

MONGOOSE PUBLISHING PRESENTS



Signs & Portents

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Roleplayer

Soul and Steel

More and varied weaponry for your WARS games

The Corruption of Ikaya

Explore the infamous ice fortress in the concluding part of our Lone Wolf adventure

Plus... Techno-Mage prestige classes updated to 2nd Edition, sample goodies from a Gloranthan marketplace, and more!

S&P Roleplayer 40

January 2007

MGP 5540R

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Happy new year!

I love this time of year. As you read this, I am stuffing my face with the last of the Christmas food, washing it down with the last of the Christmas spirits, and basking in the spiritual glow of all the free stuff that I've got from my friends and relatives. What I *won't* be doing is making any resolutions. You know why? Because new year's resolutions never, never work. You resolve to, I dunno, get fit, or complete your collection of first-printing Babylon 5 roleplaying material, or finish painting *all* of your miniatures¹, and by February you've found something more useful to do.

Examples from history:

In 1939, Hitler resolved 'Dieses Jahr, dringe ich nicht Polen ein.'² He held out until September, but then he was over that border like a scalded cat. A scalded cat in a tank.³

In 1456 Vlad Tepes swore a bloody oath that this year he was going to be nice to people and kind to animals. So he had all the boyars killed and kindly fed their remains to their dogs.

In 1999, The Wachowski Brothers decided never to make another Matrix movie. And just look what happened to *that*.

So, no resolutions for me this year, and if you all listen to me, no resolutions for you either. Instead, why not research innovative things to do with leftover turkey? I plan to attach remote control wheels to my leftovers and drive them around the neighbourhood, drawing a trail of stray dogs behind them.

Chris

¹Has anyone *ever* painted all their miniatures? I think you might undergo some sort of mystic apotheosis if you do. Or maybe you just get high on paint fumes.

²'This year, I will not invade Poland.'

³Possibly some kind of scalded Panzer.

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**Last Minute Save When
The Computer Died:**

Roland of TCL
Computers



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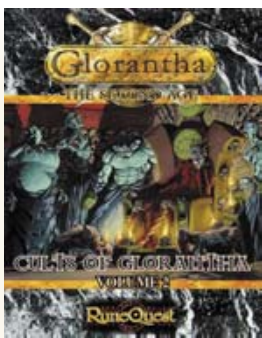
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Coming This Month



Cults of Glorantha, Volume II

Cults of Glorantha: Volume 2 reveals the innermost secrets of shamanic traditions and sorcery schools. Contained are glimpses of the sorcerous cults of the God Learners and the spirit-questors of Glorantha's ancient and sacred shamanic traditions.

Inhuman cults also feature, including troll, elf and dwarf cults, founded on principles few humans will ever learn and wielding magic few humans could ever hope to master.

Cults of Glorantha: Volume 2 contains over 30 new sorcery and shamanic cults and 90 new spells, as well as new rules for Spirit Magic to use in your Gloranthan games.

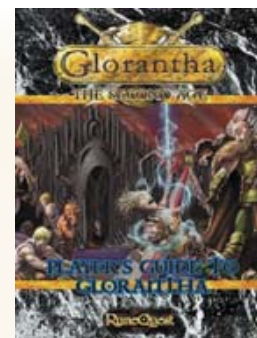


Lankhmar

City of Thieves. City of Adventure. City of the Black Bones. City of Seven-Score Thousand Smokes. The Imperishable City.

Lankhmar provides everything you need to explore the world of Nehwon. Packed full of detail it covers many of the locations found within the stories. The rest of the world is not neglected, from the frigid barrens of the Cold Waste to the stinking rat-worshipping city of Ilthmar and the grim, underground domain of Quarmall, the neighbouring lands are all covered allowing new heroes (or scoundrels) to seek their fortunes and create new legends beyond the city itself.

Follow in the footsteps of the two heroes and track down the fabulous treasures of half-forgotten myths and legends!



Player's Guide to Glorantha

There is not another world in existence quite like Glorantha. With its rich background, varying levels of fantastic and realistic mixed liberally with heroism and villainy; there is no true way to explain it all in one sitting. It could take a longstanding fan several days to describe it all to a newly blossoming player. The Player's Guide to Glorantha is the essential reference sourcebook, designed to help readers become more familiar with Glorantha and all of its wonders.

The Player's Guide to Glorantha is a handy guide for both new and seasoned players looking to progress beyond the races, cultures and plot hooks that we unveiled with earlier Glorantha products – introducing several new ways to enjoy both RuneQuest and Gloranthan Second Age setting.

Techno-Mage Prestige Classes

By Mark Howe

Chimera Legari

Among the mages, those of those Chimera Legari are few. The order is as old as the mages themselves, and many believe that Wierden was the original founder of the group. Although they are rarely known by this name today, the Legari have a great reputation as showmen and entertainers. They often employ their skills with illusions to produce complex, interactive shows that go far beyond that of any three-dimensional media.

Chimera Legari are most skilled with the schools of Conjunction and the Elements, particularly sonic powers that enhance their illusions. Of the seven tenets of the Code, the Legari pay the most attention to mystery, followed by secrecy. Many who encounter the Legari believe them to be nothing more than impressive showmen with high-tech tools at their disposal, never suspecting that the person in question was actually a Techno-Mage. Rumour also has it that Disney Planet

employs at least one Chimera Legari, and perhaps several, but this has yet to be proven.

Additional Hit Points Per Level: 1

Requirements

To qualify to become a Chimera Legari, a character must fulfil all the following criteria.

Abilities: Charisma 16+

Skills: Profession (performer) 4+, Subterfuge 8+, Magery 8+

Feats: Silent Spell, Still Spell

Special: Must have either Conjunction or Elemental (sonic) as a primary aptitude and cannot be weak in either of those schools.

Class Skills

The Chimera Legari's class skills (and the key ability for each skill) are Bluff (Cha), Computer Use (Int), Concentration (Con), Diplomacy (Cha), Escape Artist (Dex), Intrigue (Cha), Knowledge (any) (Int), Linguistics (Int), Magery (Int+Wis+Cha), Notice (Wis), Profession (perform) (Cha), Stealth (Dex), Subterfuge (Dex), and Technical (any) (Int).

Skill Points At Each Level: 6 +Int mod modifier

Additional Influence: A Chimera Legari's Local influence, and one Social influence increase by +2 each level. In addition his Techno-Mage influence is increased by +1 per level of this prestige class.

Class Features

All of the following are class features of the Chimeras Legari prestige class.

Weapon Proficiency: A Chimera Legari is proficient with no new weapons.

Conjunction Spells: A Chimera Legari spends a great deal of time studying the art of skilful conjunction. Each level, in addition to any spells learned normally as shown on the class progression chart below, he also

The Chimera Legari

Level	BAB	Fort	Ref	Will	Def.	No. of Spells	Power Points	Class Features
1 st	+0	+0	+0	+2	+0	2+Int mod	1+Cha mod	Conjunction Spells, Trait
2 nd	+1	+0	+0	+3	+1	1+Int mod	1+Cha mod	Trait
3 rd	+1	+1	+1	+3	+1	1+Int mod	1+Cha mod	Trait
4 th	+2	+1	+1	+4	+2	1+Int mod	1+Cha mod	Trait
5 th	+2	+1	+1	+4	+2	1+Int mod	1+Cha mod	Trait

learns a number of new Conjunction spells equal to his Intelligence bonus. If he already knows all the spells of the Conjunction school, he may instead learn any desired spells from schools in which he has either a standard or primary aptitude.

Trait: Beginning with the first level of this prestige class the Chimera Legari may choose one of the following class traits. With each successive level of this prestige class the Chimera Legari may either choose a new trait or improve an old one.

Improved Conjunction: Chimera Legari are highly adept at conjuring creatures, and with each selection of this trait gain the following benefits with their conjured creatures.

- The first time Improved conjunction is taken he can cast any *Conjure Creature* spell as a single action instead of a full round action.
- When chosen for a second time all summoned creatures have a +1 to hit and damage with any weapon they use.
- If taken for a third time all conjured creatures have 50% more hit points than normal (roll hit points and multiply the result by 1.5, dropping any fraction.
- If taken for a final time the conjured creatures receive an *additional* +2 to hit and damage and they also now have an additional +1 hit point per die.

Deceptive Illusion: The Chimera Legari's illusions become more and more effective.

- For each level this trait is taken the saving throw DC of any Conjunction spell the Chimera Legari casts is increased by +1.

Persistent Illusion: The Chimera Legari's skill with illusions becomes such that maintaining them becomes effortless for them.

- The first time this is taken the Chimera Legari may reduce the maintenance cost of any single illusion he is maintaining to zero, effectively allowing him to maintain it indefinitely, even while asleep. The spell still counts against his limit for the number he may maintain, but he never has to roll to concentrate on that spell. The persistent illusion can be any of the following spells: *phantom image*, *greater phantom image*, *perfect phantom image*, *disguise*, or *greater disguise*. The mage can even maintain it across interstellar distances as long as he and the subject are within the Techno-Mage FTL network.
- The second and final time this particular trait is taken allows the Chimera Legari to maintain a second persistent illusion if he wishes, or he may forego the two he is normally allowed and instead maintain a *mass disguise* or *greater mass disguise*. Alternately if desired he may maintain an *area disguise* spell, but this difficult spell is never free. Instead, the maintenance cost is reduced to 1 per hour, and the mage cannot maintain it if he sleeps or falls unconscious.



Destroyer

Destroyers are what the Circle most fears – a Techno-Mage with a penchant for causing virtually limitless carnage. Normally, any apprentice showing such traits would be stripped of his chrysalis and cast out prior to Becoming. Sometimes, a full-fledged Techno-Mage discovers his aptitude for destruction after graduation. The Circle watches such a mage carefully, and any sign that he intends to use his great power results in his immediate flaying.

Occasionally, however, a destructive mage is permitted to exist, as long as his adherence to the Code remains strong. The Circle keeps such mages as weapons to defend the Order, but does not permit a Destroyer to take an apprentice of his own. The life of a Destroyer is a lonely one, and his ability to use his powers is strictly controlled.

Among the present mages in existence, only Galen is a member of this prestige class. Discovery of destructive powers is difficult, and most mages obey the tenets of their order and avoid researching them. The Games Master should think carefully before permitting a Destroyer in his campaign as his ability to cause damage and chaos is quite impressive.

Additional Hit Points Per Level: 1

Requirements

To qualify to become a Destroyer, a character must fulfil all the following criteria.

Abilities: Intelligence 13+, Wisdom 15+, Charisma 16+

Skills: Concentration 8+, Magery 8+

Feats: Ordered Mind, Still Spell

Special: Must have either Elements or Conjunction as a primary aptitude and cannot be weak in either of those schools.

Class Skills

The Destroyer's class skills (and the key ability for each skill) are Acrobatics (Dex), Computer Use (Int), Concentration (Con), Intimidation (Cha), Intrigue (Cha), Knowledge (any) (Int), Linguistics (Int), Magery (Int+Wis+Cha), Operations (Int), Pilot (Dex), Sense Motive (Wis), Subterfuge (Dex), and Technical (any) (Int).

Skill Points At Each Level: 6 +Int mod modifier

Additional Influence: A Destroyer's Techno-Mage influence increases by +3 each level. In addition he may increase any one influence by +1 per level of this prestige class.

Class Features

All of the following are class features of the Destroyer prestige class.

Weapon Proficiency: A Destroyer is proficient with no new weapons.

Self Control: The Destroyer has incredible willpower when it comes to resisting the effects of Chaos spells. Whenever making a Will save to avoid going berserk, a member of this prestige class receives a +1 per Destroyer level bonus to the roll.

Trait: Beginning with the first level of this prestige class the Destroyer may choose one of the following class traits. With each successive level of this prestige class the Destroyer may either choose a new trait or improve an old one.

The Destroyer

Level	BAB	Fort	Ref	Will	Def.	No. of Spells	Power Points	Class Features
1 st	+0	+0	+0	+2	+1	0+Int mod	1+Cha mod	Self Control, Trait
2 nd	+1	+0	+0	+3	+2	0+Int mod	1+Cha mod	Trait
3 rd	+2	+1	+1	+3	+2	0+Int mod	1+Cha mod	Trait
4 th	+3	+1	+1	+4	+3	0+Int mod	1+Cha mod	Trait
5 th	+3	+1	+1	+4	+4	0+Int mod	1+Cha mod	Trait

Destruction: Destroyers are capable of learning the extremely powerful spell *destruction*. No other class may learn this spell and as a Destroyer improves this trait they may learn improved forms of it.

- The first time this trait is taken the Destroyer learns the *Destruction* spell, however they must meet the prerequisites in order to do so first.
- The second time this trait is taken the Destroyer learns the spell *Greater Destruction*, again, however the Destroyer must again meet the requirements first.
- The final time this is taken the Destroyer learns the *Total Destruction* spell and must of course meet the requirements first.

Mage Accuracy: Destroyers can become adept over time with the accuracy of some spells

- Each time this trait is taken the Destroyer receives a +1 bonus to hit with any ranged touch spells he casts.

Increased Chaos: As a Destroyer improves this trait so does the power of the Destroyer's Chaos spells he creates.

- Each time this trait is taken the Destroyer adds +1 to the damage dice of all chaos spells he creates. This bonus is in addition to any bonuses from primary aptitudes or other improvements.

Chaos Skill: When this trait improves so does a Destroyers competency with Chaos spells, even when they would otherwise suffer due to an inferior aptitude.

- The first time this trait is taken a Destroyer treats all chaos spells in weak aptitudes as though they are standard aptitudes.

- The second and final time this is taken the Destroyer now treats all chaos spells as though they are primary aptitudes, having finally gained Chaos Mastery in his spellcasting.

Great Healer

The healing arts are by far the most difficult to master. Tehcno-mage characters must take a special feat just to choose it as a primary, and characters that have healing as a weakness cannot cast spells from this school at all. Healing is, however, one of the most sought-after arts, as nothing upholds the Techno-Mage tenet of good better than this ability.

Sometimes, a rare individual will come along whose healing skills eclipse those of others by leaps and bounds. If such a one chooses to focus his studies on healing almost exclusively, he can develop improvements to healing spells that far exceed his fellows. Perhaps no more than five mages in history have undertaken this difficult path, and all were revered far after their passing. The only mage who currently holds the title of great Healer is Ing-Radi.

Additional Hit Points Per Level: 1

The Great Healer

Level	BAB	Fort	Ref	Will	Def.	No. of Spells	Power Points	Class Features
1 st	+0	+0	+0	+2	+0	0+Int mod	1+Cha mod	Healing Spells, Trait
2 nd	+1	+0	+0	+3	+1	0+Int mod	1+Cha mod	Trait
3 rd	+1	+1	+1	+3	+1	0+Int mod	1+Cha mod	Trait
4 th	+2	+1	+1	+4	+2	0+Int mod	1+Cha mod	Trait
5 th	+2	+1	+1	+4	+2	0+Int mod	1+Cha mod	Trait

Requirements

To qualify to become a Great Healer, a character must fulfil all the following criteria.

Abilities: Charisma 20+

Skills: Concentration 8+, Magery 8+

Feats: Great Magery

Special: Must have Healing as a primary aptitude.

Class Skills

The Great Healer's class skills (and the key ability for each skill) are Computer Use (Int), Concentration (Con), Diplomacy (Cha), Knowledge (any) (Int), Magery (Int+Wis+Cha), Medical (Wis), Notice (Wis), Sense Motive (Wis), and Technical (any) (Int).

Skill Points At Each Level: 4 +Int mod modifier

Additional Influence: A Great Healers may increase any one Social influence by +2 each level. In addition his Techno-Mage influences increases by +1 and he may increase any one influence by +1 per level of this prestige class.

Class Features

All of the following are class features of the Great Healer prestige class.

Weapon Proficiency: A Great Healer is proficient with no new weapons.

Healing Spells: All Great Healers receive 2 bonus spells of the Healing school at each level, in addition to those shown on the progression chart below. In the event the mage knows all spells in the Healing school, the Games Master can either create new Healing spells for the player (who has discovered them through research), or

they can be selected from any other school that is not one of the mages weaknesses.

Trait: Beginning with the first level of this prestige class the Great Healer may choose one of the following class traits. With each successive level of this prestige class the Great Healer may either choose a new trait or improve an old one.

Healing Affinity: Great Healers can over time learn to get the most out of their healing spells, allowing them to provide far more effective healing than would otherwise be possible.

- The first time this trait is taken any *healing* spell (such as *moderate healing*) will heal 1 additional hit point per die rolled. Thus a spell that normally healed 2d4+2 hit points would instead heal 2d4+4 hit points.
- The second time this is taken the bonus per die is increased to +2
- The third and final time this may be taken increases the bonus per die to +3.

Analyse Health: Great Healers can over time become so proficient in healing others that they learn to discern the well being of a creature or individual even without the aid of tools or facilities, with only their own advanced senses and experience.

- The first instance of this trait allows a Great Healer to make a Medical check to analyse the health of any creature, even if there are not tools or facilities available. This is done by making a Medical check against a DC of 15. If successful the mage learns the exact condition of the creatures health (present hit points, and conditions, or diseases that are affecting the creature, etc). This ability only function in regard to any organic creature, not constructs or things without a definitive anatomy of some kind (so no energy beings, like Vorlons for example). The great healer must be in physical contact with the subject examining them in order to use this trait, and doing so requires a standard action.

- The second time this trait is taken, the mage is now able to make this analysis of a subject without the need for examination, so long as the subject is within 30 feet of them, making it a free action.

Reflexive Healing: Great Healers are often required to provide healing when a subjects need is dire, making the time it takes to provide respite important. Those with this trait are able to cast healing spells with far more celerity than would normally be possible.

- The first time this trait is taken the mage can cast any Healing school spell that has a casting time of 1 action as a free action, and any spell that has a casting time of 1 round in 1 action. The mage must of course know the spell in question.

- The second time this trait is taken the mage becomes able to cast healing spells that have a casting time of 1 round as free actions, and spells with a casting time of 1 minute in a single round, allowing them to provide aid far more quickly to those who need it.

Immunities: Thanks to their incredible understanding of biological function and illness, Great Healers can, over time, adapt the nano-tech within their own bodies in such a way as to provide themselves virtual immunity to certain biological detriments. This is a secret that is never shared with other mages as it requires a level of anatomical understanding that is beyond those who are not Healers themselves.

- The first time this trait is taken the nano-tech within the Great Healer is adapted in such a way as to provide immunity to all diseases, poisons and toxins (natural or artificial).

- The second time this is taken a mage becomes immune to the effects of thin atmosphere and is no longer required to make a Fortitude save every hours while within one. In addition a mage is able to adapt to any penalties due to gravity as if it was one step close to the mages own natural gravitational standard for his species (Earth Standard for humans).

- If this trait is taken for a third time the mage becomes immune to the effects of radiation and need not make a Fortitude save every round when exposed, irrespective of the intensity, provide it lasts no more than the mages Constitution bonus in minutes. Once this time is up he suffers the same effects of exposure as anyone else would and must begin making saving throws.

Long Life: Great Healers thanks to their understanding and anatomy and technology working in unison who have this trait can extend their natural life-spans considerably.

- Any mage who has this trait is automatically assumed to have the *extend life* spell active at all times, at no power point cost, without counting against the limit of spells he may maintain.

Instrument of Chaos

Although the Techno-Mage order does everything it can to ensure the unworthy are weeded out of their ranks prior to Becoming, sometimes mistakes are made. Occasionally, something goes wrong with the technology, outside forces influence the mage's actions, or a tragic event shocks his beliefs to the very core. Other times, in perhaps the most dangerous situation of all, the mage is corrupted by his power.

If a mage chooses to follow the path of chaos, he becomes eligible for this class. When even a single level of this prestige class is taken, there is no going back. The mage embraces chaos and comes to accept his role as a destructive force in the Universe. If his true nature is discovered, he throws off all connection with other mages and becomes a pariah, one who will be captured and flayed by the rest of his order – if he can be found. The life of an instrument of chaos is one spent underground, spreading dissension and despair at every turn, always staying one step ahead of the rest of his kind.

Additional Hit Points Per Level: 1

Requirements

To qualify to become an Instrument of Chaos, a character must fulfil all the following criteria.

Abilities: Charisma 15+

Skills: Bluff 8+, Magery 8+

Feats: Cool Under Pressure

Special: Must have either Elements or Movement as a primary aptitude, and cannot be weak in either of these schools. Also must have gone berserk at least once due to the overexpenditure of chaos points.

Class Skills

The Instrument of Chaos's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (cha), Computer Use (Int), Concentration (Con), Intimidation (cha), Intrigue (Cha), Magery (Int+Wis+Cha), Operations (Int), Pilot (Dex), Sense Motive (Wis), Stealth (Dex), Subterfuge (Dex), and Technical (any) (Int).

Skill Points At Each Level: 8 +Int mod modifier

Additional Influence: An Instrument of Chaos may increase any three other influences by +1 per level of this prestige class. Note should an Instrument of Chaos true nature ever be discovered by the Order he will lose all of his influence with the Techno-Mages; he will find no safe haven, nor assistance from them any longer.

Class Features

All of the following are class features of the Instrument of Chaos prestige class.

Weapon Proficiency: An Instrument of Chaos is proficient with no new weapons.

Disassociation: An Instrument of chaos must normally dissociate himself from the rest of his order, because if he is ever discovered and captured, he will be flayed. Thus, once his true nature is revealed, he cannot communicate with other mages and may not employ the Techno-Mage FTL network. Any attempt to do so will result in his location being quickly tracked and pinpointed. A revealed Instrument of Chaos will not even use the FTL network while on the move for fear of drawing attention to himself.

Chaos Spells: Each level, the Instrument of Chaos receives one bonus spell in addition to those listed on the progression table below. This bonus spell must be one that has a chaos cost. If the mage does not have the prerequisites for any chaos spells, this bonus spell is lost, or alternatively the Games Master can create one (the Instrument discovered it through research).

Trait: Beginning with the first level of this prestige class the Instrument of Chaos may choose one of the following class traits. With each successive level of this prestige class the Instrument of Chaos may either choose a new trait or improve an old one.

Chaos Mastery: Instruments of Chaos with this trait learn how to control the dark forces that they struggle with and harness them to their benefit.

- The first time this trait is taken allows the Instrument, when he enters a berserk state, to control it to some extent. While berserk he will no longer attack friends and allies even if no other targets are present. He will however, continue to search for others to use his spells against until he recovers from the berserk state.
- The second time this trait is taken he has gained such control over chaos that all damage causing spells he casts

The Instrument of Chaos

Level	BAB	Fort	Ref	Will	Def.	No. of Spells	Power Points	Class Features
1 st	+0	+0	+0	+2	+1	1d4+Int mod	10+1d6+Con mod +Cha mod	Disassociation, Chaos Spells, Trait
2 nd	+1	+0	+0	+3	+2	1d4+Int mod	1d4+Cha mod	Trait
3 rd	+1	+1	+1	+3	+2	1d4+Int mod	1d4+Cha mod	Trait
4 th	+2	+1	+1	+4	+3	1d4+Int mod	1d4+Cha mod	Trait
5 th	+3	+1	+1	+4	+4	1d4+Int mod	1d4+3+Cha mod	Trait

are treated as though they were empowered with the Empower Spell feat. There is no additional casting or maintenance cost for this effect, nor is there a penalty to the Magery check. However this ability does not stack with Empower Spell if the mage knows that feat.

Chaos Accuracy: With this trait an Instrument of Chaos is able to improve the accuracy of those spells that have a chaos cost.

- Each time this trait is taken provides the Instrument of Chaos a +1 bonus to hit with any touch, or ranged touch spell that has a Chaos cost.

Chaos Damage: An Instrument of Chaos who possesses this trait is able to increase the potency of any damaging spell that has a chaos cost.

- Each time this trait is taken provides the Instrument of Chaos a +1 bonus per die of damage to any spell with a chaos cost.

Counter Magery: Perhaps one of the most frightening traits possessed by the Instruments of Chaos is a means to counter the technomancy employed by other mages.

- When this trait is taken for the first time an Instrument of Chaos may if desired ready a special Counter Magery action that is activated whenever an opposing mage within Medium range casts a spell. The mage may then seize control of that spell and alter its function by paying the same power point cost the enemy Techno-Mage paid to cast it. The Instrument can then choose to do any of the following at his option:

- Cancel the spell outright.
- Choose to have the spell affect himself, if it is one that functions at a range other than Touch
- Choose to have the spell affect a different target within its range, or if it is a ranged touch spell, attack a different target than the original using the Instrument's ranged touch attack bonus in place of the casting mages'

However, the Instrument may not make a spell affect the mage who cast it (i.e. may not turn it back upon the caster). If the spell has a saving throw, that save is made at the original caster's DC, not that of the Instrument of Chaos. The range of the spell still relates to the original caster, not the Instrument of Chaos. The Instrument need not know the 'stolen' spell to cancel or redirect it. Once the spell is cast, it cannot be maintained unless the original caster chooses to do so (it is still 'his' spell and still counts against the limit of spells he can maintain).

In the event two Instruments of Chaos attempt to seize control of a spell simultaneously, both must pay the spell's casting cost. If they do, they then make opposed Magery checks to see which one actually captures the spell. Regardless of who wins or by how much, the victor cannot direct the stolen spell towards the other.

- The second time this is taken, the Instrument of Chaos can control an enemy spell at up to Long range instead of Medium.

Kinetic Grimli

Among Techno-Mages, this is the largest known subgroup. The Kinetic Grimli focus a great deal of their studies on Enhancement spells, especially those that make them more athletic and nimble. Members of the Grimli tend to be acrobats and performers who travel together more than most other mages, concentrating on physical skills and exercises to work out stress and frustration.

The Kinetic Grimli are also master craftsman. They often spend a great deal of time and effort creating magic items, especially for mages who are not particularly good at crafting. The leaders of the Kinetic Grimli know the secrets of creating very large items, including the Techno-Mage Pinnacle. Without the Grimli, each mage would be responsible for the creation of his own ship, and as a result most would be stuck with common transports.

Kinetic Grimli enjoy being mages for the freedom and exhilaration their craft brings. Of the seven tenets of Techno-Magery, they focus on magic the most, with science following closely thereafter. Grimli tend to be enthusiastic and very outgoing; very few of them are quiet loners.

Additional Hit Points Per Level: 1

Requirements

To qualify to become a Kinetic Grimli, a character must fulfil all the following criteria.

Abilities: Dexterity 15+

Skills: Acrobatics 8+, Magery 8+, Technical 8+

Feats: Lightning Reflexes

Special: Must have either Enhancement or Creation as a primary aptitude and cannot be weak in either of those schools.

Class Skills

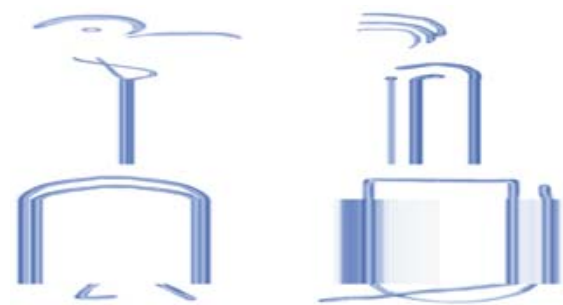
The Kinetic Grimli's class skills (and the key ability for each skill) are Acrobatics (Dex), Computer Use (Int), Concentration (Con), Drive (Dex), Intrigue (Cha), Knowledge (any) (Int), Linguistics (Int), Magery (Int+Wis+Cha), Operations (Int), Pilot (Dex), Profession (perform) (Cha), Subterfuge (Dex), and Technical (any) (Int).

Skill Points At Each Level: 6 +Int mod modifier

Additional Influence: A Kinetic Grimli's Techno-Mage influence increases by +2 each level. In addition he may increase any two other influences by +2.

Class Features

All of the following are class features of the Kinetic Grimli prestige class.



Weapon Proficiency: A Kinetic Grimli is proficient with no new weapons.

Signature Spells: The Kinetic Grimli is a master of employing acrobatics and dexterity increasing spells. At each level they may select one of the spells from the following list: *Leaper*, *Swimmer*, *Contortionist*,

Nimbleness, or *Improved Reflexes*. These spells are cast as if the mage had the Signature Spell feat, even if the character does not possess the requirements for that feat. He must of course know the spell in order to select it.

Technical: The Kinetic Grimli have an incredible aptitude for all things technical. For each level of this prestige class the Grimli receives a +1 bonus to all Technical checks regardless of type. In addition a Grimli may always take 10 on any Technical rolls.

Trait: Beginning with the first level of this prestige class the Destroyer may choose one of the following class traits. With each successive level of this prestige class the Destroyer may either choose a new trait or improve an old one.

Ship Enhancing: The Kinetic Grimli who know this trait are masters at modifying their own pinnaces with great ease.

- The first time this is taken they reduce the XP cost of ship enhancements by 10%.
- The second time this trait is chosen allows the Grimli to pay 50% less for any enhancements.
- The third and final time it is taken the Grimli no longer has to pay XP for any enhancements.

Larger Targets: The Kinetic Grimli with this trait learn the secret of casting spells on larger creatures and objects.

- When this trait is taken for the first time they are able to cast any spell that limits an effect to a creature or object of a certain size (small, medium, large, huge and so forth) increases those limitations to the next larger scale. Casting a spell on a target larger than listed carries a -2 penalty to the required Magery check.
- The second time this trait is taken the size increases is pushed up a further level. So a spell normally only able to be cast on a Huge creature, may now be cast on a

Colossal one. However the penalty to the magery check also now increases to -4.

Crafting: The Kinetic Grimli who take this trait are adept at crafting a variety of techno-magical items.

- The first time this trait is taken the XP cost of all items made is reduced by 15%.
- The second time this trait is taken the XP reduction increases to 30%.

Construct Casting: A Kinetic Grimli with this trait are able to affect objects with spells which would normally only work on individuals.

- The mage treats constructs and vehicles as 'Creatures' for any spell listed as affecting creatures only. Note that many spells are meaningless if cast on a vehicle (e.g. Skill enhancements). However, many Enhancement and Defence spells function perfectly well on vehicles. *Prowess* for example, will add an attack bonus to all weapons fired by the vehicle. Such spells do not affect creatures within or upon the vehicle, unless the spell is designed to affect multiple creatures or has an area affect.

The Kinetic Grimli

Level	BAB	Fort	Ref	Will	Def.	No. of Spells	Power Points	Class Features
1 st	+0	+0	+2	+0	+0	1d4+Int mod	1+Cha mod	Signature Spells, Technical, Trait
2 nd	+1	+0	+3	+0	+1	1d4+Int mod	1+Cha mod	Trait
3 rd	+1	+1	+3	+1	+1	1d4+Int mod	1+Cha mod	Trait
4 th	+2	+1	+4	+1	+2	1d4+Int mod	1+Cha mod	Trait
5 th	+3	+1	+4	+1	+3	1d4+Int mod	1+Cha mod	Trait

The Pensive Croanati

Level	BAB	Fort	Ref	Will	Def.	No. of Spells	Power Points	Class Features
1 st	+0	+0	+0	+2	+0	3+1d4+Int mod	1d4+3+Cha mod	Inner Strength, Pacifistic, Trait
2 nd	+1	+0	+0	+3	+1	2+1d4+Int mod	1d4+3+Cha mod	Trait
3 rd	+1	+1	+1	+3	+1	3+1d4+Int mod	1d4+3+Cha mod	Trait
4 th	+2	+1	+1	+4	+2	2+1d4+Int mod	1d4+3+Cha mod	Trait
5 th	+2	+1	+1	+4	+2	3+1d4+Int mod	1d4+3+Cha mod	Trait

Pensive Croanati

Although the title is rarely used today, the Pensive Croanati once included almost half of all Techno-Mages within their ranks. They are an ascetic lot who eschew personal possessions and pleasures, focusing on the use of technomancy as a means to earn enlightenment. Croanati wear simple robes or tunics, practice ritual scouring on a daily basis to keep their minds pure, and avoid the use of any spell that creates or furthers chaos. They focus their tech inward far more than most mages, until their bodies are almost indistinguishable from it. For a Croanati, the Techno-Mage tenet that holds the most importance is knowledge, followed closely by good.

Pensive Croanati focus most of their magic on the arts of defence and healing. They do not use elemental spells as a general rule, although they do occasionally learn a fire spell or two for use in scouring rituals. Croanati are very studious and tend to learn more spells than other mages, but they are not nearly as active and lose access to most physical skills.

Additional Hit Points Per Level: 1

Requirements

To qualify to become a Pensive Croanati, a character must fulfil all the following criteria.

Abilities: Intelligence 15+, Charisma 13+

Skills: Knowledge (any two) 8+, Magery 8+

Feats: Contemplative

Special: Must have either Defence or Healing as a primary aptitude and cannot be weak in either of those schools. Also may not have elemental as a primary aptitude.

Class Skills

The Pensive Croanati's class skills (and the key ability for each skill) are Computer Use (Int), Concentration (Con), Diplomacy (Cha), Intrigue (Cha), Investigate (Int), Knowledge (any) (Int), Linguistics (Int), Magery (Int+Wis+Cha), Notice (Wis), Sense Motive (Wis), and Technical (any) (Int).

Skill Points At Each Level: 4 +Int mod modifier

Additional Influence: A Pensive Croanati's Techno-Mage influence increase by +3 each level. In addition he may increase any one other influence by +1 per level of this prestige class.

Class Features

All of the following are class features of the Pensive Croanati prestige class.

Weapon Proficiency: A Pensive Croanati is proficient with no new weapons.

Pacifistic: Pensive Croanati are pacifists who avoid chaos as much as possible. In order to attempt any action that will cause another harm (other than fighting with intent to subdue), the mage must make a Will save (DC 15). Also, the chaos cost of all spells and techno-magic items is doubled.

Inner Strength: Members of this prestige class study magic carefully over their careers. They learn more spells than other mages, and their perseverance lends itself to a greater number of power points than most as shown on the progression table below.

Trait: Beginning with the first level of this prestige class the Pensive Croanati may choose one of the following class traits. With each successive level of this prestige class the Pensive Croanati may either choose a new trait or improve an old one.

Bonus Feat: The Pensive Croanati with this trait have found their studies paid off in some form, by allowing them to learn something new.

- Each time this trait is taken the Croanati learns a bonus Techno-Mage feat. These feats are in addition to those normally gained every third level anyway.

Additional Aptitude: The Pensive Croanati with this trait dedicate large amounts of time to studying technomancy in all its forms.

- Each time this trait is taken the Pensive Croanati improve their skill with any one school of their choice. The selected school is improved from a weakness to a standard aptitude, or from a standard to a primary. The mage may improve the Elemental school to standard, but not to primary levels.

Superior Contemplative: The Pensive Croanati with this trait find their contemplative abilities improved.

- When this trait is taken for the first time the Croanati,

when casting any spell in a stressful situation (under the rules of the Contemplative feat), increases his bonus to the Magery check to +5. Furthermore, the penalty for casting spells while under stress is reduced to -1.

- The second time this trait is taken the bonus increases to +6 and the penalty for stressful casting is eliminated entirely.

Machine Ghost (NEW!)

There have, over the years, been those among the Kinetic Grimli who have studied the real origins of the technomagic implants. Among them a few succeeded and discovered their link to the Shadows and their technologies. Following this revelation they have aimed their studies towards learning how those beings are able to use that technology to merge with and control machines. Indeed, over time, this small cluster of mages learned how to use their implants in order to merge with machines directly, in effect transferring their consciousness into the machine itself and in doing so achieve a level of understanding, interaction and control that was previously thought impossible.

There are very few such mages among their order and most are loners spending their time exploring the stars or in private seclusion, though always in places where there is an abundance of technology. Their presence has occasionally been the source of rumours of vessels being haunted or machines functioning of their own accord.

The tenet the Machine Ghosts most closely adhere to is mystery, followed closely by science.

Additional Hit Points Per Level: 1

Requirements

To qualify to become a Machine Ghost, a character must fulfil all the following criteria.

Abilities: Intelligence 16+, Constitution 16+

Skills: Magery 8+, Operations 8+, Pilot 8+

Feats: Contemplative, Multi-Tasking

Special: Must have either Conjuration or Defence as a primary aptitude and cannot be weak in either of those schools.

Class Skills

The Machine Ghosts class skills (and the key ability for each skill) are Computer Use (Int), Concentration (Con), Drive (Dex), Intrigue (Cha), Knowledge (any) (Int), Magery (Int+Wis+Cha), Notice (Wis), Operations (Int), Pilot (Dex), Subterfuge (Dex), and Technical (any) (Int).

Skill Points At Each Level: 6 +Int mod modifier

Additional Influence: A Machine Ghost's Techno-Mage influence increases by +1 each level. In addition he may increase any one other influence by +1 per level of this prestige class.

Class Features

All of the following are class features of the Machine Ghost prestige class.

Weapon Proficiency: A Machine Ghost is proficient with no new weapons.

Machine Merge: The Machine Ghost, via the use of a specially modified Chrysalis is able to merge 'directly' with any computer, vehicle, or spacecraft they come into contact with. In order to do this the Machine Ghost must make physical contact with the controls of the device they seek to merge with, and spend a full round entering a contemplative state of mind. Numerous

filaments extend from the chrysalis into the device, acting as a direct neural link between the two. From the mage's perspective his consciousness extends to include the device and he becomes aware of it as an extension of his own being. For each level the Machine Ghost receives a +1 Bonus to the relevant check (Computer Use, Drive, Operations, or Pilot) and they may always take 10 on such checks. While merged in this way the mage is still aware of his surrounding and able to speak, cast spells and the like, but he cannot move due to his connection to the machine and as such the mage is effectively prone. Extricating himself from the merge requires another full round action, and should the mage be torn free of the connection without sufficient time to extricate himself properly then his consciousness is lost, leaving the body in a vegetative state unless the mage succeeds a Will save (DC 20) in order to resist the neural shock caused by the sudden disconnection.

Telepathic Blocking: Due to the Machine Ghost's study and use of Shadow-made technology the Machine Ghost is subject to the same rules for blocking Shadows with telepathy as a Shadow itself would be. For the purposes of blocking in this manner a Machine Ghost who is merged counts as a Shadow computer.

Trait: Beginning with the first level of this prestige class the Machine Ghost may choose one of the following class traits. With each successive level of this prestige

class the Machine Ghost may either choose a new trait or improve an old one.

Speed of Thought: Machine Ghosts with this trait become competent in the acquisition, movement and storage of electronic data.

- The first time this is taken the Machine Ghost is able to make all Computer Use checks with the device that they are merged with as a free action with the device they are merged.

- The second time this trait is taken a Machine Ghost is able to find information much faster than would normally be possible. The time necessary to find files is moved up one rank, so finding a file on a planetary network no longer takes 30 minutes, it only takes 10 minutes. Finding a file on a massive corporate network now only takes 1 minute instead of 10 and so on.

- The third time this trait is taken the mage's ability to write programs to help with functions is increased thanks to their intimate understanding of the system the program will work with. The program written now provides a +3 bonus to a specific task instead of +2 and in addition the mage only suffers a -1 penalty not a -4 when using Computer Use in place of Operations checks.

- The fourth time this trait is taken, a computer's security level is always considered to be one step less than it would normally be (maximum becomes exceptional, exceptional becomes average, and so forth).

Multi Task: Those Machine Ghosts with this trait are able to perform multiple functions while merged as if they were actually more than one person.

- When this trait is taken the Machine Ghost can while 'merged' effectively perform multiple tasks at once. With this ability, he can act as the crew for a Small (superscale sized) vehicle/spacecraft that functions as though it was a crew with the mage's relevant bonuses. While performing a multi-tasking merge the mage's attention is fully taken up by performing the multiple tasks; he can do nothing else except communicate in a distracted manner.

- The second time this is taken the mage can perform as a crew on a Medium sized vessel.

- When this trait is next taken the size limit increases to Large.

- Again the size limit increases to Huge.

- If this is taken for a fifth and final time the size limit increases to Gargantuan.

Ghost in the Machine: Any Machine Ghost with this trait is able to improve various aspects of the vehicle or vessel he is merged with thanks to his direct interface with the various systems.

- When this trait is taken, the Machine Ghost is able to provide a +1 Bonus to the vehicle/vessel, which can be applied to one of the following systems: Handling, Sensors, Stealth or the Offence Rating of a single weapon group. The bonus may be moved from system to system each round on the mage's initiative as a free action.

- The second time this is taken the bonus increases to +3.

- The third and final time this is taken the bonus increases to +5.

Augur (NEW!)

Although it is known that the Techno-Mages have access to a great deal of information due to their

The Machine Ghost

Level	BAB	Fort	Ref	Will	Def.	No. of Spells	Power Points	Class Features
1 st	+0	+0	+0	+2	+1	0+Int mod	1+Cha mod	Machine Merge, Telepathic Blocking, Trait
2 nd	+1	+0	+0	+3	+2	0+Int mod	1+Cha mod	Trait
3 rd	+2	+1	+1	+3	+2	0+Int mod	1+Cha mod	Trait
4 th	+3	+1	+1	+4	+3	0+Int mod	1+Cha mod	Trait
5 th	+3	+1	+1	+4	+4	0+Int mod	1+Cha mod	Trait

travels and ability to go unnoticed, their ability to stay informed was reduced somewhat when they went into seclusion as they no longer had members out and about obtaining as much information and were relying purely on the spells and sensors they had left in place in the universe at large to keep them informed of events.

So it was that a small number of Techno-Mages began looking into ways and means of keeping the order informed. Many ideas were presented and dismissed, probes, scout vessels and so forth, but all came with the inherent risk of being traced back to their source. One veteran mage by the name of Algol came up with a means by which he could modify their implants in order to grant them far more interaction with the FTL network than was previously possible, in effect allowing them to 'see' across the network and focus their attention on specific areas of space, planetary orbits, hot spots and the like in order to keep informed in real time without having to physically venture to these places themselves. However the process of modification was risky and if it failed would result in massive neurological overload caused by such massive amounts of information being transmitted into the mage's brain.

Algol went ahead and used himself as a guinea pig and became the first Augur, however after a few months the information overload did indeed become too much and Algol was reduced to a vegetative state. Fortunately, the lessons learned during this time allowed his apprentice Danae to improve upon the technology and introduce filters which greatly reduce the risk to the mage. Since that time she and a handful of others have undertaken the modification and become the first full-fledged Augurs.

The tenet the Augurs most closely adhere to is knowledge followed closely by magic.

Additional Hit Points Per Level: 1

Requirements

To qualify to become an Augur, a character must fulfil all the following criteria.

Abilities: Wisdom 16+, Charisma 16+

Skills: Concentration 8+, Intrigue 8+, Magery 8+

Feats: Invisible Spell, Multi-Tasking

Special: Must have either Enhancement or Conjuration as a primary aptitude and cannot be weak in either of those schools.

Class Skills

The Augur's class skills (and the key ability for each skill) are Computer Use (Int), Concentration (Con), Intrigue (Cha), Investigate (Int), Knowledge (any) (Int), Linguistics (Int), Magery (Int+Wis+Cha), Notice (Wis), Operations (Sensors only) (Int), Sense Motive (Wis), and Technical (any) (Int).

Skill Points At Each Level: 6 +Int mod modifier

The Augur

Level	BAB	Fort	Ref	Will	Def.	No. of Spells	Power Points	Class Features
1 st	+0	+0	+0	+2	+0	1d4+Int mod	1d4+2+Cha mod	Scrying, Trait
2 nd	+1	+0	+0	+3	+1	1d4+Int mod	1d4+1+Cha mod	Trait
3 rd	+1	+1	+1	+3	+1	1d4+Int mod	1d4+2+Cha mod	Trait
4 th	+2	+1	+1	+4	+2	1d4+Int mod	1d4+1+Cha mod	Trait
5 th	+2	+1	+1	+4	+2	1d4+Int mod	1d4+2+Cha mod	Trait



Additional Influence: An Augur's Techno-Mage influence increase by +2 each level. In addition he may increase any three influences by +1 per level of this prestige class.

Class Features

All of the following are class features of the Augur prestige class.

Weapon Proficiency: An Augur is proficient with no new weapons.

Scrying: The Augur's possess a unique two-way connection with the FTL network that provides them not just the ability to communicate and cast certain spells across it but also the ability to focus their awareness across the network in order to search for specific information. In order to scry an Augur must spend a full round action to enter a meditative state and send his focus out across the network to the area of known space he wishes to see. His scrying initially allows the mage to view space in real-time as though he

was present in a vessel with a Sensor rating equal to his Wisdom bonus. However, scrying requires a great deal of power (10 + 1 PP per system away from the mages point of origin following the jump routes, per round). An Augur can change the place of his focus from round to round (paying relevant recalculated PP costs each round) as he wishes, effectively switching views to other places light years apart in an instant. While scrying a mage can perform no other actions and is considered prone, and any disturbance requires the mage to make a Concentration check (DC 10) or lose his focus. Being attacked immediately causes the mage to lose his focus.

Trait: Beginning with the first level of this prestige class the Augur may choose one of the following class traits. With each successive level of this prestige class the Augur may either choose a new trait or improve an old one.

Improved Focus: An Augur with this trait is able to improve his ability to notice things of importance while scrying.

- The first time this trait is taken the Augur receives a +1 bonus to his effective sensor rating while scrying. For those with the Improved Magnification trait (see below) it also provides the listed bonus to any Notice or Intrigue (Gather Information) checks made while scrying.
- The second time this is taken the bonus increases to +3.
- The third and final time this may be taken the bonus increases to +5.

Improved Magnification: Those Augur with this trait are able to magnify their focus while scrying in order to see things with greater clarity.

- When this trait is taken for the first time a Augur is able to improve his focus beyond an area of space or planetary orbit, seeing into the atmosphere of a world, enabling them to see what major land masses, oceans, major lakes and rivers etc are on the world, what the

weather is like, follow any vessel into the atmosphere (though not to the ground) and so forth.

- The second time this trait is taken the mages focus is magnified to the point that he can now see continents in much closer details enabling him to see all mountain ranges, minor rivers, road systems, forests and other geographical features as well as the presence of any cities, towns, villages (though not into them) as if he were looking down onto them from a hundred feet or so in the air. At this point a Augur is able to use his scrying bonus to add to any Intrigue (Gather Information) checks he may wish to make.

- The final time this trait is taken the Augur's focus is magnified to such a degree that for all intent and purposes he is considered to be effectively stood on the ground of the world he focuses on. At this level the Augur's scrying bonus is now added to any Intrigue (Gather Information) or Notice checks he may wish to make.

Power Reduction: An Augur with this trait is more accustomed to the power drain incurred during scrying and can cope with it in a more efficient manner, allowing them to scry for longer.

- When this trait taken for the first time the cost of scrying per round is reduced to 5 + 1 per system away, per round.
- The second time this is taken the cost is reduced to 3 + 1 per system away, per round.
- The third and final time this trait is taken the cost of scrying is reduced to 1 + 1 per system away, per round.

Tacit Keeper (NEW!)

Although it is true the Order frowns upon those who use their power for destruction or the promotion of chaos, something the Techno-Mages fight very hard to avoid furthering, they are supportive of the idea of defence. To further this ideal a Drazi Techno-Mage by the name of

Kabo Nefrim developed a martial art specifically for the use of Techno-Mages; the Art of Kabo Lenn.

Kabo Lenn is a martial art form that enhances defences, relies on quick reactions and is entirely based around a focus device known as a Lenn Staff, or as it later became known, the 'Kabo Lenn' staff. Kabo Lenn works around the notion of man and machine working in unison, an ebb and flow of energy from one to the other, from moment to moment. And so it was through this martial art form that a sub class of the order known as Tacit Keepers was born.

The Tacit Keepers are individuals trained in the art of Kabo Lenn who serve as guardians of the order. Most often they are seen guarding the Techno-Mage Circle.

Before 2259 no Tacit Keepers existed among the order and Kabo Nefrim was himself just an apprentice.

The tenet the Tacit Keepers most closely adhere to is solidarity followed closely by magic.

Additional Hit Points Per Level: 2

Requirements

To qualify to become a Tacit Keeper, a character must fulfil all the following criteria.

Abilities: Dexterity 16+, Constitution 16+

BAB: +5 or more.

Skills: Magery 8+, Operations 8+, Pilot 8+

Feats: Still Spell, Multi-Tasking

Special: Must have either Enhancement or Defence as a primary aptitude and cannot be weak in either of those schools.

The Tacit Keeper

Level	BAB	Fort	Ref	Will	Def.	No. of Spells	Power Points	Class Features
1 st	+1	+0	+2	+0	+1	0+Int mod	1+Cha mod	Art of Kabo Lenn, Lenn Staff, Trait
2 nd	+2	+0	+3	+0	+2	0+Int mod	1+Cha mod	Trait
3 rd	+3	+1	+3	+1	+2	0+Int mod	1+Cha mod	Trait
4 th	+4	+1	+4	+1	+3	0+Int mod	1+Cha mod	Trait
5 th	+5	+1	+4	+1	+4	0+Int mod	1+Cha mod	Trait

Class Skills

The Tacit Keeper's class skills (and the key ability for each skill) are Acrobatics (Dex), Athletics (Str), Bluff (Cha), Concentration (Con), Intimidate (Cha), Knowledge (any) (Int), Magery (Int+Wis+Cha), Notice (Wis), Sense Motive (Wis), Stealth (Dex), and Technical (any) (Int).

Skill Points At Each Level: 4 +Int mod modifier

Additional Influence: A Tacit Keeper's Techno-Mage influence increases by +1 each level. In addition he may increase any one other influence by +1 per level of this prestige class.

Class Features

All of the following are class features of the Tacit Keeper prestige class.

Weapon Proficiency: A Tacit Keeper is gains the Exotic Weapon (Kabo Staff) and Martial Arts feats for free.

Art of Kabo Lenn: When a tacit keeper learns the art of Kabo Lenn they initially gain a +1 Defence bonus against all close combat attacks, but not against ranged or magic attacks.

Kabo Staff: The Lenn Staff, crafted by the masters of the Kinetic Grimli is a long (6 feet) flexible techno-magical

staff that can appear to be made of metal or wood. It appears to have definite technological components at either end, (Defence 5, Hardness 20, and 20 hit points) and each Lenn Staff is keyed to the individual DNA of the Tacit Keeper who uses it. To anyone else it is simply an inanimate staff with no other functions. In the hands of a Tacit Keeper however it can perform the following functions:

- Whenever the wielder is attacked as a free action it raises a *Flexible Shield* (providing 15pts of protection from damage of any type. Each time a shield is erected it drains 6 power).

- Also at the wielder's desire he can use *Quickness* (4 power to activate and 1 per round thereafter), *Blurry Image* (1 power per round), or *Knockback* (4 power). It is a standard action to activate any of these powers.

Spells Required: Attune to Self, Mage Powering, Automatic Function, Self Destruct Switch, Individual Control, Blurry Image, Flexible Shield, Knockback and Quickness.

XP Cost: 4530.

Time Required: 23 days, 20 hours.

Battery Size: 30 (varies)

Trait: Beginning with the first level of this prestige class the Tacit Keeper may choose one of the following class traits. With each successive level of this prestige class the Tacit Keeper may either choose a new trait or improve an old one.

Kabo-Lenn Mastery: Tacit Keepers with this trait have learned to improve their skill with the art of Kabo Lenn, learning more of its secrets.

- The first time this trait is taken the Tacit Keeper receives a +1Attack bonus when fighting unarmed or with the Lenn Staff.

- The second time this trait is taken the Tacit Keeper has learned how to more proficiently distribute his own inertial energy, providing him a +10ft bonus to base movement. He must however be on the ground and under normal gravitational conditions in order to enjoy this benefit.

- The third time this trait is taken the Kabo Lenn master has gained such skill that he is able to use the Lenn Staff to re-direct and absorb any energy damage from successful attacks against him, allowing him to apply his Kabo Lenn Defence bonus against energy-based attacks or spells if he so chooses. However, if the Defence bonus is responsible for the attack missing then the damage that would have been inflicted is applied to the Lenn Staff instead, subtracting the staff's hardness and applying any remaining damage to the staff's hit points themselves.

- The fourth time this trait is taken the Tacit Keeper's mastery of Kabo Lenn is such that he can counterattack a casting mage or telepath. In effect any opposing Techno-Mage or telepath who casts a spell or uses a telepathic power while the Tacit Keeper is within close combat range grants the keeper a free single attack at his normal base attack bonus with either the Lenn Staff or an unarmed attack.

- The fifth and final time this trait is taken allows the Tacit Keeper who has now obtained true mastery of the art to double his threat range with the Lenn Staff or unarmed attacks. This bonus stacks with that provided from the Improved Critical feat if the mage possesses it.

Bonus Feat: Those Tacit Keepers with this trait gain new understanding of some martial ability in the form of a bonus feat.

Each time this trait is taken the Tacit Keeper learns a new feat. This feat does not count against those normally obtained for their level and the character must still meet any prerequisites necessary for the feat chosen. The bonus feat is chosen from the following: *Alertness, Blind Fight, Combat Expertise, Dodge, Great Fortitude, Harms Way, Improved Critical, Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Lightning Reflexes, Toughness, Two Weapon Fighting, Weapon Focus, and Weapon Specialisation.*

Guiding Master (NEW!)

Due to the small numbers and closeness of the order it is something of a necessity that every member at some point is both student and teacher, apprentice and master. However, for some individuals there is no greater reward than bestowing the benefit of their knowledge on another. The Guiding Masters are no longer those who teach out of necessity, but out of a genuine desire to do so. The Guiding Masters form much closer bonds with their apprentices; attachments that last a lifetime and go beyond friendship and a passing interest in their one-time apprentices, and are instead more paternal and supportive.

Among the Techno-Mage order there are a handful of well-respected mages whose sole purpose in life is to pass on what they have learned, to see the next generation improve and grow under their guidance.

The tenet the Guiding Masters most closely adhere to is knowledge followed closely by solidarity.

Additional Hit Points Per Level: 1

Requirements

To qualify to become a Guiding Master, a character must fulfil all the following criteria.

Abilities: Intelligence 16+, Wisdom 16+

Skills: Magery 8+, Knowledge (any two) 8+, Profession (mentor) 8+

Feats: Innovation, Ordered Mind and Studious

Special: None. A Guiding Master may possess any aptitudes they choose.

Class Skills

The Guiding Master's class skills (and the key ability for each skill) are Appraise (Int), Computer Use (Int), Concentration (Con), Diplomacy (Cha), Intrigue (Cha), Knowledge (any) (Int), Linguistics (Int), Magery (Int+Wis+Cha), Profession (mentor) (Wis), Sense Motive (Wis), and Technical (any) (Int).

Skill Points At Each Level: 6 +Int mod modifier

Additional Influence: A Guiding Master's Techno-Mage influence increases by +3 each level. In addition he may increase any one other influence by +1 per level of this prestige class.

The Guiding Master

Level	BAB	Fort	Ref	Will	Def.	No. of Spells	Power Points	Class Features
1 st	+0	+0	+0	+2	+0	2+Int mod	1+Cha mod	Mentoring, Trait
2 nd	+1	+0	+0	+3	+1	2+Int mod	1+Cha mod	Trait
3 rd	+1	+1	+1	+3	+1	2+Int mod	1+Cha mod	Trait
4 th	+2	+1	+1	+4	+2	2+Int mod	1+Cha mod	Trait
5 th	+2	+1	+1	+4	+2	2+Int mod	1+Cha mod	Trait

Class Features

All of the following are class features of the Guiding Master prestige class.

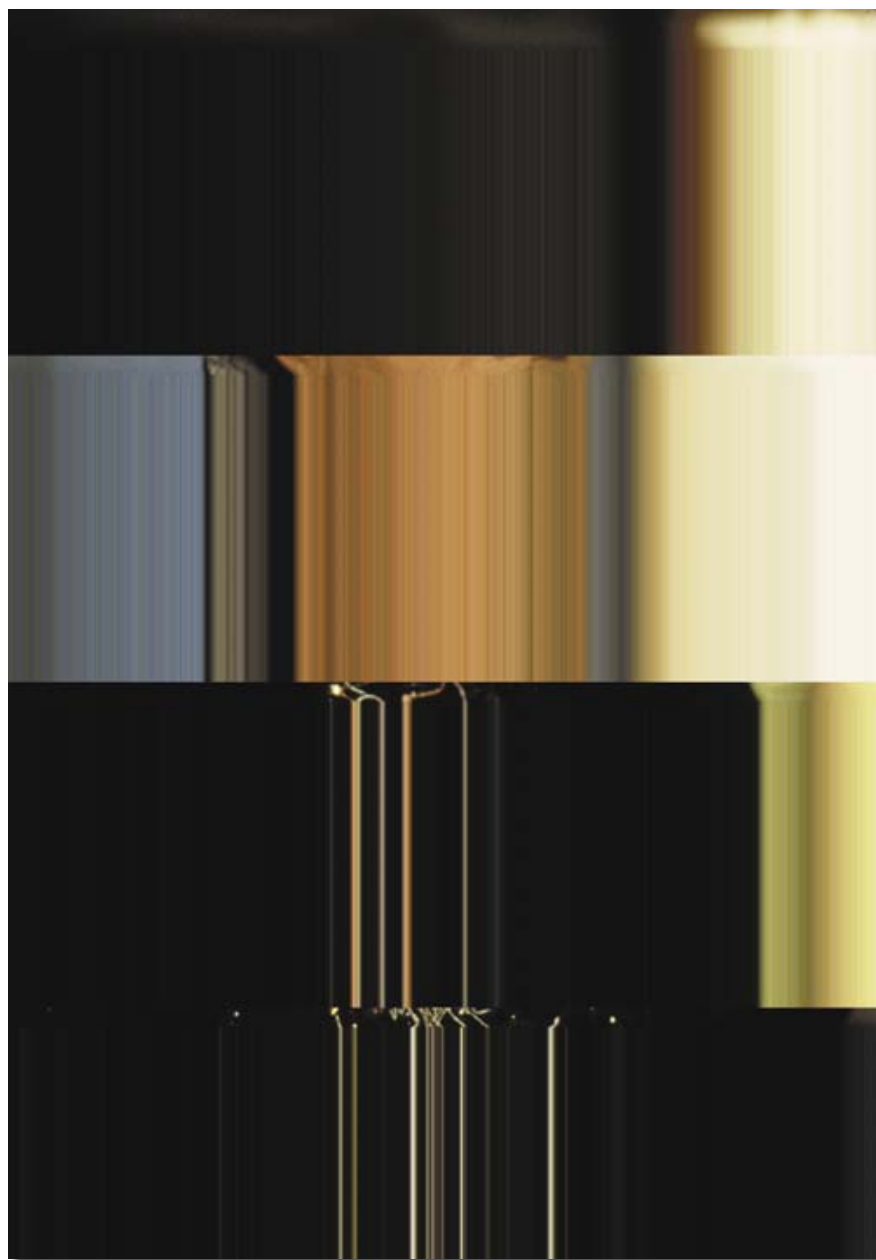
Weapon Proficiency: A Guiding Master is proficient with no new weapons.

Mentoring: Provided an apprentice spends at least 30 hours a week studying with the Guiding Master the mentoring allows the student to gain +1 skill point per level thanks to the benefit of tutelage. Mentoring ceases to be of benefit to a student after the Becoming and they are a fully-fledged mage in their own right.

Trait: Beginning with the first level of this prestige class the Guiding Master may choose one of the following class traits. With each successive level of this prestige class the Guiding Master may either choose a new trait or improve an old one.

Shared Wisdom: A Guiding Master with this trait can provide wisdom in an endeavour their student undertakes in a way that makes their task easier. This even includes such endeavours as item creation or spell research.

- With this trait the Guiding Master can increase the bonus granted when 'Aiding Another' with a skill attempt (as per page 61 of the *Babylon 5 2nd Edition*



Rulebook), which if successful provides them a +3 bonus instead of a +2.

- The next time this trait is taken the bonus granted for the cooperative effort is increased to +4.
- If this trait is taken for a final time the bonus for Aiding Another is raised to +5.

Benefit of Experience: Those Guiding Masters with this trait are able to bestow upon their student the benefits of their years of experience in such a way as to directly help their development.

- When this trait is taken the student gains a bonus to XP awards for any activity they perform under their mentor's guidance so long as the mentor spends a full round action giving advice and makes a Profession (Mentor) check (DC 20 +1 per level of the apprentice). If successful the apprentice gains a 5% bonus to the XP awarded for the action.
- The XP bonus increases to 10%.
- The XP bonus increases to 15%.

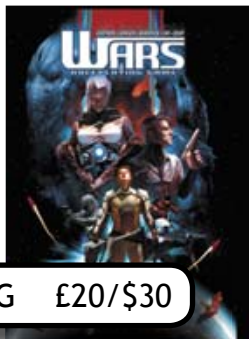
Shared Bond: Those Guiding Masters with this trait form very strong and lasting bonds with their students, allowing them to aid and be aware of each other in potent ways.

- The first time this trait is taken the bond between a master and apprentice become such that they can always communicate with an apprentice via the FTL network messaging system in exactly the same way as it will work after the apprentice's Becoming. (An apprentice cannot use it to communicate with anyone but their master until after their Becoming.) In addition with a simple concentration (DC 10) check the master can always tell the rough direction, distance, and wellbeing (unhurt, hurt, near death, dead) of their apprentice.
- When this trait is taken it allows any spells that a mentor casts with a target of 'self' to also include the apprentice so long as he is within 5 ft. of the mentor when the spell is cast. Should the apprentice move beyond this range, even if the spell still has duration remaining, it ends for them immediately.
- When this trait is taken a third time the mentor can allow the student to cast any of his spells as though they themselves possessed any of the following feats the master may possess: *empower spell*, *enlarge spell*, *invisible spell*, *maximise spell*, *quicken spell*, *silent spell* or *still spell* for that single casting. However in order for this to work the mentor must also pay power points equal to the amount the apprentice must pay.

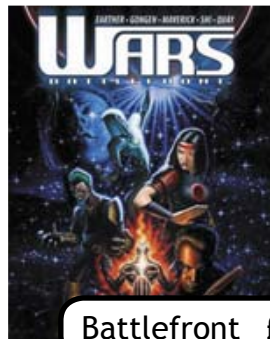
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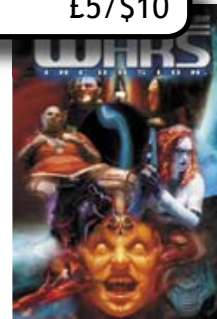
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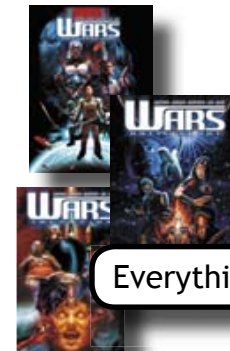
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ARROWS

A variety of historical and fantastical ammunition for archers. By Carl Walmsley.

The art of arrow-making is far more than simply sticking a piece of sharp metal on the end of a stick; the shape of an arrowhead, the wood used to construct the shaft and the type of fletching must all be carefully considered. Using the right arrow at the right time can be the difference between eating and going hungry or between life and death.

Presented here are rules for using different types of arrows in *RuneQuest*. The rules are divided into two sections – Historical and Fantastical. The first section deals with ‘real’ arrows that might be encountered in a medieval setting. The second section presents more elaborate and fanciful arrows, best suited to a magical campaign.

Historical

Arrowheads

There are various arrowheads for archers to use, each more or less suited to a particular task. The advantages and disadvantages of each are explained below.

Hunting Head

These narrow, curved heads are designed for penetration and are barbed so as to lodge in the target. These are the default arrows for archers and function exactly as described in the rules.

Bodkin

A bodkin is a narrow, pointed arrowhead designed to punch through armour. There are two main types of bodkin: the war bodkin and the needle bodkin.

War bodkins are sturdy angular arrowheads that are very effective at piercing armour, including plate.

Needle bodkins are long, thin arrowheads that taper to a sharp point. These are excellent at sliding between the links of chain and ringmail armour.

Bodkins reduce by ‘one step’ the damage dice used by a bow. For example, a bodkin fired from a longbow inflicts 2D6 rather than 2D8 damage.

War bodkins halve (rounding down) the armour value of the target location.

Needle bodkins reduce to 1 point the protection offered by chainmail and ringmail armour. They reduce by 1 the protection offered by other forms of armour.

Example: Yenneff Brightbow, wearing a chainmail skirt, is struck in the leg by a needle bodkin fired from a nomad bow. The weapon inflicts 1D8 damage (1D10 reduced by ‘one step’). The protection offered by Yenneff’s armour is only 1 point.

In the following action, Yenneff is struck again with same type of arrow, this time in the head. Luckily he is wearing a solid helmet, which offers him 4 points of protection (5 – 1).

Creatures impaled by bodkin arrows may extract them more easily than other types of arrows, as the head is not barbed. The brute force Athletics test to remove an impaled bodkin receives a +10% bonus. In addition, a failed roll inflicts only 1 point of damage, rather than 1D4.

3 bodkin arrows cost 1 SP.

Broadhead

Wider than a hunting arrowhead, a broadhead is essentially a blade designed to slice through the target and cause deep, bleeding wounds. Crafted with a large barb that prevents easy removal, this arrowhead can be used both for hunting and for war.

Broadheads may be further divided into large and small.

Large broadheads are well suited for use against big game such as deer or boar. In war, they are most effective when used against horses. However, the increased weight of a large broadhead reduces an arrow’s effective range.

Small broadheads also cause slashing wounds but the lighter head does not impede the arrow's range and accuracy.

When a broadhead strikes a location with 0 or 1 point of armour, it causes an additional 2 points of damage.

However, when used against a target with 2 or more points of armour, the value of the armour is doubled before calculating how much damage is inflicted.

In addition, a large broadhead arrow that strikes a target with Size 20+ causes an extra point of damage. However, large broadheads reduce the range of a bow by 10%.

5 broadhead arrows may be purchased for 1 SP

Shafts

Arrow shafts can be constructed from a variety of different woods including cedar, ash, birch and hazel. By and large these function comparably well. It is assumed that most arrow shafts will be made using wood from trees such as these.

Characters seeking an arrow that packs an extra punch may elect to use oak shafts. The increased weight of this wood makes it ideal for constructing war arrows. These are especially sturdy and strike a target with greater force. Of course, the increased weight means that these arrows are less effective when fired at range.

Oak shafted arrows inflict an extra point of damage but reduce the maximum range of an attack by 10% and inflict a -5% penalty on the attack.

5 oak-shafted arrows cost 1 SP.

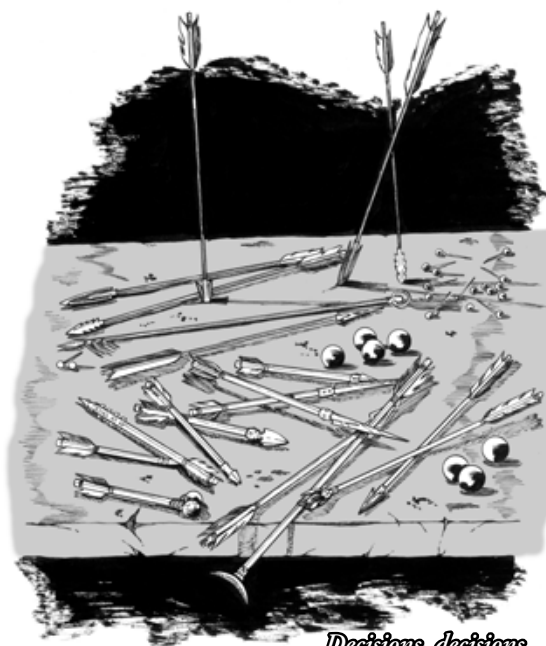
Fletching

Most fletching (adding feathered flights to an arrow) is done using grey goose feathers. However, feathers from other birds such as turkeys can work equally well.

An arrow-maker can elect to use lighter or heavier feathers in order to adjust the range and accuracy of arrows.

Using larger, heavier feathers causes an arrow to straighten up more quickly and makes it more accurate. However, the increased drag reduces an arrow's effective range.

Using lighter feathers decreases the drag meaning that an arrow can go further; however, it becomes less accurate as it does not straighten out as quickly when released.



Heavy fletching provides a +20% bonus to hit, but reduces the range of a bow by 50%.

Light fletching adds 50% to the range of a bow but inflicts a -20% penalty on attack rolls.

Heavily or lightly fletched arrows must be made to order and so incur an increased cost. 5 arrows may be purchased for 1 SP.

Fantastical

Black Powder Arrows

- Flash and Boom

Using an exotic design that combines a sparking flint and a clay cylinder loaded with black powder, these arrows explode when they strike their target. Depending upon the amount and type of powder used, this explosion might be a damaging blast or a flare of brilliant light.

Flash black powder arrows emit a dazzling burst of light that can blind creatures. The range of the effect extends 5 metres from the arrow in every direction. Any creature caught within the flare must succeed at a Resilience test or be blinded for 1D2 combat rounds.

A creature struck directly by a flash arrow suffers 1D6 damage (regardless of which type of bow it was fired from).

Flash arrows reduce the Range of a bow by 25% and inflict a -10% penalty on attack rolls.

Flash black powder arrows cost 50 SP each

Boom black powder arrows explode upon impact, spitting out shrapnel, mixed in with the powder during construction. Creatures within 3 metres of an exploding

boom arrow suffer 1D4 hits, with each hit inflicting 1D6 damage. A creature struck directly by a boom arrow suffers 1D4+1 hits, with the first two hits both wounding the location struck by the arrow.

Boom arrows halve the range of a bow and inflict a -10% penalty on attack rolls.

Boom black powder arrows cost 100 SP each.

Oil Arrows

With arrowheads constructed not from metal but from clay, these arrows are tipped with 2-inch spheres containing flammable oil. These are designed to shatter upon impact, splattering the target with oil.

Oil arrows are most often used to start fires but may also douse an area of one square metre with oil to make it slippery. A creature that moves through an 'oiled' area must succeed at an Acrobatics test or fall prone. Creatures that are running suffer a -10% penalty. Creatures with four legs receive a +20% bonus. Creatures struck by an oil arrow suffer only half normal damage (rounded down). In addition, the body part struck is coated in oil. If subsequently exposed to a naked flame the target area will automatically be set on fire. The oil will burn for 5 combat rounds, inflicting 1D6 damage at the end of each round.

Putting out an oil fire is not easy, requiring a successful Athletics test with a -20% penalty. Use of a blanket, a cloak or such like to smother the fire negates this penalty.

The clay head of an oil arrow makes it quite inaccurate. Attacks suffer a -20% penalty and range is halved.

Oil arrows cost 5 SP each.

Cudgel Arrow

With a rounded head shaped from stone, cudgel arrows are designed to stun rather than to kill targets.

A creature struck in the head with a cudgel arrow must succeed at a Resilience test or be stunned by the attack. If stunned, the target immediately falls prone and is considered helpless for one combat round.

A creature struck in the head with a critical hit from a cudgel arrow must succeed at a Resilience test or be knocked unconscious for 2D6 minutes. Even if this test is successful, the target falls prone.

Cudgel arrows inflict two steps less damage than normal. For example, a shortbow firing a cudgel arrow would inflict 1D4 damage.

Due to the heavily weighted head, cudgel arrows have a decreased Range and are less accurate. Attacks suffer a -10% penalty and Range is halved.

2 Cudgel arrows cost 1 SP.

Toothed Arrow

A toothed arrowhead is forged with multiple barbs that make extracting it especially difficult and dangerous.

Yanking out an impaled toothed arrow requires a brute force Athletics test with a -10% penalty. Failure inflicts 1D6 damage upon the impaled location.

A toothed arrow yanked free always breaks, and so cannot be used again.

Toothed arrows cost 1 SP each.

Harpoon Arrow

With a length of narrow silk rope attached to the shaft, harpoon arrows are used either to provide a climbing rope or to capture quarry.

Because of the razor sharp head and multiple barbs used by these arrows, any attack that hits is considered to have impaled the target. If this is a wooden door, the thatched roof of a cottage or suchlike, the arrow is considered to have found a good purchase and may be used as a climbing rope or as a way of 'pulling in' an item. Typically, the rope will support the weight of 30 ENC or 30 SIZ, or any combination thereof.

A living target struck by a harpoon arrow may be hauled 2 metres closer each action if the person pulling can overcome the target in an opposed brute strength Athletics roll. However, if the harpooned creature wins the roll it may either move 2 metres away by pulling on the rope or elect to let the arrow be yanked out. In this instance, no roll is required to see whether the arrow is yanked free – with the two creatures pulling in opposite directions, the arrow is definitely coming out! The yanking free of the arrow causes damage as normal (see *RuneQuest* pages 48-49 for more on impaling attacks).

The increased drag involved in towing a length of rope reduces a harpoon arrow's range by half and decreases the damage caused by one step.

For example: a nomad bow firing a harpoon arrow has a range of 60 metres and inflicts 1D8 damage.

Harpoon arrows also suffer a -20% penalty on attacks.

A harpoon arrow costs 1 SP. Each metre of the specially crafted silk rope costs a further 2 SP.

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WARS: Weapons I

Part 2 of the unreleased supplement, Soul and Steel. Written by Greg Lynch

Ammunition

With five different factions each building their own weapons, there is a great deal of ammunition floating around the Solar System. Though ammunition is easy enough to overlook when equipping a Player Character, it is nonetheless of vital importance. After all, without ammunition, a gun is nothing but an expensive and unwieldy club.

There are two ways to keep track of ammunition in the *WARS Roleplaying Game*, two different rules systems for the Games Master to choose between. Neither of them is inherently superior to the other, but one offers a simpler way of accounting for ammunition, while the other offers a more complex (and more realistic) way of doing the same. Alternatively, Games Masters may choose to mix and match between the two, breaking impact weapons up by caliber of projectile while keeping all energy weapons based off the same power cell.

Ammunition - The Easy Way

The easy way of accounting for ammunition breaks all weapons down according to their damage. Each of the five factions uses ammunition which is interchangeable with comparable weapons from the other four. For example, a round for the 'Avenger' Dual Assault Rifle (a Quay weapon that does 2d8 impact damage) is interchangeable with a round for a Colt-Burton M7-A3 PAW Assault Rifle (an Earther

weapon that does 2d8 impact damage). Each of these ammunitions is grouped by Type (Type I, Type II, Type III and so on).

Under this system, energy-based weapons that fire lasers or beams of plasma all take the same energy cell, no matter which faction produces the weapon. There are some exceptions to this, like the Brier Systems Finger Laser, which incorporates its own tiny power cell and burns itself out in one shot.

Special weapons, such as the Alden Arms L4 Net Gun, the various Brown & Averson flame weapons, and grenade launchers, still take their individual munitions

under this system. Additionally, archaic weapons still require their own ammunition – they fire old, brass jacketed shells instead of the caseless ammunition, which is essentially a bullet without the brass casing. Caseless ammunition has been the standard for all slugthrower weapons (except shotguns) for more than a century, though it is still possible to find and buy ammunition designed for older models of weaponry.

To determine the type of ammunition needed by any weapon, simply consult the chart below and find the weapon's damage to discover what kind of ammunition it requires. It is assumed that any weapon of the appropriate damage can take the ammunition.

Ammunition Types and Costs

Ammunition Type	Damage	Weight	Cost
Type I Caseless	1d6 Impact	1 kg/100 rounds	20 creds/100 rounds
Type II Caseless	1d8 Impact	1 kg/100 rounds	25 creds/100 rounds
Type III Caseless	2d6 Impact	1.5 kg/100 rounds	55 creds/100 rounds
Type IV Caseless	2d8 Impact	2 kg/100 rounds	110 creds/100 rounds
Type V Caseless	2d10 Impact	5 kg/100 rounds	200 creds/100 rounds
Type I Archaic	1d6 Impact	2.5 kg/100 rounds	150 creds/100 rounds
Type II Archaic	1d10 Impact	4 kg/100 rounds	200 creds/100 rounds
Type III Archaic	2d12 Impact	5.5 kg/100 rounds	275 creds/100 rounds
8 gauge Shotgun	2d8+2 Impact	4.5 kg/50 rounds	300 creds/50 rounds
12 gauge Shotgun	2d6+2 Impact	4.5 kg/50 rounds	100 creds/50 rounds
Brown & Averson Flame	Varies	—	15 creds/charge
Crossbow Bolts	2d6 Impact	1 kg/20 bolts	50 creds/20 bolts
Energy Cell	Varies	1 kg	950 creds
Gauss Ammunition	Varies	3 kg/50 rounds	125 creds/50 rounds

Ammunition - The Precise Way

This method of keeping track of ammunition for various weapons is a little more complicated, but it allows for greater variety in the kinds of ammunition a weapon chambers. Many Games Masters may also feel it adds to the verisimilitude of the game.

Guns have changed in many ways over the centuries. They are constructed of different materials, they fire caseless ammunition (assuming they are slugthrowers at all, and not an energy weapon), they are lighter, tougher and more effective than their predecessors. One way in which guns have changed little in the past 400 years, however, is in the various sizes of ammunition used. Though they have been converted to caseless, slugthrowers still fire ammunition rated as, for example, 9mm, 7.62 and .32.

Energy weapons are, of course, a different story. The *WARS Roleplaying Game* core rulebook lists only a single type of energy cell, used for all energy weapons, from the Gongen plasma bolter to the F.L.I.C. (excluding some special weapons, like the Brown & Averson B-3 'Vesuvius' Pistol). This is a simple and efficient means of keeping track of energy-based ammunition, but some players and Games Masters may prefer to think that each of the factions would develop its own energy cells for use in its own weapons, energy cells that would be incompatible with the weapons of other factions. Some of the smaller energy weapons, mostly those that have significantly smaller energy requirements, make do with a utility power cell rather than an energy cell.

Lastly, there are the weapons that accept special ammunition, such as flame units, crossbows and gauss weapons. These weapons require ammunition that is completely dissimilar to any standard bullet or energy cell, and the ammunitions for these are listed separately.

To determine what kind of ammunition, if any, is required by a weapon, consult that weapon's listing in the appropriate charts under 'Weapons'. Some weapons do not require ammunition, or are incapable of accepting additional ammunition (such as the Brier Systems Finger Laser or the Brown & Averson BA 3f 'Lighter', both of which are single-use weapons). In this case, the ammunition listing for the weapon is marked with a dash.

The ammunition list below is by no means comprehensive, and does not include every caliber of bullet available in the Solar System. However, it does cover all the most common ammunitions, which includes the necessary ammunition for every weapon in *Soul and Steel*.

Ammunition Categories

Archaic Ammunition

This ammunition is designed to fit archaic firearms, weapons from the days before caseless ammunition. It is significantly heavier than modern ordnance simply because of the brass casings the bullets are housed in. It is also rather expensive, not due to its power or complexity of manufacture (both are less than modern bullets), but because of its scarcity.

Caseless Ammunition

The standard for all modern slugthrowers, caseless ammunition dispenses with the brass casing, making the ammunition lighter and much less likely to foul in the weapon.

Energy Cells

Earthers, Gongen, Quay and Shi each produce their own energy cells for use in the energy weapons of that

particular faction, and they do not fit into the weapons of any other faction. Mavericks do not produce their own version of the energy cell, preferring to use and copy captured technology. Almost all energy weapons require a energy cell, though some of the less powerful ones (primarily those that do not need to draw huge amounts of focused energy) may use a utility power cell instead. This will be noted in the individual weapon's description.

Gauss Ammunition

Unlike a caseless round, a gauss slug has no chemical propellants – it is literally nothing but a piece of metal. Gauss ammunition needs no such propellants, as it is fired from the weapon with magnetic force. The substantial cost of gauss ammunition comes not from the material cost of the slug, but from the painstaking care required in the production. The slugs must be practically flawless to achieve optimal velocity and range when fired.

Shotgun Ammunition

Although a number of attempts have been made to create a caseless shotgun shell, thus far they have all been less than successful, and the typical shotgun shell in 2391 still consists of a brass foot and a plastic jacket to hold the buckshot. Despite this, they remain extremely potent weapons, particularly at close range, and the increasing frequency of space-based combat and boarding operations have caused all three human factions to pay close attention to shotguns. The most powerful shotgun shell available is the 8-gauge, though no corporation still makes a shotgun able to chamber it. Far more common (and thus far less expensive) are the 10-gauge and 12-gauge.

Ammunition Table

Ammunition Categories	Type	Weight per 100 rounds	Cost per 100 rounds
Archaic Ammunition			
Archaic Pistol	Ball	4 kg	200 creds
Archaic Rifle	Ball	5.5 kg	275 creds
Caseless Ammunition			
.22 Calibre	Ball	1 kg	20 creds
	Hollowpoint	1 kg	50 creds
.32 Calibre	Ball	1 kg	25 creds
	Hollowpoint	1 kg	50 creds
.38 Calibre	Ball	2 kg	110 creds
	Armour piercing	2 kg	150 creds
	Hollowpoint	2 kg	130 creds
	Hornet rounds	2.25 kg	450 creds
	Splinter rounds	2 kg	140 creds
.45 Calibre	Ball	2.5 kg	125 creds
	Armour piercing	2.5 kg	175 creds
	Hollowpoint	2.5 kg	150 creds
	Hornet rounds	3 kg	450 creds
	Splinter rounds	2.5 kg	150 creds
.50 Calibre	Ball	5 kg	200 creds
	Armour piercing	5 kg	300 creds
	Hornet rounds	5.75 kg	750 creds
5.56mm	Ball	1.5 kg	100 creds
	Armour piercing	1.5 kg	100 creds
	Hornet rounds	1.75 kg	450 creds
	Splinter rounds	1.5 kg	175 creds
7.62mm	Ball	1.75 kg	120 creds
	Armour piercing	1.5 kg	150 creds
	Hornet rounds	1.75 kg	475 creds
	Splinter rounds	1.5 kg	200 creds
9mm	Ball	1.75 kg	60 creds
	Armour piercing	1.75 kg	150 creds
	Hornet rounds	2 kg	400 creds
	Splinter rounds	1.75 kg	125 creds
Energy Cells*			
Earther energy cell	—	1 kg	950 creds
Gongen energy cell	—	1 kg	950 creds
Quay energy cell	—	2 kg	950 creds
Shi energy cell	—	0.5 kg	950 creds

Ammunition Categories	Type	Weight per 100 rounds	Cost per 100 rounds
Gauss Ammunition			
Gauss I	Solid slug	6 kg	250 creds
Gauss II	Solid slug	8 kg	300 creds
Gauss III	Solid slug	12 kg	400 creds
Shotgun Ammunition			
12 gauge	Buckshot shell	9 kg	200 creds
	Reactor Core shell	7 kg	550 creds
	Riot shell	9 kg	200 creds
	Slug, armour piercing	10 kg	250 creds
10 gauge	Buckshot shell	9 kg	250 creds
	Reactor Core shell	7 kg	600 creds
	Riot shell	9 kg	250 creds
	Slug, armour piercing	10 kg	300 creds
8 gauge	Buckshot shell	9 kg	600 creds
	Reactor Core shell	7 kg	800 creds
	Riot shell	9 kg	600 creds
	Slug, armour piercing	11 kg	700 creds
Special Ammunition			
Brown & Averson Flame Fuel	Vesuvius	—	4 creds/ charge
	Krakatoa	—	8 creds/ charge
Crossbow Bolts	Bolt	5 kg	250 creds
Quay Type I Ammunition	Ball	8 kg	200 creds

*Energy cells are priced and weighted individually.

Special Ammunition

Some weapons require specialised ammunition that cannot be fired by anything else. Examples of this include:

- Brown & Averson fuel for the corporation's flame weapons. Brown & Averson sells spare canisters of fuel for quick reloading of its flame weapons (see individual weapon descriptions below), but the canisters can also be refilled.
- Crossbow bolts are, obviously, of little use in any weapon other than a crossbow.
- Grenades are needed for grenade launchers.*
- Missiles are described beneath the individual launch systems under Heavy Weapons.*
- Net capsules are described under the Alden Arms L4, below.
- Quay ammunition conforms to none of the standard 'human' bullet sizes and can only be used in Quay weapons.

Types of Ammunition

Just as humans have been remarkably creative in building newer and better weapons, so too have they been creative in inventing multiple types of ammunition to fire from those weapons. Each type of ammunition described below has its own specific benefits and drawbacks. Knowing when and how to use a given type of ammunition can mean the difference between survival and death.

*Grenades and heavy weapons will be coming in next month's Signs and Portents. Until then... try to only shoot at small, soft targets.

Caseless Ammunition Types

Ball: This is the 'basic' model of any slugthrower ammunition, a rounded chunk of lead that delivers kinetic damage to its target.

Armour Piercing: An armour piercing (AP) slug is designed to punch through armour, but this higher level of penetration results in less direct impact damage from the attack. Armour piercing bullets ignore one point of the target's impact Damage Reduction for each die of weapon damage, but any damage rolls that result in '1' on the die are ignored (treated as zero damage).

Hollowpoint: A hollowpoint bullet has a hollow nose (or a nose filled with very soft lead or plastic). When a hollowpoint bullet strikes its target, it deforms, mushrooming into a wider shape. Hollowpoint bullets are extremely effective against targets with little or no armour, but are a poor choice against a well-armoured foe. Against a target wearing armour with an impact Damage Reduction rating of 2 or less, the hollowpoint bullet inflicts two additional points of damage. Against a target wearing armour with an impact Damage Reduction rating of 3 or more, the hollowpoint expends most of its energy trying to bypass the armour, and suffers a -2 penalty on damage rolls.

Hornet Rounds: Frightfully expensive, hornet rounds inflict dual damage (*see last month's S&P - Ed.*) on their target. Each hornet round has a tiny amount of explosive inside it, which detonates a split second after the bullet makes impact – presumably once it has breached the target's armour. This explosive charge inflicts 1d4 fire damage.

Splinter Rounds: Splinter rounds are designed to shatter on impact with the target, splintering into

multiple razor-sharp fragments. These fragments pass through armour more easily, but also deliver less damage to the target. A splinter round ignores three points of a target's impact Damage Reduction, but uses the next lowest die size to roll damage. For example, a Wagner 10 MLT submachine gun normally does 2d6 damage, but the same weapon with splinter rounds does only 2d4, though it does ignore three points of the target's impact damage reduction.

Shotgun Ammunition Types

Buckshot Shells: This is the standard ammunition for a shotgun – essentially a plastic tube filled with lead balls.

Reactor Core Shells: These shells do not fire lead at all. Instead, they are filled with a chemical compound that erupts in flame when the shotgun is fired, essentially turning the shotgun into a flame weapon. When fired, the shotgun unleashes a gout of flame two metres wide and eight metres long. The flame inflicts 3d4 points of fire damage (3d4+3 for an 8-gauge) on all creatures and bots within the area of effect, and does not require an attack roll to use. Creatures and bots that succeed on a Reflex saving throw (DC 15) take only half damage. Reactor Core shells cannot be used in an automatic shotgun like the Ikazuchi 12 Assault Shotgun, as they will overheat and warp the barrel. Only semiautomatic and single-shot shotguns can safely chamber this ammunition.

Riot Shell: This kind of ammunition packs soft plastic pellets instead of lead shot. It inflicts the same damage as a buckshot shell, but all damage is nonlethal.

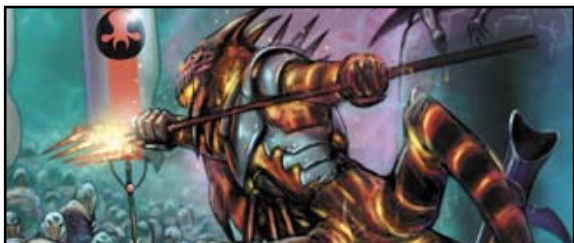
Slug, Armour Piercing: Instead of a load of shot, this ammunition is essentially a large bullet. Unlike normal buckshot shells, the slug's damage does not decrease

with each range increment, but rather imposes the same penalty to the attack roll as any normal firearm. An armour piercing (AP) slug is designed to punch through armour, but this higher level of penetration results in less direct impact damage from the attack. Armour piercing slugs ignore one point of the target's impact Damage Reduction for each die of shotgun damage, but any damage rolls that result in '1' on the die are ignored (treated as zero damage).

Weapons

This section expands dramatically on the weapons listed in the *WARS Roleplaying Game* core rulebook. In addition to the many new weapons for the three human factions, this section includes a number of the weapons used by the Quay and the Shi.

The Games Master should read this section carefully before deciding whether or not to allow all the weapons into his game. *WARS* is a setting of highly advanced technology, technology that has often been employed in finding new and better ways to kill other people. All of the weapons listed throughout this section, but particularly under the Heavy Weapons heading, are entirely appropriate for the *WARS* setting, but many of them are extremely lethal. Games Masters running a low level *WARS* campaign may wish to prevent the Player Characters from gaining access to some of the deadliest of these, as no 1st level character is likely to survive a brush with a Colt-Burton 9335 Bumblebee Rocket.



Anira Lance

Related to the vatarma, the anira lance is used more for combat than for dueling in the magnificent arenas of Seyal. It has a long and wicked heart-shaped head that crackles with electrical energy. Unlike the vatarma, the anira cannot fire an energy bolt as a ranged attack, but rather delivers its energy damage (1d6) at the same time it inflicts its impact damage (1d10) on a successful hit with the razor sharp edge of its blade. See last issue for rules regarding dual damage and armour.

The anira lance is a new weapon, one that has thus far only seen deployment with some of the Shi's most elite troops. Thus, only a very few of these weapons have been captured and made available for sale. As time goes on, the price on an anira lance may drop. Cost: 2,200 creds.

Bikkarh

A Bikkarh is not a weapon created by the Quay, but is actually one that was created for their use by the hated enemies of the Quay – the Shi. Originally crafted to be wielded by Quay slaves fighting in the arenas of Seyal, the Quay adopted the weapon as their own in a symbol of defiance at the beginning of their rebellion against their Shi masters.

The Bikkarh is a long, hafted weapon with a four-pronged fork at one end. The haft of the weapon itself is three metres in length, giving the Quay wielding it a significant advantage in reach over most adversaries. A Quay may choose to use the bikkarh as a double weapon if he desires, striking with both ends of the weapon to gain an extra attack each round. Doing so counts as fighting with two weapons, however, and incurs all appropriate penalties (see the *WARS Roleplaying Game* core rulebook). The bikkarh only

has a 'fork' at one end, however, reducing the damage for the opposite end of the haft to 1d6.

The bikkarh is simple enough in operation that a human with the Melee Weapon Proficiency feat can wield it with no penalties. However, due to the size of the weapon, it is impossible for a human to wield it as a double weapon, striking with both ends of the bikkarh. Cost: 400 creds.

Brass Knuckles

Sometimes the simplest things are still the best, and weapons do not get much simpler than a set of brass knuckles. Worn over the fingers like a set of four connected rings, brass knuckles add their heft and rigidity to a normal punch. A set of brass knuckles does not inflict any damage on its own. Instead, it adds one point to the damage inflicted by the wearer's normal unarmed attack. More importantly, it changes the damage of an unarmed attack from nonlethal to lethal. A character with a high Strength ability score, Improved Brawl and a simple set of brass knuckles is a deceptively dangerous opponent. Cost: 10 creds.

Gongen Kudai

This weapon is an enormous sword, with a straight, double-edged blade approximately two metres long and 20 cm from edge to edge. The flat of the blade is commonly inlaid with multiple designs, with the Mon of the weapon's creator or even with a summary of the wielder's family history. Rather than the traditional tsuba of the katana, the kudai usually has a much wider guard at the base of the blade. This guard, along with the grip and the pommel, is usually ornate to the point of being gaudy. Every Gongen kudai is forged by hand, not machine, and is as jealously guarded from non-Gongen as a katana.

Melee and Thrown Weapons

Weapon	Type	Damage	Damage Type	Crit.	Range/ Spaces	Ammo	Mag.	Size	Weight	Faction	Cost
Anira Lance	Exotic	1d10 + 1d6	Energy/ Impact	19-20/x2	—	Shi energy cell	50 charges	Large	3.5 kg	Shi	2,200 creds
Bikkarh	Melee	1d12	Impact	20/x3	—	—	—	Large	8.5 kg	Quay	400 creds
Boarding axe*	Melee	1d8	Impact	20/x3	—	—	—	Medium	1 kg	Maverick	20 creds
Brass knuckles	Melee	+1	Impact	19-20	—	—	—	Small	0.5 kg	Maverick	10 creds
Combat knife*	Melee	1d6	Impact	19-20	4m/2	—	—	Medium	0.5 kg	Earther, Gongen, Maverick	12 creds
Dagger*	Melee	1d4	Impact	19-20	8m/4	—	—	Small	0.5 kg	Maverick	5 creds
Gongen katana*	Melee ¹	1d10	Impact	19-20/x3	—	—	—	Medium	1.5 kg	Gongen	500 creds
Gongen kudai	Melee ¹	2d10	Impact	19-20/x3	—	—	—	Large	15 kg	Gongen	1,750 creds
Gravity club	Melee	1d10	Impact	20	—	Type II Utility Power Cell	20 charges	Medium	2 kg	Maverick	175 creds
Machete	Melee	1d8	Impact	19-20	4m/2	—	—	Medium	1.5 kg	Maverick	20 creds
Makal Clawstick	Melee	1d8	Impact	19-20	—	—	—	Medium	2.5 kg	Quay	80 creds
Nanosharp Combat Axe	Melee	1d10 + special	Energy/ Impact	20/x3	—	Type II Utility Power Cell	10 charges	Medium	2.5 kg	Earther, Maverick	275 creds
Quay dalaka*	Exotic	+2 ³	Impact	19-20/x3	—	—	—	Small	2 kg	Quay	500 creds
Shi vatarma*	Exotic	1d10	Impact	19-20/x3	—	Shi energy cell	—	Medium	1.5 kg	Shi	2,000 creds
Stun stick*	Melee	1d6 ²	Energy/ Impact	20	—	Type II Utility Power Cell	20 charges	Medium	1 kg	Earther, Gongen, Maverick	200 creds
Tarshuk	Melee	1d10	Impact	18-20/x3	—	—	—	Medium	7 kg	Quay	175 creds
Shuriken	Thrown	1d3	Impact	x2	6m/3	—	—	Tiny	0.5 kg	Gongen	10 creds
Vibro dagger*	Melee	1d4+1	Impact	19-20/x3	—	Type II Utility Power Cell	20 charges	Small	0.5 kg	Maverick	100 creds

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

¹ Gongen who have Melee Weapon Proficiency may use this weapon; all others must take the Exotic Weapon Proficiency feat to use it.

² Anyone hit by this must make a DC 12 Fortitude save or take an additional 1d6 points of nonlethal electrical damage if this feature has been activated.

³ The Quay wear these weapons over their natural weapons. They add two to the damage dealt by such attacks and increase the threat range as noted. A Quay is not considered unarmed while using dalaka, however, a Quay can make a disarm attack and grab an opponent's weapon while using them as if he were unarmed.

Only a very few people can use this weapon effectively – doing so requires the *wield the massive* kizen power (see the *WARS Roleplaying Game* core rulebook). Possession of this kizen ability allows the wielder to make his normal number of attacks per round when using the kudai. Considering the weapon's weight and length, it is simply too cumbersome for anyone without the *wield the massive* power to use well, no matter how strong the wielder might happen to be, the sheer act of swinging the monstrous sword will pull him off balance. Anyone using a kudai without the *wield the massive* kizen power is reduced to one attack per round. Further, because the sword's momentum is so difficult to overcome, such wielders lose all Dexterity modifiers to their DV after making an attack. The wielder will regain his Dexterity modifier to DV when he acts in the next round. Cost; 1,750 creds.

Gravity Club

The gravity club is an ancient weapon with a modern twist. Incorporating the technology that makes a GRAV grenade so lethal, the club has a tiny gravity generator in its head that increases the mass of the weapon when it strikes, inflicting much greater damage than would be possible with a mere piece of wood or metal. Cost: 175 creds.



Machete

The original purpose of a machete is to clear thick brush. However, with little or no thick brush to be found in the Solar System outside of Earth, these items are most often used to clear enemies. A machete is essentially a larger and heavier version of the combat knife, and is most often found being used by Mavericks on the Outer Rim, where its impressive damage makes it an excellent boarding weapon. Cost: 20 creds.

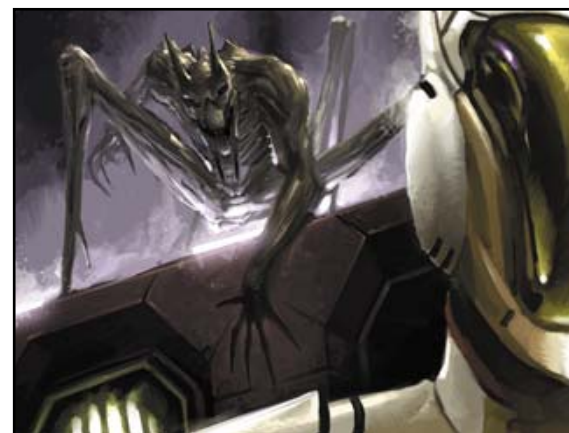
Makal Clawstick

Though exceedingly primitive looking in design, this weapon is forged of advanced composites that, combined with the great strength of a Quay, make for an exceptionally dangerous melee weapon. It is wielded much like a club, with heavy strokes intended to smash through any defences. On a critical hit, the two hooked prongs on the end of the weapon will lodge in the target's armour (or flesh, if unarmoured) and cannot be removed without taking a full-round action and succeeding with a Strength ability check (DC 15). Once the weapon has lodged in its victim like this, the victim is considered to be grappled, so long as the Quay continues to hold on to the handle of the clawstick. Though commonly known as the Makal Clawstick (at least among the Quay), this is only because the Makal first invented it. It is now used by all tribes of the Quay. Cost: 80 creds.

Nanosharp Combat Axe

The boarding axe and vibrodagger have long been standard equipment in Maverick space, used to fight dirty duels beneath the Pit of Ceres Station or in the frantic violence of a boarding party's first moments on an enemy ship. The days of those weapons may be coming to an end, however, with the introduction of

this new item from the Hance Corporation offices and laboratories on Ceres Station.



'This baby's rigged with a monoblade, and enough electrical charge to stun a dinosaur,' the Hance Corp. Holiday Catalogue boasts, and it is not far wrong. The nanosharp combat axe takes the best aspects of the boarding axe and the stun stick, improves on them and combines them into a single weapon that is rapidly becoming a favoured melee weapon throughout the Solar System. Anyone who takes damage from the attack of a nanosharp combat axe is subject to a burst of electrical current and must make a Fortitude saving throw (DC 18) or be *stunned* for 1d3 rounds. Cost: 275 creds.

Shuriken

The current model of the shuriken is an ancient weapon with a modern twist. The modern shuriken, used primarily by Shinobi and monks on Gongen, features a monomolecular edge for increased cutting power. However, despite such technological improvements, a shuriken is still a very light weapon that is thrown by hand – meaning that its damage remains quite

low. Shuriken are primarily used against unarmoured targets, as most armours are enough to completely negate any damage that they might inflict. Cost: 30 creds.

Tarshuk

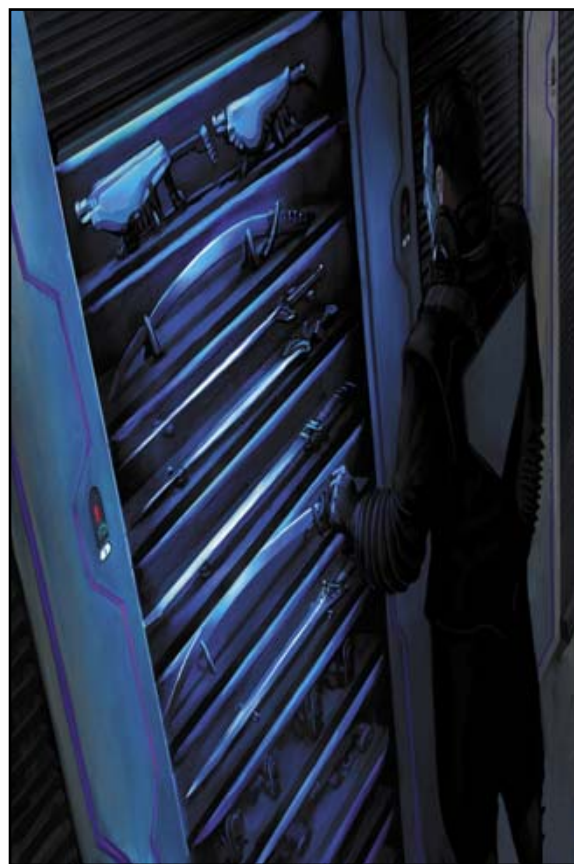
The tarshuk is a Quay cleaving weapon, a simple and deadly device that looks like a cross between several ancient Earth weapons. The metre-long metallic shaft of the weapon ends in a Shi-skin wrapped handle on one end, while the other end boasts what are best described as three axe heads, radiating out from the shaft at equal angles to one another. This gives the weapon's head an excellent chance of striking with a cleaving edge no matter how it is turned when it hits, and many Quay wade carelessly into battle with these things, swinging ferociously but never bothering to keep track of the weapon as they slaughter their way through their enemies. Cost: 175 creds.

Alden Arms L4 Net Gun

Alden Arms has created a strange niche business and reputation for itself as a manufacturer of unusual but dependable weaponry. The Net Gun certainly lives up to that. It is a long weapon, slightly more than a metre and a half in length, and is shaped roughly like a rifle, though it features a much wider barrel. Its basic design is similar enough to most rifles that it can be operated by anyone with the Firearms Proficiency without penalty.

The Net Gun uses compressed gas to fire a single web capsule at an enemy. Currently, Alden Arms manufactures three separate ammunitions for the gun, though there are rumours the corporation is developing newer, more exotic ordnance for it. The range of the Net Gun remains constant, but all other aspects of the weapon's use in combat differ depending upon which kind of ammunition is used.

The gun can accept any of the three ammunitions with no modifications from the owner. A web capsule is an egg-shaped projectile about 10 cm long and 7 cm wide. Upon exiting the barrel, it breaks open, releasing the net within, which expands quickly to its full dimensions. A net is fully expanded once it travels a distance of four metres from the end of the barrel – which renders the Net Gun effectively useless against foes closer than that. All nets produced for the Net Gun are square, measuring two metres on a side. Travelling at a speed of approximately 200 kph, they wrap around a target on contact, inflicting 1d6 impact



damage and immediately deliver the net's specialised damage (if any). It is important to remember that the 1d6 impact damage of the net striking the target at 200 kph should be kept separate from the specialised damage of the net itself – they are not combined for purposes of bypassing Damage Reduction. The size of the net means the Net Gun is only reliably effective against creatures and bots of size Large or smaller. Most nets are not specifically designed for capturing an enemy, but are still difficult to get free of. Upon being struck with a successful attack roll by the wielder of the Net Gun, the target must make a Reflex saving throw (DC 15). Success indicates the target is only partially enmeshed in the net, and may free himself as a move-equivalent action. Failure indicates the target is fully wrapped in the net, and will require 1d3 rounds to free himself (this can be reduced by one round if the target has help). Either way, the target suffers the damage from the net.

Det-Net: The Det-Net is designed to provide effective stopping power against bots shielded against the electrical effects of the Netaser (see below), but is just as effective at stopping almost anything else. The net is composed of a high-yield explosive over a composite frame. Half a second after impacting its target (just enough time for the net to wrap around it), the net explodes, inflicting 4d6 impact damage and 2d6 fire damage on the target. However, if the target was able to make his initial Reflex save to avoid being fully entangled in the net, he will take only half damage. Obviously, the explosion destroys the net, meaning that the target (whether or not he survives) is no longer trapped within it. Cost: 500 creds per capsule.

Mag-Net: Just before the Mag-Net capsule reaches the target (about two metres away – a distance the weapon calculates through a laser rangefinder linked

Firearms

Weapon	Damage	Damage Type	Crit.	Range/ Spaces	Burst	RoF	Mag.	Ammo	Size	Weight	Faction	Cost
Alden Arms holdout pistol*	1d6	Impact	20	12m/6	—	S	8 rnds	.22 calibre	Small	0.5 kg	Earther	150 creds
Alden Arms L4 Net Gun	1d6 and See Text	Impact and See Text	—	14m/7	—	SS	1 rd	L4 Net (See Text)	Large	5.75 kg	Earther	450 creds
AllMag AM 5560 Gauss Sidearm	1d10	Impact and See Text	20	24m/12	—	SS	8 slugs	Gauss I slugs	Small	2 kg	Earther	525 creds
AllMag AM 958 'Scorpion' Gauss Rifle	2d6+2	Impact and See Text	20	40m/20	—	S	16 slugs	Gauss II slugs	Large	5 kg	Earther	850 creds
Archaic pistol*	1d6	Impact	20	18m/9	—	S	8	Archaic Pistol	Small	0.75 kg	—	150 creds
Archaic rifle*	1d10	Impact	20	28m/14	—	S	24	Archaic Rifle	Large	3 kg	—	300 creds
Assault Carbine	1d12+2 fire	Energy	19-20/x2	30m/15	Y	S, A	40 charges	Shi energy cell	Large	2.5 kg	Shi	750 creds
'Avenger' Dual Assault Rifle	2d8	Impact	20	24m/12	Y	S, A	100 rnds	Quay Type 1 Ammo	Huge	30.5 kg	Quay	800 creds
Brier Systems Finger Laser*	1d4 fire	Energy	20	8m/4	—	SS	1 charge	—	Small	—	Earther	75 creds
Brown & Averson B-3 'Vesuvius' Pistol	2d8 fire	Energy	—	6m/3	—	S	10 charges	Brown & Averson Fuel	Small	3 kg	Earther	300 creds
Brown & Averson BA 3f 'Lighter'	1d10 fire	Energy	—	4m/2	—	SS	1 charge	—	Small	0.5 kg	Earther	100 creds
Cogwerks XL 50 Demon Slayer	2d10	Impact	19-20/x2	20m/10	—	S	5 bullets	.50 calibre	Small	2 kg	Maverick	375 creds
Colt-Burton CBS-801 'Sidecar' Shotgun	2d6	Impact	20	6m/3	—	S	10 shells	12 gauge	—	2 kg	Earther	425 creds

Weapon	Damage	Damage Type	Crit.	Range/ Spaces	Burst	RoF	Mag.	Ammo	Size	Weight	Faction	Cost
Colt-Burton M7-A3 PAW Assault Rifle	2d8	Impact	20	24m/12	Y	S, A	30 bullets 6 grenades	.38 calibre/ 20mm	Large	8 kg	Earther	750 creds
Colt-Burton Mk 412*	1d8	Impact	20	20m/10	—	S	15 bullets	.32 calibre	Small	1.5 kg	Earther	200 creds
Colt-Burton Mk 814*	2d6	Impact	19–20/x3	30m/15	Y	S, A	40 bullets	5.56	Large	3 kg	Earther	400 creds
Colt-Burton S12 Room Broom	2d6	Impact	20	6m/3	—	S	30 shells	12 gauge	Large	4 kg	Earther	700 creds
Colt-Burton Series V Sniper Rifle*	2d10	Impact	18-20/x3	50m/25	—	SS	5 bullets	.50 calibre	Large	4 kg	Earther	750 creds
FedGrav officer's pistol*	1d8+1 fire	Energy	19–20	24m/12	—	S	20 charges	Earther energy cell	Small	1 kg	Earther	350 creds
FedGrav infantry laser*	2d8 fire	Energy	19–20	32m/16	Y	S, A	36 charges	Earther energy cell	Large	3 kg	Earther	800 creds
Frost Beamer	2d6 cold (and see below)	Energy	20	20m/10	—	S	10 charegs	Shi energy cell	Small	2 kg	Shi	6000 creds
Gongen 'Finger of Heaven'*	2d8+2 fire	Energy	19-20/x3	40m/20	—	SS	8 charges	Gongen energy cell	Large	3 kg	Gongen	800 creds
Gongen plasma bolter*	1d10 fire	Energy	20	30m/15	—	S	12 charges	Gongen energy cell	Small	1.5 Kg	Gongen	450 creds
Gongen plasma rifle*	2d6+2 fire	Energy	20	40m/20	Y	S, A	24 charges	Gongen energy cell	Large	4 kg	Gongen	700 creds
Greener 8-gauge Shotgun*	2d8+2	Impact	20	6m/3	—	SS	1 or 2 shells	8 gauge	Large	3.5 kg	—	950/1,250 creds
Greener 12-gauge Shotgun	2d6+2	Impact	20	6m/3	—	SS	1 or 2 shells	12 gauge	Large	3.5 kg	—	800/950 creds
Ikazuchi 12 Assault Shotgun	2d6+2	Impact	20	6m/3	Y	S, A	12 shells	12 gauge	Large	4 kg	Gongen	800 creds

Weapon	Damage	Damage Type	Crit.	Range/ Spaces	Burst	RoF	Mag.	Ammo	Size	Weight	Faction	Cost
Maverick Zip Gun*	1d8	Energy	20	10m/5	—	SS	10 charges	Any power source	Small	1.5 kg	Maverick	100 creds
Plasmic Wave Generator	2d6 fire	Energy	20	10m/5	N	S	20 charges	Quay energy cell	Large	8.5 kg	Quay	800 creds
Plasmic Wave Generator, Advanced	2d6+2 fire	Energy	20	10m/5	N	S	20 charges	Quay energy cell	Large	8.5 kg	Quay	1,200 creds
Spassky Quickfire*	1d8+2	Energy	20	24m/12	—	S	20 charges	Earther or Gongen energy cell	Small	1 kg	Maverick	450 creds
Spassky Quickfire, modified*	1d8+2 fire	Energy	20	24m/12	Y	S, A	20 charges	Earther or Gongen energy cell	Small	1 kg	Maverick	600 creds
Wagner 10 MLT submachine gun	2d6	Impact	20	12m/6	Y	S, A	30 bullets	9mm	Large	2 kg	Earther, Maverick	300 creds
Wagner S70 Plasma Bolter	2d6+2 fire	Energy	19-20/x2	30m/15	Y	S, A	30 charges	Earther or Gongen energy cell	Large	5.5 kg	Maverick	700 creds
Crossbow, Modern*	2d6	Impact	20	20m/10	—	SS	6 bolts	Crossbow bolts	Medium	3 kg	—	250 creds
Shi vatarma*	2d8 electrical	Energy/	19–20/x3	12m/6	—	—	—	Shi energy cell	Medium	1.5 kg	Shi	2,000 creds

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

to the firing process) the canister breaks open and the net is deployed and energised. Generating a powerful magnetic field, the net wraps around its target, holding him effectively immobile. The strength of the magnetic field generated by the net is extremely difficult to overcome, requiring a Strength ability check (DC 25). Because of the nature of the net, which grips tightly to itself and any metallic objects the target is carrying, it is impossible to use the Escape Artist skill to worm free. The Mag-Net remains energised for one full minute. Cost: 100 creds per capsule.



Netaser: This net, composed of copper monofilament wrapped around a composite structure, delivers a powerful electrical charge upon contact with the target. The target suffers 3d6 points of electrical damage and must make a Fortitude saving throw (DC 20) or be *stunned* for 1d4 rounds. This net is particularly effective against bots. Cost: 200 creds per capsule.

AllMag AM 5560 Gauss Sidearm

Allied Magnetix created the AllMag AM 5560 Gauss Sidearm as part of a bid to seize a larger share of iCom business, but several factors (not least the influence of FedGrav) have kept the corporation from realising any of the profits its directors were dreaming of. The AM 5560 is a useful and powerful weapon. It utilises magnetic energy used to propel a simple metal slug at supersonic speed. This slug, usually hardened steel, is able to pierce armour with ease. However, because of the weapon's small size and the amount of power it consumes, the wielder must take a move action between every shot to advance the next slug into the magnetic firing chamber. The weapon has a magazine in the grip, which can be exchanged as a move equivalent action. The weapon actually derives its magnetic power from a Type II utility power cell, also mounted in the grip and good for about 25 shots before it must be recharged.

Against a gauss weapon, all impact Damage Reduction is cut in half, because of the sheer speed at which these projectiles travel. For example, a plas suit would only count as having two points of impact Damage Reduction against a gauss attack, while a suit of CGC trooper armour would only count as having five points of impact Damage Reduction against a gauss attack. Cost: 525 creds.

AllMag AM 958

'Scorpion' Gauss Rifle

The same technology that created the gauss sidearm has created a vastly superior weapon with the Scorpion gauss rifle. An elongated barrel gives the Scorpion greater range and increased stopping power, while an upgraded reloading system automatically advanced the next slug into the firing chamber after each shot, allowing the Scorpion to be fired on semiautomatic mode. The weapon actually derives its magnetic

power from a Type II utility power cell, which is good for about 20 shots of the Scorpion before it must be replaced or recharged.

Like the gauss sidearm, the Scorpion expels its projectiles with such speed that all impact armour Damage Reduction against this weapon is halved. Cost: 850 creds.

Assault Carbine

The Assault Carbine is the smaller, younger brother of the Shi's plasma carbine. Comparable in many ways to the standard hand-held weapons common to the human factions, the Shi assault carbine is the standard weapon issued to Shi soldiers, and large numbers of the weapons have been captured and are available for sale throughout the Outer Rim. Though the weapon's design is unusual, it is not so alien that a human with the Firearms Proficiency feat cannot master its use with a bit of practice. Cost: 750 creds.

'Avenger' Dual Assault Rifle

The only traditional slug thrower in the Quay arsenal, the dual assault rifle fires low-calibre rounds in tandem through a pair of barrels. The weapon is capable of firing singly, in short bursts of six bullets (three from each barrel) or on autofire. Ammunition is fed into the firing chambers from a pair of canisters, one on either side of the weapon. This weapon is, obviously, sized for a Quay, making it much too large for a human to use comfortably. Any human attempting to fire this weapon suffers a -4 penalty on all attack rolls, simply because of the mass of the weapon. One exception to this is a human wearing a suit of TW-3 'Thor'powered armour. The armour itself is of Large size, and a human in such a suit may fire the Avenger as well as any Quay. Cost: 800 creds.



Brown & Averson B-3

'Vesuvius' Pistol

Designed for the Earther military, it did not take long for thieves to lay hands on large numbers of these weapons and bring them to the Outer Rim. The Vesuvius is an awful but extremely effective weapon, firing not bullets or plasma but a steady stream of napalm-derived flame.

The Vesuvius does not require an attack roll to use. Rather, it fills an area 4 metres by 4 metres with fire every time the wielder fires it. All creatures and bots within this area must make a Reflex saving throw (DC 20) or take the listed damage. Any targets who fail the save will suffer another 1d6 fire damage for the next 1d4 rounds as the Vesuvius ammunition continues to burn, though mobile targets may choose to spend an entire round putting out the flames to avoid this additional damage. This weapon can only be used in an oxygen-rich atmosphere – if a human cannot breathe in it, the Vesuvius will not work in it. Cost: 300 creds. Additional canisters of fuel for the Vesuvius cost 40 creds and weigh 0.5 kg. These canisters can be refilled.

Brown & Averson BA 3f 'Lighter'

This weapon was not created for the military at all, but rather as a simple and effective holdout weapon for paranoid Earther executives. However, once the rest of the Solar System realised just how effective this weapon is, the customer base (legitimate and illegitimate) expanded dramatically.

The Lighter is a small weapon, about the size of a fountain pen, and even includes a pen-like clip to allow it to be carried easily in a pocket. The Lighter does not require an attack roll to use. Rather, it fills



an area 2 metres by 2 metres with fire every time the wielder fires it. All creatures and bots within this area must make a Reflex saving throw (DC 20) or take the listed damage. Any targets who fail the save will suffer another 1d4 fire damage for the next 1d3 rounds as the Lighter ammunition continues to burn, though mobile targets may choose to spend an entire round putting out the flames to avoid this additional damage. This weapon can only be used in an oxygen-rich atmosphere – if a human cannot breathe in it, the Lighter will not work in it. The Lighter is a single use weapon and cannot be refilled after use. Cost: 100 creds.

Cogwerks XL 50 Demon Slayer

Cogwerks, the brainchild of a group of Cogs hoping to make a greater profit through mass production, has thus far met a lukewarm reception, but the Demon Slayer is one of its success stories. The Demon Slayer is a pistol that chambers and fires the same .50 calibre ammunition used in the Colt-Burton Series V Sniper Rifle, and was specifically designed as a close-range Quay killer.

Of course, this kind of ammunition was never meant to be fired from a pistol, and the recoil from the Demon Slayer is astounding, too much for a normal human to fire with any hope of accuracy. Fortunately, Cogwerks markets this pistol, along with their other products, to people who are certainly not normal humans, but rather to Mavericks with cybernetically enhanced Strength. The minimum Strength to fire a Demon Slayer without penalty is 18. For every point of Strength below that, the user suffers a –1 penalty on his attack roll. Thus, a character with a strength of 15 will suffer a –3 penalty on every attack he makes. Cost: 375 creds.

Colt-Burton CBS-801 'Sidecar' Shotgun

Designed originally to be mounted beneath the Colt-Burton Mk 814, the Sidecar is an underslung shotgun, meant to provide the Mk 814's wielder with a little extra firepower for when the fighting gets too close for comfort. Modifying a weapon other than the Mk 814 is not too difficult, so long as the weapon is roughly the same size. Doing this requires a Craft (mechanical) skill check DC 15 and about two hours of work. The Games Master has final discretion over which weapons can accept a Sidecar attachment. Cost: 425 creds.

Colt-Burton M7-A3 PAW

Assault Rifle

An extremely popular and potent weapon, the M7-A3 PAW Assault Rifle is the latest development in slugthrower technology from the venerable Colt-Burton corporation. In addition to its impressive damage as an assault rifle, the M7-A3 PAW (Personal Assault Weapon) includes an integrated grenade launcher which fires 20mm grenades with a range of 40 metres (20 spaces) and has an ammunition capacity of six grenades, though it must fire in single-shot mode. The grenade launcher can be removed with a full-round action, if the user wishes to mount another weapon (like the CBS-801 Sidecar). Cost: 750 creds.

Colt-Burton S12 Room Broom

A perennial favourite of mercenaries, pirates and ship captains, the Colt-Burton S12 Room Broom is one of the finest and most reliable shotgun models available in the entire Solar System. As a 12-gauge, single barrelled weapon, it lacks the capacity for massive amount of damage in a single shot the Greener is capable of, but it makes up for it with its ammunition capacity. The room broom has a drum mounted beneath the weapon's barrel, which contains up to 30 shells. When the weapon is discharged, the drum automatically feeds the next shell into the firing chamber, allowing the wielder to fire the room broom as many times per round as he has attacks. Additionally, since the room broom is 12 gauge rather than 8, the wielder may fire it without worrying about losing his balance (or a sore shoulder in the morning). The room broom conforms to standard shotgun rules for range and damage. Cost: 700 creds.

Frost Beamer

This Shi weapon is a relatively new development, created specifically to combat the Quay. It releases a beam of intense cold, intended to literally freeze the target. In addition to its regular damage, the frost beamer is particularly effective against Quay in their *kundanaka* state (see the *WARS Roleplaying Game* core rulebook). Any Quay struck by the frost beamer while in such a state takes an additional d6 of damage (3d6 total), and must make a Fortitude saving throw (DC 20) or be forced out of the *kundanaka*. Cost: 6000 creds.

Greener 12-gauge Shotgun

This weapon is very similar to the 8-gauge model, and like that version, it is no longer in production (though there have been a few Mavericks who have begun to craft and sell identical copies). Like the 8-gauge, the 12-gauge is a break-style shotgun and comes in both single and double barrel styles, as noted in the two prices given. Except for its damage and the fact that its recoil is slight enough not to force a Reflex saving throw, it is in all other ways identical to the 8-gauge. Cost: 800 creds or 950 creds.

Ikazuchi 12 Assault Shotgun

One of the few impact based weapons created by the Gongen, the Ikazuchi 12 is used primarily for close range combat, and is extremely effective. The shotgun features a 'bullpup' design commonly found in assault rifles, and is capable of automatic fire in three-shell bursts or of semiautomatic fire with one shell at a time. The ammunition is held in a drum beneath the barrel, and the user may exchange drums as a move equivalent action. Cost: 800 creds.

Plasmic Wave Generator

The favoured ranged weapon of the Quay, the plasmic wave generator works much like an energy-based shotgun. It fires a wide pulse of plasma energy in a wave that begins to lose coherency almost the moment it leaves the gun, expanding outward and dispersing its damage over a wider area. As with a shotgun, a plasmic wave generator does not make it more difficult to hit targets outside its base range, it reduces the amount of damage done to such distant targets. Against targets within 10 metres, the weapon does normal damage. Against targets from 11 to 20 metres, the weapon does two-thirds normal damage and against targets from 21 to 30 metres, it does one-third normal damage.

Though designed by Quay and for Quay, the plasmic wave generator can be modified for use by smaller creatures like humans or Shi. Doing so is a relatively simple process requiring a Craft (weaponsmith) skill check roll (DC 15). Cost: 800 creds.

Plasmic Wave Generator, Advanced

The next generation of the favoured ranged weapon of the Quay, the advanced plasmic wave generator is only a slight departure from its predecessor. It fires a wide pulse of plasma energy in a wave that begins to lose tight coherency almost the moment it leaves the gun, expanding outward and dispersing its damage over a wider area. As with a shotgun, the damage of a plasmic wave generator is reduced against targets outside its base range. Against targets within 10 metres, the weapon does normal damage. Against targets from 11 to 20 metres, the weapon does two-thirds normal damage and against targets from 21 to 30 metres, it does one-third normal damage.

The spread of its wave is what makes the advanced plasmic wave generator such a dangerous weapon. Once the beam has passed its base 10 metre range, it has widened to nearly four metres, allowing the wielder to strike two Medium-size targets simultaneously, provided the two targets are standing side by side. In this case, the wielder makes a single attack roll, which is compared to the Defence Value of both targets to determine if the attack hits. Striking any target causes the beam to lose all coherency – the beam cannot strike one target and then continue on to strike another six metres behind the first and two metres to one side. For example, if the Quay warrior Arkukh fires his plasmic wave generator at a pair of Earther troopers standing side by side 15 metres away and hits, he will do damage to both of them. However, if one of the Earthers is standing two metres in front of the other, the beam will strike him first, destabilising it to the point that nothing but coloured light will strike the second Earther. The first Earther takes regular damage; the second Earther takes none.

Though designed by Quay and for Quay, the advanced plasmic wave generator can be modified for use by smaller creatures like humans or Shi. Doing so is a relatively simple process requiring a Craft (weaponsmith) skill check roll (DC 15). Cost: 1,200 creds.

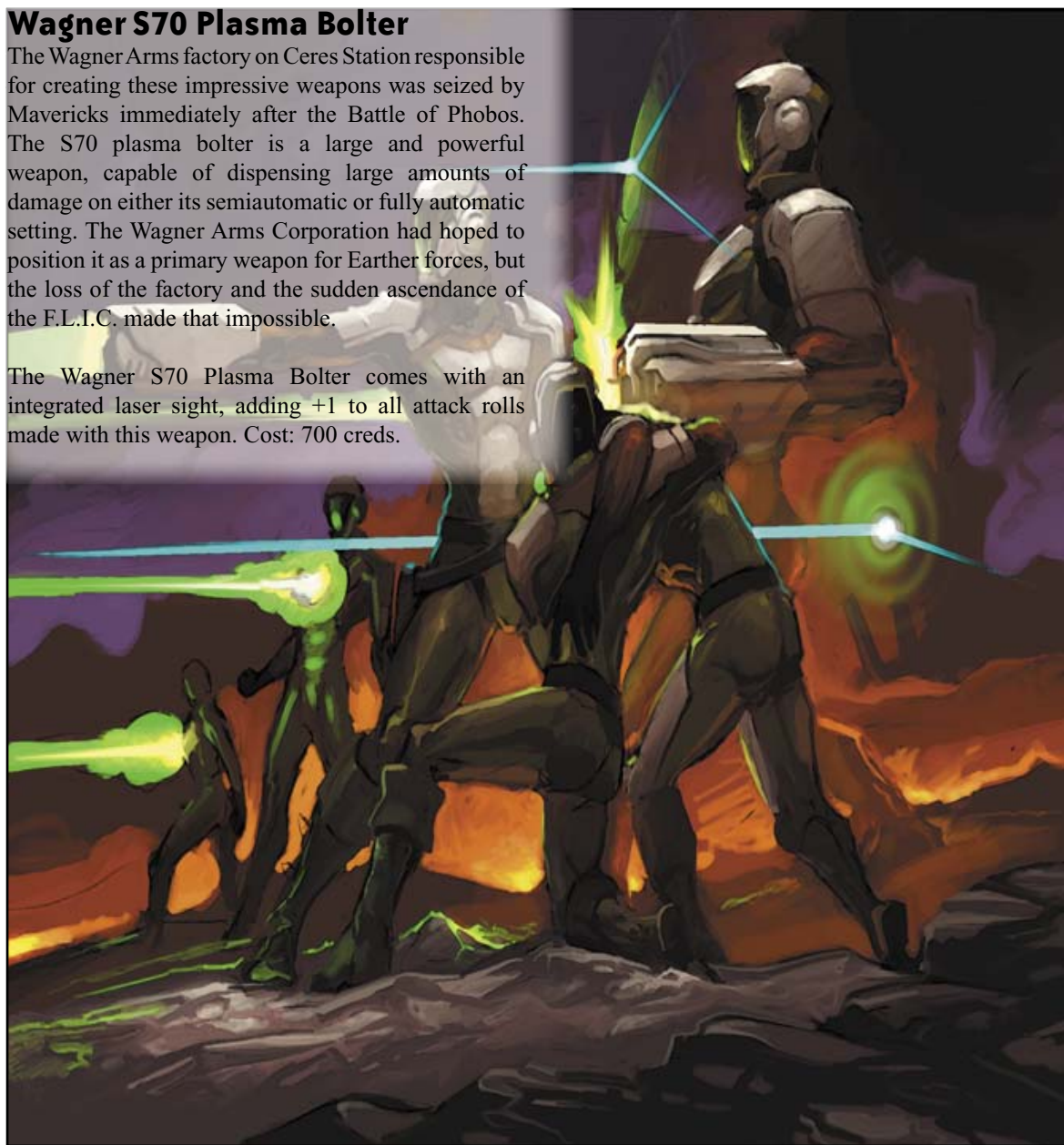
Wagner 10 MLT Submachine Gun

Currently produced by both Earthers and Mavericks (who captured one of the factories when they seized control of the Belt and Rim), the Wagner 10 MLT submachine gun is a simple but effective weapon. The weapon's stock can fold back over the barrel, making the weapon Small for purposes of concealment. It can be fired without unfolding the stock, but this inflicts a -4 penalty on the attack roll. Cost 300 creds.

Wagner S70 Plasma Bolter

The Wagner Arms factory on Ceres Station responsible for creating these impressive weapons was seized by Mavericks immediately after the Battle of Phobos. The S70 plasma bolter is a large and powerful weapon, capable of dispensing large amounts of damage on either its semiautomatic or fully automatic setting. The Wagner Arms Corporation had hoped to position it as a primary weapon for Earther forces, but the loss of the factory and the sudden ascendance of the F.L.I.C. made that impossible.

The Wagner S70 Plasma Bolter comes with an integrated laser sight, adding +1 to all attack rolls made with this weapon. Cost: 700 creds.



GLORANTHAN GOODIES

A selection of tools, oddities and curiosities that you may see in a Gloranthan marketplace. By Bryan Steele

In line with everything else learned of Glorantha, this is a world that is truly filled with wondrous and interesting peoples. These peoples are commonly responsible for the creation of a myriad of similarly unique items. From the mysterious Tome of Secrets commonly found in the possession of the leader of any Knowledge Band to the conical sharpening stones every minotaur keeps to sharpen his horns – Glorantha's markets and artisans might just surprise an unwary shopper.

Each entry gives a narrative description of the item, plus any special rules it might bring to *RuneQuest*, its ENC rating (for the purposes of carrying and encumbrance), and its cost. Weapons will have a statistic line that shows how much damage they do, the skills necessary to use them and how durable they are. Similarly, armour will have its protection rating included as well. Essentially, each item entry covers everything necessary to use the item in a Gloranthan *RuneQuest* game.

Common Gloranthan Items

The following items are generally easy to find all over Glorantha (with some exceptions), and the prices listed reflect an urban and rather well-populated community. Games Masters should feel free to drop or inflate prices to adapt them to better or more stringent markets. For obvious reasons the general items on pages 31-43 of the

RuneQuest Main Rulebook, and those in the *RuneQuest Arms & Equipment Guide* are also often available – so long as the Games Master allows it.

Common Gloranthan Items

Item	ENC	Cost
Archer's Baldric	1	45 SP
Heraldry Sash	—	25 SP
Questing Log	1	250 SP
Journey Kit	1	200 SP
Marking Stones	—	10 SP
Rune Pouch	—	30 SP

Archer's Baldric

This is a stiff bandolier of sorts made of durable leather that has become quite popular with those who have chosen the bow as their common tool or weapon. It latches in the front with a double buckle, making it very snug and difficult to dislodge accidentally, but has a grommet-bound quiver and wide-mouthed sheath for a bow of ENC two or less to be stored at the ready. Anyone wearing an archer's baldric can get his bow in hand as a Combat Reaction due to its ease of access.

Heraldry Sash

This simple stretch of fitted fabric and canvas has become particularly popular in the spanning God Learners Empire and with the Wyrnfriends, but also

winds around the chests of many smaller sects and factions. Bearing the symbol or heraldry of the cult or culture in question, these sashes allow a character to announce his loyalties proudly on his chest – or to possibly provide cover for a spy or saboteur.

Questing Log

In the Second Age, with the expansion of the God Learners becoming a danger to all myths other than their own, those adventurers who are capable of written language are encouraged to keep record of their exploits if only to keep the all-consuming Knowledge Questers from gathering it all up. The questing log is a simple leather-bound tome with a wrap-around cover that contains many pages of pressed paper. Although it could be used for any writing purpose, it bears the mark of Wanderers, a supposed blessing to those questing or travelling abroad.

Journey Kit

This is a collection of useful items for travelling adventurers. It is packaged in a leather pouch with individual flaps for each item. It became particularly popular during the years of the Waertagi domination over the oceans, as ocean travellers were found commonly with them for the sake. Each journey kit contains two metres of leather cord, a metre of catgut thread, two small canvas patches, five sewing needles, leather oil,

two charcoal lumps and a single vial of bleaching alcohol (for infected wounds).

Marking Stones

Useful for drawing symbols or signs for others to follow, keeping track of underground exploration or simply expressing oneself in bright colours on any hard substance, marking stones are pieces of ground talc or slate that have been packed and dyed different colours. When used on any hard and dry surface, the marking is extremely easy to see, adding a +10% bonus to any Perception skill tests made to notice or read it. Also, if used to mark passageways or directions, marking stones add a +10% bonus to Survival skill tests to avoid getting lost.

Rune Pouch

Glorantha is a world that is home to many runes and many runecasters. Some own and carry several different runes on their persons at once, placing a great deal of importance on their belongings and where these powerful items are placed. A rune pouch is a rolled piece of suede with a dozen individually flapped pockets that furl together to make a single pouch. It is used by runecasters to carry all (or most in some cases!) of their runes in one place, easy to get at for casting and designed to protect the runes themselves.

God Learner Empire Items

The following items are commonly found in markets all around the Middle Sea Empire, and have appeared in many other places due to the extensive travels and bartering of Jrusteli merchants and traders. Their conquered control of ocean lanes from the Waertagi gave them the ability to take their goods – and their ideals – to faraway lands.

God Learner Empire Items

Item	ENC	Cost
Dragondirk	2	175 SP
Imperial Token of the Learned	—	—
Tome of Secrets	2	250 SP

Dragondirk

In the ongoing struggle between the Middle Sea Empire and the EWF there have been many conflicts between Knowledge Quester Bands and dragonewts who have ‘inadvertently’ ended up in the same place at the same time – often in search of the same item or person. These conflicts rarely end truly peacefully, and dragonewt warriors have always had the martial superiority over common God Learner Questers. The scientifically minded Learners designed a new way of hopefully causing lasting wounds to the draconic soldiers – if only long enough to get away and call upon sorcerer reinforcements. The dragondirk is a long, thin and flat chisel-like dagger with a punching-style, T-handled hilt. It is milled at the perfect angle to lift reptilian scales and dig deep into the flesh beneath.

Dragondirks ignore half (round down) of natural Armour Points granted by any form of reptilian scales.

Imperial Token of the Learned

This is a small round coin, about as large as the base of a common tavern mug, marked with two symbols, one on each side of the coin. One symbol is the crest of the God Learners set against the engraving for Malkion; the other bears a distinct heraldry for one of the esteemed Universities of Learning found throughout the Middle Sea Empire. The token is granted to anyone who has graduated from one of these prestigious schools, and



marks him as a higher classed citizen of the Empire. There are supposed ‘black market tokens’ that sell for enormous amounts of money, but few would ever risk the wrath of those in charge of the schools by falsely claiming to be one of their graduates.

Tome of Secrets

Knowledge Bands are well aware that many of the secrets they are gathering would be powerful tools in the claws of the enemy, and have taken great lengths for their far-reaching investigators to safely bring back their findings. The Tome of Secrets is a metal-bound book of pressed paper pages with a modest locking hinge (-15% to Mechanisms) that is attached to an ink reservoir built into the covers. Should someone try to pick open a Tome of Secrets and fail by more than 10%, these ink reservoirs will open automatically and ruin 95% of the pages within the book – thereby keeping the Questers’ information truly secret.

Weapon	Skill	Damage Dice	STR/DEX	ENC	AP/HP
Dragondirk	Dagger	1D3	7/9	1	4/4

Empire of Wyrms [riends Items (Dragon Items)

The following items are found throughout the Empire of Wyrms' Friends and surrounding territories, much to the thanks of Dragonspeaker traders and Converters doing their best to spread the EWF's influence. These items are commonly found in markets all over Genertela, but rarely outside of the control of a draconised merchant.

Dragon Items

Covered in this section are the somewhat mysterious and odd-looking 'Dragon Items' that are designed using the visions of Traditionalist dragonewts. Ignoring the use of metal in their construction, all Dragon items are made from stone, wood or – in especially magnificent examples – dragon bone. These items are awkward and strange and look relatively primitive at first glance; they are not, however, and are powerful reminders of the power and ingenuity of the dragonewts.

Any items on this list can be found made of dragon bone unless noted otherwise, but will immediately have their ENC cut in half (round up), double the item's Armour Points, and add half-again (round up) its Hit Points. These items will cost three times their listed value due to rarity, and are likely to raise a few eyebrows in the presence of EWF supporters – or enemies.

Empire of Wyrms' Friends Items

Item	ENC	Cost
Chokin†	—	50 SP
Draconic Long Bow†	2	500 SP
Dragonewt Scale Polish	—	30 SP
Gami	2	300 SP
Klanth†	2	175 SP
Samarin†	—	35 SP
Sl'sling	—	25 SP
Thunderer Hide Cuirass	3	400 SP
Utuma†	1	225 SP
War Dragon's Bandalier	1	75 SP

†This is an item that could alternatively be made from Dragon Bone

Chokin

Chokin are angular wedges of bone or wood used as small throwing weapons, which can impale. They are cheap and easy to conceal, which is why almost every member of the EWF carries a few in their belts just in case. Characters may throw up to three chokin at the same time (and target) during a single Combat Action. For each additional chokin thrown at one time, the character must subtract 10% from the chance to hit for all chokin thrown.

For example, if a character with a Throwing skill of 65% throws one chokin, its chance to hit is 65%. If it throws two at one target, the chance to hit falls to 45% for each. If it throws three, it has a 35% chance for any of them to hit, and if it attempts to throw four, its chance to hit is only 25%.

Draconic Long Bow

This is an enormous bow that is honestly only usable by the largest and strongest of men within the EWF.

For this reason, it is normally reserved for dragonewt Warriors. It is carved from young wood or dragon bone and is strung with a piece of tendon from the wing of a pteradon, making it a difficult pull to say the least. When fired, the draconic long bow makes such a loud *thrum* that it has been said that a unit of dragonewt Archers sounds like distant thunder when firing all at once.

Dragonewt Scale Polish

Dragonewts, especially those who receive audiences with the Original Twelve or their associates, want to look their absolute best. The rigours of combat or even just daily life can leave the natural scales of a dragonewt scuffed, muted and unattractive. Using this salt and vinegar paste in liberal amounts with the help of an attendant or two (trollkin work best for this, the dragonewts have discovered) to rub it in properly, a dragonewt can drastically improve his appearance. With a successful Craft (Stewardship) skill or a base roll INT + CON to use the polish, the dragonewt can add +15% to his Influence skill tests when dealing with EWF loyalists in a pleasing or political manner.

Gami

The preferred weapon of the Wyrmfriender duellist, the gami is *always* made from dragon bone and shaped by only the best weaponshapers. It is a three-pronged swordcatcher exceptionally effective at parrying, making it a favourite of fast-handed Orlanthi swordsmen and Crested dragonewts. A gami parries blows with double its Armour Points, which is quite a considerable amount of protection in a close combat battle.

Ranged Weapons	Skill	Damage	Range	Load	STR/DEX	ENC	AP/HP
Chokin	Throwing	1D6	15m	—	-/11	—	1/5
Draconic Long Bow	Bow	2D10+2	200m	1	17/9	2	4/10
Samarin	Throwing	1D4+1	15m	—	-/9	—	1/5
Sl'sling	Sling	1D6	50m	1	-/11	—	1/2

Close Combat Weapons	Skill	Damage Dice	STR/DEX	ENC	AP/HP
Gami	1H Sword	1D6+3	11/9	2	8/12
Klanth	1H Sword	1D6	9/9	2	4/12
Utuma	1H Sword	1D6	5/7	1	3/8

Klanth

The klanth is a weapon constructed of many short blades set into a flat wooden haft. It is the most common weapon of the dragonewt foot soldier, and therefore is very common in the EWF.

Samarin

Samarin are tiny slivers of bone or stone used as small thrown weapons capable of causing an impaling hit. Stored in wrist-sheathes and top-opened samarin pouches, samarin are rarely far from the user's hand when needed. Characters may throw up to four samarin at the same time (and target) with a single Combat Action. For each additional samarin thrown at one time, the character must subtract 10% from the chance to hit for all samarin thrown. See the entry for chokin above for an example.

Sl'sling

This is actually little more than a common sling made by any other culture, but is made from tanned human, Uz or even dragonewt hide. It is thicker and often bound in rings of wood. There are versions that are attached to the back haft of a drazduma, but few warriors choose to use the ranged implement except for hunting and stealth.

Thunderer Hide Cuirass

There are times when the dinosaurs of the EWF armies fall to enemy magic or attacks, and the Orlanthis Wyrmfriends are responsible for making sure that the

beasts' bodies are used for resources as best they can. One such way, self-serving as it is, is to make hide armour cuirasses from the fallen Thunderers so the Orlanthis Wyrmfriends can have scales when going into combat.

Utuma

This is the EWF's version of the shortsword. It is commonly made of fire-hardened wood or shaped flint, but dragon bone versions are not unheard of. It is short and straight with a slightly conical tip used for piercing armour. Few Wyrmfriender soldiers do not have at least one utuma on their belt for emergency use.

War Dragon's Bandolier

It is difficult for dragonewts to ever find belts and baldrics to fit their scaly and sometimes angular bodies, so they invented the war dragon's bandolier. The bandolier is actually a series of interconnected Uz-leather straps that include a number of small loops and pockets that can carry all of the following comfortably on a normal Warrior dragonewt:

- One Drazduma or Draconic Longbow with 20 arrows (on back)
- Any combination of two gami, klanth or utuma (on sides)
- Any combination of twenty chokin or samarin (all over)
- 100 SP worth of coins (along waist)
- Any foreign weapon of ENC two or smaller (on back)

Armour	AP	ENC	Locations
Thunderer Hide Cuirass	4	2	Abdomen, Chest

Orlanthis Items

Item	ENC	Cost
Mannost Tattoo Kit	1	50 SP

Mannost Tattoo Kit

The Orlanthis people are very dedicated to the exploits of their heroes and warriors, marking themselves in all sorts of indicative tattoos that mark their glorious deeds. Swirls and spirals for successful ranged kills, handprints for unarmed victories and sunbursts for overcoming Chaos minions are common. The process is an old tradition called 'Mannost,' requiring the telling of the tale to the artist tattooing the Orlanthis in full view of the Tula. This kit includes everything someone would need to perform the Mannost: red and purple inks made from rare herbs and wine, hollow porcupine quills and a tapping bone. It requires the use of the Craft (Tattooing) skill to perform properly, but can leave a lasting mark that Orlanthis will find attractive, influential and honourable.

Pelorian Items

Item	ENC	Cost
Noble Seal/Signet Ring	—	500 SP

Noble Seal/Signet Ring

Every noble bloodline has some form of crest that can be carved in reverse into a signet or seal. These seals are often built into a fine piece of jewellery, an expensive handle or chain necklace. Used by the Dara Happans to send messages via courier to each other, the symbols allow for the recipient to put a priority on accepting them – or not. Recognising a specific noble family or bloodline by its seal requires a Lore (World) skill test (modified as the Games Master sees fit). Also, anything that has been sealed in this way can only be opened by breaking the seal unless arcane methods are used.

Nomads of the Waste Items

Item	ENC	Cost
Raincatcher	4	50 SP

Raincatcher

Clean and fresh water for the clan and its steeds can be a problem, especially during Fire Season. To combat this some clans collect large amounts of rainwater during Storm Season, saving it for when the community needs it. A raincatcher as designed by the High Llama Clan is probably the best tool for this. This raincatcher is a wide sheet of waxed linen that is strung up between three to four stout poles during a heavy rain. The water is caught in a small opening capped with a wooden funnel that pours the water into large clay jugs. A single, five-gallon jug can be filled in less than four hours during the types of rain that happens in Storm Season, with filling times depending on the intensity of the rain.

Vithelan Items

Item	ENC	Cost
Oaring Pole	3	100 SP

Oaring Pole

The waters between the islands contain occasional reefs and sandbars and are not always very deep. These obstructions could easily snap the ends off of deep oars, but may also be deep enough that a pushing pole would not reach them. Islander boatmen that travel between the islands often use these three-metre oaring poles to cover both of these roles remarkably well. The poles are long and stout for pushing off of sandbars and reefs, but also have two flattened 'fins' on either side of the haft. Held much closer to the bottom of the pole, they can easily be used as oars in deeper waters.

Pamaltelan Items

Item	ENC	Cost
Mud Trowel	1	50 SP

Mud Trowel

The Agimori use the clay-rich mud of the Pamaltelan flats in many of their constructions, sometimes ritually. This item is a common piece of bone or wood that has been carved into a half-moon blade with a short handle often wrapped in leather or fur. The trowel scoops and smoothes clay-mud much easier than a common spade or hand does. Not only does the trowel add +10% to the user's related Craft skill tests, but it can also serve as a dagger, albeit with a -10% penalty to hit.

Aldryami Items

Item	ENC	Cost
Pollen Arrow	—	50 SP

Pollen Arrow

Being accomplished archers as they are, the Aldryami have an interesting way of dealing with threats without rising to bloodshed. Pollen arrows are normal arrows that have heads made of thin-skinned fungus that explode upon impact in a cloud of a sleep-inducing pollen mixture. Although its non-aerodynamic shape penalises the firer by -10%, any impact releases a two-metre radius cloud of powerful pollen. Anyone caught in the area affected at the point of impact or the 1D3 following rounds must make a Resilience test versus a Potency of 55 or fall unconscious for 1D4 hours. The pollen is always sterile, so there is no hope of outsiders ever producing the plants that create the potent ingredients.

Uz Items

Item	ENC	Cost
Gathering Sack	1	70 SP

Gathering Sack

The trolls of Glorantha are decidedly voracious eaters and are often happy to catch and devour their prey at the time of meeting it, but this is not always a possibility – especially if they want to bring the prey back to the community. The gathering sack is a two-layered leather and canvas sack that can hold up to 25 SIZ worth of animals, especially when battered and broken beforehand. Its ingenious layered design makes any and all Athletics skill tests for Brute Force (used to tear open from the inside) high impossible, penalising any rolls from within with -35%.

Mostali Items

The following items are just a few of the more common items that may be found across Mostali workshop trading posts and the occasional merchant that has been allowed to barter outside of the Decamony's influences.

Mostali Gunpowder Weapons

The Quicksilver Dwarfs have the coveted secret of gunpowder in their tomes and workshops, giving them the ability to use firearms and the like that use the alchemical substance as propellant. These weapons are rather destructive and powerful, and are covered extensively in the *RuneQuest Arms & Equipment Guide* sourcebook, starting on page 85.

Mostali Items

Item	ENC	Cost
Brass Rune Coupler	1	225 SP
Glass Kit	2	200 SP
Mostalic Claxon	2	300 SP
Spelunking Pads	1	150 SP
Weighted Haft/Blade	+2	500 SP

Brass Rune Coupler

Magic plays a very large part in the Mostali's everyday lives, with many of their highest ranking Decamonist crafters wielding many runes at a time to perform rapid spellcasting. Designed by the esteemed Copper Dwarfs, the brass rune coupler is a small clockwork frame that clasps to the back of a runecaster's forearm. The frame holds up to six small runes at once, allowing the wearer to quickly spin the mechanism to place whatever runes necessary into their hands for an upcoming spell. Although it makes using a shield on that arm impossible, it allows a character to put up to two runes in their hand at the cost of a single Combat Reaction.

Glass Kit

The main toolkit of the Lead Dwarfs, the glass kit contains several small blowing pipes and shaping tongs used in a furnace to blow glass. It also has tins of lead-sand solder for stained glass, and a very efficient glass cutting tool that allows a skilled user to actually cut, chip or shave glass as if it was clay. It is this last magnificent tool that makes the glass kit a favourite of burglars and thieves – who often set the rest of the kit aside as unwanted rubbish!

Mostalic Claxon

The Iron Dwarfs recognise that they are rarely the fastest to respond to a problem on their borders or deep in the bowels of their strongholds and any head start is helpful. Designed by the Gold Dwarfs, Mostalic claxons are intricately connected cables that monitor doorways and common walkways to poised alarm bells. Should

someone step through a protected area and step or trip upon an unnoticed cable (-15% to Perception to notice) the alarms will ring loudly. A single purchase of this item allows for coverage up to 30 metres away, with additional cable running 10 SP per additional five metres. Once triggered, it takes a normal Mechanisms skill test targeting the claxon hub to silence the claxon.

Spelunking Pads

Delving down into the depths of old strongholds or expanding into natural mines or caverns can be dangerous. Rock Dwarfs came up with these stout leather elbow, shoulder, wrist and knee pads (which all come in one set) to not only protect the wearer but also to give a much better purchase on certain surfaces. Each pad has several sharpened quartz studs riveted into it, allowing the wearer to grind many surfaces of his body into the walls or floor of a cavern rather easily. Wearing the spelunking pads give a five Armour Point bonus against any damage caused from a fall of less than five metres in height. Additionally, it grants a +10% bonus to Athletics skill tests for climbing in a situation where the wearer can use more than one of the pads to anchor himself.

Weighted Haft/Blade

The Mostali are forced to use their minds to make up for their smaller size. To better combat their inability to get leverage – and therefore more damage – upon their enemies, the Iron Dwarfs discovered the power of hallowing out the haft or blade of their weapons and filling them with an equal amount of iron filings and oil. The fluid carries the weapon remarkably well with the motion of its swing, adding a surprising punch to its strike. Any close combat weapon of ENC two or more can be modified in this way, adding two ENC of weight and removing one Armour Point and two Hit Points. However, when rolling damage, the weapon adds an additional 1D2 points as a bonus modifier.

Centaur Items

Item	ENC	Cost
Mane/Tail Grooming Kit	1	50 SP

Mane/Tail Grooming Kit

Centaur's are remarkably proud of their flowing manes and swishing tails, using them to mark their social status in the herd and to attract new mates. Grooming falls to those beneath the centaur's station, but when adventuring abroad a grooming kit may be necessary. The grooming kit has a short and long handled brush, a disc of sheen-adding wax and a small number of beads to weave into braids or dreadlocks. Without the kit, it could cost a centaur adventurer upwards of ten silvers just to receive a decent brushing in most communities.

Hsunchen Items

Item	ENC	Cost
Changing Clothes	1	75 SP

Changing Clothes

When taking on the Beast Skin, Hsunchen know that it can take several moments to wriggle free of their clothing – if they even survive the change at all! Crafty Animal-men have come up with a very simple solution. Changing clothes are actually a dozen or more individual pieces of linen that do not actually attach to each other at all, but instead twist and knot in a way that will come apart with a quick shake of the new shape. It takes a single Combat Action to be free of the changing clothes, but upwards of 10 minutes to actually don the clothing again. Although this does nothing for their other gear or armour, many Hsunchen appreciate the ability to shift unhindered.

Waertagi Items

The following items are those that may either be found in the hidden communities of the Mer-men refugees and freedom fighters, or perhaps in the shops of the Middle Sea Empire – claimed from the conquered Waertagi that toil away in shoreline camps and villages.

Item	ENC	Cost
Armour Treatment (4 uses)	—	50 SP

Armour Treatment

Waertagi are constantly in and out of saltwater, and either the splash or spray of the stuff clings to them as often as they can manage it. This makes wearing any kind of metallic armour a problem... were it not for their special armour treatment. This slightly yellowing oil must be carefully rubbed onto all metallic portions of a character's armour, but lasts for weeks and only smells slightly of squid or whitefish. So long as a character performs the hour long treatment at least once a month, his armour will not suffer any natural saltwater damage.



Oddities and Other Strangeness

In Glorantha there are a host of interesting things that might seem odd to an outsider looking in, or in the very least different. Some of these items are considered remarkably magical and are likely the result of sorcery, myth and adventurous deeds. Others could be horribly cursed items that have plagued the world for an entire age.

Some are a risky combination of both.

Klakincz

Klakincz (pronounced **klak**-ench) is an ancient Auld Wyrnish word used to describe the glare in the Great Dragon's eye, and it is rarely a term taken lightly. The item of the same name is a fist-sized chunk of yellow quartz that has a single fossilised drop of the Great Dragon's blood inside. It is said to bring true luck and prosperity to the Wyrmfriend who carries it, and will be key in the forming of the Dragon once more.

Any character carrying the Klakincz is considered to automatically win any Influence skill test against a dragonewt that has yet to achieve its final life cycle stage. Also, the character should have access to several Dragon Magic spells and abilities – even if the character has no idea how this came to be. It is for these reasons that the Klakincz must never fall into God Learner hands, as the myth of the Great Dragon could be shattered forever using it as they would. It is said that the leader of War Dragons has it on him at all times, keeping it close to his heart for safekeeping.

The Corruption of Ikaya

Part 2

An epic Lone Wolf adventure by Mark Gedak

Chapter 4 – The Port of Ljuk

Summary

The heroes arrive in Ljuk shortly after the Ice Barbarians' first raid. The community is on edge because it looks like the treaty that has brought peace to the north now lies in ruins. While in Ljuk the heroes meet the man behind the diplomatic mission to Ljuk, may fail victim to more sabotage, and meet the guides that will help them survive the icy wastes of Kalte.

The Port of Ljuk

The port city of Ljuk started as a trading post in 3952. Ljuk started as a small community of merchant houses interested in furs, rare minerals, gemstones and ivory. Since its humble beginning explorers, hunters and settlers have flocked to the area. Now the humble little trading post of Ljuk is home to over 5,000 people, on the verge of being a small city. Heroes will find most anything for sale in the crowded markets of Ljuk with a few exceptions: no single item worth more than 5,000 gc is available, no magical items are available, and no agricultural items are for sale. There is a chance that heroes

could find someone selling 1d4 potions of Laumspur for 500 gc with a successful Gather Information check (DC 18) and 4 hours spent searching the markets.

Plot Event: Impact of Raids

In almost 1,000 years the community of Ljuk and the Ice Barbarians have had no major disagreements. Most issues that have arisen have been settled by negotiation. Now blood has been spilled and the community is reacting.

All businesses will sell supplies at 80% the list price, as most of the smaller business owners are seeking to liquidate their resources and flee before war breaks out.

Local town guards will be out in force. Even minor legal infractions will result in hefty fines.

Any buildings near the Trader's Gate have suffered major fire damage. This area of the city is probably the most appropriate place to run the Charity event if desired.

Location: Admiralty of Sommerlund

The Kingdom of Sommerlund is the official government of Ljuk. They have an admiralty of some 500 sailors and have a fleet of two large warships, four small warships and two ice breakers for the patrol of the Kaltersee. The Sommerlund military is also responsible for the 100 town guards that patrol the city walls and keep the peace in the town. It is possible that heroes who approach the admiralty or military of Sommerlund may find themselves drafted into service for a day to help repair the out wall, help relief works recover bodies or help clear fire ravaged building of debris.

Location: Ishir Temple

The temple of Ishir will be filled with activity if the heroes attempt to visit the temple. All relief and charity effort are being organized by Selain (Ish4) the priestess of this temple. If Josephine is travelling with the party she will stay in Ljuk to help tend to those who were injured or have lost property in the raid.

See Signs and Portents Roleplayer 35 for details of Selain's Priest of Ishir class.

Location: Kai Temple

The Kai Monastery has a small temple here for travelling Kai Lords to visit. It is maintained by a local woman who is paid a small stipend to make sure the temple is clear and ready for use. Currently the walls of the temple are splattered with blood and curses written in Northspeak are daubed on the walls. Malitki ordered this desecration to occur on each of the raids so that the people would begin to doubt their safety.

Location: Kilithanin Merchant House

The Kilithanin merchant house had a very small holding in Ljuk for a long of time. Under the management of Jakob Frist the house has become the most powerful in Ljuk. Jakob has even greater plans for development in Kalte and hopes to bring true civilization to the north. For more information see Plot Event: Introductions.

Location: The Sailor's Rest

Along the main street heading from the pier sits the Sailor's Rest inn. The sign that decorates the front shows a pair of dolphin leaping along side a Merchantman at full mast. The windows of the inn are warm with light.

The Sailor's Rest stands as a typical inn travellers may stay at when they first arrive in Ljuk. Normally a boisterous place, the atmosphere inside the Rest is now subdued by the recent tragedy. The Rest is too close to the docks to have been damaged by the raid but it normally draws patrons from across the city for supper. The Sailor's Rest typically offers Good meals at Common meal prices. All

meals at the rest will include meat or fish and either pasta or bread, it is rare for them to have fresh fruit at this time of year.

Location:

The Walls and the Trader's Gate

The walls around Ljuk are 15 ft. high and made entirely of wood. There is a walkway that allows the walls to be patrolled by town guards. Just outside the walls are a number of fire pits that are kept burning to discourage Baknar from coming toward the city when hungry. The Trader's Gate is the main gate from the city out into the Hrod Basin and the wilderness of Kalte. The smashed remains of the Trader's Gate have been removed and now two town guards patrol this entrance. The guards will not allow anyone without official business to leave, for their own protection.

Plot Event: Disembark

As your ship is tied off in the harbour, you can see a contingent of guards standing with the Harbourmaster and waiting for your arrival. The gangplank is lowered and the Harbourmaster stomps aboard.

'Captain Forshberil, you're late with supplies. What took you so long?' the Harbourmaster shouts.

'We were attacked by Darkspawn on route, but the supplies are fine,' the Captain answers calmly.

'What happen... and who are those people?' the Harbourmaster continues, now turning to you. 'They don't look like crew. Explain yourselves!'

When the *Valtariol* first arrives at the Port of Ljuk the heroes will find the city in flames. This once proud testament to human determination now has been shaken from it complacency by the savage onslaught of Ice Barbarian tribes. As such, the community is on edge and minor issues between neighbours have now ballooned into full-fledged feuds.

The Harbourmaster is likewise on edge and blames outsiders for the problems in the city were he has chosen to raise his family. Before the heroes are allowed to disembark the Harbourmaster must be assured of two things; first, that they have at least 10 gold crowns each on them so that they are not here at the charity of Ljuk; and second, that they are here on some official business and not just stumbling into a war zone.

The Harbourmaster's initial disposition will be unfriendly but with some diplomacy he may answer the heroes' questions.

Did the Diligence arrive in Ljuk?

'Yes, the cursed ship and its crew arrived almost six weeks ago.'

Why do you say it's cursed?

'Shortly after the passengers left town, the Ice Barbarian tribes, that traditionally camped outside the walls and trapped animals in the Hrod Basin, pulled up camp and returned to Ikaya. Then, today, a force of several hundred barbarians who crashed against the fort walls attacked us. We lost a good number of men to their wicked bone arrows and an equal number of homes and businesses to the magic of their shaman.'

Will the city stand against the Ice Barbarians?

'I can't see how it *can* stand against them. Those savages are trained from birth with their weapons. The men even carry their children into battle so as to teach them

their barbaric ways of war. Most of the inhabitants of Ljuk are traders and craftsmen. They know nothing of war.'

Can the inhabitants flee?

'Not unless a great many more ships arrive before the true onslaught begins. With the ships in the harbour we might be able to safely evacuate one tenth of the population of Ljuk.'

There are probably many other questions the heroes may have but the Harbourmaster's expertise only extends to matters that affect his work.

Background Event: The Saboteurs

If the saboteurs were not caught on the ship and dealt with then, they still will try to kill the heroes to prevent them from interfering with Gnaag's plans.

Event: Charity

The town has suffered a great tragedy and many people have lost their homes or businesses to the initial raid of the Ice Barbarians. While the heroes are on the streets of Ljuk they will be approached by a number of people at different times asking for charity in the form of copper pawns or silver plates. Most of these people are just down on their luck; however there are some that feel this is the perfect opportunity to prey on the kindness of strangers. A trio of local thieves feel that this is an excellent time to swindle some newcomers. For best effect, this event should take place after one or two genuine pleas for help.

A man leans against a cart just ahead. His left arm is swaddled in blood soaked gauze. He looks about ready to collapse.

The man is the leader of a band of thieves; his name is Talin (Exp 3) and he has a Bluff score of +9.

The core of Talin's story is this:

† He was injured in the raid. One of the Ice Barbarians broke his arm with a bone mace

† He needs money to get his bone set by a local surgeon costing 12 gc and then an additional 60 gc to purchase a piece of Larnuma fruit to aid in the healing process.

† He claims to distrust magical healing, preferring to stick to 'flesh and bone things, that I understand'.

While Talin distracts the heroes with his sob story his two partners Jelja (Exp1) and Resim (Exp1) move into position. Jelja is dressed as a middle-aged woman and carries a basket filled with breads from the market. She has a Disguise +6 (+8 because of Disguise Kit) and Sleight of Hand +7. Her job is to steal the belt pouch of one of the heroes and receives a +2 circumstance bonus due to Talin's attempts to distract the party. If the party member senses the attempt she will pretend

to have simply bumped into the character. At this point it is Resim's job to dash off down the street to make the heroes believe that he has stolen something to allow Talin and Jelja to evade capture. Resim, if captured, has nothing incriminating on him and will blame his running on the heroes hostile looks and being on edge due to the Ice Barbarian attack.

Easier: Drop Resim from the encounter.

Harder: Make Jelja 2nd level to increase her skills to Sleight of Hand +12 and Disguise +7 (+9). Add another runner (Fanen) who runs from where Jelja stands and appears to hand something to Resim before they dart in separate directions.

Plot Event: Introductions

Once the heroes have decided to go to the Kilithanin Merchant House for guides and information begin with the text below:



The Kilithanin Merchant House is a small manor that rests near the edge of the Waterfront district. The whole of the building is surrounded by a thick conglomerate stone wall housing a massive iron gate that appears to be the only entrance. Two guards wearing the Kilithanin coat of arms stand guard at the gates.

The guards are new, but they will allow unarmed visitors who have business with the house to gain entrance. They will ask the heroes' names, purpose of their business, how they came to Ljuk, and similar questions. If the heroes claim they have business with the Kilithanin Merchant House and can provide evidence then the guards will allow them to enter upon surrendering their weapons. The guards will not search the heroes and will trust them to hand over all their weapons; they do not consider quarterstaves or shiel-fa to be weapons.

Inside the wall, a short cobblestone path leads up to the main doors. When the heroes knock on the main door a young man in formal attire will welcome them in and offer to take their coats. He will ask the heroes their names and business, and will take the letter of introduction before escorting them to a sitting room. The sitting room is luxurious with a hearty fireplace, plush purple drapes, and a number of goose feather stuffed chairs and couches. A carved ivory table atop a baknar pelt rug is the centerpiece of the room. Upon it sits a book with *Kalte: the Untapped North* embossed in gold leaf on its leather cover. The heroes will have up to a thirty minute wait before the master of the house meets with them. The servant will come in a number of times to see if the heroes need anything to make their wait more comfortable. He will provide any food or drink they request and will answer the heroes' questions. Some common questions might include:

Has something kept the master of the house?

'He had to go out to meet with one of the house's trappers who just returned from Halle Bluff. He told me that he would be back in a few minutes but to attend to the guests comfort.'

What is this book on the table?

'That is the master's bold vision for the expansion of Sommerlund into Kalte, the utilization of the land's new minerals, and the education and civilization of the Ice Barbarian tribes. He sent it off to the home office some months ago and it appears that his research has led to an alliance between Kilithanin, the Kai Monastery, the

Jakob Frist

Salt and pepper hair crowns the proud head of this suavely dressed man in his early forties, we walks with a slight limp. He house is filled with the hides of savage beasts and artefacts plundered from the bodies of Ice Barbarians. There is a Sommerlund Greatshield hanging on the wall of his bedroom, if asked about it he will explain that he briefly served with the Sommerlunding Knight but was released from service due to an injurer he suffered at the claws of an Egrogh. He was actually discharged for cowardice and desertion. He has lived in Ljuk for the better part of fifteen years, he was sent here after a particularly disastrous plan to expand the Kilithanin Merchant House's interests in Slovia. A conflict of interest he created caused the Kilithanin Merchant House to lose a lucrative ongoing contract with the Sommerlunding Admiralty. He had been forgot until his wrote his treatise called *Kalte: the Untapped North*, management has changed several times since the Jakob's spectacular mistake and no one remembers his error. He is intent that this is the time that he will be recognised for his vision.

Using Jakob Frist:

- Jakob is a liar. He wants everyone to think he's a big fish in the world, and in his own self-deluded way he believes it as well. He is willing to talk about any subject that interests the party, unfortunately much of it will be exaggeration and the other part just lies.
- He wants to be an adventurer and a trailblazer but he's a coward. He will not participate in the adventure the heroes will undertake but he will go out of his way to see they have what they need and then take credit for their success.
- He is well respected and connected in Ljuk and will be able to help the Player Characters locate rare supplies like potions, oil, or magical items worth less than 1000 gc.

Brotherhood, and Borese industrialists.

When Jakob arrives, read the following text:

'I hope you find the room comfortable. I'm sorry it took me so long but I was drawn away on business. I'm Jakob Frist, head of the Kilithanin merchant house here in Ljuk. I've read the letter you brought with you and can provide you with two of my best hunters as guides – but before we focus on the future, tell me of your trip here.'

Jakob will listen intently to the story and will ask many questions of their tale. He is fascinated by stories of adventure and daring and considers himself an adventurer and visionary.

If the heroes mention the Giak raiders and the Liganim, Jakob will add:

'My men have seen such things as well. One of my trappers has just returned from the Halle Bluff with word of a Giak raider craft lodged in the expanding pack ice. He was attacked by a Darkspawn of terrible size that was left to guard the craft. Its claws ripped at his flesh and its tail ensnared two of his Kanu dogs killing them in an instant. His mother was an ice barbarian and taught him some minor magic which allowed him to dazzle the beast long enough to escape, but the whole ordeal has left him quite shaken'

All of the above, except for finding a ship, is a total fabrication. Just one example of the way Jakob tends to spin grand tales out of the most mundane events. Jakob will gladly answer any questions that the heroes may have. Unfortunately, most will be filled with wild exaggeration. If asked about the diplomatic group that is missing, he will recount the following:

'I was glad when they got here. It seemed to me that the Kilithanin must have taken my proposal seriously. They spent a night here to organise supplies and then headed north to Ikaya, just the two merchants, the Kai lord and two local guides. It should have taken them no more than ten days to reach the Ice Barbarians' fortress but we have heard nothing of them in over four weeks. Then another strange occurrence happened two weeks ago, the Hoptooka, Dourasdaal, Lejtoljak, and Karpachaz tribes struck their camps and headed north into the Hrod Basin. And today, well, you saw what happened today. I believe that if you are to find the diplomats, you're going to have to see if they made it to Ikaya.'

Jakob can also help the heroes obtain up to 250 gc worth of gear; he will not provide them with actual crowns but is able to acquire these things at the alliance's expense for them. If they need no additional gear or supplies he could procure for them a Kalte Firesphere, from his personal collection of Ice Barbarian and Shianti Artefacts. If the heroes have been particularly interested in his stories and polite about (or fooled by) his exaggerations he will invite them to stay at the manor house in preparation for their journey.

Event: Failed Watch (Night Only)

The two saboteurs on the *Valtariol* are not the only agents Gnaag left in the path of anyone attempting to stop him. Two more agents in Ljuk itself (use the same stats as the saboteurs from part 3) have learned that the Player Characters are present, and have used a potion of gallowbrush to knock out two of the Ljuk trading gate guards. They have extinguished the protective torches that flank the gate to ward off Kalte predators and chained a Kanu dog there as bait. Now a pair of Baknar prowl the streets feasting on any that are foolish enough

to cross their path. While the chaos of the Baknar attack rages, the agents will try to set up a fail-safe in case the heroes somehow survive the beasts (see Event: Assassination Attempt).

If the heroes are out on the streets of Ljuk begin with the following:

Ljuk is subdued. The cold wind whips through the dark streets and the clapping of an unsecured window shutter pounds out an unsteady rhythm.

'Help!!' a voice calls out as a figure sprints around the corner ahead, coming right for you. There is a terrible ripping sound as massive claws slice through the man's back, spattering the cobblestones with blood. A great roar peals through the night and a large shaggy creature with sharp front claws, bestial features and curved horns leaps on the man tearing the body to pieces.

If the heroes are safe and warm all snuggled in bed for the night then begin as follows:

An explosion like that from a Bor Rifle shatters the peacefulness of your sleep.

A cry of 'Baknars! Baknars are loose in the city!' comes up from the street.

Once the heroes go to investigate the first section of boxed text can be used. If the heroes decided not to get involved then the Baknars will kill 6 adults and 3 children, all caught unaware before the beasts were frightened off by the local militia carrying torches.

Baknars (2)

	Large Animal
Endurance Dice:	5d8+10 (32 Endurance)
Initiative:	+3
Speed:	40 ft
Armour Class:	15 (-1 size, +3 Dex. +3 natural)
Attack:	Claw +7 melee (1d6+5)
Full Attack:	2 claws +7 melee (1d6+5) and bite +5 melee (1d8+2)
Space/Reach:	10 ft/5 ft
Special Attacks:	Rend (1d6)
Special Qualities:	Low-light vision, scent
Saves:	Fort +6, Ref +7, Will +2
Abilities:	Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Skills:	Acrobatics +4, Perception +3, Stealth +6, Survival +3
Challenge Rating:	3
Allegiance:	Food

Easier: The Baknar has already been wounded: drop it to only 24 Endurance and give it a -2 circumstance penalty to attack rolls from injury and blood loss.

Harder: Have both Baknar attack at the same time.

It is intended that the heroes encounter the two Baknar separately. If they face two Baknar at the same time they may suffer heavy losses if their average party level is three or less. Have the party encounter one of the Baknar and give them a moment to collect themselves and heal before they hear the growl of the Baknar's mate.

After both Baknar have been killed, the heroes should be approached by a merchant willing to pay 40 gc for

the bodies of the Baknar. He hopes to extract the oil from the Baknar and purify it for sale. The man that was killed by the Baknar was a simple merchant. He had 14 sp, a belt pouch and a sun visor.

Event: Assassination Attempt

Agents of Gnaag – whichever ones are still free and active, If any – will try to sneak in to the heroes' lodgings. How successful they are will depend on where the heroes are staying and what precautions have been taken. The goal of the agents is to poison each of the heroes' waterskins with arsenic that they have purchased locally to deal with a 'vermin problem'. The agents reason that the heroes will not use the waterskins until they have left the port. Once they are in the cold wilderness, the poison will be even deadlier. Arsenic is an ingested poison that allows a Fortitude save (DC 13) against initial damage of 1 Con and secondary damage of 1d8 Con.

Allow the heroes to make a Perception check against the agents' Stealth check to notice that things are not exactly where they left them.

Easier: The water in the water skin will dilute the poison; reduce the save DC to 11 and reduce the damage to 1 Con and 1d6 Con.

Harder: Allow the saboteurs time to remove evidence of their existence and allow them to take 20 on their Stealth check.

Sun Visor

Wearing this wooden visor allows a PC to avoid the effects of snow blindness. Unfortunately, it also bestows a -2 circumstance penalty to Perception checks due to the limited field of vision.



Baknar Oil

This oil harvest from the fat layer beneath the hide of the Baknar is extremely good at preventing heat loss due to cold exposure. Sold by the pint, a medium creature rubbed with the oil of the Baknar gains an effective cold resistance of 5 and does not need to make Fortitude saves to resist the effect of cold for a period of 8 hours. After this time the oil has been used up and will need to be reapplied. Unfortunately, the oil carries with it some serious risks. First the character will smell like a Baknar and this will provide a +8 bonus for the character to be tracked by scent. If a Kalkoth finds this scent it will chase down the hero to devour him as Baknar are their favoured prey.

Plot Event: Ready to Depart

Your Kanu teams have been readied and your gear stored on the sledge. Two hunters, as promised by Master Jakob Frist, will act as your guides and are ready for your departure. They are young and appear to be of Vassagonian decent with darkly tanned skin, lithe bodies, and piercing brown eyes.

‘My name is Hassan and this is my sister Radija,’ says the young man. ‘We are pleased to be your guides. Do you have everything you need for the trip before we set off? Have you decided on the route you want to take to Ikaya?’

Radija unfurls a map of Kalte across the pack of supplies on her sledge. ‘We have two basic approaches to Ikaya. First we could go north across the Hrod Basin and through the Storm Giant Pass or we could go east across the Ljuk ice shelf and then up the Viad Glacier finally cutting north to Ikaya. If the weather is good we are looking at a close to two weeks either way. Each way is plagued by dangers; in the Hrod Basin the tribes of the Ice Barbarians are mustering for war and on the ice shelf there is little in the way of protection if the weather turns bad. Which do you prefer?’

This would be an excellent time for the heroes to ask their guides if there is anything they might need that they have not considered for the journey. The guides will be certain to mention things that they may not have considered like Baknar Oil, bone skis, pitons, silk ropes, and extra winter blankets.

Hassan and Radija

The twins known as were born and raised in Vassagonia. They are tall and thin with dusky complexion with dark eyes and darker hair. Although the climate change was a bit of shock initially for the twins they have adapted to the north over the last eight years. They are well paid as guides and trappers for the Kilithanin Merchant House and will not speak against it or Jakob Frist. In private, they know Jakob to be a fool and will often provide ‘friendly’ advice to the tourists that Jakob sends out into the wilderness with wild tales of adventure and not enough warning of the dangers that exist.

Using Hassan and Radija:

- Hassan and Radija are very familiar with the wastes of Kalte and are provided so that heroes not skilled in survival have a decent chance to survive in the cold north.
- They can provide advice to the character in regards to what supplies they may need, what creatures they could face, what hazards dot the tundra.
- If they survive to Ikaya they will stay outside of the fortress and make sure the dogs are taken care of when the heroes search for the missing people.

Hassan (Com1/Exp2)

	Vassagonian Male
Endurance Dice:	1d4+2d6+6 (15 Endurance)
Initiative:	+1
Speed:	30 ft
Armour Class:	12 (+1 Dex. +1 armour)
Attack:	Club +1 melee (1d6) or shortbow +2 ranged (1d6)
Space/Reach:	5 ft/5 ft
Special Qualities:	Common role (Profession (Guide), specialty (Knowledge (Kalte), Survival)
Saves:	Fort +2, Ref +1, Will +5
Abilities:	Str 10, Dex 12, Con 14, Int 9, Wis 14, Cha 9
Skills:	Craft (Fletcher) +3, Knowledge (Kalte) +4, Perception +6, Survival +7
Challenge Rating:	2
Allegiance:	Balance

Radija (Com1/Exp2)

	Vassagonian Female
Endurance Dice:	1d4+2d6-3 (6 Endurance)
Initiative:	+2
Speed:	30 ft
Armour Class:	14 (+2 Dex. +2 armour)
Attack:	Sap +0 melee (1d6-1) or longbow +4 ranged (1d8+1)
Space/Reach:	5 ft/5 ft
Special Qualities:	Common role (Profession (Hunter), specialty (Handle Animal, Knowledge (Arcane))
Saves:	Fort -1, Ref +2, Will +4
Abilities:	Str 9, Dex 14, Con 9, Int 14, Wis 12, Cha 10
Skills:	Craft (Fletcher) +8, Disable Device +6, Handle Animal +7, Knowledge (Arcane) +7, Knowledge (Geography) +8, Profession (Hunter) +7, Survival +7
Challenge Rating:	2
Allegiance:	Balance

Chapter 5 – Terror on the Ice

Summary

Once the heroes have gathered supplies and made plans with their guide it is time to set off for the Fortress of Ikaya. There are two primary paths that a hero could take to the seat of Ice Barbarian power. One leads north; through the Hrod Basin then through Storm Giant Pass. The other path leads east across the Ljuk Ice shelf and then north across the treacherous Viad Glacier. Along the way the heroes may encounter numerous natural hazards and fight off powerful predators. Finally before reaching the Fortress they will encounter a group of outcasts who feel that the Brumalmarc is acting out of character.

The Journey to Ikaya

This chapter involves the treacherous journey across the icy wastes of Kalte to the ancient Shianti Fortress of Ikaya. The heroes may approach Ikaya in a number of ways so it is impossible to predict precisely where the heroes will travel and what they will encounter along the way. There are two main paths that the heroes may travel, though some will undoubtedly blaze their own trails. The path north is approximately 250 miles while the path to the east is approximately 275 miles. The Kanu dogs, with fully loaded sledges, should be able to cover 24 miles in a day. Survival in the cold of Kalte will be the greatest challenge for the heroes. Since the winter months are still approaching, the temperature of Kalte will not descend below 0 °F.

Rules for cold exposure can be found on page 157 of the *Lone Wolf* main rulebook.

Planning the Journey

In order to help facilitate the heroes' journey through Kalte, a general flowchart of events is provided for each path the heroes may take.

Distance (approximate)	Hrod Basin to Storm Giant Pass	Ljuk Ice Shelf to Viad Glacier
50 miles	Event: Scouting Party	
100 miles	Location: Encampment	Event: Frozen Giaks (night)
150 miles		Location: Viad Ice Wall
175 miles	Plot Event: Kalte Image	
200 miles		Location: Cloudmaker Mountain
250 miles	Plot Event: The Outcast	

Additionally, the heroes may encounter a number of hazards that are randomly generated using the table below. It is suggested that the day is broken up into two periods, an active period when the heroes are travelling and a resting period when they have made camp or are not travelling. For active periods there is a one in six chance that a random encounter can occur, and for resting periods there is a one in ten chance that a random encounter could occur.

Are your mittens on?

The mittens included in the heroes' cold weather outfits are an essential piece of survival gear. However, due to their bulkiness they make it difficult to complete fine motor tasks. Heroes wearing mittens will suffer a -2 equipment penalty to any actions that require fine motor skills with their hands. Characters can lose this hindrance by taking off their mittens but then they will run the risk of hypothermia and frostbite.

d100	Description of Event
1-25	The day is clear and the sunlight strongly reflects from the land. Characters run the risk of snow blindness this day. See Hazard: Snow Blindness. (Day only.)
26-40	An immature Kalkoth has picked up the heroes scent. See Event: Beast from the Caverns.
40-51	You come upon a patrol of Ice Barbarians. See Event: Patrol.
51-60	The night is filled with strange lights. See Event: Aurora. (Night only.)
61-80	The weather turns bad in a hurry. See Hazard: Blizzard.
81-90	A hungry Crystal Frostwurm stalks the party. See Event: Invisible Enemy.
91-00	An avalanche is triggered by the passage of the party. See Hazard: Avalanche. (Only if the party is near mountains.)

Event: Scouting Party

The landscape of Kalte is a flat wasteland of snow and ice, with occasional ridges of stone. Crouched in the lee of one of these ridges are a pair of Ice Barbarian warriors. The warriors are scouts that are responsible for watching the forward perimeter. They are to kill any outsiders that they can but to retreat and report to the main patrol (see Event: Patrol) if they are surrounded or outnumbered. The heroes can see them with a Perception check (DC 10 base, increased by distance as usual). However, the warriors will also be making Perception checks to see the Player Characters.

Possessions: Bone daggers, bone mace, bone skis, hide and bone armour, five pieces of carved ivory (worth 32 sp). One of the scouts has a Kalte Ice Totem.

Ice Barbarian Scout (War2)

	Medium Humanoid
Endurance Dice:	2d8+2 (11 Endurance)
Initiative:	+0
Speed:	20 ft
Armour Class:	14 (+4 armour)
Attack:	Bone mace +4 melee (1d8+3)
Space/Reach:	5 ft/5 ft
Special Attacks:	Weapon of choice (bone mace)
Special Qualities:	Cold resistance 5
Saves:	Fort +3, Ref +0, Will +1
Abilities:	Str 15, Dex 11, Con 13, Int 8, Wis 12, Cha 9
Skills:	Athletics +7, Survival +6
Challenge Rating:	1
Allegiance:	Balance

Easier: Reduce the number of scouts to 1 and remove the Kalte Ice Totem.

Harder: Increase the number of scouts to 3 and add a Blue Stone Triangle Pendant to the possession list.

Location: The Encampment

You can see the smoke of many campfires rising into the sky. To the north the Ice Barbarians have made their war camp. In the distance you can make out the faint movements of scouting patrols.

If the heroes decide to travel to the encampment they most likely will be killed. The Ice Barbarians are hostile to all people that are not part of their tribes. The war camp of the Ice Barbarians is home to well over 1,500 men preparing for the destruction of Ljuk. At any time 12 scouting parties of the Ice Barbarians are moving about the Hrod Basin. The heroes have a 1 in 4 chance of encountering a Patrol (see Event: Patrol) every 4 hours while they are within 50 miles of the encampment. The Ice Barbarians are operating under a banner of war and attack at the first sign of outsiders. If the heroes feel that they must approach the encampment have them attacked by enough patrols to change their minds or have Radija and Hassan strongly recommend that the encampment be avoided. Skirting outside the range of the encampment will cost the heroes an additional two days travel.

If the heroes insist on attacking the encampment then the Ice Barbarians will subdue them. The leaders have been ordered by Malitki to capture anyone found on the Basin and to bring them as prisoners to the Fortress. The heroes will be bound and transported by sledge to Ikaya. If they do not escape before reaching Ikaya then they will be thrown in prison with Greysadow and may attempt escape from there.

Event: Frozen Giaks (Night)

When Malitki first arrived in Kalte he had with him a large contingent of 40 Giak warriors. They were ill-equipped to survive, and many of the Giaks froze to death crossing the ice shelf. Recalling some minor magic, taught to him by one of Gnaag's trusted necromancers, Malitki animated the frozen Giaks as zombies and left them to wander the ice shelf.

Have the heroes make a Perception check (DC 5) to hear the approach of the Giak zombies. If they are sleeping then they receive a -10 circumstance penalty to their check. For each point the heroes make the Perception check by the Giaks zombies begin combat 10 feet away from camp. For example if the heroes' best check was 12 then the zombies will begin combat 70 ft. from camp. When one of the heroes has been alerted to the presence of the Giak zombies read the following:

You see a humanoid figure in the darkness outside your camp, taking laboured steps through the deep snow.

The night is filled with stars but the snow continues to fall. Until the heroes are within reach of the Giak zombies the creatures will not be obviously undead and will instead just appear to be a number of poorly dressed humanoids walking stiffly across the wastes.

Easier: Reduce the number of Giak Zombies to 2

Harder: Increase the number of Giak Zombies to 5



3 Giak Zombies

	Medium Undead
Endurance Dice:	2d12 (13 Endurance)
Initiative:	+0
Speed:	30 ft (cannot run)
Armour Class:	13 (+1 armour, +2 natural)
Attack:	Slam +6 melee (1d6+5)
Space/Reach:	5 ft/5 ft
Special Qualities:	Damage reduction 5/slashing, darkvision, undead traits
Saves:	Fort +0, Ref +0, Will +2
Abilities:	Str 20, Dex 11, Con -, Int -, Wis 9, Cha 8
Challenge Rating:	1
Allegiance:	Evil
Possessions:	Sword, belt pouch, 1d8 sp, dagger, giak runner armour.



Location: Viad Ice Wall (Day)

Finally one long leg of the journey to Ikaya has finished. The crystalline surface of the ice wall glitters in the sunlight spilling a rainbow of colours across the landscape. The ice wall rises 800 feet above the ice shelf floor, but the majority of it is a smooth but very steep climb.

'We will have to unpack the sledges and repack them at the top. There is no way to haul all the load up at once, and the Kanu will need to be led up the slope,' Radija adds upon surveying the task.

If the heroes take their time and are careful the trip up the ice wall will take the better part of a day. It will take many trips for the hero to move all their gear up the slope of the ice wall. Each trip up and down the ice wall a character must make an Acrobatics Check (DC 10)* or slip and roll down the ice wall 10 ft per point by which the check was missed. A hero suffers 1d6 points of nonlethal damage for every 20 ft they roll down the ice wall; this damage can be halved if the hero makes a Reflex save (DC 15) to slow their fall.

* Remember characters need to apply Armour Check Penalties and Encumbrance Penalties to this check. If they are travelling at faster than ½ speed they suffer an additional -5 penalty. Heroes cannot take 10 on this check.

Plot Event: Kalte Image

On the horizon to the far north, you can see a structure that can only be the legendary Fortress of Ikaya. This massive fortress with crystal towers floats in the sky upside down on a large cloud. Before you ponder the miracle for long Hassan speaks up.

'Kalte Image,' he begins, 'when the winds are still and there is little dust in the air the light reflects images into the clouds, still we must be no more than 80 miles from Ikaya now.'

Because the far north air is so clear and pure, distant features appear in focus. This effect, called fata morgana, alters depth perception, making distances nearly indeterminable. For the remainder of the day spotting distances are multiplied by 10 and all Perception checks receive a +4 circumstance bonus. Heroes using ranged attacks, however, suffer double range penalties due to their inability to gauge true distance.



Location: *Cloudmaker*

Finally after days of travel across the treacherous glacier in the bitter wind you have finally reached the base of Cloudmaker Mountain. The summit is over thirteen thousand feet up from where you now stand. This imposing ice-capped shark fin of granite stabs at the prevailing winds, filling the sky around Cloudmaker with trail of white blood.

The rock-strewn base of Cloudmaker is an excellent place to make camp for the night as the huge mountain will provide the heroes with a wind-free evening. There is a 30% chance that an immature Kalkoth (see Event: Beast from the Caves) may have a lair nearby.

Hazard: *Snow Blindness*

The morning sun fills the day with a great glare. The sky is blue and clear of clouds; it looks as though the weather has finally decided to let up on you.

Snow blindness is caused by the intensity of ultraviolet rays and the reflection of the light on the snow covered terrain when traveling in the far north. The heroes' retinas can literally become burned. It is fair warning to have the heroes notice that their vision has begun to blur, forcing a simple Acrobatics check (DC 5) to not lose their balance and heavily stinging/watery eyes. If the heroes do not take any additional precautions then they will need to save against the snow blindness within an hour. Characters exposed to bright sunlight for a prolonged period must make a Fortitude save (DC 20) once a day. Failure means the character is dazzled for

2d12 hours. Failure by five or more means the hero is blinded for 2d12 hours instead.

When a hero suffers from snow blindness, everything has full concealment to him. He has a 50% chance to miss in combat, loses his positive Dexterity bonus to AC, and grants a +2 bonus on attack rolls to enemies that attack him. The snow blinded character moves at half speed and suffers a -4 penalty on most Strength and Dexterity-based skills. He cannot make Perception checks involving sight or perform any other activity that requires vision. This effect can be avoided with the use of a sun visor.

Easier: reduce the length of dazzled or blindness states to 1d12 hours; reduce the save DC to 16

Harder: increase the length of dazzled or blindness states to 1d3 days; increase the save DC to 22

Event: Beast from the Caves

A loud roar rips through the wind, from hills a large lion-like creature with a wide jaw begins to bound toward you. From its jaw flicks a wickedly barbed tongue.

The Kalkoth is an immature creature and not as deadly as its parents, the encounter begins with the Kalkoth 160 ft. from the heroes. All Kalkoths hate open spaces, but its parents have been slain by hunters and this immature Kalkoth is extremely hungry. It will attack the closest creature to it or the nearest creature that has been coated with Baknar Oil in the last 3 days.

Easier: Use an immature Baknar instead. Use the basic Baknar statistics but remove its rend ability and reduce its Str to 14 (making adjustments to attack and damage as necessary).

Harder: The heroes should face a second immature Kalkoth.

Heroes may be tempted to search for the lair of the Kalkoth but doing so is not advisable as a Kalkoth pack will typically have 3-5 members and not all will be immature. An adult Kalkoth is very likely to kill an entire adventuring party if angered.

Event: Patrol

On a ridge not more than 300 feet ahead of you see a warrior patrol of Ice Barbarians. Unfortunately they must have seen you as well, as from them erupts a war cry unlike any you have ever heard. They begin to move down the slope with an almost feline grace on their bone skis, but even as they move the air is filled with arrows.

Immature Kalkoth

	Medium Aberration
Endurance	4d8+8 (26 Endurance)
Dice:	
Initiative:	+2
Speed:	30 ft
Armour	
Class:	16 (+2 Dexterity, +4 natural)
Attack:	Claw +5 melee (1d6+2)
Full Attack:	2 claws +5 melee (1d6+2) and bite +0 melee (1d8+1+poison)
Space/Reach:	5 ft/5 ft
Special Attacks:	Poison
Special Qualities:	Blindsight 60 ft, magic resistance 13
Saves:	Fort +3, Ref +3, Will +8
Abilities:	Str 14, Dex 14, Con 14, Int 12, Wis 18, Cha 12
Skills:	Perception +15, Stealth +12, Survival +15
Challenge Rating:	3
Allegiance:	Evil

Poison (Ex): A Kalkoth has a poisonous bite that deals initial and secondary damage of paralysis. The initial effect lasts one minute while the secondary paralysis lasts 1d10 minutes. The save DC is 14.

There are three warriors in this patrol.

Easier: Decrease the number of warriors to 2.

Harder: Increase the number of warriors to 5.

Ice Barbarian Warrior (War 2)

	Medium Humanoid
Endurance	2d8+2 (11 Endurance)
Dice:	
Initiative:	+0
Speed:	30 ft
Armour	
Class:	15 (+2 Dexterity, +3 armour)
Attack:	Bone spear +3 melee (1d8+2) or bone sword +2 melee (1d8+2)
Space/Reach:	5 ft/5 ft
Special Attacks:	Child accomplice, weapon of choice (bone spear)
Special Qualities:	Cold resistance 5
Saves:	Fort +3, Ref +0, Will +1
Abilities:	Str 12, Dex 17, Con 13, Int 8, Wis 12, Cha 9
Skills:	Acrobatics +8, Survival +6
Challenge Rating:	1
Allegiance:	Balance Bone sword, bone spear, bone skis, leather armour, a sack containing three pieces of carved ivory (worth 17 sp), a backpack to carry their child, bone shortbow, 20 bone arrows
Possessions:	

Child Accomplice: Ice Barbarian warriors carry their children on their backs. The children are trained from birth to hunt with a bone shortbow. Children riding on their parents backs can attack once per round with an attack of Bone Shortbow +2 (1d4) in addition to the actions that their parent takes.

If an Ice Barbarian is killed the child will attempt to flee from the heroes, if the heroes take a child hostage the Ice Barbarians will hold their attack.

Event: Aurora

A crackling and whistling sound fills the night air. The blackness of the cloudless sky is torn away by a series of yellow, orange, red and green curtains of light that cavort through the air.

The phenomenon the heroes are watching, called an Aurora, appears in a variety of forms, including pillars, streaks, wisps, haloes, or curtains of light wafting on a gentle breeze. A whirring or crackling sound sometimes accompanies its presence. A Knowledge (Arcana) check (DC 18) will advise heroes that the Aurora is thought to be a storehouse of raw magical power. The aurora can be seen many miles away, but the one the heroes are looking at is almost directly over their heads.

The Aurora can be dispelled with a successful Counterspell check (DC 15) or an air elemental summoned with the Elder Art of Elementalism can get rid of it – if it chooses to do so. Spellcasting within 100 miles of an Aurora causes one of the listed side effects (see table). Direct contact with the Aurora automatically produces the effect on the subject entering it. All effects are triggered as though the Aurora was a 20th level Brother of the Crystal Star.

Easier: Reduce the number of Lesser Ice Demons to one and have the Aurora considered to be a 10th level Brother of the Crystal Star

Harder: Increase the number of Lesser Ice Demons to three and have the Aurora considered to be a 20th level Magician of Dessi

Hazard: Blizzard

The wind has picked up and is now howling so loud that you can no longer hear the barking of your Kanu dogs. The temperature has fallen rapidly, and the snow is becoming so thick it is next to impossible to see.

The combination of high winds, heavy snow (typically 1d3 feet per day), and freezing temperatures make blizzards deadly for all who are unprepared for them. Blizzards are powerful storms, making ranged attacks impossible. Since visibility range is reduced to nearly zero, Perception checks also receive a -8 circumstance penalty. With wind speeds in excess of 50 mph, all creatures must make a Fortitude save (DC 18). Failure means small creatures are blown away, Medium-size creatures are knocked down, and Large or Huge creatures are checked. Blizzards automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames. In addition, the characters must make Fortitude save (DC 20) every minute or be dazzled. Blizzards can often last up to 1d3 days.

Easier: reduce the duration of the blizzard to one day and do not let the temperature fall below 0°F.

Harder: Have the temperature drop to the extreme cold range for one-day prior and one-day after the blizzard.

Lesser Ice Demon

	Small Outsider [Cold, Incorporeal]
Endurance Dice:	1d8+1 (5 Endurance)
Initiative:	+1
Speed:	Fly 20 ft (perfect)
Armour Class:	17 (+1 size, +5 Dex, +1 natural)
Attack:	Incorporeal touch +7 melee (1 Str and 1 Wis)
Space/Reach:	5 ft/5 ft
Special Attacks:	Chilling Aura
Special Qualities:	Darkvision, immunity to cold, limited incorporeality, vulnerability to fire
Saves:	Fort +3, Ref +7, Will +2
Abilities:	Str -, Dex 21, Con 12, Int 10, Wis 11, Cha 13
Skills:	Intimidate +5, Knowledge (Arcana, History, The Planes) +4, Perception +4, Stealth +13, Survival +4, Use Magical Item +5
Challenge Rating:	2
Allegiance:	Evil

Chilling Aura (Su): The Lesser Ice Demon radiates an unnatural cold that saps not only the Strength of those around it but also the Wisdom. Any creature within the space of the Lesser Ice Demon loses 1 point of Str and Wis damage each round. Once a Lesser Ice Demon has drained 8 points of statistics it is sated; it cannot drain any more and loses its incorporeality until it becomes hungry again.

Limited Incorporeality (Su): A Lesser Ice Demon possesses all the traits common to the incorporeal subtype, except that it is not immune to mundane fire.

d100	Effect
1-24	The magic used will rip a hole in reality freeing 2 Lesser Ice Demons to prey on the closest living things.
25-49	Any spell that is directed at a living target has its effects doubled.
50-74	Air Spirits buffet the caster as per the Elementalism Elder Art.
75-99	An Arcstorm (Lightning Hand Tier III) strikes 1d6 living creature nearest the caster.
100	The caster gains the benefit of Vigour, Tier II – Swordpact, for the next 24 hours.

Being In A Blizzard And Not Dying

There are several things that the heroes should do when the weather becomes this inhospitable such as:

Find shelter; there are many caves and outcrops of rock scattered around the Kaltese landscape.

Rely on magic; Kalte Firespheres, Kalte Ice Totems, or the power of Elementalism may help.

Sleep together; if heroes decide to sleep through the storm it is advisable to huddle as many people or Kanu dogs in the tent as possible to share body heat.

Check your gear; supplies like extra winter blankets, Baknar Oil, or a collapsible shovel can be a lifesaver in dire weather.

Dig; although not recommended if the blizzard lasts for more than a day or carries with it heavy snow, a quickly assembled quinsy would greatly improved the temperature by blocking the winds.

Building a Quinsy (Survival DC 14): A quinsy is a simple structure that can help characters get out of the cold Kalte winds. A quinsy is shovelling snow into a large pile five feet high and nine feet in diameter. Once the snow has been piled the interior of the quinsy is carefully hollowed out. Four characters can snuggle comfortably inside a quinsy. When inside a quinsy the temperature never drops below cold for the purpose of determining exposure because the characters are completely shield from the wind. It takes 4 man hours to build a quinsy but that time can be reduced proportionally with the help of others.

Event: Invisible Enemies

This event should occur sometime in the day or evening when the heroes have stopped to eat. Ideally the Crystal Frostwyrms want to devour a creature that has wandered off alone or appears weakest. The serpent will use its Stealth to see if it can sneak up to the creature and attack while the creature is flat-footed. If the creature wins it will spot the Crystal Frostwyrms at distance of 10 feet per point by which the creature won the opposed skill check. If spotted before it attacks read the following:

A large mound of snow to your right begins to move. The mass quickly transforms into a nest of crystal coils that snake out toward you, the ice creature's mouth filled with row after row of jagged teeth.

This Crystal Frostwyrms made its home deep within the caverns of Kalte, and has swallowed a Blue Triangle Pendant and a disc of silvery white metal with a golden sun imprinted on it. This disc is an ornamental piece of jewellery lost by a Shianti noblewoman in ages past. Of special note is that the disc is made of neodymium, one of the rare metals purported to be in the area according to Jakob Frist. When the body dissolves these items will be released back into the environment but will be coated with a thin sheen of digestive acid that will deal 1d4 damage to anyone touching the objects. The acid can be rinsed off.

Easier: Remove the Crystal Frostwyrms's constrict and critical attack abilities and lower its Endurance to 31.

Harder: Increase the Crystal Frostwyrms Strength to 21 and increase its Constitution to 17 adjusting statistics as necessary.

Crystal Frostwyrms

	Large Animal
Endurance	8d8+8 (44 Endurance)
Dice:	
Initiative:	+1
Speed:	20 ft
Armour	17 (-1 size, +1 Dexterity, +7 natural)
Class:	
Attack:	Bite +8 melee (1d6+3)
Space/Reach:	10 ft/5 ft
Special Attacks:	Constrict 1d4+3, critical attack
Special Qualities:	Darkvision, immunity to mindblast, low-light vision, transparency, scent
Saves:	Fort +7, Ref +7, Will +3
Abilities:	Str 17, Dex 12, Con 13, Int 2, Wis 13, Cha 10
Skills:	Climb +6, Perception +5, Stealth +10, Survival +4
Challenge Rating:	4
Allegiance:	Balance

Critical Attack (Ex): A Crystal Frostwyrms's bite attack threatens a critical hit on an attack roll of 19-20.

Transparency (Ex): The Crystal Frostwyrms gets a +12 racial bonus to Stealth checks.

Hazard: Avalanche

After yesterday's snow, the wind has finally died down and it is relatively easy travelling along the mountain's edge. Radiji calls for the caravan to stop.

'We need to travel carefully here; this area is prone to avalanches.'

For the remainder of this activity period the heroes run the risk of triggering an avalanche. There is a base 1 in 20 chance (roll 1 on a d20) of an avalanche happening once per hour, modified by the conditions listed below.

Starting conditions for this range include light wind, recent snowfall and a temperature of 12° F. However, conditions can change throughout the day often becoming warm as noon approaches and then cooling with stronger winds in the late afternoon.

A deep rumbling usually precedes an avalanche. A successful Perception check (DC 15) will give the heroes 1d4 rounds of warning. An avalanche can also be perceived from as far as 1d10x500 feet (DC 20). If the Perception check to determine the encounter distance fails, the avalanche will automatically be seen at half the

original distance (likely too late). Assume an average avalanche will travel 200 squares (1000 ft) per round. Characters that cannot get out of the way will have to try to survive it. Surviving an avalanche involves a pair of saving throws. The first save is to see if the character is buried in the snow. If buried, the second save is a check to see if they had the presence of mind to make an air pocket.

Reflex Save – riding the snow wave: This saving throw determines how hard the avalanche hits the heroes, and how deeply they are buried. If the save succeeds, the character takes the path damage and is only minimally buried (half the listed depth) in snow. If the saving throw succeeds by four or more, the character is able to 'swim' up to the top of the snow and is not buried at all. If the saving throw fails, the character is hit broadside and takes full bury zone damage. The character is also stunned, shaken, buried, and pinned. Apply the following circumstance modifiers to the saving throw. The base DC is listed below.

Size: The character suffers a -1 circumstance penalty for each size category above Medium-size and receives a +1 circumstance bonus for each size category below Medium-size.

Cover: If the character can find cover, apply all normal cover bonuses to the saving throw. Any cover used must be able to withstand the avalanche.

Willpower Save – finding an air pocket: If a character is buried but not pinned, he may make a Will save (DC 20) to have the presence of mind to form an air pocket under the snow and to not panic and use up that air. If the saving throw succeeds, the character has enough air to breath for 1d4 hours without digging out further air space. On a failed Willpower save, or if the character was pinned they have only 1d20 rounds of air. Once out of fresh air, a character begins to suffocate. A character can hold his breath for a number of rounds equal to twice his Constitution. After this period of time, the character must make a Constitution check (DC 10) every round in order to continue holding his breath. Each round the DC increases by +1. When the character finally fails his Constitution check he begins to suffocate. In the first round, he falls unconscious (0 hp). In the following round he drops to -1 hit points and is dying. In the third round, he suffocates.

Tunnelling through loosely packed snow frees up a lot of that air. As long as an individual keeps digging, he can continue to breathe with difficulty (treat as slow suffocation), taking 1d6 points of nonlethal damage every 15 minutes. Being buried alive is extremely disorienting and requires a successful Survival check (DC 15) to determine which way is up. Heroes can dig their way out at a rate of one foot per round if they aren't pinned (more if they still have their collapsible shovel). If pinned, the character can make an Escape Artist check (DC 10 + feet of snow on top of him) to manoeuvre himself so he can dig himself out. If the character fails the check or does not have the skill, he must get outside help or suffocate as above.

Conditions	Modifier	Conditions	Modifier
Heroes are loud	+2	Heroes are singing	+1
Moderate wind	+1	Strong wind	+2
Severe wind	+3	Windstorm	+4
Daytime	+1	Night time	-1
Recent snowfall	+3	Explosions of violent magic (per 5 points of damage)	+1
Warm temperature (per 10 F° above 32°F)	+1	Cold temperature (per 10 F° below 32°F)	-1

Characters who have not been buried or have freed themselves can attempt to rescue other characters trapped in the snowdrifts. The rescue party will have four concerns: (1) finding buried party members, (2) digging through the snow effectively, (3) time, and (4) a follow-up avalanche. The hardest part of rescuing people buried in snow is finding them. The snow gives no indications as to whether someone is buried under it or not. Snow also muffles sound so characters buried in as little as 5 feet of snow will not be heard. There are many ways to find a buried character, magical means being the most expedient.

The Avalanche has the following statistics: Snow buries anything in the path under 1d6 feet of snow. Base damage is 2d6 if in path, 6d6 in the bury zone. Snow is 3d100 yards long and is 1d4x100 feet wide. Winds from 110 to 150 mph are generated. Reflex Save DC 12.

Easier: Have the avalanche do 1d6 path damage/4d6 bury zone damage, reduce the avalanche to 600 ft. a round, and make the save to find and air pocket automatic. Reflex save DC 10.

Harder: Have the avalanche do 3d6 path damage/8d6 bury zone damage, and increase the size of the avalanche to 5d100 yards long and 1d6x100 feet wide. Reflex Save DC 15.

Plot Event: *The Outcast*

Now no more than a day from Ikaya, you see a curious sight. In the distance maybe 500 feet from you a lone figure in hide and bone armour trudges across the frozen landscape. Then a minute later he falls into the snow.

This figure is the Ice Barbarian Ko'tiloo, a trusted advisor to Brumalmarc Kzu'tooa. He was accused of being a traitor and was made outcast from the tribe by Malitki. He was walking across the plains for a little more than a day when he was attacked by a Crystal Frostwyrn; he was able to kill the beast but suffered terrible injuries. He will die of exposure if not helped within the next hour.

If rescued by the heroes he will be friendly to them and provide them with the following information:

† The Brumalmarc is not acting as he should. He has fallen under the spell of a strange orange gem. The Brumalmarc is not an evil person he is just under the influence of dark magic.

† There are many Ice Barbarians at Ikaya right now and any attempt to burst into the Fortress would certainly end in the death of the heroes.

† There may be another way into the Fortress though; a moulin to the south of the Fortress may lead to one of the entrances below the Fortress.

† He will give them a carved ivory necklace; if the Brumalmarc can be freed of his enchantment he will recognize it and know the heroes got it from a trusted advisor.

† Don't kill the Ice Barbarians, they are not evil they are just following orders.

Chapter 6 – The Fortress of Ikaya

This section of the adventure contains many Ice Barbarian warriors. You can find their statistics block on page 60, although the ones inside the fortress do not have their skis or children accompanying them.

Summary

Upon finally reaching the Fortress of Ikaya, the heroes must use stealth to sneak through the fortress and learn the truth of the corruption that festers there. The heroes have arrived at a time of great celebration with many Ice Barbarians at home in the fortress. The heroes must stop the Nadziranim Malitki before he has time to unlock the secrets of the Shianti Legendary Item known as the Shaper of Worlds.

Plot Event: First Glimpse of the Fortress

It has been a long journey but finally you cross the last ridge of the glacier and look down upon the fortress of the Shianti. The light that refracts off the crystalline towers of Ikaya casts rainbows across hundreds of feet. An armed contingent of at least ninety warriors stands guard over the main entrance to the fortress.

A frontal assault on the Fortress of Ikaya will lead to defeat. If heroes try this approach then have the Ice Barbarians knock them unconscious, taking a -4 penalty to attacks to inflict nonlethal damage. When captured their equipment will be removed and stored under guard at location A9 and they will be placed in a cell with the malnourished Greysadow (see Location A7).

Location: Slide Entrance

If the heroes want to avoid the main force of Ice Barbarian warriors, while trying to find another way into Ikaya they will eventually happen upon a moulin.

The bright Kalte sun has melted an area of surface glacier; the resulting meltwater has tunneled sharply into the heart of the glacier. The entrance is slippery and leads into the cold dark heart of the glacier, but it looks wide enough for you to slide down into it.

This 90 ft. natural hazard has opened up a small area of Ikaya. The easiest way into the area is slide into the moulin chamber, this will require the heroes to make a Reflex save (DC 14) to stop themselves before they collide with the glacier wall at the bottom for 4d6 points of damage. Heroes could try to carefully walk down the slope with an Acrobatics check (DC 22) or heroes could Climb (DC 18), although any Acrobatics or Climb check that fails by more than five results in the heroes slipping and sliding down the moulin anyway.

Easier: Reflex save (DC 12), 2d6 damage

Harder: Reflex save (DC 16), 6d6 damage

Location: The Forgotten Doorstep

Locations A1, A2 and A3 are all unlit. Player Characters without the sense to bring torches (or other light sources) will find themselves in a very bad situation.

A Moulin? What?

A moulin is a place on a glacier where, for whatever reason, a consistently higher temperature or pressure has caused the water to melt. Over time, the water erodes its way into the glacier, leaving behind a smooth and winding tunnel that is usually slick with meltwater. This is a moulin.

In a normal glacier, moulins terminate either at the base (where the water lubricates the inexorable slide of the glacier towards the sea) or occasionally at a point in the wall of the glacier. In this case, the moulin terminates in a glacial cavern which is at least partially something to do with the presence of Ikaya.



Javek

	Huge Animal
Endurance Dice:	6d8+6 (33 Endurance)
Initiative:	+6
Speed:	20 ft, climb 20 ft, swim 20 ft
Armour:	15 (-2 size, +2 Dexterity, +5 natural)
Class:	
Attack:	Bite +6 melee (1d6+4+poison)
Space/Reach:	15 ft/10 ft
Special Attacks:	Poison
Special Qualities:	Scent
Saves:	Fort +6, Ref +7, Will +3
Abilities:	Str 16, Dex 15, Con 13, Int 1, Wis 12, Cha 2
Skills:	Athletics +5, Climb +5, Perception +3, Stealth +5
Challenge Rating:	3
Allegiance:	None

Poison (Ex): A Javek has a pair of poisonous bites that deals initial and secondary damage of 2d4 Con. The save DC is 22, making this snake the most lethal serpent in all of Magnamund.

A deadly predator and one of the most dangerous creatures in Kalte, the Javek is nearly invisible in its natural habitat, gaining a +5 bonus to Stealth checks in snowbound and icy terrain.

A1. Moulin

You find yourself in a huge cavern hidden within the glacier. The whole of the cavern is roughly 40 ft. wide and stretches 180 ft. where it terminates in a large pool of crystal clear meltwater. A discarded bone spear lies in the centre of the room. Along the right wall is a section of fortress that seems to burst right through the glacial wall and in its centre is a door.

This ancient entrance to Ikaya has not been opened since the Ice Barbarians moved in to the fortress. When they first explored the Shianti city and opened this door it opened directly into a wall of glacial ice. Due to climatic changes the ice that once sealed this entrance has been pushed back. The door has no handle and no visible means of opening it. A Perception check (DC 14) will reveal a small circular indentation. This panel can be activated by a Golden Circlet being placed against the indentation. This type is a magical lock that is common at the lower entrances of Ikaya, a hero can attempt to activate it blindly with a Use Magical Item check (DC 20). Because the magic of the Shianti is not well understood by man, failure by more than 5 results in a mishap inflicting 1d6 points of magical damage to the hero. Moving about the floor of this chamber at greater than half speed requires an Acrobatics check (DC 15) to avoid falling prone.

A2. Javek Lair

The Javek is one of the most dangerous creatures in Kalte. This Javek makes its home in a hollow section of the glacier and crawls to the surface to hunt prey. Since the meltwater has opened a tunnel to the surface, a regular supply of meals has been sliding into the cavern. The Javek now watches and waits for his meals to be delivered. Amid the frozen bodies of three ice barbarians

in the Javek's lair are 1d4 bone swords, two pieces of carved ivory (worth 17 sp), and a Golden Circlet.

Easier: Remove the icy floors from this encounter and reduce the Javek's Strength to 10 (making appropriate adjustments).

Harder: Increase the Javek's Constitution to 20; this will give the creature 57 Endurance.

A3. Entrance

The door slides easily open with a gentle hiss revealing a 20 by 30 room. There is a lever on the opposite wall but the way is blocked by the bodies of two sleeping Doomwolves.

Since the Ice Barbarians believe that this exit is blocked they have converted the area into a kennel for a pair of trained Doomwolves. The Doomwolves are fast asleep and suffer a -10 circumstance penalty on Perception checks to hear the heroes. The lever in the room opens the opposite door.

These Doomwolves have been raised from pups by the Ice Barbarians and are fiercely loyal to them and protective of Ice Barbarian territory.

Easier: Decrease the number of Doomwolves to one

Harder: Increase the number of Doomwolves to three

Doomwolf statistics can be found on page 269 of the Lone Wolf main rulebook. The Doomwolves in the Fortress of Ikaya have been raised from birth by the Ice Barbarians and are as loyal to them as the evil creatures are to anyone.

Location: Ikaya Dungeon Level

The dungeon level is a rarely used portion of the huge fortress; the Ice Barbarians traditionally do not take prisoners but the current Brumalmarc has recently decided that some people should be held for later interrogation. There is a block of granite on the wall next to all of the doors except A10. This block has a small triangle cut into it, and acts as a magical door lock. It can be opened by placing a Blue Stone Triangle Pendant against it or by making a Use Magical Device check (DC 20). When the pendant is removed the door will close within two rounds. Inside of each room is a lever that will open the door from the inside.

All the hallways and rooms of Ikaya are illuminated by M'lare Bowls.

Event: Espionage

Currently there are six Ice Barbarian warriors stationed in this section of Ikaya. There are always two Ice Barbarians on guard at the makeshift prison (A7), one inside and one outside, and two on rest in makeshift quarters in (A9). The remaining Ice Barbarians work on

M'lare Bowls

This is a large stone bowl approximately 1 ½ ft. in diameter that generates an unending dancing flame that is cool to the touch, that provides bright illumination to 60ft. and shadowy illumination for an additional 60 ft. The light produced by the M'lare bowl dances about as though it were alive. The bowls are actually a prison constructed by the Shianti to imprison lesser Ice Demons. The bowl has a hardness of 2 and 10 hp, if broken it will lose all its magical properties and a lesser Ice Demon will be released.

a casual patrol (moving only 20 ft. a round) of the area. When the heroes reach point A4 the patrol will begin at P and begin walking west in a figure eight pattern only traveling down main corridors. They check each of the rooms A9, A6, and A9 on their route and once an hour will check the dogs room (A3). The guards have a Stealth bonus of +0, and make no attempt quiet their movement. Each round the patrol will make a Perception check to detect any intruders. This check is subject to all standard modifiers as discussed on page 98 of *Lone Wolf, The Roleplaying Game*.

If the players want to avoid unnecessary bloodshed they are going to need to try and use stealth. If any of the Ice Barbarians becomes engaged in combat, then on his turn as a free action he will emit a loud war cry. This will alert all other Ice Barbarians on this level, excite the Doom Wolves if still alive, and have a 40% chance of alerting 1d4 Ice Barbarians and a Doomwolf from the residential quarters on the next floor. They will arrive to investigate the disturbance in 1d4+3 rounds.

If Ice Barbarians are found to be missing from their posts then the patrol will be on a heightened level of alertness; they gain +2 circumstance bonus to all perception checks and move 40 ft. per round while looking for the missing Ice Barbarians. If they discovered the body of a slain Ice Barbarian they give a shout to alert these sections of Ikaya and then search for the murderers.

A4. Doorway Into Danger

With another soft whoosh the smooth stone door slides into the wall revealing a ten foot wide hallway that stretches fifty feet before coming to a T-junction. On the left hand wall forty feet down the hall is another stone door. Somewhere ahead you hear the faint murmur of voices.

Have the patrol begin to move about their path now, if the heroes are indecisive have the patrol move one segment for every minute of time the players waste deciding what to do. If the players take actions that would take a round then the guards will receive one round worth of actions as well.

A5. Makeshift Barracks (DL 2)

The door opens into thirty by fifty room that has a number of beds and trunks dragged into it. It does not appear to have been designed as a barracks and placement of the beds seems to indicate they were placed where they are because the movers got tired. On two of the beds lie the sleeping forms of Ice Barbarians.

The barbarians who have been assigned guard duty over Greysadow have set up this room as a barracks. The trunks at the foot of each of the beds contain a bone dagger, whetstone, waterskin and a number of partially carved pieces of ivory. They are not locked. On the wall hang the hide armour, Blue Stone Triangle pendants and weapons of the sleeping Ice Barbarians.

A6. Materiel

This room holds all the possessions taken from Greysadow before his imprisonment; they are all laid out on a table at the rear of the room. Chained to the wall near the table is a Doomwolf left to guard the items. The chain is forty feet long allowing the Doomwolf access to all of the room but not allowing it to leave the room. If players enter the room, the Doomwolf will begin growling and snapping on its round. This will draw the attention of the guard watching room A7; it may also wake the sleeping Ice Barbarians in room A5, and possibly the Patrol. The patrol and the sleeping Ice Barbarians are ultimately governed by their Perception checks. It will be difficult to hide the corpse of the

Doomwolf, its blood, or the fact that the equipment is missing when the patrol comes around again.

Easier: The Doomwolf should begin the encounter asleep allowing the heroes a surprise action.

Harder: Increase the number of Doomwolves to two.

A7. The Prison

The door opens to a figure of gaunt man with sandy blonde hair in the centre of the room, locked into manacles at his feet and hands which are stretched to the roof and hung from a hook. In the corner of the room stands a brazier filled with live coals and a number of torture implements stand ready for work.

There is a yawn then, 'Is this shift over?' an Ice Barbarian says from just inside the door. He turns to look at the door and his eyes widen in horror at your presence. His armour and weapons lie discarded on the floor.

This Ice Barbarian found the guard duty boring. With the brazier in the room his armour was too hot, so he stripped off and decided to take a nap.

Harder: Increase the Guard's level by one

A8. Maintenance Room

This room is filled from floor to ceiling with broken furniture, probably gathered from elsewhere in the Fortress. Along the walls are a series of obsidian panels with inlaid gems that pulse with light. The whole room seems to hum.

Before the Ice Barbarians decided to use this room as a junk room, it served the Shianti as a maintenance room for the control of the internal environment of Ikaya. The panels are magical items that are used to control the flow of air in Ikaya, in conjunction with crystalline pipes that stretch through the structure they warm the air and add moisture to it to make the interior of Ikaya feel like a temperate climate.

There are ancient marking on the panel in Elderath that indicate that the panels control the air. This could be determined with an Occult check (DC 24) if none of the party members can read Elderath. The magical item could be temporarily shut down with a Disable Device check (DC 19) or by removing one of the inlaid gems. Removing a gem is easy enough to do but it results in a magical mishap with the thief taking 1d6 magical damage. If the magical item is disabled the hum of the room will stop. Without the magical item functioning, Ikaya will begin to cool. Within one week the Fortress' interior will be considered 'cold' for the purpose of cold survival rules.

If the heroes search through the wreckage of furniture with a Perception check (DC 18) they will discover two waxed sealed bottles. One is a Potion of Laumspur and the other a Potion of Gallowbrush.

A9. Storeroom

This room is similar to room 8 in that the Ice Barbarians have piled all the material of the Shianti that the Ice Barbarians felt was useless. Most of it is junk, but there are some things the heroes might find useful like a half-used healer's kit, a portable ram and a 10 ft. length of chain. A Perception check (DC 21) from careful searching will reveal a book in Elderath on Shianti legends, once read or used as a reference it provides the character with a +2 competence bonus on all Knowledge (planes) check as they relate to the Shianti. With a truly

remarkable Perception check (DC 25) they will discover a *Demonlayer Trident*.

A10. The Prisoner

The door to this room has no granite for the insertion of a Blue Stone Triangle Pendant. The door itself is covered in glyphs and images of skeletons fighting one another in some futile everlasting contest.

This door is a locked door designed to keep its Ice Demon prisoner in and not to keep people out. The glyphs on the door can be deciphered with an Occult check (DC 22) to mean that the glyphs stand to ward against a creatures escape. The door can be opened with a Use Magical Device check (DC 20) but this dispels the protective glyph and allows the Ice Demon to move about freely. If the heroes open the door read the following:

The door cracks into crystalline shards and a formless being of pure energy crackles into existence from the fragments of its prison. Immediately the energy begins to swirl and a cold wind begins to rush throughout the room.

Easier: Breaking the seal allows the Ice Demon to move around but it may not pass from the room outside of a host body.

Demonlayer Trident

The Demonlayer trident is a magical weapon crafted by the Shianti in their war against the Ice Demons. This weapon provides a +2 bonus to attacks and damage (+1 mastercrafted, +1 magical) and can be wreathed in flames that do an additional +1d6 fire damage. It weighs 4 lbs. and would be worth 4,315 gc.

Ice Demon

	Medium Outsider [Cold, Incorporeal]
Endurance Dice:	4d8+8 (26 Endurance)
Initiative:	+4
Speed:	Fly 30 ft (perfect)
Armour Class:	18 (+4 Dexterity, +4 natural)
Attack:	Incorporeal touch +8 melee (1d3 Str and 1d3 Wis)
Space/Reach:	5 ft/5 ft
Special Attacks:	Cyclone, freezing aura, possession
Special Qualities:	Darkvision, immunity to cold, incorporeal traits, magic resistance 14, vulnerability to fire
Saves:	Fort +6, Ref +8, Will +4
Abilities:	Str -, Dex 19, Con 14, Int 10, Wis 11, Cha 19
Skills:	Intimidate +11, Knowledge (Arcana, History, The Planes) +7, Perception +7, Stealth +11, Survival +7, Use Magical Item +11
Challenge Rating:	5
Allegiance:	Evil

Cyclone (Su): As a full round action an Ice Demon may attempt to draw opponents closer to it by generating cyclone force winds. The winds have reach of 5 ft. Each round that the Ice Demon continues to use this ability its reach increases by 5 ft.

Any creature within the cyclone's reach must make an opposed Strength check against the wind (Str 18) or be drawn toward the Ice Demon's space. If the creature fails the opposed check by 5 or less points the creature is moved 5 ft. closer to the Ice Demon. If the check fails by a margin greater than 5 it will be drawn to 5

ft. closer for each increment of 5 by which its check was failed.

A creature that is within the cyclones reach also has a difficult time moving against the wind. If a creature within the cyclone's reach wants to move out of the reach it must make an opposed strength check to do so. If successful the creature can move, 5ft. per increment of 5 that it passed the opposed check by, away from the Ice Demon. If this movement takes it out of the cyclones reach then the creature can once again move normally as based on its speed.

Freezing Aura (Su): The ice demon radiates an unnatural cold that saps not only the Strength of those around it but also the Wisdom. Any creature within 5 ft. of the Ice Demon or occupying the same space suffers 1d3 Str and 1d3 Wis damage each round.

Possession (Su): Once per round, an Ice Demon can merge its body with a creature native to the Aon plane. To use this ability, the Ice Demon must move into a living target's space or draw the living target into its space with its cyclone special attack. The target can resist the attack with a successful Will save (DC 19). A creature that successfully saves is immune to that same Ice Demon's malevolence for 24 hours, and the Ice Demon cannot enter the target's space. If the save fails, the Ice Demon takes over the target's body. Anyone so possessed is killed outright.

Upon possession of a body the Ice Demon undergoes a number of changes. First the Ice Demon gains a Strength score equal to its target's original strength score and uses the creature's Endurance instead of its own. It also loses the incorporeal subtype and all benefit associated with that type. Its attack becomes a slam modified by the host creature's Str and does (1d3 + Str modifier plus 1d3 Str and 1d3 Con). The Ice Demon may not use its cyclone while possessing a corporeal body but still radiates a freezing aura. An Ice Demon may stop possessing a corporeal body as a move action leaving behind a frozen corpse. If a host body is killed while the Ice Demon is still in possession it reverts to its incorporeal form but is stunned for 1d4+1 rounds.

Location: Ikaya Living Quarters

The second level of this portion of the Fortress of Ikaya is much like the level the heroes first entered except this level is heavily occupied and bustling with activity.

Plot Event: Guard Deployment

There are eight elite guards and four Doomwolves on active duty: four guarding the stairs to the dungeon, a guard with Doomwolf patrolling the north quarters, a guard with Doomwolf patrolling the south quarters and two guards with Doomwolves patrol in front of the Brumalmarc's bedchamber. Each of the guard with Doomwolf patrols move 20 ft. per round. The guards will not search any rooms at random and instead will only investigate a private quarters if called or they hear something suspicious. The guards have a Stealth bonus of +0, and make no attempt quiet there movement. Each round the patrol will make a Perception check to detect any intruders. This check is subject to all standard modifiers as discussed on page 98 of *Lone Wolf, The Roleplaying Game*.

If the players want to survive this level of the fortress they need to avoid unnecessary bloodshed and use stealth. If any of the Ice Barbarians becomes engaged in combat, then on his turn as a free action he will emit a loud war cry. This will alert all other Ice Barbarians guards on this level, excite the Doom Wolves if still alive, and have a 30% chance of alerting the Barbarians in B1 and Malitki. Malitki will call for guards and seek out the intruders.

B1. Dining Hall

Heroes should be able to hear the sounds of laughter and boisterous cheering before they reach the entrance to this room. Currently the dining hall is filled with forty warriors celebrating their first successful raid on Ljuk. If the heroes open this door they will likely alert the

whole of this level to their presence. Shouts will ring out instantly but it will take the celebrants several minutes to don their armour and gather their weapons.

The door whooshes open to reveal a large dining hall filled with Ice Barbarians drinking and carousing. Before you can conceptualize the enormity of the problem you created by opening the door a shout of 'Intruders' sends warning throughout the level.

B2. Brumalmarc's Bedchamber

This huge chamber is the richly appointed bedchamber. The bodies of fearsome creatures hang from the walls as a testament to the hunting skill of the room's owner. An elegant closet sits at the rear of the room, opposite it is a dresser made from bone and in the north corner rests an ivory table with a bright orange gem sitting on a carved ivory stand.

The bright orange gem on the stand is the Soulgem which is what the Malitki uses to help impersonate Brumalmarc Kzu'tooa. It takes a Use Magical Device check (DC 25) to activate the Soulgem blindly, if successful Kzu'tooa's soul will return to his body and he will wake up in two rounds. Destroying the gem will free his soul as well. If the Soulgem is destroyed or the soul is released, Malitki will know immediately, call guards and investigate. Kzu'tooa is currently stashed in the closet at the rear of this room. When he awakens he will free himself.

B3. Cold Storage

A heavy fog drifts from this room as the door opens. Inside there are racks of hanging meat and crates of root vegetables.

This room is magically colder than other area of this level and is used as cold storage for the preservation of meat, root vegetables, and berries that make up the majority of the Ice Barbarian's diet. Hiding in here provides a +4 circumstance bonus to Stealth but heroes in this area may be subject to hypothermia or frostbite.

B4. Living Quarters

These living quarters are the barracks to many of the elite warriors that the Brumalmarc uses as guards. Their family lives in another section of the fortress and the guards live with them three weeks a month then have a week of service. These guards have the same statistics as the guards that patrol this level. There is a 10% that a guard is in his quarters on break; he may be resting or active (50/50 chance). In any of these living quarters and Ice Barbarian is likely to have only their weapons, armour and one personal object to remind them of their loved ones.

B5. Spoils of War

In this room are a selection of stacked crates stamped with the Kilithanin merchant house seal and other house markings.

This room is filled with crates of trade goods that were recently liberated from Ljuk. There are seven crates in total: two containing iron for forging, one contains wheat, three containing cotton and lastly a crate of gold ingots.

B6. Library

The walls of this room are lined with books. They are leather bound with gold leaf writing on their spines. One section of bookcase along the north wall has been thrown to the floor and a hidden compartment on the wall hangs empty...

This room is an old Shianti library, it has been left undisturbed for centuries but Malitki has been spending most of his time in this room. He has been poring through the old texts trying to find any information on the legendary items the Shianti created and where they may be keeping them. He has just found the Shaper of Worlds but has not had time to study it. If the heroes have not yet encountered Malitki then they will do so in this room (see Plot Event: Evil Revealed). If the heroes take any of the books from this room they will find them to be written in Elderath and most deal with the history of Magnamund. With a few months a study they could provide a permanent +2 bonus to a hero's Knowledge (history) checks. Once Kzu'tooa realizes that forces are at work to steal the work of the Great Ones he will have all the material in this room burned for the protection of the people.

Plot Event: Evil Revealed

The heroes may encounter Malitki in the Library or in the Brumalmarc's Bedchamber. The Soulgem may still be active so the climax of the adventure will rely on some flexibility on the part of the Games Master. Malitki will not drop his disguise unless he is killed so all throughout the battle he will look exactly like Kzu'tooa (War6, Ari1); this could provide opportunities for confusion should the real Brumalmarc arrive.

He stands before you an imposing figure just over six feet tall and is solidly built. His facial marking are a mixture of concentric circles and sweeping vines. He is dressed in studded leather armour and carries a bone sword.

'Outsiders!' he shouts as he pulls a granite and onyx scepter from his belt, 'The scum of Sommerlund will not triumph over the will of the Brumalmarc, prepare yourself for death.'

Malitki's Battle Plan:

Malitki will attempt to activate the Shaper of Worlds blindly because he has not had time to study it. This will fail causing a mishap that deals 2d6 points of magical damage to the Nadziranim (see Box for mishap description below).

Malitki commands his allies to attack lightly armoured opponents; this may be Ice Barbarian warriors (if he has searched the heroes out because the gem was destroyed) or a Doomwolf (if found in the library). He tends to focus his magical and psionic attacks on heavily armoured characters, but will use whatever works best.

If engaged in combat he may use Vilefire to augment his attacks, though this will cause the Ice Warriors to question his true identity.

If reduced to ½ Endurance or less he will use Bolts of Pain to try to end the battle.

Mishap...

The Ice Barbarian raises the granite-and-onyx scepter high into the air, and blue lightning tears forth, flashing around the room. The man staggers back as the whole of the room begins to shake, dropping the scepter as he does so. A scar of blackness rips across the centre of the room where the scepter falls, swallowing it. Pillars of rock lunge upwards from beneath the fortress, shattering masonry and destroying the serenity of Ikaya.

Everyone in the room needs to make a Reflex save (DC 12) or be knocked prone by the shaking of the fortress. You can also roll some dice and tell them they were lucky to escape the lightning. A five foot wide, twenty foot deep chasm stretches across the room, through the

wall and into the hallway. (Since anything in this area is wiped from existence, you should ensure that it 'luckily misses' everyone in the room.) Structural damage now runs through the whole of the Fortress.

Where do we go from here?

It really depends on how the heroes have acted. Kzu'tooa will be happy to be freed and pleased that the heroes defeated the Nadziranim. If the heroes have acted in a truly heroic fashion Kzu'tooa will immediately call for a halt of hostilities, provide food and lodging for the heroes to recover from their injuries, arrange for a tribute to be paid to Ljuk for damages suffered, grant them an escort for their safe return south and make arrangements to open formal negotiations with the Kilithanin merchant house and its associates about the future of Kalte.

However, if they have unnecessarily killed many Ice Barbarians then the reaction they receive should be much colder. Kzu'tooa will demand that the heroes return any items they have stolen from the fortress, demand reparations be made to all the families of Ice Barbarians, force them out of the fortress with minimal supplies (up to a week) and warn them that although he is calling the war off he will not grant them safe passage through Ice Barbarian territory.

Regardless of the success of the heroes, Kzu'tooa will not give outsiders a tour of the Fortress; the fortress contains many secrets that he wishes to keep to himself for now.

Experience

With the adventure successfully completed the heroes all gain one level of experience.

Malitki the Nadziranim

	Medium Humanoid [Darkspawn]
Endurance	4d8+8 (26 Endurance)
Dice:	
Initiative:	+2
Speed:	30 ft
Armour	20 (+2 Dexterity, +2 heavy robes,
Class:	+6 natural)
Attack:	Sword +3 melee (1d8, 19-20/x2)
Space/Reach:	5 ft/5 ft
Special Attacks:	Right-handed magic
Special Qualities:	Darkvision, magical combat, psychic combat.
Saves:	Fort +1, Ref +3, Will +8
Abilities:	Str 10, Dex 14, Con 14, Int 22, Wis 18, Cha 16
Willpower:	22
Skills:	Concentration +7, Craft (weaponsmithing) +4, Craft (armoursmithing) +4, Handle Animal +5, Knowledge (arcana) +7, Knowledge (religion) +7, Knowledge (the Darklands) +7, Occult +6, Profession (Interrogator) +4, Perception +4, Stealth +3
Challenge Rating:	4
Allegiance:	Evil
Possessions:	Nadziranim Power Crystal (8 Tiers remaining)*, Shaper of Worlds (briefly), sword, Darkspeaker (Gnaag)

*Allows the Nadziranim to cast 8 Tiers worth of spells of right-handed magic, without requiring an Occult roll or an expenditure of Endurance.

Malitki's Magical Abilities

Magical Combat Bonus: +10

Due to the Nadziranim's devotion to Naar he may persuade the weak-minded by commanding them in Naar's name. This is a free action usable and involves a short prayer spoken in the Darkling tongue. When complete, the target (who must be within sight of the Naar follower but does not need to have heard the prayer) must make a Will save (DC 23). Those with a constant psychic shield in place may add +3 to this roll. Failure means the target will agree to the next suggestion made by the Nadziranim in a language it can understand, as long as this suggestion is made within three rounds.

He may also detect the presence and location of any Good aligned or Evil aligned creature within 60 feet at will.

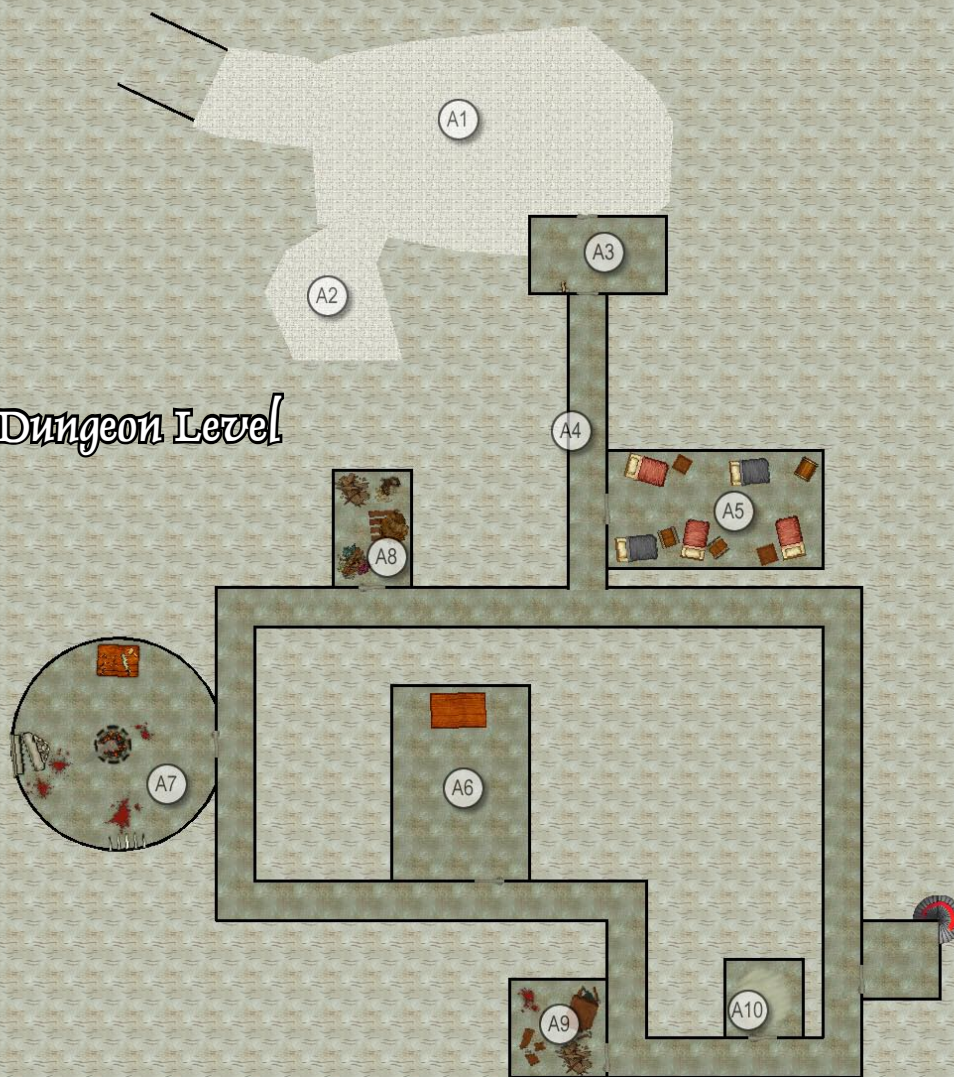
He has access to every spell on the Path of Naar (*Darklands*, page 53). If you don't have *Darklands*, assume that as a standard action (and a successful DC 20 Occult check) he can issue a one-sentence command to anyone he can see. They can resist with a Will save (DC 20) or a Counterspell (DC 20).

Vilefire (Sp): The Nadziranim gains the ability to summon power from the netherworld as an attack against their foes as a free action that can be performed once per round. This power must be channelled through a sword as it creates a blue flame around the blade. Vilefire costs the Nadziranim one point of Endurance each time it is called up and lasts until the start of the his next turn. While active, it adds +1d8 as fire damage to any blow made with the imbued weapon. The Counterspell DC is 12 for Vilefire.

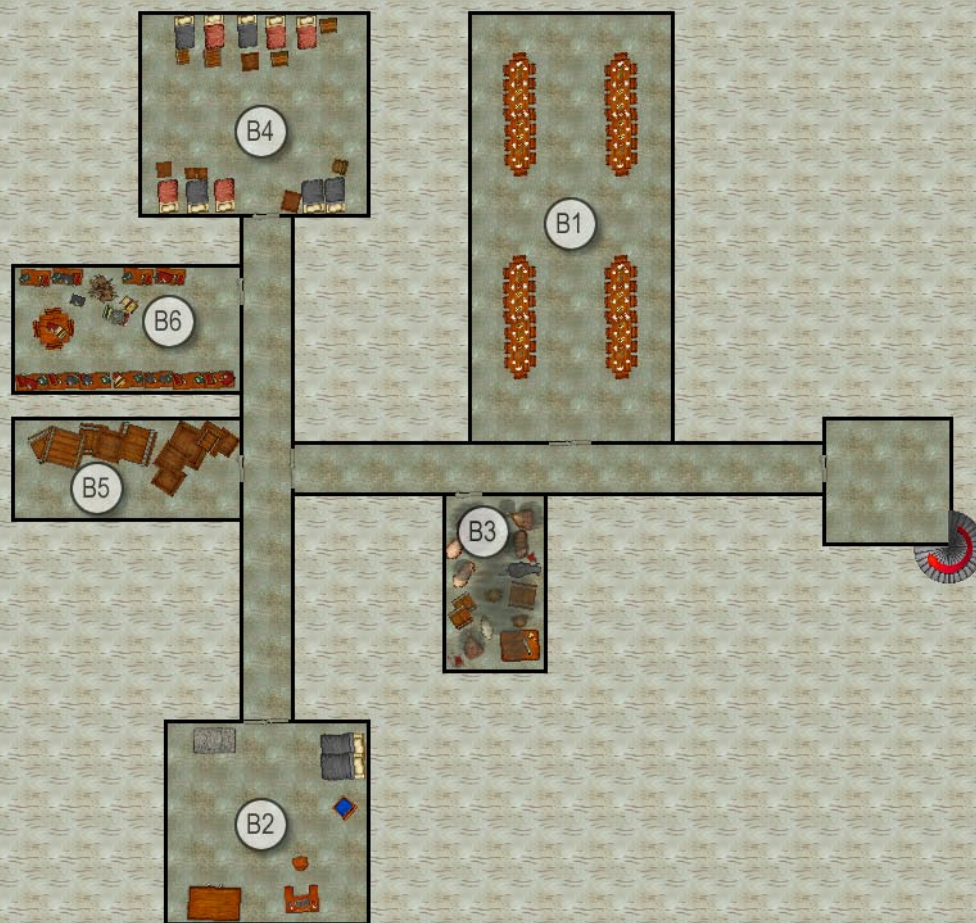
Bolts of Pain (Sp): Malitki can use his Vilefire as a ranged magical attack without needing a weapon as a focus. This requires a magical attack roll to hit and inflicts 1d8+2 fire damage. Bolts of Pain can be used once per day. The range of this ability is 120 feet. Bolts of Pain inflicts terrible agony leaving a struck victim with a -1 penalty to all checks, saves and rolls for one round thereafter. The Counterspell DC for a Bolt of Pain is 12.



Ikaya Dungeon Level



Ikaya Living Quarters



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