounds + 1 round / level) (D)
Saving Throw: None
Spell Resistance: No

This spell creates an emanation from your third eye that operates in the

same way to that described in the spell *divine magic*.

This spell allows you to divine the presence and strength of a particular creature type. The exact creature type must be specified (such as orc or zombie) and you must concentrate on this creature type for the duration of the spell. You may shift your focus to a different creature type anytime that the spell remains effective.

The amount of information you gain about a particular creature type depends on how long your third eye emanation spends close to the target(s).

- *1st round:* The presence or absence of the specified creature type (possibly) in the same location or within 5 feet of the current location of the emanation.
- *2nd round:* The strength and location of the strongest aura if more than one aura of the specified creature type is within range of your emanation.
- *3rd round:* The strengths and locations of all other auras if more than one aura of the specified creature type are within range of your emanation.

Aura Strength: The strength of a creature's aura is determined by its Hit Dice and described according to the table below.
Divine creature cannot divine the presence of a lingering aura of a particular creature type. Good spellcasters are not overwhelmed if detecting powerful undead creatures using this spell.

Divine Creature Type

Divine Future
Level: Seer 4
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. / level)
Effect: Third eye emanation
Duration: Concentration (6 rounds + 1 round / level) (D)
Saving Throw: None
Spell Resistance: No
The emanation from your spirit eye

HD	Aura Strength
1 or lower	Faint
2 – 4	Moderate
5 – 10	Strong
11 or higher	Very strong

divines the presence of a particular creature type. The emanation follows the same guidelines as that described in *divine magic*.

Using this spell you can divine the presence of a particular creature type. The exact creature type must be specified and is determined by the monster types described in the *Core Rulebook III* (such as animal, giant or vermin). That creature type must be concentrated on for the duration of the spell. You may alter the creature type at anytime that the spell remains effective.

The amount of information gained depends on the length of time the emanation spends close to the target creature type.

- *1st round:* Presence or absence of the stipulated creature type (possibly) in the same location or within 5 ft. (e.g. outsider).
- *2nd round:* The subtype of the creature type detected (e.g. lawful outsider).
- *3rd round:* Exact creaturetype (e.g. archon or rakshasa).

Divine creature type cannot divine the lingering aura of a particular creature type.

Divine Creature Type Aura Power

Creature / Object	None	Faint	Moderate	Strong	Overwhelming
Evil creature* (HD)	5 or lower	6 – 10	11 – 25	26 – 50	51 or higher
Undead (HD)	1 or lower	2	3 – 8	9 – 20	21 or higher
Evil outsider (HD)	1 or lower	2	3 – 5	6 – 10	11 or higher
Cleric of an evil deity** (class levels)	1	2	3 – 4	5 – 10	11 or higher
Evil magic item or spell (caster level)	0 or 1st	2nd	3rd – 8th	9th – 20th	21st or higher

* Except for undead and outsiders, which have their own entries.
** Some characters that are not clerics may radiate an evil aura of equivalent power. The class description will indicate whether this applies.

Divine Evil

Divine Future
Level: Seer 1
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. / level)
Effect: Third eye emanation
Duration: Concentration (up to 6 rounds + 1 round / level) (D)
Saving Throw: None
Spell Resistance: No
An emanation suitable for divining evil issues forth from your spirit eye. This emanation obeys the same guidelines as that emanation produces by *divine magic* except that the emanation divines the presence of evil within 5 feet of the current location of the emanation.

The amount of information gained depends on the length of time the emanation spends close to the source of evil.

- *1st Round:* Presence or absence of an evil aura in the current location and locations within 5 feet.
- *2nd Round:* The number of different evil auras and the power of the most significant one if more than one exists in an adjacent location.
- *3rd Round:* The strength and exact location of each aura detected.

Weak evil auras cannot be detected. Note also that animals, traps, poisons and other potential perils are not themselves evil and cannot be divined via this spell.

Aura Strength: The strength of an evil aura depends on the type of evil creature or object that you're divining and its Hit Dice, caster level or, in the case of a cleric, class level. If an aura falls into more than one strength category, the spell indicates the stronger of the two. Refer to the table below for more details.

Note that a good spellcaster whose emanation encounters an overwhelming evil aura for more than one round loses the spell and is stunned for one round if his character level is 6th or lower.

Divine evil cannot trace a lingering aura.

Divine Good

Divine Future
Level: Seer 1

This functions in a similar manner to *divine evil*, except that it divines the auras of good creatures, clerics or paladins of good deities, good spells and good magic items. A seer with an evil alignment may be overwhelmed by a good aura. Items that bring benefits to characters are not counted as good aligned.

Divine Law

Divine Future
Level: Seer 1

This functions in a similar manner to *divine evil*, except that it divines the auras of lawful creatures, clerics of lawful deities, lawful spells and lawful magic items. A seer with a chaotic alignment may be overwhelmed by a lawful aura.

Divine Magic

Divine Future
Level: Seer 0
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. / level)
Effect: Third eye emanation
Duration: Concentration (up to 6 rounds + 1 round / level) (D)
Saving Throw: None
Spell Resistance: No

This spell creates an emanation originating from your third eye, or spirit eye, located in your forehead between your two real eyes. This emanation is not visible, but is a force that issues from your head. This emanation cannot move through solid matter at all, and when it encounters a barrier you will sense this and the emanation can be manipulated to move around any obstruction. Spells such as *detect invisibility* or *true seeing* do not reveal the presence of the emanation, though *detect magic* (and *dispel magic*) are effective. The emanation does not leave a trace and can only be detected or dispelled in its current location. The emanation covers 10 feet per round. It can move in any direction as long as there is nothing to bar the way. The emanation occupies an area 5-foot by 5-foot by 5-foot measured from the waist height of the spell caster up. The emanation cannot be felt and if an object moves into it, the emanation will be destroyed. The subject will be unaware of what destroyed the emanation, only that contact was lost.

The emanation in this case is able to detect the presence of magic within 5 feet of passing (in an adjacent square

Divine Magic Aura Power

Spell, Object or Magical Beast	None	Faint	Moderate	Strong	Overwhelming
Functioning spell (spell level)	2nd or lower	3rd	4th - 6th	7th - 9th	10th+
Magic item (caster level)	4th or lower	5th	6th - 11th	12th - 20th	21st+
HD of creature	3 HD or lower	4-6 HD	7-11 HD	12-20 HD	21+ HD

if using a grid). Magic further than 5 feet away cannot be detected unless the emanation is directed to move closer (though there is no clue that magic will be detected in a particular direction). If the source of magic is detected and moves and is redetected, the seer will have no comprehension that this is the same magical aura in both cases.

The amount of information divined is dependent on how long the emanation remains near to the magical source.

- *1st Round:* Presence or absence of a magical aura in the current location and locations within 5 feet.
- *2nd Round:* The number of different magical auras and the power of the most significant one if more than one exists in an adjacent location.
- *3rd Round:* The strength of each aura detected. You may make Spellcraft skill checks to determine the school of magic related to each aura (DC 15 + spell level, or DC 15 + half caster level for a nonspell effect) even if the aura is not in your line of sight.

Weak magic cannot be detected and magical areas; multiple types of magic or localised magical emanations may conceal weaker auras.

Aura Strength: The strength of a magical aura depends on a spell's functioning spell level, an item's caster level or the Hit Dice of a magical beast.

A magical beast will be identified in its monster description under Size and Type (see *Core Rulebook III*).

Outsiders and elementals that are summoned count for the purposes of this spell as magical and may be divined in the same manner as magical beasts.

Note that the emanation may occupy the same area as an intangible spell effect and a small magic item close to the ground, but not the same area as a magical beast.

Divine magic cannot trace a lingering aura.

Divine Snares and Pits

Divine Future
Level: Seer 2
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. / level)
Effect: Third eye emanation
Duration: Concentration (6 rounds + 1 round / level) (D)
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

Casting this spell causes an emanation to issue from your third eye. This emanation behaves in the same manner as that described in the spell *divine magic*, except that this emanation divines the presence of snares and pits. This spell does not detect complex, manmade or magical traps. It can divine the presence of natural hazards (such as a pothole or thin ice).

The amount of information you gain is determined by the length of time the emanation spends in the vicinity of the snare or pit.

- *1st round:* The presence or absence of a hazard (possibly) in the same location or within 5 feet of the current location of the emanation.
- *2nd round:* The strength and location of the strongest

aura if more than one aura of the specified creature type is within range of your emanation.

- *3rd round:* The strengths and locations of all other auras if more than one aura of the specified creature type are within range of your emanation.

Divine Special Attack

Divine Future
Level: Seer 5
Components: V, S
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 min. level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You can divine the potential future use of a special attack by a creature both within the range of effect *and* within your direct line of sight. If you cannot see the creature, this spell has no effect, though you can move yourself into a position to see the creature.

The amount of information you gain about the special attack ability of an observed creature is dependent on how long you observe it for.

- *1st round:* Presence of absence of a special attack capability.
- *2nd round:* The number of special attack abilities possessed by the target creature.
- *3rd round:* The name and basic description of one of the special attack abilities selected at random by the Games Master of the target creature.
- *4th round+:* The name and basic description of a second special attack ability selected at random by the Games Master of the target creature. For every additional round you spend observing the target creature you will get feedback on another special attack ability selected at random.

Divine Special Quality

Divine Future
Level: Seer 5
Components: V, S
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 min. level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The innate ability of a target creature is so strong that your third eye is able to pick up emanations for the potential future use of a special quality. For this spell to be effective, the target creature must be both within range and in your direct line of sight. You may cast the spell and reposition yourself to bring a target creature within your direct line of sight.

The amount and detail of information you can gain about the special qualities possessed by a creature depends on how long you observe the target creature for.

- *1st round:* Presence of absence of a special quality.
- *2nd round:* The number of special qualities possessed by the target creature.
- *3rd round:* The name and basic description of one of the special qualities selected at random (by the Games Master) of the target creature.
- *4th round+:* The name and basic description of a second special quality selected at random by the Games Master of the target creature. For every additional round you spend observing the target creature you will receive feedback on another special quality selected at random.

Extra-Planar Farseeing

Divine Future
Level: Seer 5
Components: V
Casting Time: 10 minutes
Range: Personal
Target: You
Duration: Concentration

This spell functions in exactly the same manner as *contact other plane* (see *Core Rulebook I*) except that the extra-planar power may only be asked questions about the future. Rules for possible decreases in Intelligence and Charisma apply.

Farimpact Adeptus

Divine Future
Level: Seer 9
Components: V, S
Casting Time: 1 round
Range: Touch
Target: Creature touched (see below)
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Proving his mastery of the future, the seer is able to use this spell to both discern and alter a future skill check. The Games Master should roll a d20 for a specified skill check and inform the spell caster, in general terms (see table below), as to the result of the throw. The target creature has the option of accepting this roll or, at a cost of experience points, to have the Games Master discard the initial result and roll a second time. If the target creature chooses this option he must pay an experience point cost of current character level x 25. The Games Master will inform the spell caster as to the result of the second roll in this case, in a similarly general

manner. The target creature must accept this second roll. Casting this spell again cannot change it. After the future skill check roll has been used, the creature may be the target of this spell for the same skill once again. The same creature may be the target for this spell stipulating different skills multiple times.

Farimpact Conflict

Divine Future
Spell Level: Seer 9
Components: V, S, F
Casting Time: 1 round
Range: Touch (see below)
Target: Creature touched (see below)
Duration: Instantaneous
Saving Throw: Will negates (harmless) and / or (object)
Spell Resistance: Yes (harmless) and / or (object)

This spell allows the spell caster to discern, in general terms, the effectiveness of a future attack by a single weapon (and, where applicable, specified weapon head) and, at great cost, take control of the future. The Games Master should roll a d20 in secret on behalf of the target creature and record the result for future reference. The spell caster should be told the approximate result obtained according to the table below. For example, if the Games Master rolled a 10 in secret, the spell caster would be told that the roll was average, but he would not know if this indicated a result of 9, 10, 11 or 12.

D20 Roll	Description
1	Minimum
2 – 5	Very low
6 – 8	Low
9 – 12	Average
13 – 15	High
16 – 19	Very High
20	Maximum

The target creature may choose to accept the secret roll or, at a cost of experience points, have the Games Master roll in secret again. The cost in experience points is equal to current character level x 25. A seventh level character who therefore chooses to have the Games Master make the roll again would have to pay 175 XP for the privilege. The result of the second roll is recorded for future use by the Games Master and the spell caster is told again, in general terms according to the above table, the result. A character can only alter his next attack roll in this manner once. After he has used the attack roll, he may be the target of *farimpact conflict* again, and may choose once more to alter his future. Similarly, it is not possible for the seer to anticipate more than one future attack roll at a time per character per weapon.

The target creature must be holding the target weapon or the spell caster must be simultaneously touching the target creature and the target weapon.

Focus: The weapon that will make the attack roll to be divined.

Farimpact Pain

Divine Future
Level: Seer 9
Components: V, S, F
Casting Time: 1 round
Range: Touch
Target: Creature touched (see below)
Duration: Instantaneous
Saving Throw: Will negates (harmless) and / or (object)
Spell Resistance: Yes (harmless) and / or (object)

This spell functions in the same manner as *farimpact conflict* but instead the damage roll with a stipulated weapon (and stipulated single weapon head where applicable) is indicated in general terms to the spellcaster according to the table below. The target creature has the option, at a cost to current experience points, to have the Games Master roll for damage again. If the target creature takes this option he must surrender a number of experience points equal to his current character level x 25. The Games Master will record the next roll and the spellcaster will be informed in general terms as to the result of the second throw. A character can only alter his next damage roll in this manner once.

D20 Roll	Description
1	Minimum
2 – 5	Very low
6 – 8	Low
9 – 12	Average
13 – 15	High
16 – 19	Very High
20	Maximum

After he has used the damage roll, he may be the target of *farimpact pain* again, and may choose once more to alter his future. Similarly, it is not possible for the seer to anticipate more than one future damage roll at a

Damage roll result	Description
Minimum	Minimum
Less than 25% of maximum	Low
25% - 49% of maximum	Below average
50% - 74% of maximum	Above average
75% - 99% of maximum	High
Maximum	Maximum

time per character per weapon.
The target creature must be holding the target weapon or the spell caster must be simultaneously touching the target creature and the target weapon.
Focus: The weapon that will make the damage roll to be divined.

Farimpact Salvation

Divine Future
Level: Seer 9
Components: V, S, M
Casting Time: 1 round
Range: Touch
Target: Creature touched (see below)
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell functions in the same manner as *farimpact adeptus*, except the future result of a specified saving throw is divined, and may be altered. A creature may be the target of this spell multiple times for different saving throws but must always accept either the original d20 roll made by the Games Master or the altered, second roll. Once this roll has been used in game play, the creature may be the target for this spell once more for that saving throw.

Farsee Adeptus

Divine Future
Level: Seer 4
Components: V, S
Casting Time: 1 round
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell allows you to divine a future skill check. You should name the skill to be divined when casting the spell. In cases where a particular skill has multiple uses (such as Sense Motive), you are not required to indicate the particular use of the skill. The creature in question should roll d20 and record the result. The next time that creature uses the indicated skill, apply that pre-generated number.
It is not possible to divine more than one future skill roll per creature. The same target creature may have future skill check rolls divined for different skills however.

Farsee All

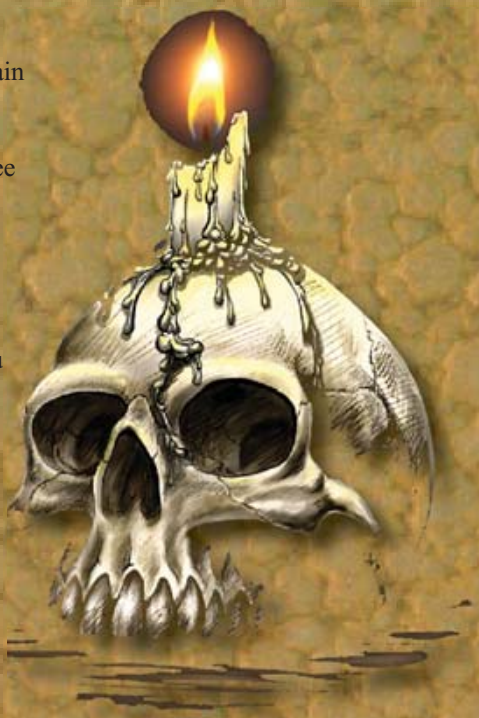
Divine Future
Level: Seer 8
Components: V, S, F (see below)
Casting Time: 1 round
Range: Touch
Target: Creature touched (see below)
Duration: Instantaneous
Saving Throw: Will negates (harmless) and / or (object) (in certain cases, see below)
Spell Resistance: Yes (harmless) and / or (object) (in certain cases, see below)

This spell allows you to simulate exactly one of the following spells: *farsee adeptus*, *farsee conflict*, *farsee pain* or *farsee salvation*. You may choose which spell you wish to simulate at the time of casting, thereafter following the guidelines for that particular spell as indicated in the spell description found elsewhere in this section.

Focus: If you choose to replicate *farsee conflict* or *farsee pain* you need the target weapon as a material component.

Farsee Conflict

Divine Future
Level: Seer 4
Components: V, S, F
Casting Time: 1 round
Range: Touch
Target: Creature touched (see below)
Duration: Instantaneous
Saving Throw: Will negates (harmless) and / or (object)
Spell Resistance: Yes (harmless) and / or (object)
This spell allows the seer to divine a future attack roll made by a single creature using a single weapon. For double-headed weapons, only the future attack roll of a single head can be divined, and which weapon head should be specified at the time of casting. The target creature in question should roll d20. The result is recorded. When the character next attacks with the target weapon, he *must* use this pre-generated roll. If the target creature uses a different weapon, the attack roll is made as normal (at the time of the event). However, the divined attack roll for the original weapon still stands and when that weapon is next used by the target creature, apply that pre-generated roll.



It is not possible to divine more than one future attack roll per creature per weapon at a time. The same target creature may have future attack rolls divined with different weapons however.

The target creature must be holding the target weapon or the spell caster must be simultaneously touching the target creature and the target weapon.

Focus: The target weapon.

Farsee Pain

Divine Future
Level: Seer 4
Components: V, S, F
Casting Time: 1 round
Range: Touch
Target: Creature touched (see below)
Duration: Instantaneous
Saving Throw: Will negates (harmless) and / or (object)
Spell Resistance: Yes (harmless) and / or (object)

This spell replicates the effects of *farsee conflict*, except that the future damage roll for a particular weapon (and, where applicable, particular weapon head) is revealed.

Focus: The target weapon.

Farsee Salvation

Divine Future
Level: Seer 4
Components: V, S
Casting Time: 1 round
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell functions in the same manner as *farsee adeptus*, except it applies to a future saving throw. The particular saving throw (Fortitude, Reflex or Will) must be specified at the time of casting.

Lesser Farsee Adeptus

Divine Future
Level: Seer 2
Components: V, S
Casting Time: 1 round
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell allows you to divine, in general terms, the degree of skill to be shown by the target creature when next making a specific skill check. You should stipulate the exact skill to be divined (multiple uses of the same skill do not have to be stated). The Games Master will make a secret d20 roll and record the result for future reference. You will be informed of the result by a general description according to the table below.

D20 Roll	Description
1	Minimum
2 – 5	Very low
6 – 8	Low
9 – 12	Average
13 – 15	High
16 – 19	Very High
20	Maximum

For example, if you stipulate that you want to divine the next future Gather Information skill check of a character the Games Master would make the skill check in secret, noting the result. Imagine the Games Master rolled a 4. The spell caster would be informed that the result was 'very low', though the exact result would be unknown.

Lesser Farsee All

Divine Future
Level: Seer 5
Components: V, S, F (see below)
Casting Time: 1 round
Range: Touch
Target: Creature touched (see below)
Duration: Instantaneous
Saving Throw: Will negates (harmless) and / or (object) (in certain cases, see below)
Spell Resistance: Yes (harmless) and / or (object) (in certain cases, see below)

This spell allows you to replicate the effects of one of the following spells: *lesser farsee adeptus*, *lesser farsee conflict*, *lesser farsee pain* or *lesser farsee salvation*. You may choose which spell you wish to replicate at the time of casting. Thereafter follow the guidelines for that particular spell as indicated in the spell description found elsewhere in this section.

Focus: If you choose to replicate *lesser farsee conflict* or *lesser farsee pain* you need the target weapon as a material component.

Lesser Farsee Conflict

Divine Future
Level: Seer 2
Components: V, S, F
Casting Time: 1 round
Range: Touch
Target: Creature touched (see below)
Duration: Instantaneous
Saving Throw: Will negates (harmless) and / or (object)
Spell Resistance: Yes (harmless) and / or (object)

This spell allows the spell caster to discern, in general terms, the effectiveness of a future attack. The Games Master should roll a d20 in secret on behalf of the target creature and record the result for future reference. For double-headed weapons, only the future effectiveness of one weapon head can be divined, and this should be specified at the time of casting. The spell caster should be told the approximate result obtained according to the table below.

D20 Roll	Description
1	Minimum
2 – 5	Very low
6 – 8	Low
9 – 12	Average
13 – 15	High
16 – 19	Very High
20	Maximum

For example, if the Games Master rolled a 13 in secret, the spell caster would be told that the roll was

high, but he would not know if this indicated a result of 13, 14 or 15. When the target creature next attacks with the stipulated weapon, the Games Master will reveal the exact d20 roll and will use this pre-generated number in working out the attack roll. The target creature does not need to make an attack roll in this instance. If the target creature uses a different weapon then he may make an attack roll as normal. If he later reverts to the weapon stipulated in the spell then the pre-generated roll is used.
It is not possible to divine more than one future attack roll per creature per weapon at a time. The same target creature may have future attack rolls divined with different weapons however.

The target creature must be holding the target weapon or the spell caster must be simultaneously touching the target creature and the target weapon.

Focus: The target weapon.

Lesser Farsee Pain

Divine Future
Level: Seer 2
Components: V, S, F
Casting Time: 1 round
Range: Touch
Target: Creature touched (see below)
Duration: Instantaneous
Saving Throw: Will negates (harmless) and / or (object)
Spell Resistance: Yes (harmless) and / or (object)

This spell functions in the same manner as *lesser farsee conflict* but instead the damage roll with a stipulated weapon is indicated. In this case the Games Master should roll for damage in secret, recording the result for future reference. For double-headed weapons, only the damage of one of the weapon heads can be divined. The general level of damage should be described to the spell caster according to the following table.

For example, if a seer divines the future damage roll of a (Medium) character wielding a longsword the Games Master would roll for damage in secret, making a note of the result. Imagine the roll comes up as a 5 (from a possible field of results of 1 to 8). The spell caster is informed that on the next attack, when wielded by the target creature, the longsword will deliver above average damage. The exact damage roll (of 5) is not indicated.

It is not possible to divine more than one future damage roll per creature per weapon at a time. The same target creature may have future damage rolls divined with different weapons however.

The target creature must be holding the target weapon or the spell caster must be simultaneously touching the target creature and the target weapon.

Focus: The weapon that will make the damage roll to be divined.

Lesser Farsee Salvation

Divine Future
Spell Level: Seer 2
Components: V, S
Casting Time: 1 round
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell functions in the same manner as *lesser farsee adeptus*, though a future, specified (Fortitude, Reflex or Will) saving throw is divined.

Salvation

Divination
Level: Seer 6, Sor / Wiz 6
Components: V, F
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min. / level or until discharged

While under the influence of this spell, anytime you come within 30 feet of someone or something that could potentially cause you to make a saving throw (such as a goblet of poison, a hidden trap or a dragon with a breath weapon), you get a prickly sensation along the nape of your neck that lasts for one round, warning you of danger. The exact source of this danger will not be known and may not be immediately obvious or even within view. Once the spell has warned you of impending danger, it is discharged and is no longer effective.

Focus: A small, inexpensive protective charm of any design.

Salvation, Other

Divination
Level: Seer 7, Sor / Wiz 7
Components: V, F
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 10 min. / level or until discharged
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell functions in exactly the same manner as salvation, except you may designate another as the spell target. The target creature will gain a sense of impending danger at the appropriate time. Thereafter the spell is lost.

Damage roll result	Description
Minimum	Minimum
Less than 25% of maximum	Low
25% - 49% of maximum	Below average
50% - 74% of maximum	Above average
75% - 99% of maximum	High
Maximum	Maximum

Focus: A small, inexpensive protective charm of any design.

True Adeptus

Divination
Level: Seer 2, Sor / Wiz 2
Components: V, F
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: See text

You experience an intuitive vision of clarity as to how best to achieve your next action. Your next skill check (if it is made by the end of the next round) gains a +20 insight bonus. This does not stack with 'taking 10' or 'taking 20' but does stack with any other bonuses.

Focus: A small glass eye.

True Adeptus, Other

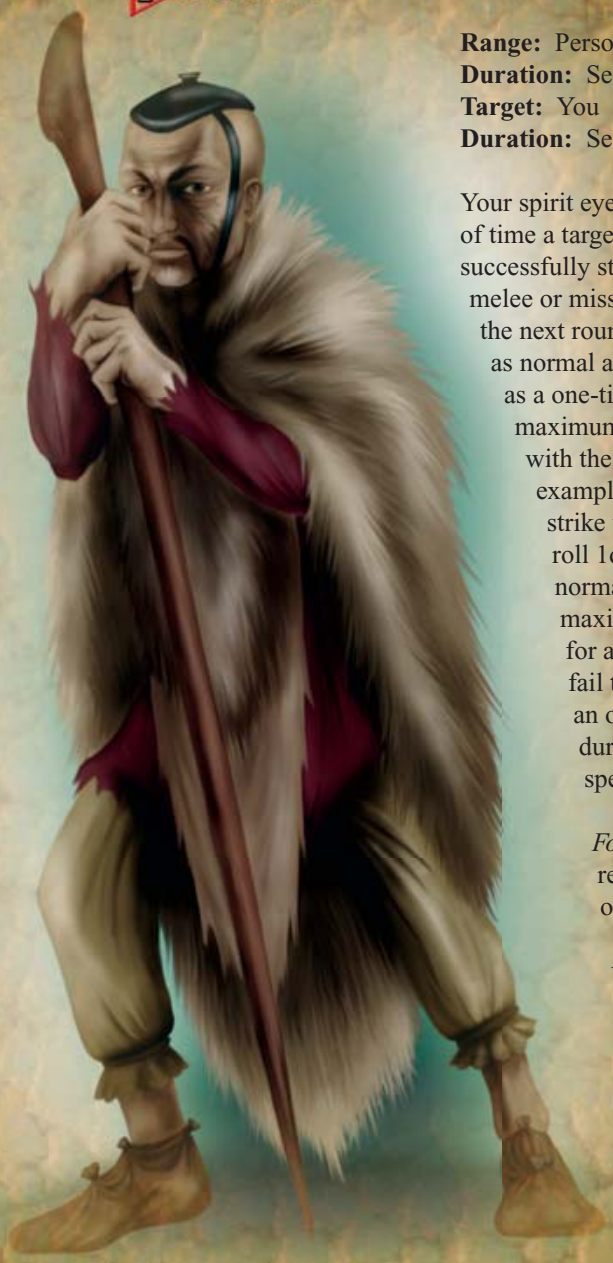
Divination
Level: Seer 3, Sor / Wiz 3
Components: V, F
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: See text
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell functions as *true adeptus*, but the target is another creature. That creature gains a temporary +20 insight bonus to his next skill check as long as that check is made by the end of the next round. This bonus does not stack with 'taking 10' or 'taking 20' but does stack with other bonuses.

Focus: A small glass eye.

True Strike, Other

Divination
Level: Seer 2, Sor / Wiz 2
Components: V, F
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: See text
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)



You bring to the fore of the mind of the target creature a feeling of certainty of purpose in his next strike. The target creature gains a one-time +20 insight bonus to his next attack roll as long as that attack is made by the end of the next round. Further, the target creature is not affected by the miss chance when attacking a concealed target.

Focus: A small wooden replica of an archery target.

Utmost Damage

Divination
Level: Seer 1, Sor / Wiz 1
Components: V, F
Casting Time: 1 standard action
Range: Personal
Duration: See text
Target: You
Duration: See text

Your spirit eye indicates to you ahead of time a target's weak point. If you successfully strike an enemy with a melee or missile attack by the end of the next round you roll for damage as normal and also add to that roll as a one-time insight bonus the maximum damage you could do with the attacking weapon. For example, if you successfully strike with a dagger you roll 1d4 for damage as normal and add to that the maximum damage possible for a dagger (4). If you fail to successfully strike an opponent during the duration of the spell, the spell is wasted.

Focus: A small wooden replica of the bull's eye of an archery target.

Utmost Damage, Other

Divination
Level: Seer 2, Sor / Wiz 2
Components: V, F
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: See text
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell works in a similar way to *utmost damage*, except the target is another creature. The target creature must make a successful attack by the end of the next round, or otherwise lose this spell effect.

Focus: A small wooden replica of the bull's eye of an archery target.

Jonny Nexus

The Trials & Tribulations Of Retro Gaming – Part I

We're a picky bunch, us Gamers. It's not enough to have a gorgeous hard-backed book containing page after page of full-colour illustrations and elegantly laid out text – no, we spot two or three errors (although, admittedly, that's sometimes per page) and start whining about proof-reading!

But it never used to be like this, the nostalgics tell us. Back in the day, they insist, games were made properly! But is that really true? Were the 1980s really a golden age? Or is it just our rose-tinted sunglasses making it seem that way?

One of the classic '80s games was Twilight 2000. T2000 – as I'll refer to it from now on – was a post-holocaust military roleplaying game. The year was 2000 AD, the place was Poland, and the Third World War was grounding to a halt after five devastating years of conflict. The PCs? Well they were former American soldiers who'd been left stranded in central Poland after their division was destroyed in the last offensive of the war.

The game was initially very successful, but after having its setting pretty much buggered up by Mikhail Gorbachev's destruction of the Soviet system, and after staggering through an early '90s second edition that sported a hastily hacked back story (*'Remember the Russians? Well they turn back to communism again in a few years time! No really...'*), it eventually went out of print and was lost in the mists of roleplaying history.

Until now, with the appearance of a reprinted version courtesy of Far Future Enterprises. They've solved the 'Twilight 2000? But it's already 2004?' problem by simply going back to original 1st edition, thus placing the game in the alternate history genre rather than the previous future history. The reprint itself consists of a single book containing everything the original box set contained (Players Guide, Referees Guide, Map, and the introductory scenario Escape from Kalitz) plus the first four scenarios (Free City of Krakow, Pirates of the Vistula, the Ruins of Warsaw and the Black Madonna).

I'd been intrigued by T2000 the first time round, both by the game itself, and by the way they'd published four linked scenarios that together formed a complete campaign. As soon as I saw it on the shelves of my FLGS I realised that this was exactly what I needed to run a campaign for my Sunday group, straight out of the box[1]. And I'd also get a chance to answer that burning question: were 80s games as good as we recall?

So how did it go? Well here's the whole gruesome story. In two parts.

* * * * *

Now T2000 is very much a game of its time, and like most things that are described as being 'of their time' there's a reason we don't do things that way any more. Because that way wasn't very good. And so it was with T2000. Pretty soon, we were mired in a swamp of rules that alternated between over-detailed and non-existent.

The first roadblock we hit was over the issue of bullets, or as the game describes them, 'shots'. This caused a great deal of confusion until we realised that 'shots' – in the context of the T2000 rules – are not the same as bullets. The game assumes that when using auto-fire weapons such as submachine-guns, or assault rifles, you'll fire bursts. So, the number of shots a weapon can fire is actually the number of bursts.

For example, an AK47 has a 30 round magazine, but the rules assume that for each pull of the trigger you'll fire a three round burst. So in the rules stats for the AK47 it has a 'magazine' attribute not of 30 – as we were expecting – but 10, for 10 'shots'. So you can fire it ten times before it runs out. You have no choice over this. It's three rounds per pull of the trigger and that's the way it is. And the prices for ammunition in the equipment list are not given per round, but per 'shot', which may or may not be the same as a bullet, depending on whether or not it's for an auto-fire weapon.

Confused? We were. And when we stopped being confused my players switched instead to unimpressed.

As one of the players (who wishes to remain nameless) pointed out: 'So the execution squads can't just put a single bullet in the back of someone's head? They feel compelled to put another couple in after it.'

Yeah, pretty much.

What made the confusion worse was that General Tangent (whose PC was responsible for the party's M60 machine-gun) is a bit of a wargaming purist, and therefore insisted on keeping track of the M60's ammunition in rounds and not shots. And then proceeded to get confused during the resulting necessary conversations between book and real-world stats, with the result that he thought he only had 20 belts of ammunition, and not the 120 he actually had.

Unfortunately, this fact wasn't established until after the party had fought their way across a bridge and into a house, ending up in the ground floor, with the remaining bad guy holed up above, and John (the lieutenant in charge) had ordered General T to fire the M60 up through the ceiling to take the bad guy out. General T – aware that the M60 belts were irreplaceable (it's a post-holocaust setting, remember?), and under the mistaken belief that he'd already burnt through 50% of the ammo in a single combat – refused, forcing John and TAFKAC to stage an old-fashioned charge up the stairs to take the bad guy out, damn near getting shot in the process.

(As you can imagine, they weren't much amused when a subsequent character sheet audit uncovered a further 100 belts of ammunition hidden somewhere in the back of the Humvee).

It was during an initial mock combat – an ambush performed by the players, using rifles and machine-guns, against a group of bandits – that we came up against another old problem familiar to anyone who's played the early generation RPGs: ambiguous or non-existent rules. The book states that firing actions all take place simultaneously, and that firing can be combined with walking or running. What it doesn't mention – in the complete absence of anything approaching an initiative system – is precisely at what point said movement takes place.

Or to state the problem that we had: could Bandit Number Four dive off the road into the adjacent ditch before John's PC shot the hell out of him?

But as I walked through the Valley of Rules-heavy Oblivion, I feared no confusion, for my combat example and errata[2] were with me – printed at the back of the book. The combat example had originally been published in Challenge magazine and was designed for exactly this scenario, new players needing a little bit of help understanding the combat system.

I skimmed through the example and quickly found a piece of text that addressed this very issue:

'At this time it becomes important to determine whether Allen makes it to the cover provided by the farmhouse rubble before he is hit. Since no rules are given for this eventuality, it is up to the referee to determine what happens by application of common sense.'

Gee thanks guys. That really clears things up.

Five minutes rowing, and one house-rule later, we continued, and found that T2000 combat is very, very deadly – especially for Bandit Two, who after spending the first round frozen in terror (the fear rules are pretty harsh too) got hit by three bursts from an M60 in the second round, and got sort of, well, vaporised.

The PC's mock ambush was so successful in fact that they began to worry what might happen if their characters were to walk into such an ambush, which led inevitably into a discussion of how the rules covered surprise.

I made a second skim through the combat example, and found a section at the start of the example describing a group of NPCs setting out to ambush the PCs:

'The referee has already determined that Carl and Allen have not spotted the marauders as they set up their ambush. The referee has decided that these two characters are the only ones who will be allowed to react in the first three rounds of the first 30-second combat turn, but the others will not be required to hesitate in the first turn of combat.'

Well good. Glad that's cleared up then. I'll just 'decide' if the PCs get surprised then, shall I?

We hit yet another example of the 'rules, this is the 1980s, we don't need no stinking rules!' syndrome during the first session, when the PCs encountered a parked Soviet 'Jeep' containing a dead military policeman and a most certainly not-dead Soviet guard dog. I'd gone to quite a deal of trouble to set up this encounter, spending some time on the Internet researching Soviet guard dog breeds so that I could set the PCs up with a long-term animal companion, and of course, the PCs first reaction was to blow the dog away and carry on.

But eventually they realised that the dog might prove useful, and decided to see if they could befriend him. It was here that we hit the next snag: no 'handle animal' skill of any kind.

'Anyone got Farming?' I asked hopefully (after all, if Channel 5's The Farm is anything to go by, farming involves a certain, *ahem*, intimacy with the animals). But no one had.

TAFKAC: 'Why don't you use the charisma attribute?'

Me: (Wailing) 'What charisma attribute?'

But we eventually improvised something and they continued on their way, befriended guard dog and all.

Over the week leading up to the second session I continued ploughing through the rules, uncovering further gems, such as the following section explaining the use of the vehicle hit tables:

'Crewmembers hit by fire are determined by the seat in which they are sitting, not their formal title. Thus, if the character who is usually the vehicle's gunner is driving it, he is vulnerable to a driver hit, not a gunner hit.'

One has to ask oneself: what kind of morons would need that rules clarification?

GM: Okay, the shell crashes through your tank, and. [consults tables] ...enters the drivers compartment doing... [rolls dice] ...33 points of damage to your character, Joe.

Joe: But I'm fifty miles away, sitting in a bar in Central Warsaw drinking coffee!

GM: Yeah, but the Sarge appointed you driver, remember?

The rules on vehicle damage were perhaps the most complicated and detailed of the entire game (and this is a game so full of complicated and detailed rules that it has a specific set of rules to cover grenade fishing). You don't just roll to hit a vehicle; you roll to see what part of the vehicle (front hull, right turret and so on) that you've hit, with different tables for different types of vehicle. And then having determined that, and checked with the errata to see if this is one of the tables that had the column headings accidentally switched, and having worked out if the shot penetrates the armour, you then have further rolls to determine which bits of the vehicle and / or crew get hit, continuing on until the shot has either lost all power or run out of things to hit and exited out the other side.

So a shot that does 100 points of damage in total might do 50 points of damage to the engine, followed by 10 to the cargo, 20 to the gun, and 15 to the driver, before finally coming to a halt in the commander for the remaining 5 points of damage[3].

Which was why when – as the PCs were driving through a Polish forest at night, John and TAFKAC in the Humvee, General T behind in the truck – I announced that they were being ambushed I got the following immediate squawk from General T: 'I'm designating the dog as co-driver!'

As you can no doubt imagine, sentiment was in pretty short supply when facing the full horrors of a 1980s rules engine.

But that brings up nicely to yet another cock-up built right into the structure of the game (and I'm perfectly capable of making my own GMing cock-ups without having them served up to me).

The vehicles.

Vehicles are an integral part of the character generation process. Third paragraph of page nine, in fact. After generating the party's PCs, you roll to see what vehicles they get. This is almost totally random, with just a few player choices, and can result in something as lowly as a couple of trucks, or as potentially campaign destroying as an M1 Abrams main battle tank. But every party ***will*** end up with at least one vehicle.

There's just one slight problem. The ***official*** campaign that comes with the game – starting with the introductory scenario from the Referees Guide, Escape from Kalitz, and continuing on to Free City of Krakow – seems to be written on the assumption that the party are travelling on foot.

Except that they aren't, are they? Because they've got the vehicles they got during character creation! And you can't pull the old 'oh dear, you're out of fuel' trick because the equipment list helpfully includes stills to manufacture ethanol[4], which they, of course, bought. (And if that wasn't bad enough, I stupidly said that they could start with full fuel tanks).

Escape from Kalitz is basically an 'escape off the edge of the map' scenario. It's built around a map of the immediate area around the town, with the accompanying text detailing the current status both of the settlements in the area and of the local Warsaw Pact forces who are attempting to capture the remains of the surrounded American 5th Division. So once the PCs have made it off the edge of the map they've pretty much escaped from the surrounding forces. The scenario is written to offer a slowly moving party several sessions of exiting game play as they move slowly through a shattered landscape, scrounging food off friendly farmers, cutting deals with bands of brigands, and possibly staging guerrilla attacks on the enemy forces.

Alternatively, they could just put their feet down in the vehicles the scenario writers apparently didn't realise the rules writers had given them, and make it off the map after

just two nights of hard driving. (And my lot only took that long because they took an unnecessary detour to fight their way across a river they didn't need to cross).

I would have had one hell of a problem at that point, because they immediately got the maps out and decided to head for Krakow – which their characters knew had declared itself to be a free and neutral city. Krakow was now independent of the Polish communist government, and steadily building a reputation as a safe haven in a war shattered world.

So why would that have been a problem? Because the entry 'hook' scene of the Free City of Krakow scenario – the hook that kicked in the scenario's entire metaplot – was built on one strong assumption: that the PCs didn't arrive in the Krakow until several months after the destruction of their division[5].

I kicked around the problem for a while, and figured out a few ways in which I could tweak the storyline so that it was okay for them to arrive after several weeks, instead of months.

But that was no good: it was only about a hundred miles from Kalitz to Krakow, a distance they were planning on covering in one night's blast down the highway. (Their not unreasonable logic was that it was best to take advantage of the current chaos in the Kalitz area by putting as many miles between them and the Soviets as possible).

Then I struck lucky, when a second random encounter I threw at them (the first encounter ended in something of an anti-climax when my roll on the encounter table came up with... hens[6]) resulted in TAFKAC taking a serious injury to the arm.

I'd already mentioned that we'd found T2000 combat to be deadly. This second incident proved that when it doesn't quite make deadly, it does a mean line in debilitating. The short-term effect of the injury was that TAFKAC's Canadian sniper was near-stunned, with stamina rolls required in order to perform any action, and with unconsciousness being the penalty if the stamina rolls were failed. (So when TAFKAC wanted to crawl over to the Soviet wounded and slit their throats I ruled that this counted as an 'action' and would require the stamina roll. He made it. Stamina rolls to commit war crimes – does it get much worse than that?)

But it was the long term effects of the injury that were about to dig me out of the plot hole the T2000 designers had dumped me in. TAFKAC would have no use whatsoever of his arm until the wounds had healed, something that would take a whopping three weeks of game time.

Three weeks which would put the storyline back on track.

So as they headed off to find a deserted farmhouse they could hole up in for those three weeks before pushing on to Kalitz I was outwardly sympathetic to their plight. But inside? Inside I was punching the air and shouting, 'Yes! Yes! Yes!'

I'd escaped Escape from Kalitz. How bad could the Free City of Krakow be?

[1]I was wrong. But three words do not an article make, so I'll proceed to give you a bit more detail if it's okay with you guys.

[2]Yes, I did say that there is an errata printed at the back. This is a genuine reproduction of the first printing of the First Edition, errors and all.

[3]I've made those figures up off the top of my head so while they serve perfectly well to illustrate the principle they're probably all totally wrong. But having had my brain mashed several times whilst trying to run the game I'm sure as hell not going back for more just for the sake of this article.

[4]By the year 2000 the oil had largely run out and most NATO and Warsaw Pact forces had converted their vehicles to bio-fuels, produced using portable stills that they carried with them.

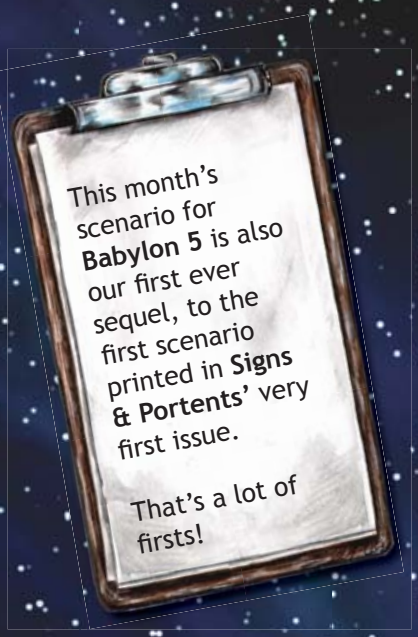
[5]The reason why the time-line was critical was that upon arriving in Krakow, the PCs would be able to meet with some key NPCs who'd been part of their division when it was destroyed, but had managed to make it to Krakow far enough ahead of the PCs to have already established strong contacts with local groups.

[6]Ferel fowl, I guess.

DRAZI HUNT!

Whispers in Darkness, part 2

Ron McClung
with help from Ed Stokes



General Plot

This adventure was written as a sequel to the *Whispers in the Darkness* adventure in the first issue of *Signs & Portents*. However, it can also be run as a stand-alone adventure with a few changes. If it is played as a sequel, it is assumed that the Quantum Paired Transmitter (QPT) has not been found but is known to exist. If it is to be played otherwise, an artefact of interest must be introduced on Babylon 5 and the characters linked to it somehow.

In *Whispers in Darkness*, a traitor leaked information to the raiders using a rare piece of technology called the QPT. In this adventure, the characters are told that the traitor had an accomplice. This accomplice must be found. He may have the device or know its location.

Eventually, through gathering information with contacts onboard Babylon 5, the characters will identify the accomplice. Torath Sakar is a Drazi lurker, known criminal and suspected raider agent. The investigation will lead the characters to the bowels of Babylon 5's Downbelow and off-station to a remote world in Drazi space called Erukor.

If the players did not play in the *Whispers in Darkness* adventure, this adventure is a simple acquisition. Babylon 5 wants a criminal captured. He has something Earthforce, Babylon 5 Command or someone else wants badly.

Getting the Players Involved

This adventure assumes the players are not playing any of the major characters from the Babylon 5 TV storyline. It is intended for a group of four or five adventurers at 2nd or 3rd level or a smaller group of 4th or 5th level adventurers. Each character should be fully fleshed-out with a background, connections and contacts on Babylon 5 as well as secrets and motivations. Like the TV show, a Babylon 5 RPG adventure should have strong and dynamic characters.

If this adventure is being run as the sequel to *Whispers in Darkness*, then the characters are already tied in. Babylon 5 security simply wants the characters' help in tracking down the accomplice. See below for specific character class hooks. Babylon 5 security will cooperate with anyone linked to Earthforce, a corporation or an ambassador.

Notes on the Quantum Paired Transmitter QPT

This plotline advances the significance of the QPT considerably. Optionally, the Kalren is presented here as a new alien species and 'owners' of the QPT technology. They want the device back. The raiders acquired it from Universal Terraforming and once it was used, the Kalren sent an Archon Infiltrator to track it down. Regardless of whether the Kalren are used or not, the QPT is the primary link and motivation into this adventure.

The QPT is a device that allows its user to transmit undetectable communications instantly using photon entanglement between a transmitter and a receiver. Each paired set is unique and can only be used together. No single transmitter can work with any single receiver except for the one it is paired with. They are not considered one of a kind but are very rare. They are not produced by any known species. Refer to *Signs & Portents 1* for more information.

Universal Terraforming originally found this device on a remote world out on the Rim. After acquiring it from Universal Terraforming, the raiders figured out what it was and how to use it. They then realised it would serve them better as an intelligence-gathering device than selling it on the black market. If the Kalren option is used, using the device alerted the Kalren who immediately sent out their infiltrator. Their homeworld is a considerable distance away and they have only recently arrived on Babylon 5.

The QPT can be replaced with any alien device the Games Master sees fit.

The Kalren Option

Background: The Kalren is presented here as an option for the Games Master to use to link to a larger and more expanded campaign. The QTP was stolen from the Kalren, a very secretive species. Very few other races realise the Kalren are real but many have legends of myths about them. Most of the major species associate them with 'ghosts' and 'poltergeists' and some literally call them the 'Ghosts in the Shadows.' They consider themselves the watchers of the universe. They are experts of stealth and disguise, and their technology reflects that.

The Kalren once served the Shadows. Their desire to never be enslaved by the Shadows again has driven them into hiding and secrecy. They use technology left behind by the Shadows, which they in turn improved upon, to hide and watch. The Kalren's technology is highly advanced in the area of stealth and intelligence gathering. Not unlike the black light camouflage suits, this technology has now been integrated into their genetics. More than just a chameleonic skin, they are able to extend a field around their body that bends light away (allowing them to wear clothes).

Appearance: Kalren are somewhat reptilian humanoid in appearance, usually wearing cloaks. They are shorter than humans with constantly shifting colours in their skin. They have a mouth with many razor-sharp teeth and a series of short (two to four inches long) mandibles along their face, neck and chin. They have fiery-red eyes and strong wills with tempers to match.

Philosophy: The Kalren are watchers, chronicling the second coming of the Shadows. They protect their technology religiously. The Kalren societal religion is based around the *'Master Gods and the Gifts they left behind'* as well as *'watching for the return and the time for hiding.'* Their doctrine dictates *'...the Gifts left by the Master Gods (the Shadows) shall not be used for any other purpose other than to watch for their return...'* They see it as rightfully theirs, inherited from the masters, and only they have the right to use it. They fear the Master God's retaliation for misusing what they left behind. Their Archon Infiltrators (see below) are trained to retrieve any lost technology by any means necessary.

Kalren Archon Infiltrator (Medium Sized Humanoid Alien)

5th level Alien Specialist
Hit Points: 16
Initiative: +3
Speed: 30 ft.
DV: 17 (+1 Dex, +6 Cyber Enhancement), *DR* 1
Attacks: +8 Melee, +7 Ranged
Special Qualities: Attack from Above (Kalren like to climb on the ceiling cloaked and drop down on their opponent) +4 to attack, Natural Camouflage (+20 to Hide), Sound Dampening Field (+8 to Move Silently), Wall-Crawler Cyberware (+10 to climb. Able to climb along vertical flat surfaces like bulk head walls), Limited Telepathy (40ft range with Kalren only)
Saves: Fort +5, Ref +6, Will +6
Abilities: Str 15, Dex 13, Con 11, Int 12, Wis 12, Cha 10
Skills: Climb +4, Concentration +4, Listen +2, Hide +4, Move Silently +4, Spot +4, Technical (Space Travel) +2
Feats: Weapons Focus (Kalren Force Stick), Skill Focus (Move Silently), Kalren Telepathy, Alertness
Weapons: Sonic Pulse Weapon (1d6 subdual unless Critical), Kalren Force Stick (Fort DC 18 or stun)
Damage: Unarmed 1d4

Another Option - The Vree & The Kalren: The Vree know more about the Kalren than any other species and have a highly secret division within their government that hunts down knowledge about them and other creatures like them. The name of the group is unpronounceable; however it is, basically, a paranormal investigation team. This group can serve as another contact for the characters or perhaps another stumbling block. They may not even come into play in this adventure but might be a bouncing off point for a long-term campaign involving them and the Kalren.

The following is a list of hooks to tie certain classes into the adventure:

Agent: Any agent representing corporate interests might be interested in Torath Sakar. The item he has (the QPT) or the information he holds could be valuable to any faction or corporation.

Diplomat: The raiders may have affected a particular peoples' shipping and they want to know why they were targeted, or the item or information may be of particular interest to a species; so its ambassadors dispatch an assistant to observe and help.

Lurker: The obvious tie-in for a lurker is a job or possible way off Babylon 5. Other connections can

be more personal, like connections to Downbelow or the Mutai.

Officer: Any Earthforce or Earthforce Intel Officer could be assigned to look into the matter and help hunt down Torath Sakar. What is so important about a Drazi lurker? The officer does not have to necessarily ever know.

Scientist: The item (the QPT) could be linked to a suspected alien race thought to be lost or wiped out. The rumours of the Kalren (if used) may have circulated and independent scientists could be hunting them down.

Soldier: Soldiers working for Earthforce or another government organisation may simply be ordered to do this job. Independents may be hired as mercenaries or bodyguards.

Telepaths: Psi-Corp has a vested interest in this device considering its ability to transmit communications across long distances. Optionally, there could be a telepathic element to this particular QPT. Independent Psi could have a link to the device, the Kalren or a secret organisation that is investigating their existence. One way a character can try and find a hidden Kalren is through the use of psionics.

ADVENTURE OVERVIEW

Through whatever means the Games Master sees fit, the characters are set on the trail of Torath Sakar, a known Drazi raider agent who is now linked to the recent intelligence leaks from Babylon 5 and a device used in these leaks. This device, the QPT, has still not been recovered. Babylon 5 security assumes Torath Sakar knows something about its whereabouts and where the traitor got the device.

The adventure will lead through Downbelow and into Brown Sector, searching the lowest levels of the worst sections of Babylon 5. Torath Sakar, hidden in a raider safe house in Brown Sector, is looking to get off Babylon 5. Once he gets word that

Torath Sakar

4th level Drazi lurker
Hit Points: 12
Initiative: +7
Speed: 30 ft.
DV: 12, DR 1
Attacks: +4 Melee, +4 Ranged
Special Qualities: Lurker's Knowledge, Multi-Skilled, Survivor's Luck
Saves: Fort +6, Ref +2, Will +0
Abilities: Str 13, Dex 12, Con 15, Int 10, Wis 9, Cha 12
Skills: Bluff +4, Concentration +4, Computer Use +2, Escape Artist +6, Hide +6, Intimidate +4, Pick Pocket +4, Sense Motive +6, Spot +6
Feats: Improved Initiative, Improved Unarmed Strike, Dodge, Mobility

Torath is a Drazi agent working with the raiders. He also is an escaped member of a Drazi Monastery/Penal Colony on Erukor. In order to make money on Babylon 5, Torath used his martial arts skills to fight in the Mutai. However, he was kicked out for illegal drug use. He still has a few friends on the Mutai as well as in Downbelow. He has done muscle work for some of the crime-lords and extortion kingpins.

He also has enemies – those he has had to muscle around, defeated opponents in the Mutai and the Mutai officials that kicked him out. One particular enemy is a gang of thugs he used to work with and abandoned for a better deal – the raider deal. This gang is called the Bloody Rust Stain gang. This gang can be used as an ally or a source of information for the characters.

As mentioned, Torath is an escaped prisoner from the penal colony/monastery Erukor. His brother is still a prisoner there. Some in the Mutai knew about his brother and the monastery, especially some fellow Drazi members.

Information about Torath found in Downbelow:

- Torath arrived on Babylon 5 several months ago and laid low. He only had a few run-ins with security, mostly over bar fights or being questioned about a murder they could not link him directly to.
- Torath was a Mutai fighter for some time with moderate success. However, he was kicked out due to his drug use. He still has some friends within the Mutai (mostly Drazi) and a few enemies (defeated opponents).
- Torath has also worked as muscle for several bosses and gangs Downbelow, including the Bloody Rust Stain gang.
- Torath still has a bad drug habit. He is addicted to a drug called Flash.
- Torath has a brother who is serving time on a monastery/penal colony on Erukor (remote Drazi world).

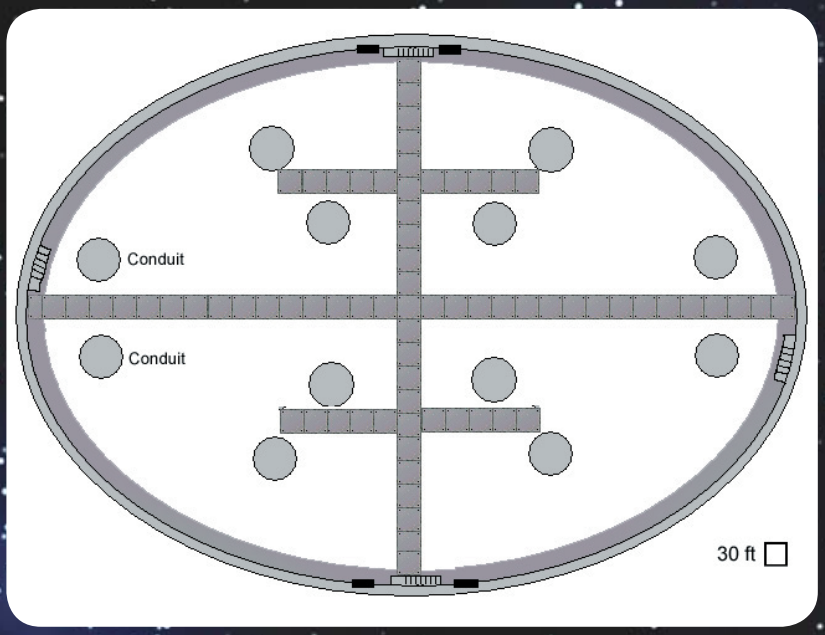
the traitor has been captured or killed, he will get the QTP from its hiding place and start working his way to his hidden shuttle-pod. The characters will encounter some of Torath's friends from the Mutai, as well as interesting hazards of Brown Sector and Downbelow.

Kalren Option: In their investigations, the characters will at times feel like they are being followed. A Kalren infiltrator is following them and will either help or hinder them. His goal is to retrieve the QPT.

Despite all their efforts, Torath will escape in a hidden shuttle to a remote Drazi world. Through one way or another, the characters will have to follow him to the remote world which is a monastery and penal colony, where the characters will have to fight Mutai-style to get the QPT back.

Act 1: The Search Begins

Knowing that Torath Sakar is a suspected raider agent and wanted criminal, the characters are directed to Downbelow. In their search they find out some background information about the fugitive Drazi. The Games Master may pick and choose the information he gives out and may elaborate on anything he likes (see *Torath Sakar*).



Safe House Locations

The characters can obtain information about the Safe Houses from contacts in Downbelow. Two locations are presented below in such a way that Torath is found there. They can also be used as subsequent locations as he runs from one location to another. Torath must retrieve the QPT from its hiding place and then get to his shuttle. Two locations are listed below. The first location is the setting of the safe house and the second is the QPT hiding place as well as Torath's access to his shuttle.

Location 1 - Hidden maintenance room for one of the waste treatment tank systems: The safe house is hidden high up a spiralling staircase/catwalk matrix along the walls of a vast tank high above several boiling treatment tanks. The door the characters walk through initially opens out to a catwalk that looks down into the vats 300 feet or more down. The catwalks criss-cross between huge conduit-columns that pump waste from one vat to the next. Gas and horrid smells assault the senses of the characters, who almost have to wear rebreathers in some places. It is so hot and humid; over-exertion may have an effect on the characters' actions (-1 to -3 to physical attributes). Shots fired may punch holes in conduits sending noxious bases into the faces of the characters.

Along the way, Mutai-buddies of Torath will disrupt the characters, armed with clubs, knives and occasionally a slug-thrower (very rare). See '*Thugs covering Torath's back.*'

Location 2 - Unfinished chemical processing area near the outer hull: Through a winding series of air ducts and maintenance passageways,

Optional Encounters Downbelow

- A lurker gang hassles the party for asking questions 'on their turf' and demands a fee. They will be armed with clubs and knives. Use basic 1st level or 2nd level lurkers from the Babylon 5 core rulebook.
- Friends of Torath hear about the characters' inquiries and hire some thugs to ambush them. They will be armed with clubs and knives. Use basic 1st level or 2nd level lurkers from the Babylon 5 core rulebook.
- **Kalren Option:** The players get the first signs they are being watched or followed.
- **Babbling mad lurker:** A non-descript lurker found in the grime of Downbelow, crouched in a drunken or drug-induced stupor, suddenly sits up in fear when the characters walk by. He screams mostly unintelligible things, including something about 'ghosts in the shadows.'

Torath will work his way to where he hid the QPT and his shuttle. This area is very cold and the life support is weak. There are incomplete hallways, tight air ducts, scaffolding, hanging conduits, live wiring and claustrophobic ventilation shafts. There are holes in the flooring opening up to a 90-foot drop and empty storage containers thrown all about. Torath has set up booby-traps here as well as left a few thugs here are waiting for the characters.

Booby traps: Throughout either location, Torath may have laid crude booby traps – trip wires with spikes, pit traps, small explosives, etc. It is advised that the Games Master get creative with the traps. Base them on the abilities of the characters.

Thugs covering Torath's back: The thugs can be based on your basic Non-Player Character thug found in the Babylon 5 core rulebook. They are armed with knives, clubs and even a sword or two. All they know is that their friend needs help and they are here to do just that. They were told to stop anyone from finding him. They are not directly associated to the raiders and may not even know that Torath is a raider spy.

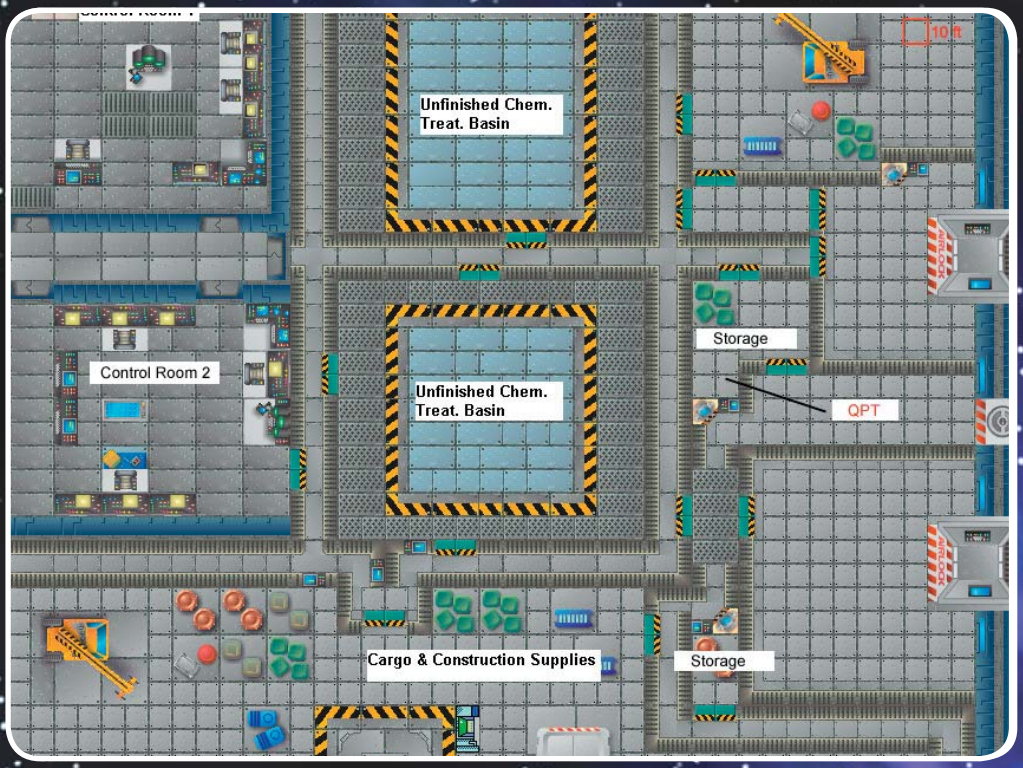
1st level Thugs

Thug's Species: Roll 1d6: 1-2 = Human, 3-4 = Narn, 5-6 = Drazi.
Hit Points: 7
Initiative: +1
Speed: 30 ft.
DV: 10
Attacks: +4 Melee, +5 Ranged
Special Qualities: Lurker's Knowledge
Saves: Fort +2, Ref +1, Will +1
Abilities: Str 11, Dex 12, Con 13, Int 10, Wis 12, Cha 10
Skills: Bluff +3, Gather Information +3, Intimidate +4, Listen +3, Search +3, Spot +4, Hide +4
Feats: Improved Unarmed Strike

Within *Location 2 (see map of chemical treatment area)*, the QPT is hidden in a construction locker in one of the storage rooms. Also in this location, the shuttle is moored in an empty escape pod bay.

Escape and Pursuit

Hidden Shuttle Pod: Torath paid a lot of money to obtain jump-gate sequence codes. Once he has launched away from the Babylon 5 hull, he will take the jump gate straight to Erukor at the earliest opportunity.



Customised Shuttle Pod

Huge Spacecraft; hp 30; DV 12 (-2 size, +4 Agility); DR 3; Spd 40; Acc 5; Dec 4; Han +3; Sensors +0; Stealth 22; SQ: Atmosphere Capable, *Customised Stealth Package, Limited Fuel Capacity*

Through their investigations, the characters should have been able to track Torath's brother to Erukor. If not, a background check from Babylon 5 security might turn it up.

Planet: Erukor
Climate: Temperate-Warm, Hot around the equator
Weather Average: Windy Storms (40%), Mild (30%), Storms (15%), Severe Storms (15%)
Tech Level: Advanced (Wardens) to Agrarian (inmates)
Native Sentients: None (Drazi and other species inmates)
Dominant Government: The Monastery High Priests
Planet Notes: A warm, thin-aired planet with primary deserts, windblown canyons, a few large lakes and some rivers. The landscape varies from savannahs to desert and canyons to rough mountains.

Kalren Option: This may be a good time for the Kalren to appear to a character or the group in some private situation. He can reveal that he seeks Torath as well, befriending and allying with the characters in their common goals. He will not reveal that he seeks the device to prevent anyone else from obtaining it and using it.

Act 2: Prison Monastery Planet Erukor

Torath has escaped Babylon 5 and jumped to a remote world in the Drazi region called Erukor. It is an old penal colony run by monks of an obscure faith, the main tenet of which can be translated as *The Way*. They combine extensive meditation, accountability group therapy and martial arts training to 'rehabilitate' the convict. It is a strict discipline and most inmates are very dedicated to it. Some earn their way off the planet; however, most stay in the monastery because it has become their home.

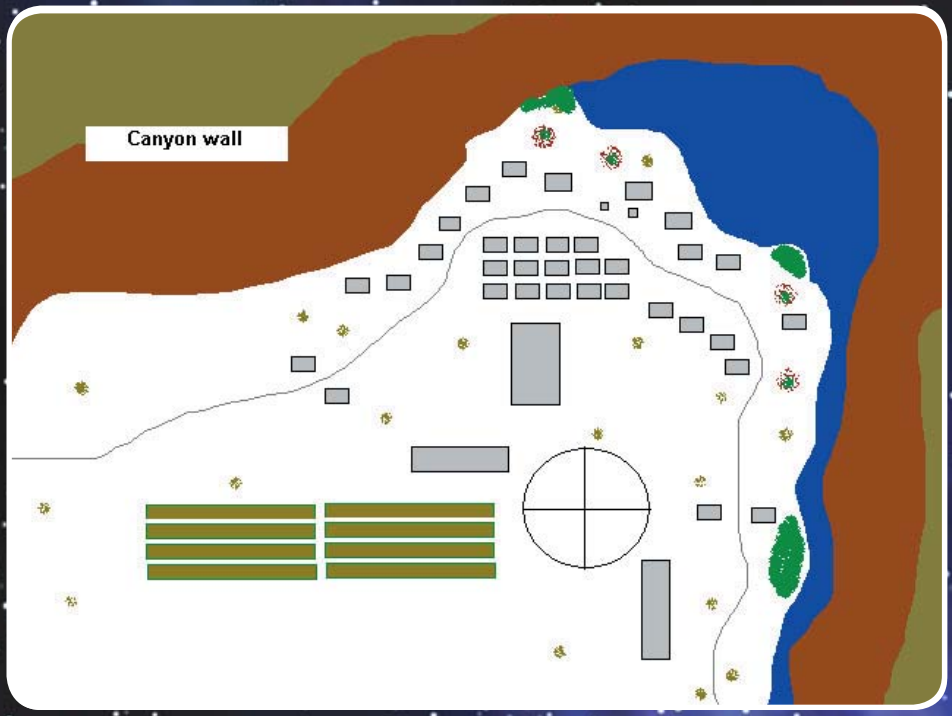
Upon landing, Torath hid his shuttle pod far from the settlement. Realising there are many in the monastery that would be very interested in such a vehicle, Torath disabled the shuttle and is carrying the essential parts with him. The shuttle would not get someone very far, however, because it is low on fuel and was meant for only this trip.

Kalren Option: The Kalren will join the characters on their shuttle, either out in the open as their ally or hidden if he has not been revealed. In route to Erukor, if the Kalren has not revealed himself, he can appear now and ally with them (without actually revealing his interest in the QTP).

The characters can easily track Torath. The only settlement on the planet is obvious to sensors. A harmless old satellite system tracks incoming and outgoing traffic. The prisoners are kept on the planet by the belief they have implants that explode in their arteries if they leave the planet. Decades ago, the original prisoners did have these implants, but now they do not. Through an elaborate ruse, the administrators create the illusion that the prisoners have these implants and drop them on this world. The monastery leaders know of this ruse and help keep the lie alive. This is why Torath is not welcome back to the monastery. He is proof that the implants are a lie.

However, Torath does have supporters in the form of the Unfaithful. The Unfaithful are a group of prisoners who do not believe the implant story and are not totally sold on the 'rehabilitation' ideas of the monastery. The Unfaithfuls will defend Torath to the death now that they have proof that the implant story is a fake.

Before entering orbit around Erukor, Torath sent an encoded-communication (maybe using the QTP) to the nearest raider outpost asking for a pick-up. Torath then landed his shuttle pod away from the settlement, disguised himself as a monk and contacted his brother. He told his brother that he wants to lie low. He just wants to hide until the raiders arrive. He does not want to act as the proof his bother needs. He feels that he 'left the politics of this hole behind and does not want to get involved in it again,' despite his brother's insistence otherwise.



Ugokor Sakar (Torath's brother)

3rd level Drazi Lurker (prisoner)
Hit Points: 10
Initiative: +7
Speed: 30 ft.
DV: 12, DR 1
Attacks: +4 Melee, +4 Ranged
Special Qualities: Lurker's Knowledge, Multi-Skilled, Survivor's Luck
Saves: Fort +6, Ref +2, Will +0
Abilities: Str 13, Dex 12, Con 15, Int 10, Wis 9, Cha 12
Skills: Bluff +2, Concentration +6, Escape Artist +6, Hide +6, Intimidate +6, Pick Pocket +4, Sense Motive +6, Spot +6

Feats: Improved Initiative, Improved Unarmed Strike, Dodge

Motivations: There is no love lost between the two brothers. They show each other honour and respect and help each other out when they can, but Ugokor is still bitter about his brother leaving and being the one to have the courage to prove the implant story wrong. Both brothers look out for themselves first.

Monastery

At the foot of a steep canyon wall, the Monastery Prison is a simple town with shacks for living quarters, a temple, hydroponics gardens and a landing strip for supply ships. Its population is less than 200; most of them are Drazi although there are other species in the population. This prison monastery is a choice given to those most heinous criminals in Drazi society, so most are serial killers, psychotics and megalomaniacs. The devoted monks of the monastery (inmates themselves) engulf the inmates in religious practices as well as intense martial arts training. Every year, a transport ship delivers supplies. Visitors are allowed since prisoners cannot leave (so they believe). The satellite system is supposed to log the transponder signal of each ship leaving and coming; however, that system has not worked in a long time.

The monastery is lead by Master Horak Jorn, an old Drazi with an entourage of several large Drazi always following him. If the characters attempt to contact someone in charge, they will be lead to him. He is a honourable man who sees the monastery as proper atonement for the sins of the inmates. He is a very spiritual man, following in the footsteps of many masters before him who also had faith in this monastery.

Master Horak Jorn

3rd level Lurker/ 2nd level Diplomat Drazi
Hit Points: 13
Initiative: +8
Speed: 30 ft.
DV: 13, DR 1
Attacks: +4 Melee, +5 Ranged
Special Qualities: Lurker's Knowledge, Multi-Skilled (Knowledge – The Way), Survivor's Luck, Contact
Saves: Fort +4, Ref +3, Will +5
Abilities: Str 12, Dex 14, Con 13, Int 14, Wis 12, Cha 11
Skills: Appraise +5, Bluff +5, Computer Use +3, Gather Information +7, Intimidate +6, Listen +6, Knowledge (The Way) +4, Search +4
Feats: Alertness, Improved Initiative, Lightening Reflexes, Improved Unarmed Attack, Improved Trip

The characters can approach the monastery as they see fit. Their goal is to find Torath and bring him back to Babylon 5 for questioning. It will not be easy. The Unfaithfuls will not let him go. Master Jorn and his loyalists do not want his story to get out amongst the general population, so they will want him dead.

The characters' search will lead them to the Unfaithfuls lair deep within the canyon wall where they are holding their own version of a Mutai arena fight (considerably more deadly). Torath, playing the low profile, is there in the audience and if he sees that he is being watched, chased down or the like, he will call upon a tradition that allows him to challenge the characters to an arena fight. He will call up as many champions to his side as players want to fight. See 'Base Arena Fight Thug' below and modify as the Games Master sees fit.

Base Arena 1st level Thugs

Thug's Species: Roll 2d6: 2-3 = Human, 4-5 = Llort, 6-10 = Drazi, 11-12 = Narn
Hit Points: 8

Initiative: +1
Speed: 30 ft.
DV: 10
Attacks: +4 Melee, +5 Ranged
Special Qualities: Lurker's Knowledge
Saves: Fort +2, Ref +1, Will +1
Abilities: Str 11, Dex 12, Con 13, Int 10, Wis 12, Cha 10
Skills: Bluff +3, Gather Information +3, Intimidate +4, Listen +2, Knowledge (The Way) +2, Search +2, Spot +4, Hide +4
Feats: Alertness

Ending

There are two possible endings:

The arena fight ends with the characters victorious and Torath unconscious. In this case, the Games Master can allow them to walk out with Torath with minimal trouble. The tradition Torath called on gives the characters that right. A few Unfaithfuls attempt to stop them, but only a few actually know who Torath is. They may also encounter something else on their way to their shuttle (See *Raiders Arrive* or *Ugokor's Gambit*).

The arena fight did not go well and the characters are captured by the Unfaithfuls. If the characters are captured, Ugokor is going to easily determine that they are off-worlders and will want to know where their shuttle is. During this time, the Games Master can use the *Raider's Arrive* option or devise some other way the characters can get out of this.

Raiders Arrive - Raiders arrive following Torath's personal locator beacon. If characters are still at the arena fight, the raiders interrupt the arena fight and attempt to retrieve Torath. If elsewhere, the raiders violently interrupt that. They are here to get Torath out. They will be heavily armed. However, the Unfaithfuls will put up a fight to protect one of their own (and those that know who is protecting their proof). In the fog of battle, the characters can make an attempt to get Torath.

Raider

1nd level Soldier
Hit Points: 10
Initiative: +2
Speed: 30 ft.
DV: 12
Attacks: +3 Melee, +2 Ranged
Saves: Fort +2, Ref +0, Will +0
Abilities: Str 12, Dex 15, Con 11, Int 12, Wis 11, Cha 10
Skills: Hide +4, Spot +4, Listen +4
Feats: Alertness, Weapons Focus (weapon)
Weapons: Roll 1d6: 1-2 = Slugthrower, 3 = PPG Pistol, 4-5 = Narn Stun Gun, 6 = PPG Pistol.

Important Note: The idea is to avoid the raiders. The raiders will only attack those that try to stop them from retrieving Torath. Many of the raiders will engage the Unfaithfuls, so the characters will only have to deal with one or two.

Ugokor's Gambit - Not really concerned about his brother or his fellow Unfaithfuls, once Ugokor learns that off-worlders are after his brother, he and a few of his minions will search for the shuttle he knows the characters came in. He will either ambush them at the shuttle or, if he cannot find it, ambush them in-route.

Kalren Option: If the Kalren has not been revealed yet, anytime during this part of the adventure would be good. His goal is to retrieve the QTP. Torath has hidden it. The Kalren will have to kidnap Torath and interrogate him until he is able to find the QTP. The Kalren can help during the Raider attack or during Ugokor's ambush.

Once Torath Sakar is captured and the shuttle is secure, the characters can return to Babylon 5 and return the fugitive.

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