# Signs & Portents

**43**

*Roleplayer*

d20 system

# Vignettes

Four quick and easy scenarios for RuneQuest

# Masked Monsters

Things are never what they seem with these creatures

# Twenty Gloranthans

Pregenerated NPCs for your RuneQuesting pleasure

Plus... a complete Babylon 5 adventure, cybernetics and biotechnology for WARS, and much more!

Well, the new printing machines are in and humming away quietly to themselves in that way that computers and the criminally insane do. It was a bit touch-and-go for a while whether they would work or not, since the buttons are all unlabelled and the manual is all これを読むことができればあなたの手のずっとたくさんの時間がある！ but we managed to work it all out in the end using an old roleplayer's standby – black magic.

The ritual was pretty complicated, and I haven't got the faintest idea why there was a jar of 'papal fingerbones' lying around or where they came from, but they did the trick. Okay, so when the machines are active they glow red and they occasionally exude strange and pungent stenches, reminiscent of Hades, into the office, but then again so do half the staff.

In other news the second edition of Conan is flexing its thews on the horizon, striding Panther-like onto the schedule like the alpha-male roleplaying game it is. We toyed with the idea of putting Ted in charge of the project, since he and Conan have a lot in common, but in the end it got handed over to me. To whet your appetites, here is one of the prelim sketches of the cover: a nice action scene straight from *Rogues in the House*, currently being painted by Chris Quilliams.



Now, if you'll excuse me, I have to go and feed more souls of the damned to Printor the Terrible. We've got books to produce...

Chris

# Signs & Portents: Roleplayer Contents

## Features

## Regulars

### Paranoia: My First Treason

A mini-campaign for Paranoia, complete with six pregenerated player characters. Not 'pregenerated Troubleshooters', you'll note, because My First Treason's characters are brave young junior citizens: Alpha Complex kids in an Alpha Complex crèche. The four chapters of the mini-campaign each cover one year of their education, from age 10 to age 14 (when they go off to join the loyal workforce). Along the way, they'll run into secretive conspiracies, nefarious traitors, weird mutants and gratuitous terminations – all in their very own crèche! Can the characters solve their problems and the secrets of their past while still studying for the Approved Revised History of Alpha Complex (fifth edition) exam?
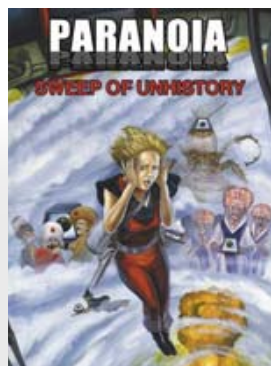
### Paranoia: Sweep of Unhistory

It has always and will always be yearcycle 214 of The Computer's glorious reign. The first yearcycle 214 was such a good yearcycle, there was no sense in letting it go after only one iteration.

Whenever the yearcycle rolls around, The Computer's loyal editors go to work. The official histories have to be rewritten each time. Approved events are added to the archives; unapproved events are unhappened and made unhistory. A billion billion forms need to be edited and updated to the new, official timeline.

The Sweep of Unhistory. The Troubleshooters are recloned and retconned over and over again, brought back in successive eras of Alpha Complex future history. From the next few yearcycles to the distant future of the complex, The Sweep of Unhistory will bring the Troubleshooters into increasingly strange yet nightmarishly familiar missions.

### RuneQuest: Character Pack

The RuneQuest Character Pack is an essential resource for players in any RuneQuest game. Adaptable to any setting or campaign, it is an unsurpassed tool for keeping all the information about your character close to hand.There is ample space for every detail, from basic characteristics and attributes to legendary abilities, a base of operations, cults, contacts, and every kind of arcane ability from basic Rune Magic to advanced Sorcery and esoteric Mysticism. With the RuneQuest Character Pack, any information you could possibly need is instantly at your fingertips.

# TWENTY GLORANTHANS

Twenty sketched-in NPCs ready for use in your Gloranthan games. By Bryan Steele.

One of the hardest parts of Games Mastering any roleplaying game sometimes is coming up with the random Non-Player Characters that your players are bound to run into and interact with. The Games Master is frantically scribbling notation and statistics down on a scrap piece of paper for 'Butcher Bob' just in case the rogue tries to steal a ham hock, or if the party troublemaker picks a bar fight with the locals. It is always a sign of a good RuneQuest GM who has these things set out ahead of time.

This article is just a short collection of some pre-generated Non-Player Characters for use in your Gloranthan sessions – just in case. We hope that you will find them useful in those unexpected moments that can sneak up on the best Games Master during the course of an adventure. We encourage Games Masters to further expand on these entries, giving them names, personalities and plot relevance specific to the game session they are being used in.

Note: The rules and items found in *RuneQuest*, *RuneQuest Companion*, *RuneQuest Arms & Equipment*, *Glorantha – The Second Age*, *Magic of Glorantha*, and *The Player's Guide to Glorantha* were used to build these characters.

## 1: God Learner Chronicler

The Middle Sea Empire is vast and its members often go abroad to learn about the lands and peoples of Glorantha, if only to add that knowledge later to the arsenal they plan to use to bring all under God Learner rule. This Chronicler wanders the world in hopes of gaining others' secrets, and could be an interesting encounter for any group of adventurers.

### Characteristics

| | |
|-----|-----|
| STR | 10 |
| CON | 12 |
| DEX | 10 |
| SIZ | 11 |
| INT | 12 |
| POW | 10 |
| CHA | 13 |

### Armour & Hit Points

| D20 | Hit Location | AP/HP |
|-------|--------------|-------|
| 1-2 | Right Leg | 1/5 |
| 3-4 | Left Leg | 1/5 |
| 5-6 | Abdomen | 1/6 |
| 7-14 | Chest | 1/7 |
| 15-16 | Right Arm | 1/4 |
| 17-18 | Left Arm | 1/4 |
| 19-20 | Head | –/5 |

### Weapons

| Type | Weapon skill | Damage / AP |
|------|--------------|-------------|
| War Sword | 39% (45%) | 1D8 / 4 |

### Special Rules

| | |
|---|---|
| *Combat Actions:* | 2 |
| *Strike Rank:* | +11 |
| *Movement:* | 4m |
| *Skills:* | Athletics 29% (35%), Disguise 30%, Dodge 36% (42%), Evaluate 33%, Influence 65%, Language (any three) 75%/50%/25%, Lore(Theology)65%, Lore (World) 50%, Perception 35%, Persistence 38%, Resilience 32%, Riding 30% (36%), Stealth 29% (35%), Survival 45% |
| *Equipment:* | War Sword, Leather Shirt and Trews (-6% Skill Penalty), 3D6 silver |

## 2: Malkioni Sorcerer

The followers of the Invisible God are taught a powerful brand of magic called sorcery, bending reality to the will of their exhausting calculations and logical theories. This wielder of massive energies could make for a useful ally or deadly enemy depending on how he is interacted with.

## Characteristics

| | |
|---|---|
| STR | 8 |
| CON | 11 |
| DEX | 12 |
| SIZ | 10 |
| INT | 15 |
| POW | 14 |
| CHA | 11 |

### Armour & Hit Points

| D20 | Hit Location | AP/HP |
|---|---|---|
| 1-2 | Right Leg | –/5 |
| 3-4 | Left Leg | –/5 |
| 5-6 | Abdomen | 3/6 |
| 7-14 | Chest | 3/7 |
| 15-16 | Right Arm | 3/4 |
| 17-18 | Left Arm | 3/4 |
| 19-20 | Head | –/5 |

## Weapons

| Type | Weapon skill | Damage / AP |
|---|---|---|
| Jrustelan Rapier | 26% (38%) | 1D8+1–1D2 / 4 |

## Special Rules

| | |
|---|---|
| Combat Actions: | 2 |
| Strike Rank: | +13 |
| Movement: | 4m |
| Skills: | Athletics 22% (34%), Dodge 34% (46%), Evaluate 34%, Influence 36%, Language (any two) 65%/45%, Lore (Malkionism) 68%, Lore (World) 45%, Perception 40%, Persistence 28%, Resilience 36%, Survival 32% |
| **Magic Skills:** | Manipulation (Magnitude) 21%, Manipulation (Range) 28%, Manipulation (Targets) 23%, Cast Back 36%, Palsy 42% |

**Equipment:** Jrustelan Rapier, Malkioni Armour of Faith (-12% Skill Penalty), 4D6 silver and 2D6 × 10 copper clacks

## 3: Waertagi Runaway

Not all of the Waertagi accept their oppression as merely something that must be lived with, sometimes they escape their bondage and become fugitives from the God Learner Empire – forever running from their life in chains. This character could be the finest and most loyal friend a traveller could make, or the worst and most bitter enemy to those working for the oppressors.

## Characteristics

| | |
|---|---|
| STR | 12 |
| CON | 14 |
| DEX | 11 |
| SIZ | 10 |
| INT | 11 |
| POW | 9 |
| CHA | 10 |

### Armour & Hit Points

| D20 | Hit Location | AP/HP |
|---|---|---|
| 1-2 | Right Leg | –/5 |
| 3-4 | Left Leg | –/5 |
| 5-6 | Abdomen | 1/6 |
| 7-14 | Chest | 1/7 |
| 15-16 | Right Arm | 1/4 |
| 17-18 | Left Arm | 1/4 |
| 19-20 | Head | –/5 |

## Weapons

| Type | Weapon skill | Damage / AP |
|---|---|---|
| Dagger | 36% (40%) | 1D4 + 1 / 4 |
| Harpoon | 46% (50%) | 1D8 + 1 / 2 |

## Special Rules

| | |
|---|---|
| Combat Actions: | 2 |
| Strike Rank: | +11 |
| Movement: | 4m |
| Traits: | Excellent Swimmer |
| Skills: | Athletics 51% (81% when swimming) (55%/85%), Disguise 35%, Dodge 28% (32%), Influence 26%, Language (Waertag and any one other) 75%/50%, Lore (Oceans) 60%, Lore (World) 40%, Perception 38%, Persistence 42%, Resilience 36%, Shiphandling 55%, Stealth 62% (66%), Survival 55% |
| Equipment: | Dagger, Harpoon, Leather Shirt (-4% Skill Penalty), 3D4 copper clacks |

## 4: EWF Dragonspeaker Orlanthi

The Empire of Wyrm's Friends is populated by many more devoted draconised Orlanthi than many think, and they are sometimes zealous warriors capable of upholding the beliefs of their faith in the Great Dragon. This character is a dedicated member of the draconic faith, and a wielder of dragon items.

## Characteristics

| | |
|---|---|
| STR | 13 |
| CON | 12 |
| SIZ | 13 |
| INT | 10 |
| POW | 11 |
| DEX | 13 |
| CHA | 11 |

## Armour & Hit Points

| D20 | Hit Location | AP/HP |
|-----|--------------|-------|
| 1-2 | Right Leg | 3/5 |
| 3-4 | Left Leg | 3/5 |
| 5-6 | Abdomen | 3/6 |
| 7-14 | Chest | 3/7 |
| 15-16 | Right Arm | 3/4 |
| 17-18 | Left Arm | 3/4 |
| 19-20 | Head | 3/5 |

## Weapons

| Type | Weapon skill | Damage / AP |
|------|--------------|-------------|
| Drazduma | | |
| (as polearm) | 25% (46%) | 2D8+1D2 / 4 |
| (as spear) | 47% (68%) | 1D8+3+1D2 / 4 |

## Special Rules

*Combat Actions:* 3
*Strike Rank:* +12
*Movement:* 4m
*Skills:* Athletics 24% (45%), Boating 26%, Dancing 45% (66%), Dodge 20% (41%), Influence 31%, Language (Auld Wyrmish) 35%, Language (Native) 76%, Lore (Draconic Teachings) 65%, Lore (EWF) 57%, Lore (World) 35%, Perception 29%, Persistence 38%, Resilience 46%, Riding 21% (42%), Streetwise 32%, Survival 38%
*Equipment:* Drazduma, Banded Suit (-21% Skill Penalty), 3D8 silvers

## 5: EWF Dragonewt Wardragon

The armies of the EWF are thick with military assets that range from dinosaur cavalry and deadly Orlanthi infantry all the way up to powerful Dragon-magic wielding priests and mystics. The large and powerful Dragonewt warriors that lead many of these units into battle are terrible and deadly foes, including this character – who is more than a match for any God Learner faith-usurper.

## Characteristics

| | |
|------|----|
| STR | 21 |
| CON | 18 |
| DEX | 11 |
| SIZ | 19 |
| INT | 15 |
| POW | 13 |
| CHA | 12 |

## Armour & Hit Points

| D20 | Hit Location | AP/HP |
|-----|--------------|-------|
| 1-2 | Tail | 6/8 |
| 3-5 | Right Leg | 8/8 |
| 6-8 | Left Leg | 8/8 |
| 9-11 | Abdomen | 6/9 |
| 12 | Chest | 6/10 |
| 13-15 | Right Arm | 6/7 |
| 16-18 | Left Arm | 6/7 |
| 19-20 | Head | 6/8 |

## Weapons

| Type | Weapon skill | Damage / AP |
|------|--------------|-------------|
| Klanth | 61% (65%) | 1D6+2+1D6 / 5 |
| Drazduma | | |
| (as polearm) | 72% (76%) | 2D8+1D6 / 4 |
| Draconic | | |
| Long Bow | 51% (55%) | 2D10+2+1D6 / 2 |

## Special Rules

*Combat Actions:* 2
*Strike Rank:* +12
*Movement:* 4m
*Skills:* Athletics 51% (55%), Dancing 42% (46%), Dodge 27% (31%), Driving 40% (44%), Language (Auld Wyrmish) 78%, Language (Uz) 42%, Lore (EWF) 66%, Lore (World) 41%, Perception 37%, Persistence 48%, Resilience 68%, Riding 48% (52%), Survival 44%, Throwing 61% (65%), Unarmed 40% (44%)
*Magic Skills:* Draconic Illumination 26% (30%)
*Equipment:* Drazduma, Dragonbone Klanth, Draconic Long Bow w/ 14 arrows, Bone Skirt (-4% Skill Penalty), 1D8 gold and 2D10 silvers
*Spells:* Command Reptiles, Summon Flame

## 6: EWF Uz Dinosaur Herder

There are many herds of dinosaurs that the EWF can call upon for use as pack animals and cavalry or even just as attack beasts in times of savage war. Likely some of the best trainers and herdsmen the Wyrmfriends have at their disposal are the Uz they have managed to enslave or hire to serve in such a role. This character is motivated by money, hunger, and very little else.

## Characteristics

| | |
|------|----|
| STR | 17 |
| CON | 20 |
| SIZ | 21 |
| INT | 9 |
| POW | 10 |
| DEX | 12 |
| CHA | 8 |

### Armour & Hit Points

| D20 | Hit Location | AP/HP |
| --- | --- | --- |
| 1-2 | Right Leg | 2/9 |
| 3-4 | Left Leg | 2/9 |
| 5-6 | Abdomen | 2/10 |
| 7-14 | Chest | 6/11 |
| 15-16 | Right Arm | 2/8 |
| 17-18 | Left Arm | 2/8 |
| 19-20 | Head | 2/9 |

### Weapons

| Type | Weapon skill | Damage / AP |
| --- | --- | --- |
| War Maul | 62% (66%) | 2D6+1D6 / 3 |

### Special Rules

| | |
| --- | --- |
| *Combat Actions:* | 2 |
| *Strike Rank:* | +11 |
| *Movement:* | 4m |
| *Traits:* | Night Sight, Trollskin |
| *Skills:* | Athletics 38% (42%), Cooking 44%, Dodge 17% (21%), Driving 62% (66%), Language (Uz) 64%, Lore (Animal) 71%, Lore (EWF) 27%, Lore (World) 26%, Perception 32%, Persistence 42%, Resilience 68%, Riding 58% (62%), Stealth 21% (25%), Survival 68%, Tracking 52% |
| *Equipment:* | War Maul, Lead Breastplate (-4% Skill Penalty), 2D6 copper clacks |

## 7: Orlanthi Tribal

The Orlanthi are a proud and traditional people that have families and histories that stretch back well into the Dawn Age, something that they take great honour in. Many tribes resisted the stretching grasp of the EWF and their contagious beliefs, choosing to stay loyal to the Winds and ready to raise arms against their foes at any time. This character will not bend or sway from his beliefs, no matter what those around him might try to persuade him of.

### Characteristics

| | |
| --- | --- |
| STR | 12 |
| CON | 11 |
| DEX | 14 |
| SIZ | 11 |
| INT | 9 |
| POW | 13 |
| CHA | 12 |

### Armour & Hit Points

| D20 | Hit Location | AP/HP |
| --- | --- | --- |
| 1-2 | Right Leg | 2/5 |
| 3-4 | Left Leg | 2/5 |
| 5-6 | Abdomen | 1/6 |
| 7-14 | Chest | 1/7 |
| 15-16 | Right Arm | 1/4 |
| 17-18 | Left Arm | 1/4 |
| 19-20 | Head | –/5 |

### Weapons

| Type | Weapon skill | Damage / AP |
| --- | --- | --- |
| Longspear | 44% (52%) | 1D10+1 / 2 |
| Nomad Bow | 43% (51%) | 1D10 / 2 |

### Special Rules

| | |
| --- | --- |
| *Combat Actions:* | 3 |
| *Strike Rank:* | +12 |
| *Movement:* | 4m |
| *Skills:* | Athletics 33% (41%), Boating 36%, Dodge 43% (51%), Influence 26%, Language (Native) 62%, Lore (Animal) 37%, Lore (Regional) 35%, Perception 32%, Persistence 36%, Resilience 42%, Riding 26% (34%), Stealth 37% (45%), Survival 42%, Tracking 31%, Unarmed Combat 32% (44%) |
| *Equipment:* | Long Spear, Nomad Bow w/ 22 Arrows, Leather Shirt (-4% Skill Penalty), Hard Leather Trews (-4% Skill Penalty), Storm Charm, 2D4 silvers, 3D6 copper clacks |

## 8: Kraloreli Vagabond

The far eastern realm of Kralorela will occasionally lose some of its most bold sons and daughters to curiosity about the world to the west. Taking with them all they need, these vagabonds walk across Glorantha in an effort to test their superiority against the outsider faiths and beliefs. This character might be as alien to some as a completely different species, with wisdom and martial prowess to share with those who might listen.

### Characteristics

| | |
| --- | --- |
| STR | 11 |
| CON | 12 |
| DEX | 16 |
| SIZ | 10 |
| INT | 13 |
| POW | 14 |
| CHA | 12 |

### Armour & Hit Points

| D20 | Hit Location | AP/HP |
| --- | --- | --- |
| 1-2 | Right Leg | 2/5 |
| 3-4 | Left Leg | 2/5 |
| 5-6 | Abdomen | 2/6 |
| 7-14 | Chest | 2/7 |
| 15-16 | Right Arm | 2/4 |
| 17-18 | Left Arm | 2/4 |
| 19-20 | Head | –/5 |

## Weapons

| Type | | Weapon skill | Damage / AP |
|------|--|-------------|-------------|
| Katana | (1H) | 53% (65%) | 1D10+1 / 5 |
| | (2H) | 46% (58%) | 1D10+2 / 5 |

## Special Rules

| | |
|--|--|
| *Combat Actions:* | 3 |
| *Strike Rank:* | +15 |
| *Movement:* | 4m |
| *Skills:* | Acrobatics 36% (48%), Athletics 43% (55%), Boating 26%, Dance 28% (40%), Dodge 50% (62%), Evaluate 35%, First Aid 31%, Influence 30%, Language (Kraloreli and any two) 75%/40%/20%, Lore (Imminent Way) 60%, Lore (World) 45%, Martial Arts 43% (55%), Perception 40%, Persistence 48%, Resilience 36%, Sleight 24% (36%), Stealth 38% (50%), Survival 48%, Tracking 32%, Unarmed 33% (45%) |
| *Magic Skills:* | Runecasting (Dragon) 14% (26%), Runecasting (Fire) 32% (44%) |
| *Equipment:* | Katana, Monastic Gi (-12% Skill Penalty), Traveller's Pack, Runes of *Dragon* and *Fire*, 2D6 gold and 4D6 silver |
| Spells: | Ignite (Fire), Combat Meditation (Dragon)[1] |

[1]This spell is identical to the Draconic Mysticism spell presented on page 35 of Magic of Glorantha, except as a Rune Magic spell it loses the 'Trigger' quality.

## 9: Bison Rider Warrior

The Wastes are a difficult and harsh place for the tribes of Waha. There are some tribes that excel better than others, and the Bison Riders are one of the larger ones. Stampeding across the flat stretches of land on the backs of well-trained beasts the tribe leads raids against traders, tribals and travellers alike. This character and his steed could be a dangerous encounter to the unwary, but no one knows how better to survive in the Wastes than he and his kind.

### Characteristics

| | |
|--|--|
| STR | 14 |
| CON | 14 |
| DEX | 8 |
| SIZ | 13 |
| INT | 8 |
| POW | 10 |
| CHA | 10 |

### *Armour & Hit Points*

| D20 | Hit Location | AP/HP |
|-----|-------------|-------|
| 1-2 | Right Leg | –/6 |
| 3-4 | Left Leg | –/6 |
| 5-6 | Abdomen | –/7 |
| 7-14 | Chest | –/8 |
| 15-16 | Right Arm | –/5 |
| 17-18 | Left Arm | –/5 |
| 19-20 | Head | –/6 |

### Weapons

| Type | Weapon skill | Damage / AP |
|------|-------------|-------------|
| Great axe | 72% | 2D6+2+1D2 / 3 |
| Longspear | 49% | 1D10+1D2 / 2 |

## Special Rules

| | |
|--|--|
| *Combat Actions:* | 2 |
| *Strike Rank:* | +8 |
| *Movement:* | 4m |
| *Skills:* | Athletics 46%, Dance 42%, Dodge 26%, Influence 41%, Language (Native and one other) 64%/20%, Lore (Animal) 75%, Lore (Wastes of Prax) 58%, Perception 44%, Persistence 36%, Play Drums 32%, Resilience 54%, Riding 78%, Stealth 33%, Survival 51%, Tracking 44% |
| *Magic Skills:* | Runecasting (Beast) 36%, Runecasting (Motion) 22% |
| *Equipment:* | Great axe, two Longspears, Light Riding Strap, Runes of *Beast* and *Motion*, 2D4 copper clacks |
| *Spells:* | Strength I, II (Beast), Vigour I (Beast), Mobility I (Motion) |

## 10: Tarint Beast Hunter

The Tarint of Pamaltela are well-known for their ability to bring down the massive beasts of their continent. Those who have done so are marked with warrior's paint and given prestigious status amongst their peers. This character is a very capable huntsman and a nigh fearless warrior, a dangerous combination to characters who do not show suitable respect.

### Characteristics

| | |
|--|--|
| STR | 11 |
| CON | 12 |
| DEX | 16 |
| SIZ | 12 |
| INT | 9 |
| POW | 12 |
| CHA | 11 |

## Armour & Hit Points

| D20 | Hit Location | AP/HP |
|-----|-------------|-------|
| 1-2 | Right Leg | –/5 |
| 3-4 | Left Leg | –/5 |
| 5-6 | Abdomen | 2/6 |
| 7-14 | Chest | 2/7 |
| 15-16 | Right Arm | –/4 |
| 17-18 | Left Arm | –/4 |
| 19-20 | Head | 2/5 |

## Weapons

| Type | Weapon skill | Damage / AP |
|------|-------------|-------------|
| Shortspear | 59% (65%) | 1D6 / 3 |
| Javelin | 45% (51%) | 1D6 / 1 |
| (via Atlatl) | 54% (60%) | 1D6+2 / 1 |

## Special Rules

| | |
|--|--|
| Combat Actions: | 3 |
| Strike Rank: | +13 |
| Movement: | 4m |
| Skills: | Athletics 30% (36%), Dance 36% (42%), Dodge 55% (61%), First Aid 23%, Language (Pamaltelan) 64%, Lore (Animal) 67%, Lore (Pamaltela) 55%, Perception 42%, Persistence 46%, Resilience 62%, Stealth 49% (55%), Survival 52%, Tracking 61% |
| Equipment: | Two shortspears, Four Javelins, Atlatl, Bone Helm and Breastplate (-6% Skill Penalty), Tarint Snare, 2 doses of Hunter's Paint |

## 11: Yelmite Rebel

There are many Pelorians who refuse to accept the Sun Dragon on their Imperial throne, forever fighting an uphill battle against the EWF and their allies. Often well armed and armoured through donations from their fellow rebels and God Learner fifth columnists, these warriors are heralds of tradition and honour – they are only rebels in the sense that they stand against the Dragon Emperor. This character is a great ally for the enemies of the EWF, but thinks nothing of sacrificing himself and others in the name of the cause.

## Characteristics

| | |
|--|--|
| STR | 13 |
| CON | 13 |
| DEX | 14 |
| SIZ | 13 |
| INT | 13 |
| POW | 10 (13) |
| CHA | 15 |

## Armour & Hit Points

| D20 | Hit Location | AP/HP |
|-----|-------------|-------|
| 1-2 | Right Leg | 3/6 |
| 3-4 | Left Leg | 3/6 |
| 5-6 | Abdomen | 4/7 |
| 7-14 | Chest | 4/8 |
| 15-16 | Right Arm | 4/5 |
| 17-18 | Left Arm | 4/5 |
| 19-20 | Head | 6/6 |

## Weapons

| Type | Weapon skill | Damage / AP |
|------|-------------|-------------|
| Yelmite Lance | 48% (76%) | 1D10+1+1D2 / 2 |
| Broadsword | 32% (60%) | 1D8+1+1D2 / 4 |
| Target Shield | 4% (32%) | 1D6+1D2 / 8 |

## Special Rules

| | |
|--|--|
| Combat Actions: | 3 |
| Strike Rank: | +14 |
| Movement: | 4m |
| Skills: | Athletics 13% (41%), Disguise 34%, Dodge 14% (42%), Driving 36% (39%), Evaluate 33%, Influence 61%, Language (Native and one other) 86%/25%, Lore (Pelorian Tradition) 70%, Lore (EWF) 42%, Lore (World) 40%, Perception 29% (32%), Persistence 43% (46%), Resilience 34% (37%), Riding 7% (38%), Stealth 12% (40%), Streetwise 26% (29%), Survival 38% (41%), Tracking 36% |
| Magic Skills: | Runecasting (Law) 22% (53%), |
| Equipment: | Broadsword, Yelmite Lance, Scalemail Shirt (-16% Skill Penalty), Banded Skirt (-6% Skill Penalty), Full Helm (-6% Skill Penalty), Target Shield, Rune of *Law,* 3D6 × 10 silvers |
| Spells: | Fanaticism (Law), Blade of Virtue (Divine) |

## 12: Dara Happan Noble

Aloof and regal, the Dara Happans hold themselves high above the level of their fellow Pelorians in all ways. They bend their knee to the dragon that sits upon the throne for now, but watch and wait for their time to retake the throne and place the lands back under the control of the true nobility of Glorantha. This character is likely going to be a frustrating and pompous encounter, but one that could make a powerful ally in Peloria.

## Characteristics

| | |
|--|--|
| STR | 10 |
| CON | 11 |
| DEX | 14 |
| SIZ | 12 |
| INT | 12 |
| POW | 12 |
| CHA | 17 |

## Armour & Hit Points

| D20 | Hit Location | AP/HP |
|-----|-------------|-------|
| 1-2 | Right Leg | 1/5 |
| 3-4 | Left Leg | 1/5 |
| 5-6 | Abdomen | –/6 |
| 7-14 | Chest | 2/7 |
| 15-16 | Right Arm | 2/4 |
| 17-18 | Left Arm | –/4 |
| 19-20 | Head | –/5 |

## Weapons

| Type | Weapon skill | Damage / AP |
|------|-------------|-------------|
| Shortspear | 66% (71%) | 1D8 / 2 |

## Special Rules

| | |
|---|---|
| *Combat Actions:* | 3 |
| *Strike Rank:* | +13 |
| *Movement:* | 4m |
| *Skills:* | Dancing 60% (66%), Dodge 25% (31%), Driving 34% (40%), Evaluate 55%, Influence 61%, Language (Native) 86%, Lore (Nobility) 60%, Lore (Peloria) 42%, Lore (World) 30%, Perception 49%, Persistence 36%, Play Instrument 38% (44%), Resilience 36%, Riding 26% (32%), Singing 44% |
| *Equipment:* | Two Shortspears, Leather Trews (-2% Skill Penalty), Duellist's Half-cape (-4% Skill Penalty), 3D10 × 3 gold and 2d6 × 5 silvers |

## 13: Teshnan Mystic

The people of Teshnos prefer to concentrate their efforts on inner growth rather than exploring the external world, so this red-robed priest would not have travelled far from his home without a good reason. Often extremely wise, canny adventurers may be able to learn a great deal from the mystic if they can unravel his complex parables.

## Characteristics

| | |
|---|---|
| STR | 9 |
| CON | 13 |
| DEX | 10 |
| SIZ | 10 |
| INT | 13 |
| POW | 17 |
| CHA | 12 |

## Armour & Hit Points

| D20 | Hit Location | AP/HP |
|-----|-------------|-------|
| 1-2 | Right Leg | –/5 |
| 3-4 | Left Leg | –/5 |
| 5-6 | Abdomen | 3/6 |
| 7-14 | Chest | 3/7 |
| 15-16 | Right Arm | 3/4 |
| 17-18 | Left Arm | 3/4 |
| 19-20 | Head | –/5 |

## Weapons

| Type | Weapon skill | Damage / AP |
|------|-------------|-------------|
| Sankusan Spear | 35% | 2D6–1D2 / 3 |

## Special Rules

| | |
|---|---|
| *Combat Actions:* | 2 |
| *Strike Rank:* | +12 |
| *Movement:* | 4m |
| *Skills:* | Acrobatics 41%, Athletics 34%, Dance 38%, Dodge 66%, First Aid 40%, Healing 36%, Influence 41%, Language (Native and any two others) 68%/44%/26%, Lore (Celestial Flame Teachings) 88%, Lore (World) 42%, Perception 40%, Persistence 48%, Resilience 42%, Survival 32% |
| *Magic Skills:* | Runecasting (Air) 55%, Runecasting (Fire) 47%, Runecasting (Mastery) 39% |
| *Equipment:* | Sankusan Spear, Silken robes, Runes of *Air*, *Fire* and *Mastery*, 3D6 silver |
| Spells: | Fireblade (Fire), Extinguish (Air), Thunder's Voice (Mastery) |

## 14: Vithelan Demonhunter

Many of the Vithelan people are constantly under raid and assault by the Andin demon-men, making life on some of the eastern isles difficult to say the very least. A select few of heir bravest warriors take on the mantle of demonhunter, walking into the den of evil in order to spare their fellows its corruption. This character is so immersed in the world of his enemy that sometimes it may seem that the Andin have left a mark upon him, which could make for a very interesting encounter.

## Characteristics

| | |
|---|---|
| STR | 13 |
| CON | 14 |
| DEX | 14 |
| SIZ | 13 |
| INT | 11 |
| POW | 13 |
| CHA | 10 |

## Armour & Hit Points

| D20 | Hit Location | AP/HP |
|-----|-------------|-------|
| 1-2 | Right Leg | –/6 |
| 3-4 | Left Leg | –/6 |
| 5-6 | Abdomen | 4/7 |
| 7-14 | Chest | 4/8 |
| 15-16 | Right Arm | 4/5 |
| 17-18 | Left Arm | 4/5 |
| 19-20 | Head | 4/6 |

## Weapons

| Type | Weapon skill | Damage / AP |
|------|-------------|-------------|
| Stavesword | 55% (75%) | 2D6+2+1D2 / 4 |
| Chakram | 41% (61%) | 1D6+1+1D2 / 4 |

## Special Rules

| | |
|---|---|
| *Combat Actions:* | 3 |
| *Strike Rank:* | +13 |
| *Movement:* | 4m |
| *Skills:* | Acrobatics 13% (33%), Athletics 21% (41%), Boating 44%, Dance 18% (38%), Dodge 21% (41%), First Aid 33%, Language (Vithelan) 64%, Lore (Demon) 64%, Martial Arts 17% (37%), Perception 52%, Persistence 43%, Resilience 52%, Stealth 35% (55%), Survival 46%, Tracking 57% |
| *Magic Skills:* | Runecasting (Chaos) 35% (55%), Runecasting (Shadow) 25% (45%) |
| *Equipment:* | Stavesword, Two Chakram, Enamelled Helm, Breastplate and Vambraces (-20% Skill Penalty), Scowling Mask, Runes of *Chaos* and *Shadow*, 3D6 silvers |
| *Spells:* | Skybolt (Chaos) |

## 15: Common Barroom Bully

There are countless versions of this character lurking in the smoky inns and taverns of Glorantha, always ready to spill a drink or otherwise interact through their fists. They are everywhere, and no good bar scene is without one or two of them to bait the travellers into the most traditional of adventuring activities – the bar fight.

## Characteristics

| | |
|---|---|
| STR | 9 |
| CON | 11 |
| DEX | 12 |
| SIZ | 11 |
| INT | 11 |
| POW | 12 |
| CHA | 13 |

## Armour & Hit Points

| D20 | Hit Location | AP/HP |
|-----|-------------|-------|
| 1-2 | Right Leg | 1/5 |
| 3-4 | Left Leg | 1/5 |
| 5-6 | Abdomen | –/6 |
| 7-14 | Chest | –/7 |
| 15-16 | Right Arm | –/4 |
| 17-18 | Left Arm | –/4 |
| 19-20 | Head | –/5 |

## Weapons

| Type | Weapon skill | Damage / AP |
|------|-------------|-------------|
| Dagger | 30% (32%) | 1D4+1–1D2 / 4 |

## Special Rules

| | |
|---|---|
| *Combat Actions:* | 2 |
| *Strike Rank:* | +11 |
| *Movement:* | 4m |
| *Skills:* | Athletics 28% (30%), Craft (Various) 65%, Dodge 28% (30%), Language (Native) 52%, Lore (Regional) 50%, Perception 35%, Persistence 28%, Resilience 40%, Sing 30%, Streetwise 35%, Unarmed 43% (45%) |
| *Equipment:* | Dagger, Leather Trews (-2% Skill Penalty), 3D6 copper clacks |

## 16: Aldryami Ranger

The elfs of Glorantha are always watching their wooded areas for trespassers and would-be attackers. Part scout and part warrior, the rangers of the forest are the first line of defence against outsiders. Often using their bows to cripple or incapacitate before retreating to the village to assemble soldiers, this character might spell doom for unwary travellers who care little as to where they go or whom they meet.

## Characteristics

| | |
|---|---|
| STR | 11 |
| CON | 12 |
| DEX | 17 |
| SIZ | 10 |
| INT | 11 |
| POW | 12 |
| CHA | 11 |

## Armour & Hit Points

| D20 | Hit Location | AP/HP |
|-----|-------------|-------|
| 1-2 | Right Leg | 2/5 |
| 3-4 | Left Leg | 2/5 |
| 5-6 | Abdomen | 2/6 |
| 7-14 | Chest | 2/7 |
| 15-16 | Right Arm | 2/4 |
| 17-18 | Left Arm | 2/4 |
| 19-20 | Head | –/5 |

## Weapons

| Type | Weapon skill | Damage / AP |
|------|-------------|-------------|
| Shillelagh | 30% (42%) | 1D6+1 / 2 |
| Long Bow | 66% (78%) | 2D8 / 2 |

## Special Rules

*Combat Actions:* 3
*Strike Rank:* +14
*Movement:* 4m
*Traits:* Lifesense
*Skills:* Athletics 31% (43%), Craft (Forester) 44%, Dodge 50% (62%), Influence 36%, Language (Aldryami and one other local) 75%/30%, Lore (Plant) 56%, Lore (Regional) 55%, Perception 42%, Persistence 38%, Resilience 33%, Stealth 53% (73% in wooded terrain) (65%/85%), Survival 51%, Tracking 56%, Treespeak 45%
*Equipment:* Shillelagh, Long Bow w/ 18 Arrows, Dryadic Gown, Wooden Shirt and Leggings (-12% Skill Penalty), 2D4 silvers

## 17: Mostali Openhandist Heretic

Although the mostali as a whole would never trade their secrets to outsiders, this secretive member of the Openhandist Heresy is willing to do so… for a price. This character is an opportunity for travellers to deal with an otherwise hidden realm of mechanisms and science – and with the orthodox mostali who will kill to keep their secrets.

## Characteristics

| | |
|---|---|
| STR | 12 |
| CON | 14 |
| DEX | 10 |
| SIZ | 7 |
| INT | 14 |
| POW | 11 |
| CHA | 10 |

## Armour & Hit Points

| D20 | Hit Location | AP/HP |
|---|---|---|
| 1-2 | Right Leg | –/5 |
| 3-4 | Left Leg | –/5 |
| 5-6 | Abdomen | 5/6 |
| 7-14 | Chest | 5/7 |
| 15-16 | Right Arm | 5/4 |
| 17-18 | Left Arm | 5/4 |
| 19-20 | Head | –/5 |

## Weapons

| Type | Weapon skill | Damage / AP |
|---|---|---|
| Light Mace | 21% (41%) | 1D6–1D2 / 3 |
| Light Crossbow | 38% (58%) | 2D6 / 2 |

## Special Rules

*Combat Actions:* 2
*Strike Rank:* +12
*Movement:* 4m
*Traits:* Earthsense, Nightsight
*Skills:* Athletics 23% (43%), Craft (Blacksmith) 44%, Dodge 12% (32%), Evaluate 54%, Influence 46%, Language (Mostali and two others) 75%/50%/25%, Lore (Metallurgy) 66%, Lore (Regional) 50%, Mechanisms 40% (60%), Perception 45%, Persistence 58%, Resilience 53%, Streetwise 41%
*Magic Skills:* Runecasting (Heat) 12% (32%), Runecasting (Metal) 35% (55%), Runecasting (Trade) 24% (44%)
*Equipment:* Light Mace, Light Crossbow w/ 12 Bolts, Chainmail Shirt (-20% Skill Penalty), mostali technology for sale or trade, Runes of *Heat, Metal* and *Trade*, 3D6 gold and 3D6 × 5 silvers
*Spells:* Repair I, II, III (Metal)

## 18: Arachan Investigator

Of all the Timinit Insect-men, it is the Arachan who are the most curious about the outside world. Following the teachings of Malkion they skitter forth from their colonies in search of new things and interesting situations to experience. This character is likely to be a peaceful encounter for all but the servants of the EWF – who may feel the spider-creature is just another God Learner spy.

## Characteristics

| | |
|---|---|
| STR | 12 |
| CON | 13 |
| SIZ | 14 |
| INT | 14 |
| POW | 11 |
| DEX | 13 |
| CHA | 12 |

## Armour & Hit Points

| D20 | Hit Location | AP/HP |
|---|---|---|
| 1-2 | Right Leg | 2/6 |
| 3-4 | Left Leg | 2/6 |
| 5-7 | Abdomen | 2/7 |
| 8-11 | Chest | 2/8 |
| 12-13 | Upper Right Arm | 2/5 |
| 14-15 | Upper Left Arm | 2/5 |
| 16-17 | Lower Right Arm | 2/5 |
| 18-19 | Lower Left Arm | 2/5 |
| 20 | Head | 2/6 |

## Weapons

| Type | Weapon skill | Damage / AP |
|---|---|---|
| Jrustelan Rapier | 41% | 1D8+1+1D2 / 4 |

## Special Rules

| | |
|---|---|
| *Combat Actions:* | 3 |
| *Strike Rank:* | +14 |
| *Movement:* | 4m |
| *Traits:* | Spider Blessings |
| *Skills:* | Acrobatics 44%, Athletics 54%, Dodge 46%, Evaluate 38%, Influence 40%, Language (Timinit and any two others) 75%/45%/20%, Lore (Malkionism) 60%, Lore (World) 38%, Perception 42%, Persistence 28%, Resilience 36%, Survival 32% |
| *Magic Skills:* | Manipulation (Magnitude) 31%, Manipulation (Duration) 38%, Manipulation (Targets) 33%, Enhance (STR) 34%, Holdfast 44% |
| *Equipment:* | Jrustelan Rapier, 5 doses Chitin Filler, 2D6 silver and 1D6 × 10 copper clacks |

## 19: Enlo Slave

The Trollkin have a rough existence. If they are not being hunted by their parent species to be used as slaves or food, they are hiding and running from the other races of Glorantha who almost universally despise or fear them. This character is wretched but cunning, and should not be underestimated for very long.

## Characteristics

| | |
|---|---|
| STR | 11 |
| CON | 11 |
| DEX | 13 |
| SIZ | 8 |
| INT | 10 |
| POW | 9 |
| CHA | 6 |

## Armour & Hit Points

| D20 | Hit Location | AP/HP |
|---|---|---|
| 1-2 | Right Leg | –/4 |
| 3-4 | Left Leg | –/4 |
| 5-6 | Abdomen | 1/5 |
| 7-14 | Chest | 1/6 |
| 15-16 | Right Arm | 1/3 |
| 17-18 | Left Arm | 1/3 |
| 19-20 | Head | –/4 |

## Weapons

| Type | Weapon skill | Damage / AP |
|---|---|---|
| Stiletto | 46% (50%) | 1D4+1 / 4 |

## Special Rules

| | |
|---|---|
| *Combat Actions:* | 3 |
| *Strike Rank:* | +12 |
| *Movement:* | 4m |
| *Traits:* | Earthsense, Nightsight |
| *Skills:* | Athletics 38% (42%), Craft (Cooking) 32%, Disguise 25%, Dodge 58% (62%), Language (Uz) 62%, Lore (World) 42%, Perception 39%, Persistence 32%, Resilience 56%, Stealth 67% (71%), Streetwise 31%, Survival 40%, Tracking 33%, Unarmed 34% (38%) |
| *Equipment:* | Stiletto, Leather Shirt (-4% Skill Penalty), 2D3 copper clacks |

## 20: Highwayduck

Ducks without a higher purpose can only take so much spit and bile before they look to crime for a way to lash back at the Gloranthan societies that shun and despise them so. Many gang up in small groups to strike at wayward travellers or traders, stealing a living out from under the noses of those who so often look down upon them. This character is a bitter little creature ready to slit a throat to make some coin, which may or may not fit in well with a group of travellers.

## Characteristics

| | |
|---|---|
| STR | 9 |
| CON | 10 |
| DEX | 16 |
| SIZ | 7 |
| INT | 12 |
| POW | 11 |
| CHA | 11 |

## Armour & Hit Points

| D20 | Hit Location | AP/HP |
|---|---|---|
| 1-2 | Right Leg | –/4 |
| 3-4 | Left Leg | –/4 |
| 5-6 | Abdomen | 1/5 |
| 7-14 | Chest | 1/6 |
| 15-16 | Right Arm | 1/3 |
| 17-18 | Left Arm | 1/3 |
| 19-20 | Head | –/4 |

## Weapons

| Type | Weapon skill | Damage / AP |
|---|---|---|
| Dagger | 46% (50%) | 1D4+1–1D2 / 4 |
| Keetspurs | 44% (48%) | 1D4–1D2 / 2 |
| Light Crossbow | 62% (66%) | 2D6 / 2 |

## Special Rules

| | |
|---|---|
| *Combat Actions:* | 3 |
| *Strike Rank:* | +12 |
| *Movement:* | 4m |
| *Traits:* | Excellent Swimmer |
| *Skills:* | Athletics 28% (58% when swimming) (32%/62%), Boating 34%, Dodge 64% (68%), Evaluate 33%, Influence 29%, Language (Duckspeak and any one local) 65%/20%, Lore (World) 41%, Mechanisms 33% (37%), Perception 41%, Persistence 27%, Resilience 36%, Stealth 61% (65%), Streetwise 61%, Survival 35%, Unarmed 44% (48%) |
| *Equipment:* | Light Crossbow and 8 bolts, Keetspurs, Leather Shirt (-4% Skill Penalty), Leather cowl, 2D6 silvers |

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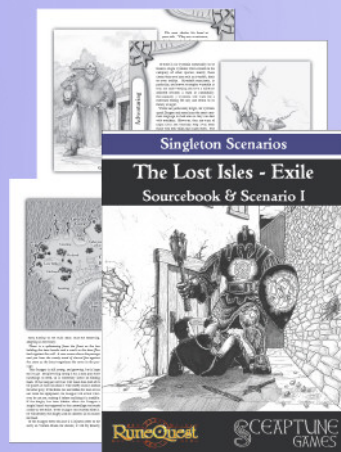
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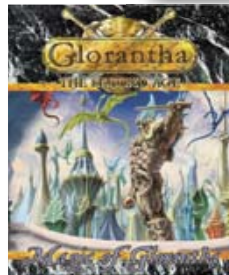## http://www.sceaptunegames.co.uk/

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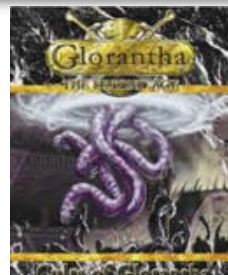
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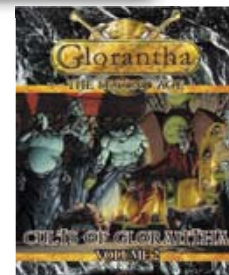Any two of these for $40 / £22 !
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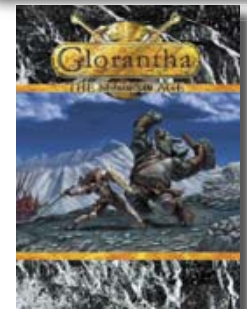
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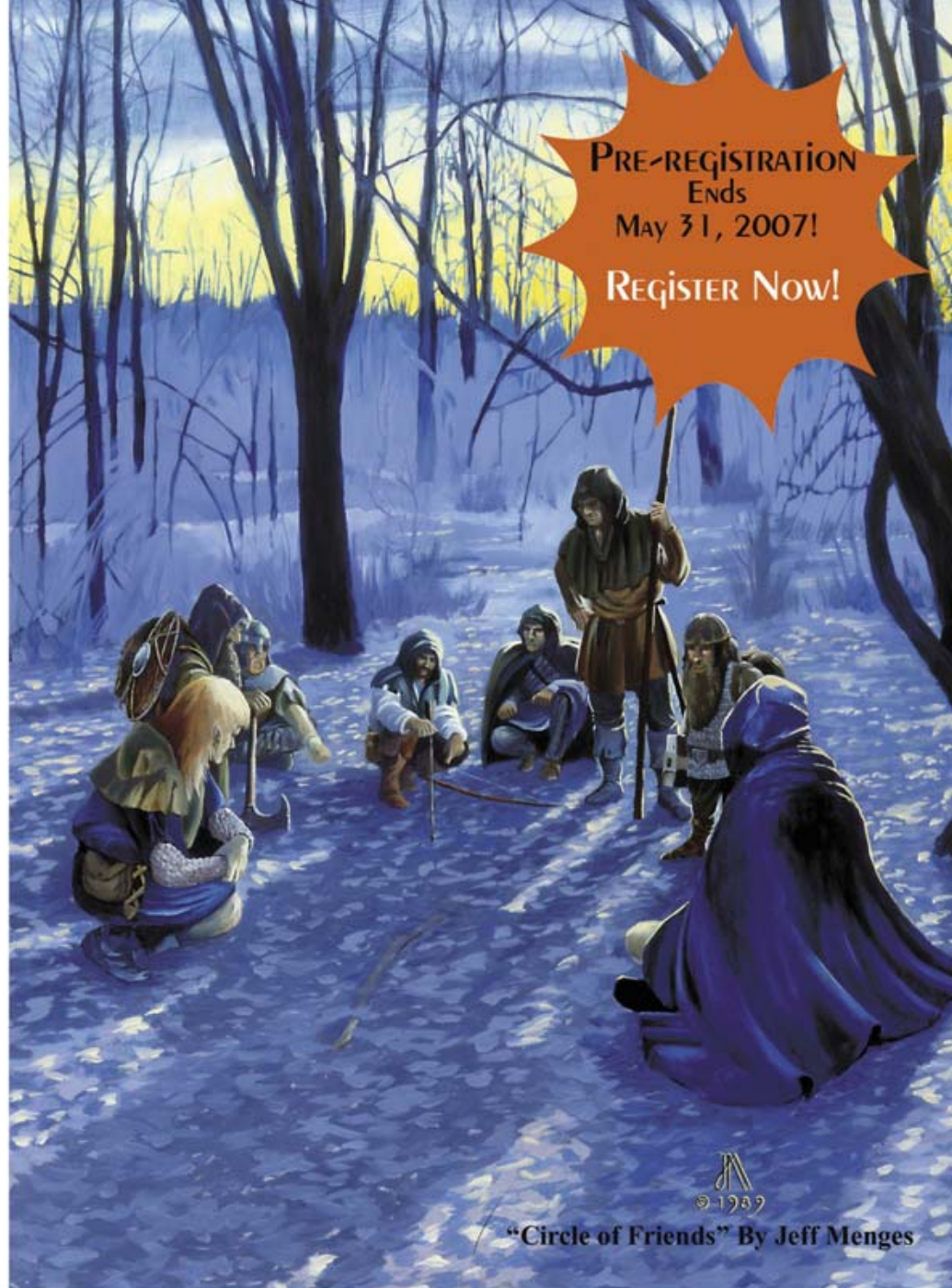
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## TIME TO PLAN!

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# WARS: Cybernetics

## Part 5 of the unreleased supplement, Soul and Steel. Written by Greg Lynch

Though they are only extensively practised by one faction – the Mavericks – cybernetics are an essential element of *WARS*. This chapter of *Soul and Steel* expands dramatically on the cybernetics mentioned in the core rulebook, offering whole new cybernetic systems as well as innovative enhancements to existing systems. Additionally, this article introduces an entirely new means of body modification, one that relies on genetics instead of mechanics. Known as biomodification, this technology offers entirely different abilities – and entirely different drawbacks.

## Optional Rule: Recovery Time

Despite the vast amount of medical knowledge available in the Solar System of WARS, having one's legs replaced with treads is hardly an outpatient procedure. Every enhancement, be it biomodification or cybernetics, requires a certain amount of time for the recipient to heal.

Often, this time can be passed over within the context of a campaign. The Games Master can easily tell the players that a certain amount of time has elapsed since one of the Player Characters purchased an enhancement of some kind, and that character is now fully healed and able to use the enhancement.

On the other hand, sometimes the rest of the universe refuses to abide by the Player Characters' timetable, and they find themselves having to act before they are truly ready. In the case of a Player Character who has just received a biomod or cybernetic enhancement, this can make things a little dicey.

Any biomod or cybernetic enhancement with a Treat Injury DC of 10 or less may be considered outpatient surgery. Within an hour or two of receiving the enhancement, the Player Character is fully healed and ready for action. For higher Treat Injury DCs, significantly more recovery time is required.

For cybernetic enhancements, every five points of Treat Injury DC above 10 takes one week of hospital care (or two weeks of light activity) for recovery. During that time, the new cybernetic enhancement may not be used without running great risk of damaging the new system. Any time the character engages in strenuous activity using the new cybernetic enhancement, he essentially risks massive damage (see the *WARS Roleplaying Game* core rulebook). For every round in which the new enhancement is used, the Games Master should roll percentile dice. On a result of 25 or less, the Games Master should roll on the Unrecovered Effects table.

## Unrecovered Effects

| d% Roll | Effect |
|---------|--------|
| 01–30 | Character wounded |
| 31–60 | Attachment disabled |
| 61–80 | Character wounded and attachment disabled |
| 81–100 | Attachment damaged and side effect |

If the new biomod or cybernetic enhancement is also the character's means of locomotion (such as spider legs or treads), he may not even engage in light activity at first. He must have bed rest and hospital care for the first half of the total recovery time before his body has healed to the point he can move around with his new appendages. Even then, he may not move faster than his base movement without risking damage.

*Character Wounded:* The character immediately suffers 2d10 hit points of damage.

*Attachment Disabled:* One cybernetic attachment (determined randomly or chosen by the Games Master) ceases to function until repaired (see the *WARS Roleplaying Game* core rulebook). The character suffers the effects of the disability for as long as the attachment remains disabled.

*Attachment Damaged:* One cybernetic attachment (determined randomly or chosen by the Games Master) continues to function but develops an unpleasant side effect that persists until the attachment is repaired (see the *WARS Roleplaying Game* core rulebook).

*Side Effect:* The character suffers a debilitating side effect as the result of a damaged attachment. Various side effects are presented on the Side Effects table.

Biomodifications are not subject to the same kind of failure cybernetic systems are, but using them before the recipient has recovered is not without danger. Biomods take twice as long to heal as cybernetic systems, meaning every five points of Treat Injury DC above 10 takes two weeks of hospitalised care (or four weeks of light activity) for recovery.

If the biomod is used during that time, it has a chance per use to cause damage or be damaged, as the biomod has not yet healed. The Games Master should roll percentile dice and consult the following table.

## Unrecovered Biomod Effects

| d% Roll | Biomod Effect |
|---------|---------------|
| 1–25 | Biomod works normally |
| 26–50 | Biomod works normally, but recipient is wounded |
| 51–75 | Biomod is damaged, recipient is wounded |
| 76–95 | Biomod is badly damaged, recipient is wounded |
| 96–100 | Biomod is ruined |

*Biomod Works Normally:* The recipient has dodged a bullet – this time. The biomod works with no ill effects.

*Recipient is Wounded:* The recipient of the biomod takes damage from trying to employ his unhealed enhancement in combat. He suffers 1d6 points of damage (Damage Reduction does not apply) per classification of the biomod. For example, a minor biomod would inflict 2d6 points of damage directly to his hit points, while an extreme biomod would inflict 4d6.

*Biomod is Damaged:* Employing the biomod in combat has damaged it, and it must be healed. The Games Master should roll 1d10. The result is the

## Side Effects

| d% Roll | Side Effect |
|---------|-------------|
| 01–08 | Blurred Vision: Character suffers a 20% miss chance on all attacks. |
| 09–17 | Constant Trembling: Character takes a –2 penalty on Dexterity-based skill checks. |
| 18–25 | Cybernetic Rejection: Character suffers 1d4 points of Constitution damage per day. |
| 26–34 | Dizziness: Character takes a –1 penalty on attack rolls, saving throws, ability checks and skill checks. |
| 35–42 | Impaired Hearing: Static distortion imposes a –2 penalty on all Listen checks. |
| 43–50 | Impaired Vision: Distorted images impose a –2 penalty on Spot checks. |
| 51–59 | Insomnia: Character can only sleep for minutes at a time and gains insufficient rest to heal naturally. |
| 60–67 | Muscle Cramps: Character moves at half speed. |
| 68–76 | Muscle Fatigue: Character takes a –2 penalty on Strength-based skill checks. |
| 77–84 | Power Surge: Character is shaken for 1 round if wounded; a successful Fortitude save (DC 12) negates. |
| 85–93 | Psychosis: Character suffers 1d4 points of Charisma damage per day, lapsing into a coma if the score drops to 0. |
| 94–100 | Sensory Overload: Character is stunned for 1 round if wounded; a successful Fortitude save (DC 15) negates. |

amount of time (in 5% increments) that must be added to the biomod's healing time. For example, if a biomod requires 10 weeks to heal, and the Games Master rolls an 8 on the d10, it takes 40% longer to fully heal and so won't be fully healed for 14 weeks.

*Biomod is Badly Damaged:* As Biomod is Damaged, plus all elapsed recovery time for the biomod is erased. The character must begin healing all over again.

*Biomod is Ruined:* The damage to the biomod is simply too great. It cannot be healed. If the character still wants it, he must start all over again (beginning with paying for a whole new biomod).

## Biomodification

*'My eyes are those of the eagle. My strength is that of the gorilla. My heart is that of the… uh… I'm not sure. I think the doc said it was some kind of lizard?'*
—Franklin 'Furman' Jollington, Maverick

Though biomodification is not truly related to cybernetics, as it is a wholly organic process (as much as anything which involves the infusion of animal DNA into a human can be called organic), both technologies are concerned with the augmentation and customisation of the human body. Biomodification is a new technology offered in *Soul and Steel*.

Biomodification is another technology whose use is constrained more by social factors than by scientific limitations. The technology has long existed to create many and varied breeds of man, custom fit to any environment, but a certain innate revulsion has always prevented this from occurring. When the technology first came into existence in the latter days of the old Earth nations, many treaties were signed agreeing to ban any attempts to create soldiers infused with such non-human genes. Despite the dissolution of the old governments and the rise of the CGC, these treaties have yet to be broken, even with the grip of war tight about the Solar System.

The CGC does maintain a small stock of custom germlines and well-hidden bases filled with artificial wombs should it ever see a need to embark on such a program, and many medical corporations have similar, private, facilities, but none have been activated on a large scale. Persistent rumours that the most powerful families on Earth do indulge in modification of their own offspring have yet to be proven true. The Gongen, for their part, have some similar facilities, but the primary focus of these is to develop means to fight genetically modified troops if they are ever called upon to do so. The Gongen themselves would never submit to any of the procedures listed below, as there are few ways to bring oneself more into disharmony with nature than blatantly flaunting her design.

Only on the Rim is 'bodyhacking' not considered the act of a raving lunatic, and some Mavericks take as much glee in modifying their DNA as they do in tacking on a cybernetic arm or modding their handgun. Some of the wildcatters and hermits on the Rim have been altered to live in various environments, capable of surviving in thin air, no gravity or high radiation. Others have chosen post-natal modification for either functionality or show, ranging from photosynthetic skin to enhanced musculature and healing.

The extrasolar Shi are masters of this art, though it is the kind of thing they prefer to apply to their slaves, believing themselves to be the pinnacle of evolution, and thus incapable of being improved.

Like cybernetics, each biomodification requires a Treat Injury skill check to install into a living being. Failure in this skill roll reduces the recipient's Constitution score *permanently* by one for every five points by which the roll was failed (rounding up). Thus if the person attempting the biomodification failed his Treat Injury skill check by 13, the recipient of the failed attempt would suffer three points of permanent Constitution loss.

Unlike cybernetics, biomodifications are classified according to the extremity of the change to the organism. These classifications are:

- **Extreme:** The biomodification fundamentally alters the organism in several severe ways, changing such things as the organism's size, shape and even basic attributes. The biomod suites are excellent examples of this.
- **Major:** The biomodification makes one massive alteration to the organism. Muscle Enhancement and Synapse Augmentation are good examples of this category.
- **Minor:** The modification is remarkable, but not overly intrusive. Examples of this include Claws and Enhanced Hearing.
- **Trivial:** The most inconsequential of genetic changes fall into this category. Examples include Eye Colour and Hair Colour.

Each biomodification description contains the following information.
**Benefit:** What the biomodification allows its recipient to do.
**Type:** The extremity of the biomodification.
**Treat Injury DC:** The DC of the Treat Injury check to install or remove safely.
**Cost:** How much the modification costs to buy, exclusive of installation.

## Limits on Biomodification

The technology behind biomodification has been around at least as long as cybernetics (indeed, it is a simple application of this technology that prevents the cybernetics recipient's body from rejecting the metal and plastic implants) but it is far more dangerous.

Biomodification is not as simple as cybernetics. While the second involves only adding artificial enhancements to a human body, the first involves tinkering with the incredibly complex genetic code of a human being, adding, subtracting and modifying

## New Feat: Genetic Manipulation
Your medical skill and knowledge of anatomy allow you to do more than mere surgery, you can manipulate the genetic structure of living organisms.
**Prerequisites:** Knowledge (earth and life sciences) 6 ranks, Treat Injury 8 ranks, Surgery
**Benefit:** You may use the Treat Injury skill to perform biomodification without penalty.
**Normal:** Characters without this feat lack the necessary knowledge to perform biomodification.

genes to produce the desired results. Over time, repeated tinkerings can lead to alarmingly dangerous consequences.

There is no real limit on the number of biomodifications a single person may have – he is not at risk of gaining negative levels like a cybernetics addict might. He is, however, at risk of something potentially worse, and certainly more permanent.

A recipient may have one biomod without incident. However, for every modification of he adds after the first, he must succeed on a Fortitude saving throw. The DC for this saving throw is 15 for minor modifications, 25 for major and 35 for extreme. If he succeeds, the modification is added to his genetic code and life continues. If he fails, however, his genetic code is becoming too scrambled. Though he keeps the modification, his Constitution is permanently lowered by one point. His genetic code is simply so traumatised by repeated tinkering that his health has become impaired as a result. Not even removing the modification that put him over the edge can bring it back.

Biomods with the trivial rating are not mentioned above simply because they are so trivial. A character may have as many of them as he wishes with no fear of any ill effects.

## Biomod Suites

The following modifications are uncommon even in the Outer Rim, and all but unknown elsewhere. Though these suites are capable of causing impressive changes in the recipient's body, it should be noted that these changes are not permanently encoded on the recipient's DNA. Though he will have the abilities granted by the biomod for the rest of his life, they are not truly part of his genetic structure. If he ever has, they will be genetically normal human children.

There were early experiments with writing the changes created by a biomod suite into the individual's inheritable genetic code, and the altered genes were indeed passed along to the children. However, something always went wrong along the way. Whether the altered human mated with a normal human, or with another human with the same alterations, the resulting child was always either stillborn (most often the case) or so warped and deformed it could not survive. Multiple attempts to solve the problem all failed, but there are rumours that XeLabs Venus has taken up the challenge again, and are working to create whole new breeds of humanity to fight the extrasolar menaces of the Quay and the Shi.

# Biomodifications

| Biomodification | Type | Treat Injury DC | Cost |
|---|---|---|---|
| Gender Change | Varies | Varies | Varies |
| Eye Colour | Trivial | 20 | 500 creds |
| Fangs | Trivial | 20 | 1,000 creds |
| Hair Colour | Trivial | 20 | 500 creds |
| Pupil Alteration | Trivial | 30 | 1,250 creds |
| Skin Pigmentation | Trivial | 25 | 1,500 creds |
| Claws | Minor | 25 | 2,000 creds |
| Claws, Retractable | Minor | 25 | 4,000 creds |
| Enhanced Hearing | Minor | 25 | 5,000 creds |
| Facial Reconstruction | Minor | 30 | 6,000 creds |
| Improved Healing | Minor | 25 | 3,500 creds |
| Low-Light Vision | Minor | 25 | 1,750 creds |
| Poison Sac | Minor | 30 | 4,500 creds |
| Double-Jointing | Major | 30 | 10,000 creds |
| Fur | Major | 30 | 14,000 creds |
| Muscle Enhancement | Major | Varies | Varies |
| Pheromone Production | Major | 25 | 12,000 creds |
| Scales | Major | 35 | 16,000 creds |
| Synapse Augmentation | Major | 40 | Varies |
| Batboy Suite | Extreme | 30 | 40,000 creds |
| Bruiser Suite | Extreme | 40 | 85,000 creds |
| Frame Alteration | Extreme | 40 | 20,000 creds |
| Martian Suite | Extreme | 35 | 70,000 creds |
| Rock Monkey Suite | Extreme | 35 | 15,000 creds |
| Simulacrum | Extreme | 40 | 95,000 creds |

## Batboy

This suite of modifications is so named because some of the core DNA was taken from bats, though the final result includes enhanced vision as well as hearing.

**Benefit:** The character's senses are dramatically heightened. He gains a +4 on all Perception (*spot* and *listen*) checks, as well as low-light vision and hearing which extends somewhat into the ultrasonic range. His ears are dramatically enlarged, and he suffers a –2 penalty on saves against effects which do damage to senses, such as blinding lights.

**Type:** Extreme Biomodification
**Treat Injury DC:** 30
**Cost:** 40,000 creds.

## Bruiser

The Bruiser genemods were first given to miners working in the harsh environments of Titan and Ganymede, then fell out of favour for many years until revived in the last few years by several bands of Accord thugs.

**Benefit:** A bruiser looks almost inhuman, as he is covered with a thick, calloused hide and has a muscular structure closer to that of a gorilla than a man. Bruisers have +2 Strength, gain a +2 on all saves against radiation and have Damage Reduction energy 1/impact 2, but suffer from a –2 to Dexterity and Charisma. In addition, armour and clothing must be modified to fit their distorted frames, increasing costs for such items by 25%.

**Type:** Extreme Biomodification
**Treat Injury DC:** 40
**Cost:** 85,000 creds.

## Martian

The character is adapted to thin or no air and low temperatures – conditions which were common on the planet that was known as Mars at the time this suite was first developed. However, these conditions are also very common in the Outer Rim, and most of those who choose to undergo these modifications find them useful despite never getting within ten light-minutes of Gongen.

**Benefit:** A character with this suite of biomods has enlarged and hyper-efficient lungs, allowing them to store up to a half hour of air in internal pockets. In addition, the character's skin is modified to radiate very little body heat and his metabolism 'throttled up' to generate a good deal of internal warmth. This allows him a +4 to all Fortitude saves against environmental cold effects, and he can ignore the harmful effects of cold entirely until the temperature drops to below zero degrees Celsius. On the down side, he is sensitive to inhaled gasses, suffering a –2 to all saves against them, and is likewise prone to suffering from excessive heat, with a –2 on all saves against environmental heat effects and fire damage.

**Type:** Extreme Biomodification
**Treat Injury DC:** 35
**Cost:** 70,000 creds.

## Rock Monkey

Despite the ubiquity of the GRAV drive, much of the Outer Rim exists in a state of perpetual microgravity. This suite was developed nearly 100 years ago for the use of the first colonists to the distant Rim. The rock monkey suite of genetic modifications has become less popular as artificial gravity has become commonplace, but is still occasionally selected by those who intend to spend a great deal of time in the microgravity environment of distant moons.

**Benefit:** Rock monkeys are thin and spindly, with broad, splayed feet ending in elongated toes. They have inner ear and stomach modifications which make them immune to nausea and dizziness. They suffer no penalties for activities in microgravity and, while in such a state, have a +2 bonus to all Dexterity-based skills. However, they have a –4 modifier to Strength and suffer a –2 modifier to all Fortitude saves when in any gravity above one-quarter Earth normal.

**Type:** Extreme Biomodification
**Treat Injury DC:** 35
**Cost:** 15,000 creds.

## Individual Mods

In truth, the full biomod suites are very rare. Most Mavericks who choose to pursue biomodification prefer to follow the path of simple, individual mods. Many of the advantages of cybernetics can also be had via biological engineering. Mavericks may purchase biological modifications which give the same benefits as most cybernetic components, with the following rules:

- The cost is increased by 25%. Biological modifications are not obvious on scanners, cannot be attacked or removed and suffer no vulnerability to electricity.

- Biomods and drugs often interfere with one another. Each biomod after the first reduces the number of drugs the character may safely use at any one time by one. See Medic in the *WARS Roleplaying Game* core rulebook for more information on drugs.

- Each biomod after the first reduces the healing done by the medic's rapid healing ability by one Healing level. Thus, someone with three biomods would recover two less points of damage from Rapid Healing I, four less points of damage from Rapid Healing II and so on.

- Games Masters exercise final discretion over which cybernetic implants are available as biomods. For the most part, this is a simple matter of common sense. For example, no form of biological manipulation is going to create targeting optics or a set of treads. However, external plating is relatively easy to create with biomods.

## Other Individual Mods

In addition to the emulation of cybernetics, biomodification is able to accomplish some things no amount of machinery ever could. Unlike the extreme changes wrought by a biomodification suite, these mods may or may not be written into the individual's genetic code to be passed down to his children. However, all such 'inherited' mods are recessive genes, meaning the child will not possess the trait unless both parents have the same mod.

### Claws

Drawing from the genetic code of innumerable predators from Earth, this biomod changes the subject's fingernails into sharp, elongated claws.
**Benefit:** These claws make an effective weapon, but prove a hindrance to manual dexterity. The recipient suffers a –2 penalty on any skill checks involving fine manipulation.
**Type:** Minor Biomodification
**Treat Injury DC:** 25
**Cost:** 2,000 creds

### Claws, Retractable

Borrowing from the genetic code of the great cats, retractable claws offer a superior (and more expensive) alternative to normal claws.
**Benefit:** Instead of sprouting from the fingertips like normal claws, retractable claws grow inside the hand itself. When unsheathed, the claws protrude from narrow cavities between the knuckles, to a length of five centimetres. When not in use, the claws disappear back into the hand. Sheathing and unsheathing the claws is a free action which does not provoke a free attack. The statistics of the claws are given on the following chart:
**Type:** Minor Biomodification
**Treat Injury DC:** 25
**Cost:** 4,000 creds

### Double-Jointing

Taking advantage of a fairly common human genetic trait, this biomod spreads it throughout the body.
**Benefit:** Each of the recipient's joints become double-jointed. This increased mobility grants the recipient a +4 bonus on all Athletics (climb), Escape Artist and Technical skill check rolls.
**Type:** Major Biomodification
**Treat Injury DC:** 30
**Cost:** 10,000 creds

### Enhanced Hearing

Compared to most other mammals, humans have very poor hearing. This biomod borrows from animals with a keener auditory sense to make up what humans lack.
**Benefit:** The recipient gains a +2 bonus to all Perception (listen) skill check rolls.
**Type:** Minor Biomodification
**Treat Injury DC:** 25
**Cost:** 5,000 creds

### Eye Colour

This biomod simply changes the genes that determine the eye colour of the recipient, replacing them with any colour the recipient desires, even those that do not occur naturally, such as red or black.
**Benefit:** Although it is used by some to add an extra touch to a disguise (mimicking the eye colour of the person they are attempting to impersonate), the eye colour biomod is mostly a matter of style, not substance. Once established, the eye colour cannot be changed again without another biomodification procedure.
**Type:** Trivial Biomodification
**Treat Injury DC:** 20
**Cost:** 500 creds

### Facial Reconstruction



This biomod alters the genetic coding that governs facial appearance.
**Benefit:** The recipient's facial appearance is changed to new specifications. Particularly popular with people who are, for whatever reason, on the run, this biomod can also be used to enhance personal appearance (granting a +2 bonus to Persuasion (bluff) and Persuasion (diplomacy) skill checks) or even to emulate another individual's facial features. This last use requires a DNA sample from the individual to be emulated. This use is never quite perfect (due to cranial differences between individuals) but will add +4 to the Persuasion (disguise) skill check to impersonate a particular individual. Possession of this biomod is illegal on Earth and Gongen.
**Type:** Minor Biomodification
**Treat Injury DC:** 30
**Cost:** 6,000 creds

### Fangs

Just as most predators have claws, so too do they have fangs. A particular favourite of Maverick predators, this biomod adds an extra air of menace to any pirate or mercenary of the Rim.

## Biomod Weapons

| Weapon | Type | Damage | Type | Crit. | Size | Weight | Faction | Cost |
|---|---|---|---|---|---|---|---|---|
| Biomod Claws | Melee | 1d4 | Impact | 20 | Small | – | Maverick | 2,000 creds |
| Biomod Claws, Retractable | Melee | 1d4 | Impact | 20 | Small | – | Maverick | 4,000 creds |
| Biomod Fangs | Melee | 1d2 | Impact | 20 | Small | – | Maverick | 1,000 creds |

**Benefit:** A recipient of the fangs biomod gains a +2 circumstance bonus to any Persuasion (Intimidate) skill checks made. He may also use the fangs as an attack, but unless he is grappling his target, such an attempt provokes a free attack. A character who uses his fangs to make a bite attack may only apply half his Strength modifier to the damage roll.
**Type:** Trivial Biomodification
**Treat Injury DC:** 20
**Cost:** 1,000 creds

## Frame Alteration

One of the most extensive biomods available outside of the biomod suites, frame alteration actually reforms the skeleton, musculature, nervous system and circulatory system of the recipient.
**Benefit:** The recipient's height and/or weight may by changed by up to 25%. This does not allow a character to change from size Medium to size Small or Large, but does allow him to dramatically alter his appearance. This biomod is rarely applied, and when it is, it is usually on someone who is using it as only part of a greater (and long term and very elaborate) disguise. This biomod trait is not inheritable.
**Type:** Extreme Biomodification
**Treat Injury DC:** 40
**Cost:** 20,000 creds

## Fur

Humans, with a few exceptions, have very little body hair when compared to other land-based mammals. By replacing a few key genes, this modification is able to give a human a thick coat of fur all over his body.
**Benefit:** The recipient's fur coat is able to keep him warm in the cold conditions found throughout the Belt and Outer Rim. He gains a +4 bonus to saves against cold. However, it may also keep him *too* warm, causing him to suffer a –2 penalty to saves against heat. The fur can be of any colour the recipient desires, and may have any naturally-occuring pattern he wishes. The colour and pattern can be changed later with the hair colour biomod. This biomod trait is not inheritable.
**Type:** Major
**Treat Injury DC:** 30
**Cost:** 14,000 creds

## Gender Change

Another extensive biomod, this changes the recipient into the opposite gender.
**Benefit:** The recipient of this biomod becomes a member of the opposite gender. This biomod has two options: cosmetic and complete. A cosmetic change means the individual appears to be of the opposite gender, but cannot reproduce that way. A complete change means the individual becomes a fully-functional member of the opposite gender. Usually, recipients will also undergo frame alteration. This biomod is rarely applied, usually only to those truly committed to maintaining a disguise (obviously it removes the –2 modifier for impersonating the opposite sex) or to those who simply desire it. The cosmetic version of this biomod can also be used to render the recipient truly neuter if desired.
**Type:** Major Biomodification for cosmetic, Extreme Biomodification for complete
**Treat Injury DC:** 30 for cosmetic, 35 for complete
**Cost:** 10,000 creds for cosmetic, 15,000 for complete.

## Hair Colour

This biomod simply changes the genes that determine the hair colour of the recipient, replacing them with any colour the recipient desires, even those that do not occur naturally, such as blue or green.
**Benefit:** Although it is used by some to add an extra touch to a disguise (mimicking the hair colour of the person they are attempting to impersonate), the hair colour biomod is mostly a matter of style, not substance. Once established, the hair colour cannot be changed again without another biomodification procedure. Of course, this biomod does nothing to change the colour of existing hair – only new hair growth will be affected.
**Type:** Trivial Biomodification
**Treat Injury DC:** 20
**Cost:** 500 creds

## Improved Healing

This biomod enhances the body's natural healing abilities.

**Benefit:** The recipient of this biomod will heal twice as quickly as normal.
**Type:** Minor Biomodification
**Treat Injury DC:** 25
**Cost:** 3,500 creds

## Low-Light Vision



Using the genetic code of any one of a number of nocturnal animals, the recipient's eyes are altered by dramatically increasing the number of rods in the retinas.
**Benefit:** The recipient gains low-light vision.
**Type:** Minor Biomodification
**Treat Injury DC:** 25
**Cost:** 1,750 creds

## Muscle Enhancement

This biomod triggers rapid cell division in the recipient's muscles, making the muscles longer and denser and increasing the strength of the recipient proportionally.
**Benefit:** There are three levels to this biomod. The first level increases the recipient's strength by +2, the second by +4 and the third by +6. The most any recipient's strength can ever be increased with biomods is +6. These biomods also have the effect of making the recipient more and more bulky, depending upon the level chosen. At the first level, the recipient merely appears to be in extremely good shape, leaning toward musclebound. By the third, he is a hulking brute.
**Type:** Major Biomodification
**Treat Injury DC:** 30 for +2, 35 for +4, 40 for +6
**Cost:** 15,000 creds for +2, 25,000 creds for +4, 40,000 creds for +6

## Pheromone Production

All human beings produce pheromones. This biomod simply ramps up production dramatically.
**Benefit:** The recipient produces a large amount of pheromones, making him or her more attractive to the opposite sex. All Persuasion (diplomacy) skill checks made against a member of the opposite sex receive a +4 bonus. Members of the opposite sex also suffer a –2 penalty to any Will saving throws made against effects such as *fascinate* when the character with the pheromones is responsible for the effect. However, the pheromones only extend outward 4 metres from the recipient's body.
**Type:** Major Biomodification
**Treat Injury DC:** 35
**Cost:** 12,000 creds.

## Poison Sac

All but useless unless the recipient has the claws, retractable claws or fangs biomod, this modification draws on the genetic code of some of Earth's most poisonous reptiles.
**Benefit:** There are two kinds of poison sac biomod – the kind designed to work with claws and the kind designed to work with fangs. Both offer the same benefit, the ability to inject poison along with a claw or bite attack. The claw version, which is smaller because it must fit inside the hand, produces enough poison for two attacks every day, while the fang version produces enough poison for four attacks.

The poison produced is only effective if introduced directly into the bloodstream. It has a Fort save DC of 11 and the primary and secondary damage is 1d6 Con.
**Type:** Minor Biomodification
**Treat Injury DC:** 30
**Cost:** 4,500 creds.

## Pupil Alteration

While the eye colour biomod changes the colour of the iris, this biomod changes the shape of the pupil. By using the genetic code of an animal found in nature, the recipient's pupil can be altered to mirror that of the chosen animal, such as the eyes of a cat or a snake.
**Benefit:** None. This biomod is a choice of style, not substance.
**Type:** Trivial Biomodification
**Treat Injury DC:** 30
**Cost:** 1,250 creds

## Scales

For those seeking a truly inhuman appearance, this is the biomod of choice. It causes the recipient's skin to be replaced with a sinuous coat of scales, like that found on a fish, lizard or snake.
**Benefit:** The recipient of this biomod gains a +2 bonus to any Persuasion (intimidate) skill checks, as well as Damage Reduction energy 0/impact 1. The scales may be of any colour the recipient desires. This biomod trait is not inheritable.
**Type:** Major Biomodification
**Treat Injury DC:** 35
**Cost:** 16,000 creds.

## Skin Pigmentation

This biomod simply changes the genes that determine the skin colour of the recipient, replacing them with any colour the recipient desires, even those that do not occur naturally, such as blue or green.

**Benefit:** Although it is used by some to add an extra touch to a disguise (mimicking the skin colour of the person they are attempting to impersonate), the skin colour biomod is mostly a matter of style, not substance. Once established, the skin colour cannot be changed again without another biomodification procedure.

**Type:** Trivial Biomodification
**Treat Injury DC:** 25
**Cost:** 1,500 creds

## Simulacrum

This technology was developed by Xe-Labs but, ostensibly, never put into practice by the corporation. The purpose of this biomod is to completely alter one human to make him a near-perfect match for another. Possession of this biomod is illegal on Earth and Gongen.

**Benefit:** The recipient becomes a near-perfect double of the copied individual, taking on that individual's Strength, Dexterity and Constitution ability scores. As frame alteration is by definition a part of this process, the copied individual must be within 25% of the recipient's height and weight. A DNA sample of the copied individual is required for this biomod. Simulacrum makes it nearly impossible to tell the difference between the copied individual and the recipient. It is an all but perfect disguise, making it impossible for anyone to recognise the recipient as his original self or recognise that he is not the copied individual. Only those most intimate with the copied individual, those who are aware of his slightest mannerisms, have any chance to recognise the simulacrum for what he is.

**Type:** Extreme Biomodification
**Treat Injury DC:** 40
**Cost:** 95,000 creds.

## Synapse Augmentation

This biomod speeds up the recipient's nervous system, allowing him to react faster and improving his overall agility.

Benefit: There are three levels of synapse augmentation. The first grants the recipient a +2 bonus to Initiative and a +1 bonus to Dexterity. The second grants a +4 bonus to Initiative and a +2 bonus to Dexterity. The third grants a +6 bonus to initiative and a +4 bonus to Dexterity.

**Type:** Major Biomodification
**Treat Injury DC:** 40
**Cost:** 15,000 creds for level one, 30,000 creds for level two and 50,000 creds for level three.

# Cybernetics

This section of *Soul and Steel* expands on the cybernetic items listed in the core rulebook for *WARS*. Cybernetic items are generally divided into Replacements and Enhancements.

## Replacements

The most basic replacement limbs and organs do not bestow any special benefits, but they suffer the usual drawbacks. More advanced replacements are built to counter certain drawbacks, as noted. They do not add measurably to the recipient's weight.

Each replacement description includes the following information:
**Benefit:** What the cybernetic replacement allows its recipient to do.
**Type:** Replacements can be external or internal. External replacements are subject to sunder attacks; internal replacements are not.
**Treat Injury DC:** The DC of the Treat Injury check to install or remove safely.
**Hardness/Hit Points:** The hardness and hit points of the replacement. Internal replacements do not have hardness.
**Cost:** How much the item costs to buy, exclusive of installation.

## Replacements

| Name | Type | Treat Injury DC | Hardness/ Hit Points | Cost |
|---|---|---|---|---|
| Artificial Organ * | Internal | 25 | –/4 | 750 creds |
| Artificial Organ, High Function * | Internal | 25 | –/4 | 1,500 creds |
| Mechanic's Grip * | External | 30 | 8/10 | 2,500 creds |
| Prosthetic Arm * | External | 20 | 5/10 | 500 creds |
| Prosthetic Arm, High Function * | External | 25 | 8/20 | Varies |
| Prosthetic Leg * | External | 20 | 5/15 | 500 creds |
| Prosthetic Leg, High Function * | External | 25 | 8/20 | Varies |

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

## High-Function Prosthetic Arm Enhancements

These are all available enhancements for a high-function prosthetic arm.

## High-Function Prosthetic Arm Enhancements

| Enhancement | Additional Cost |
|---|---|
| Bladed Nails * | +500 creds |
| Dart Finger | +350 creds |
| Detachable Hand * | +600 creds |
| Explosive Finger | +250 creds |
| Finger Light | +50 creds |
| Gripping Strength * | +700 creds |
| Heavy Hand | +400 creds |
| Lightning Fist | +300 creds |
| Magnetic Palm | +500 creds |
| Multiple Joints | +1,000 creds |
| Palm-Firing Gun * | 3 x cost of weapon |
| Power Cell * | +200 creds |
| Storage * | +100 creds |
| Vibroblade | +700 creds |

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

### Dart Finger

One of the fingers of the cybernetic hand is able to fire a tiny, gas-propelled dart. The dart may be tipped with poison. Cost: +350 creds. Additional darts and gas propellant can be purchased for 15 creds each. Reloading the dart finger is a full-round action.

### Explosive Finger

One of the fingers of the cybernetic hand houses a small amount of explosive. This finger may be detached and thrown like a grenade. The standard explosive finger emulates a fragmentation grenade (see S&P Roleplayer issue 41) in all respects, though the Games Master may allow other models to be available (no doubt at an increased price). Cost: +250 creds (per finger)

### Finger Light

It will never stop a charging Quay in its tracks, but sometimes a little light is worth more than the best weapon. This modification houses a miniature flashlight in the tip of one of the cybernetic hand's fingers. It creates a beam of light 10 metres long and one metre wide. Cost: +50 cr. An alternate version of this modification is available that uses infrared light instead of visible light. This version costs +150 cr.

### Heavy Hand

This modification to a high-function prosthetic arm allows the recipient to emulate the effects of a gravity club (see S&P Roleplayer issue 40) with a brawling attack. The hand's unarmed damage is increased to 1d10. Heavy hand requires an additional power source for the gravity attack (Type II Utility Power Cell). Cost: +400 creds

### Lightning Fist

This modification to a high-function prosthetic arm allows the recipient to emulate the effects of a stun stick (see the *WARS Roleplaying Game* core rulebook) with a brawling attack. The attack does regular unarmed damage, plus an additional 1d6 points of nonlethal damage if the target fails a DC 12 Fortitude save. Lightning fist requires an additional power source for the stunning attack (Type II Utility Power Cell). Cost: +300 creds

# Cybernetic Weapons

| Weapon | Type | Damage | Damage Type | Crit. | Range/ Spaces | Ammo | RoF | Mag. | Size | Faction | Cost |
|--------|------|--------|-------------|-------|---------------|------|-----|------|------|---------|------|
| Dart Finger | Firearm | 1d4 | Impact | 19-20 | 4metres/2 | Dart | SS | 1 | Fine | Maverick | 350 creds |
| Vibroblade | Melee | 1d6+1 | Impact | 19-20/x3 | – | Type II Utility Power Cell | – | 20 | Small | Maverick | +700 creds |

## Magnetic Palm

The palm of the cybernetic hand can be magnetised at the owner's whim. The magnetism is equal to Strength 20, and allows him to move hand over hand in a microgravity environment at his normal movement speed. Both arms must have this enhancement for it to function. Cost: +500 creds

## Multiple Joints

This modification is applied to the hand portion of the cybernetic arm. Instead of the usual two joints per finger (one for the thumb) that humans have, this hand offers three joints for every finger and two for the thumb. Each joint is capable of 180 degrees of movement. This increased mobility grants the recipient a +2 bonus on all Athletics (climb), Escape Artist and Technical skill check rolls. Cost: +1,000 creds

## Vibroblade

The forearm of the cybernetic arm houses a vibroblade, which can be extended through the back of the cybernetic hand and wielded as a melee weapon. The vibroblade is slightly longer than a vibrodagger, granting it greater damage. The weapon deploys quickly and easily, allowing the recipient to use the Quick Draw feat (should he have it). Cost: +700 creds.

## Enhancements

Cybernetic enhancements are available throughout the system, but are most likely to be found on Mavericks or on certain top operatives from Earth. Unlike standard replacements, they bestow new abilities upon their recipients. Unless otherwise noted, enhancements do not add measurably to a recipient's weight.

Each enhancement description includes the following information:

**Benefit:** What the cybernetic enhancement allows its recipient to do.
**Type:** Enhancements can be external or internal. External enhancements are subject to sunder attacks; internal enhancements are not.
**Treat Injury DC:** The DC of the Treat Injury check to install or remove safely.
**Hardness/Hit Points:** The hardness and hit points of the enhancement. Internal enhancements do not have hardness.
**Cost:** How much the item costs to buy, exclusive of installation.

## Air Filtration

This enhancement can only be added to a pair of high-function artificial lungs. The lungs are made even more efficient, able to eliminate inhaled poisons and other gasses before they can infiltrate the recipient's bloodstream.

**Benefit:** Air filtration gives the recipient a +6 bonus on all saving throws against an inhaled poison's effects. If the first saving throw (against initial damage) fails, however, the recipient gains no bonus to the second saving throw. By that point the poison has already bypassed the lungs' air filtration. Additionally, the air filtration system makes the high-function lungs even more efficient, effectively doubling the amount of time the character can survive without breathable air.
**Type:** Internal
**Treat Injury DC:** 25
**Hardness/Hit Points:** —/4
**Cost:** 1,250 creds

## Bliss Implant

Originally developed by CISyn as a means of controlling dangerous and extremely violent criminals, the bliss implant, upon activation, will supercharge the recipient's production of endorphins and dopamine, rendering him passive and receptive to suggestion. The bliss implant (as originally built) cannot be activated by the recipient, but is instead activated by a remote transmitter (a tiny device the size of a postage stamp with a 100m range). Some people have had the bliss implant modified so it can be turned on and off by the recipient, but doing so is dangerous – many of these people have become hopelessly addicted to the use of the implant. Known as 'Blissers', they can sometimes be found wandering the abandoned tunnels and corridors of places like Ceres Station and Titan Station, their faces dazed masks and their eyes

# Enhancements

| Name | Type | Treat Injury DC | Hardness/ Hit Points | Cost | Name | Type | Treat Injury DC | Hardness/ Hit Points | Cost |
|------|------|-----------------|----------------------|------|------|------|-----------------|----------------------|------|
| Air Filtration | Internal | 25 | –/4 | 1,250 creds | Laser Optics * | Internal | 25 | –/2 (per eye) | 1,500 creds |
| Anti-Flare Implants * | Internal | 10 | –/1 (per eye) | 500 creds | Low-Light Vision | Internal | 20 | –/2 (per eye) | Varies |
| Anti-Shock Implant * | Internal | 10 | –/1 | 750 creds | Luminous Skin * | Internal | 15 | –/– | 200 creds |
| Anti-Stun Implant * | Internal | 15 | –/4 | 400 creds | Microcomputer * | Internal | 20 | –/4 | 1,000 creds |
| Bliss Implant | Internal | 20 | –/3 | 1,750 creds | Nervous System Enhancement | Internal | 35 | –/10 | Varies |
| Body Repair Weave * | Internal | 30 | –/4 | 400 creds | Nighvision Optics * | Internal | 25 | –/2 (per eye) | 750 creds |
| Brain Bomb | Internal | 20 | –/5 | 500 creds | Pain Implant | Internal | 20 | –/3 | 2,500 creds |
| Co-Pilot Enhancement | Internal | 25 | –/2 | 1,000 creds | Private Viewscreen | Internal | 20 | –/2 (per eye) | 250 creds |
| Combat Analysis Package | Internal | 25 | –/4 | 1,500 creds | Quick Step | Internal | 25 | –/10 | Varies |
| Data Archive * | Internal | 20 | –/2 | 1,000 creds | Rage Implant * | Internal | 20 | –/3 | 3,000 creds |
| Dead Man Switch | Internal | 0 | –/4 | 750 creds | Rangefinder | Internal | 20 | –/2 (per eye) | 600 creds |
| Endurance Implant | Internal | 20 | –/1 | 500 creds | Specialist Implant * | Internal | 25 | –/5 | 1,500 creds |
| External Plating | External | 25 | –/varies | Varies | Spider Legs * | External | 30 | 8/20 | 1,200 creds |
| External Weapon Mount * | External | 0 | 10/5 (mount only) | 200 creds | Skill Implant * | Internal | 20 | –/1 | 500 creds |
| Eye Sheath | External | 10 | 15/5 | 500 creds | Sobriety Switch | Internal | 25 | –/1 | 750 creds |
| GPS Implant | Internal | 10 | –/1 | 100 creds | Stabiliser * | Internal | 20 | –/3 | 250 creds |
| Identity Chip * | Internal | 5 | –/1 | 250 creds | Subcutaneous Body Armour * | Internal | 30 | –/varies | Varies |
| Initiative Implant * | Internal | 25 | –/10 | 200 creds | Subcutaneous Commlink * | Internal | 5 | –/2 | 500 creds |
| Injector Unit * | External | 5 | 2/5 | 250 creds | Subliminal Vibration Voicebox * | Internal | 15 | –/4 | 750 creds |
| Interlink Unit | Internal | 20 | –/2 | 200 creds | Targeting Optics * | Internal | 0 | –/2 (per eye) | 1,000 creds |
| Internal Gyroscope | Internal | 20 | –/3 | 750 creds | Telescopic Optics * | Internal | 20 | –/2 (per eye) | 500 creds |
| Iris Pigmentation Implant | Internal | 10 | –/1 (per eye) | 100 creds | Treads * | External | 30 | 9/25 | 600 creds |
| Juice Implant | Internal | 20 | –/1 | 1,000 creds | Voice Stress Analyser * | Internal | 20 | –/4 | 500 creds |

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

long devoid of any glimmer of thought. Of course, another danger for those who have a self-activated bliss implant installed is that the surgeon might not remove the implant's receiver, meaning it can still be remotely activated.

**Benefit:** A character under the effect of a bliss implant must make a Will saving throw (DC 20) every round or be *fascinated*. Even obvious threats will not automatically break the effect. However, the effects of the brain chemicals this implant produces also dull any pain the character experiences – he will only take half damage from any non-lethal attack.

**Type:** Internal
**Treat Injury DC:** 20
**Hardness/Hit Points:** —/3
**Cost:** 1,750 creds

## Brain Bomb

Hardly the kind of thing anyone would choose to install into their own body, the brain bomb is the ultimate means of coercion. It is a tiny amount of polymer bonded explosive implanted inside the recipient's skull and rigged with a detonator. The detonator may be timed, radio activated or any other means of detonation the installer may dream up. If the recipient does not do as the installer (or the installer's employer) wishes, the explosive is set off. The amount is small enough that it causes no collateral damage in the immediate area (aside from a dull popping noise), but it is more than enough to utterly destroy the recipient's brain. Brain bombs are almost always rigged to detonate on any attempt at removing them, but this may be bypassed with a Demolitions skill check roll (DC 30).

**Benefit:** None to the recipient.
**Type:** Internal
**Treat Injury DC:** 25
**Hardness/Hit Points:** —/5
**Cost:** 500 creds.

## Co-Pilot Enhancement

Cybernetics allow pilots to do something they have longed for for centuries – become part of their ship. This enhancement (and a interlink unit or microcomputer) allows the pilot to plug himself into his ship's computer, decreasing reaction time and increasing his skill. A co-pilot enhancement does not allow the pilot to simply sit back and direct his ship with his mind, but it does tie him in to the ship's systems. This enhancement has its limits, however, and may not be used on any ship larger than Gargantuan. Beyond that, there is simply too much for a pilot to be able to keep track of.

**Benefit:** Grants recipient a bonus of +4 on all Drive and Pilot skill checks.
**Type:** Internal
**Treat Injury DC:** 25
**Hardness/Hit Points:** —/2
**Cost:** 1,000 creds.

## Combat Analysis Package



The combat analysis package consists of two components, one for installation into a cybernetic eye, one for installation into the recipient's brain itself. It contains a sophisticated logic processor designed to watch and analyse the movements of an opponent, looking for established patterns of body language and posture.

**Benefit:** After analysing the movements of an individual for two combat rounds (during which time the owner of the combat analysis package may act normally), the package is able to begin predicting the movements of that opponent. This gives the recipient of the combat analysis package a +1 bonus on all attack rolls made in unarmed or melee combat (the package cannot help with ranged combat).

**Type:** Internal
**Treat Injury DC:** 25
**Hardness/Hit Points:** —/4
**Cost:** 1,500 creds.

## Dead Man Switch

One or more of the recipient's replacement limbs contains a nasty surprise for anyone attempting to salvage it. The limb contains one kilogram of polymer bonded explosive, set to detonate one minute after the owner of the limb dies. The resulting explosion will deal 6d6 impact damage to everything within a five-metre radius. Some owners of cybernetic limbs prefer to have this feature installed in a detachable hand (see the WARS Roleplaying Game core rulebook) allowing them to use the bomb as a last ditch weapon.

**Benefit:** None, other than ensuring that the cybernetic limb cannot be salvaged.
**Type:** Internal
**Treat Injury DC:** 0 (installed in pre-existing cybernetic limb, but does require a Demolitions skill check roll DC 15)
**Hardness/Hit Points:** —/4
**Cost:** 750 creds

## Endurance Implant

Tied directly into the adrenal system, the endurance implant is designed to keep its recipient on his feet and moving, no matter how fatigued his body may be.

**Benefit:** Every activation of the endurance implant allows a *fatigued* character to ignore his *fatigue* for one hour. During that time, he will suffer none of the penalties of being *fatigued*. He may activate the implant as many times in a row as his Constitution modifier (for example, a character with a Constitution modifier of +3 may use the implant three times (three hours) in a row). However, when the effects of the endurance implant wear off, the character is *exhausted*.

**Type:** Internal
**Treat Injury DC:** 20
**Hardness/Hit Points:** —/4
**Cost:** 500 creds.

## External Plating



More effective and less expensive than subcutaneous body armour, external plating is also more cumbersome and far more obvious. External plating consists, literally, of plates grafted onto the body of the recipient. Those people with this cybernetic enhancement are often called 'crabs' because of the hard, chitinous shell they sport.

**Benefit:** The character gains a bonus to damage reduction. The bonus depends on the density of the armour: light (energy +2/impact +2), medium (energy +5/impact +5), heavy (energy +7/impact +9). This armour is easily detectible by security scanners and is difficult to conceal from visual detection. Light plating will be noticed with a Perception (spot) skill check DC 10, Medium plating with DC 5 and Heavy cannot be concealed at all. Normal external armour can still be worn if a character has this implant, with all concurrent penalties for layering armour.

Light plating imposes a –2 penalty on namely Athletic, Acrobatics, Escape Artist, Sleight of Hand and Stealth. Medium plating imposes a –4 penalty on those skills, and restricts a character's maximum Dexterity bonus to +4. Heavy plating imposes a –6 penalty on those skills and restricts a character's maximum Dexterity bonus to +2.

**Type:** External
**Treat Injury DC:** 25
**Hardness/Hit Points:** —/varies. The armour has ¼ the maximum hit points of the recipient.
**Cost:** 750 creds for light, 4,000 for medium, 8,500 for heavy.

## Eye Sheath

Those who do not wish to say farewell to their own eyes but still want the benefits of cybernetics might consider the eye sheath instead. Formed of ballistic polymer (clear, shaded or mirrored at the recipient's request) the eye sheath is a shell surgically implanted in the skull around the eyes.

**Benefit:** Many of the enhancements available for cybernetic eyes may be installed in the eye sheath instead, including combat analysis package, private viewscreen, rangefinder, targeting optics and telescopic optics. An anti-flare feature (identical in function to an anti-flare implant) comes standard with the eye sheath. Laser optics, low-light vision and nightvision optics may not be installed in an eye sheath

**Type:** External
**Treat Injury DC:** 10
**Hardness/Hit Points:** 15/5
**Cost:** 500 creds.

## GPS Implant

The recipient has a tiny GPS receiver implanted into his skull. The implant is tied into his optic nerve and constantly displays his precise position in tiny red letters in the upper right of the recipient's field of vision.

**Benefit:** On any planet or moon that is GPS-enabled (Earth, Gongen, Titan), the recipient always knows exactly where he is.

**Type:** Internal
**Treat Injury DC:** 10
**Hardness/Hit Points:** —/1
**Cost:** 100 creds.

## Interlink Unit

An interlink unit is a small cable port located behind the recipient's ear. By itself, it is of little use to the recipient. However, it does allow him to make use of several other enhancements (such as the co-pilot or the private viewscreen) without needing a microcomputer implant as well.

**Benefit:** Less expensive than a microcomputer.
**Type:** Internal
**Treat Injury DC:** 20
**Hardness/Hit Points:** —/1
**Cost:** 200 creds.

## Internal Gyroscope

An internal gyroscope is tied directly into the recipient's inner ear, improving balance dramatically.
**Benefit:** An internal gyroscope enhances the subject's natural balance and virtually eliminates the dizziness. The recipient gains a +2 bonus to all Acrobatics, Operate Jetpack, Pilot and Extra-Vehicular Activity skill checks.
**Type:** Internal
**Treat Injury DC:** 20
**Hardness/Hit Points:** —/3
**Cost:** 750 creds.

## Iris Pigmentation Implant

This tiny implant stimulates the gland the controls eye colour in humans, allowing the recipient to change his eye colour almost at will by mentally activating the implant. Altering the colour of the iris takes 1d4 minutes to complete. The standard implant comes with more than three dozen pre-programmed colours.
**Benefit:** Although it is used by some to add an extra touch to a disguise (mimicking the eye colour of the person they are attempting to impersonate), the iris pigmentation implant is mostly a matter of style, not substance.
**Type:** Internal
**Treat Injury DC:** 10
**Hardness/Hit Points:** —/1 (each eye)
**Cost:** 100 creds.

## Juice Implant

An enhanced version of the endurance implant, the juice implant allows a character to keep acting normally, even when he is exhausted.
**Benefit:** Every activation of the juice implant allows an *exhausted* character to ignore his *exhaustion* for one hour. During that time, he will suffer none of the penalties of being *exhausted*. He may activate the implant as many times in a row as his Constitution modifier (for example, a character with a Constitution modifier of +3 may use the implant three times (three hours) in a row). However, when the effects of the juice implant wear off, the character takes 1d10 nonlethal damage for every activation of the implant. If the character is merely *fatigued* when he activates the implant, the juice implant essentially acts as an endurance implant, though it doubles the length of time the character may act normally.
**Type:** Internal
**Treat Injury DC:** 20
**Hardness/Hit Points:** —/1
**Cost:** 1,000 creds.

## Low-Light Vision

This enhancement may be performed on a pair of cybernetic eyes or on natural ones. In a cybernetic eye, this is merely a matter of increasing the sensitivity of the eye. In a natural eye, this enhancement involves increasing the number and receptivity of rods in the retina.
**Benefit:** The recipient gains low-light vision (see the WARS Roleplaying Game core rulebook)
**Type:** Internal
**Treat Injury DC:** 20
**Hardness/Hit Points:** —/2 (per eye)
**Cost:** 500 creds for enhancement of cybernetic eyes, 1,000 creds for enhancement of natural eyes.

## Nervous System Enhancement

Far more invasive and far more expensive than an initiative implant, nervous system enhancement is also far more effective. Part biological and part technological, nervous system enhancement boosts neurotransceiver levels in the body's natural tissue while replacing other portions of the nervous system with high-speed data cabling. The result is a character far faster than any normal human.



**Benefit:** There are three levels of nervous system enhancement. The first grants the recipient a +2 bonus to Initiative and a +1 bonus to Dexterity. The second grants a +4 bonus to Initiative and a +2 bonus to Dexterity. The third grants a +6 bonus to initiative and a +4 bonus to Dexterity.
**Type:** Internal
**Treat Injury DC:** 35
**Hardness/Hit Points:** —/10
**Cost:** 10,000 creds for level one, 18,000 creds for level two and 30,000 creds for level three.

## Pain Implant

The polar opposite of the bliss implant, the pain implant stimulates the central nervous system of the recipient, causing him agonising pain. The pain implant cannot be activated by the recipient, but is instead activated by a remote transmitter (a tiny device the size of a postage stamp with a 100m range). There are rumours, generally assumed to be true, that some Maverick gang leaders, as well as the intelligence arms of both the Earther and Gongen governments, have installed pain implants and bliss implants together into subjects they particularly wish to break, subjecting them to alternating punishment and reward stimuli as part of an ongoing brainwashing process.

**Benefit:** A character under the effect of a pain implant is a person in utter agony. If he wishes to take action of any kind, he must succeed with a Will saving throw (DC 20). Even then, he is still considered to be nauseated.
**Type:** Internal
**Treat Injury DC:** 20
**Hardness/Hit Points:** —/3
**Cost:** 2,500 creds.

## Private Viewscreen

This enhancement requires a interlink unit or microcomputer and at least one cybernetic eye. It allows the recipient to display information, holovids or anything else loaded into the microcomputer on the lens of the cybernetic eye, meaning only he will be able to see what is displayed.
**Benefit:** The recipient can view information securely in any setting.
**Type:** Internal
**Treat Injury DC:** 20
**Hardness/Hit Points:** —/2 (per eye)
**Cost:** 250 creds.

## Quick Step

For those who want increased speed without giving up their natural legs, this enhancement is the perfect solution. By enhancing the musculature and nervous system of the legs, the recipient gains a naturally longer and faster stride, increasing his base movement rate.
**Benefit:** The quick step enhancement gives the recipient a faster base movement rate. Although this is a reconfiguring, not a replacement, of the recipient's natural legs, he still cannot stack this enhancement with abilities from the kizen speed tree.

**Type:** Internal
**Treat Injury DC:** 25
**Hardness/Hit Points:** —/10
**Cost:** 2,000 creds for +2 metres, 4,000 creds for +4 metres.

## Rangefinder

This cybernetic enhancement may be applied to a natural eye or pre-existing cybernetic one. It determines the exact distance to a target and displays that distance in metres in tiny red numbers in the upper left of the recipient's field of vision.
**Benefit:** A character using a rangefinder decreases the penalty to his attack roll for firing at targets beyond his weapon's basic range by 1 point per range increment.
**Type:** Internal
**Treat Injury DC:** 20

**Hardness/Hit Points:** —/2 (per eye)
**Cost:** 600 creds.

## Sobriety Switch

This enhancement must be added to the liver. It enhances the blood-cleaning process dramatically, filtering out alcohol in a matter of minutes.
**Benefit:** Using a sobriety switch will enable the recipient to clean all the alcohol from his system in 2d6 minutes. Activating this device will also allow a second saving throw against the effects of any ingested or injected poison.
**Type:** Internal
**Treat Injury DC:** 25
**Hardness/Hit Points:** —/1
**Cost:** 750 creds.

# Write For The Mongoose

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

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# Masked Monsters

Some monsters are known for using magic to impersonate humanoids. However, these six masked monsters use magic to impersonate other monsters or, worse yet, come by their disguises naturally!

What good does that do them? Ask the cleric who tries to turn an 'undead' ivory golem, only to find it undeterred and ready to rend. Ask the rogue who flees a treasure horde because of its guardian 'dragon,' only to find that he fled from a beetle. Masked monsters like these capitalise on the usually effective habits of their predators and prey.

A fine set of fiendish foes for any party, these duplicitous dungeon denizens are especially appropriate to use against the players who think they know *Core Rulebook III* like the backs of their hands. Place masked monsters in any fantasy campaign and watch your players' expectations implode… and their Player Characters' terror increase with every new 'familiar' monster.

Best of all, your players will never look at ordinary creatures the same way again!

## Dragon's Head Beetle

|  | Large Vermin |
|---|---|
| Hit Dice: | 10d8+40 (85 hp) |
| Initiative: | +1 (+1 Dex) |
| Speed: | 20 ft |
| Armour Class: | 20 (-1 size, +1 Dex, +10 natural), touch 10, flat-footed 19 |
| Base Attack/ Grapple: | +7/+18 |
| Attack: | Bite +13 melee (4d6+10) |
| Space/Reach: | 10 ft/5 ft |
| Special Attacks: | Faux frightful presence |
| Special Qualities: | Darkvision 60 ft, vermin traits |
| Saves: | Fort +11, Ref +4, Will +5 |
| Abilities: | Str 25, Dex 12, Con 18, Int –, Wis 14, Cha 11 |
| Skills: | – |
| Feats: | – |
| Environment: | Warm or temperate underground |
| Organisation: | Solitary or pair |
| Challenge Rating: | 7 |
| Treasure: | ½ standard |
| Alignment: | Always neutral |
| Advancement: | 11-20 HD (Large), 21-30 HD (Huge) |

*The massive head, so huge it almost cannot fit through the narrow cave entrance, swivels its great dark eye. The heavy, plate-like scales covering its brow ripple as it shifts its position. Surely it is preparing to unleash its fiery breath...*

The only thing marring the draconic perfection of the scene is the sound of insect legs scuttling across rock.

Such is the form of the dragon's head beetle, a giant insect that has developed a unique defence mechanism – it appears to be the head of an even more giant terror, a gargantuan red dragon! Dwelling in tunnel networks that hide its distinctly insectile hindquarters, the beetle maintains its ruse right up until it strikes with its mandibles, which, although dangerous, are by no means as fearsome as a dragon's maw.

## Combat

Dragon's-head beetles use their fearsome appearance mostly to drive off larger subterranean predators and intelligent hunters. They attack their own prey more by virtue of their great strength and reasonable speed. Lacking the intelligence to employ true tactics, the dragon's-head beetle can, at most, hope for momentary shock and horror at the sight of it to overwhelm its foes.

**Faux Frightful Presence (Ex):** Although it does not possess the true frightful presence of a dragon, the dragon's-head beetle does terrify the unwary.

Any creature seeing a dragon's-head beetle for the first time must make a Will save (DC 15) or become shaken for 1d6 rounds. Creatures with more hit dice than the dragon's-head beetle are not affected, nor are creatures that have seen a dragon's-head beetle before.

*(And if your players get complacent about this, why not try a half-dragon dragon's head beetle? If that doesn't work, setting fire to their character sheets is bound to surprise 'em. - Ed.)*

## Golem, Ivory

| | Medium Construct |
|---|---|
| **Hit Dice:** | 5d10+20 (47 hp) |
| **Initiative:** | -1 (-1 Dex) |
| **Speed:** | 20 ft (cannot run) |
| **Armour Class:** | 16 (-1 Dex, +7 natural), touch 9, flat-footed 16 |
| **Base Attack/Grapple:** | +3/+7 |
| **Attack:** | Claw +7 melee (1d10+5) |
| **Full Attack:** | 2 claws +7 melee (1d10+5) |
| **Space/Reach:** | 5 ft/5 ft |
| **Special Attacks:** | Rend 2d10+5 |
| **Special Qualities:** | Construct traits, damage reduction 5/admantine, darkvision 60 ft, immunity to magic, low-light vision |
| **Saves:** | Fort +1, Ref +0, Will +1 |
| **Abilities:** | Str 19, Dex 9, Con –, Int –, Wis 10, Cha 1 |
| **Environment:** | Any |
| **Organisation:** | Solitary, pair or gang (2-4) |
| **Challenge Rating:** | 5 |
| **Treasure:** | None |
| **Alignment:** | Always neutral |
| **Advancement:** | 6-10 HD (Medium), 11-20 HD (Large), 21+ HD (Huge) |

*A mess of polished, articulated bone and tusk-like talons lurches forward to rend and tear any who approach. A closer look reveals that its 'joints' are intricately carved and its entire body is formed from a single block of ivory – but by then, it is already too late to escape its rending claws!*

A fine tomb guardian alternative for the necromancy-averse, or for the necromancer who needs a little extra protection against the divinely inclined, the ivory golem is an excellent choice. Relatively inexpensive by golem standards, it is also quite dangerous to those who expect it to flee at the first sign of a holy symbol.

## Combat

Ivory golems are far more dangerous than the humanoid skeletons they usually resemble. An ivory golem's wickedly sharpened claws can tear through all but the hardiest of creatures, and its body is extremely resilient. Because it is immune to most spells and all spells that affect the undead, it is particularly deadly to clerical tomb-purifiers who mistake it for a mere walking corpse.

**Rend (Ex):** If an ivory golem hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d10+5 points of damage.

**Immunity to Magic (Ex):** An ivory golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals sonic damage slows an ivory golem (as the *slow* spell) for 3 rounds, with no saving throw.

A magical attack that deals acid damage breaks any *slow* effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an ivory golem hit by an *acid arrow* gains back 6 hit points if the damage total is 18 points. An ivory golem gets no saving throw against acid effects.

## Construction

An ivory golem's body is carved from either a solid block of ivory or multiple ivory pieces that are then carefully affixed during the creation process. In either case, the materials for its construction cost 500 gp.

Carving the body requires a DC 14 Craft (woodworking) or Craft (sculpting) check.

CL 5th; Craft Construct, *animate objects*, *bull's strength, geas/quest*, *prayer*, caster must be at least 5th level; Price 14,500 gp; Cost 7,000 gp + 56 XP.

## Goblich

|  | Small Humanoid (Goblinoid) |
|---|---|
|  | 1st-level Warrior |
| **Hit Dice:** | 1d8-2 (2 hp) |
| **Initiative:** | +1 (+1 Dex) |
| **Speed:** | 30 ft |
| **Armour Class:** | 14 (+1 size, +2 Dex, +2 natural), touch 12, flat-footed 12 |
| **Base Attack/Grapple:** | +1/-4 |
| **Attack:** | Longsword +1 melee (1d6-1, 19-20/x2) or light crossbow +3 ranged (1d6, 19-20/x2) |
| **Space/Reach:** | 5 ft/5 ft |
| **Special Attacks:** | Spell-like abilities |
| **Special Qualities:** | Darkvision 60 ft |
| **Saves:** | Fort +0, Ref +1, Will +2 |
| **Abilities:** | Str 9, Dex 13, Con 7, Int 14, Wis 11, Cha 12 |
| **Skills:** | Bluff +5, Climb +4, Disguise +5, Knowledge (arcana) +6 |
| **Feats:** | Iron Will |
| **Environment:** | Temperate plains and underground |
| **Organisation:** | Solitary, pair, gang (4-9) or band (10-100 plus 1 leader of 3rd–6th level and 2 sergeants of 3rd level) |
| **Challenge Rating:** | 1 |
| **Treasure:** | Standard |
| **Alignment:** | Usually neutral evil |
| **Advancement:** | By character class |
| **Level Adjustment:** | +2 |

*An emaciated goblin, its flat, sunken eyes and sallow flesh hanging loosely from its bones, shambles from the darkness. Yet, despite its deathly appearance, it seems entirely undeterred by the holy symbol before it…*

Any adventurer worth his salt has probably faced goblin zombies and skeletons – a cheap, plentiful source of troops for any aspiring necromancer. A few such necromancers even hail from the ranks of the goblinoid races, and a handful even achieve lichdom.

Then there is the goblich. This diminutive goblinoid, as pale, gaunt and bony as any wight or ghoul, uses its deathly appearance to good effect, convincing most of its enemies to pack their holy symbols, *disrupting* weapons and a bevy of clerics. In fact, gobliches are quite alive, and happy to make other creatures distinctly less so.

Gobliches are perhaps the most intelligent of all goblinoids, and they know how to use their strange appearances and limited magical abilities to get what they want.

## Combat

Gobliches generally do everything in their power to convince their opponents of their undead nature. Often, a goblich band uses their spell-like abilities to pose as an entire hierarchy of undead, ranging from zombies and ghouls to full-blown liches.

Since most goblich leaders are legitimate necromancers and all of them have some talent for creating undead, a band of gobliches often mixes its numbers with real zombies, using the undead to bog down and confuse opponents while the living gobliches rain arrows and spells upon them.

**Spell-like Abilities (Sp):** A goblich can use each of these spell-like abilities once per day – *disguise self* (DC 12), *ghoul touch* (DC 13), *mage hand*, *animate dead*; Caster level 1st. The save DCs are Charisma-based.

**Skills:** A goblich gains a +10 racial bonus on Disguise checks to imitate an undead creature.
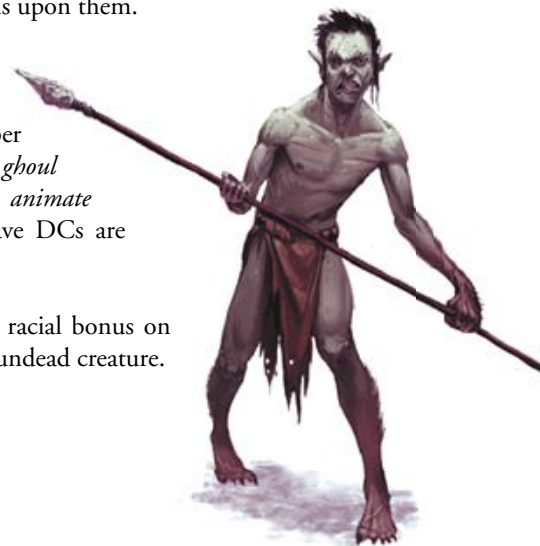
## Puppet Master

| | Large Outsider (Evil, Extraplanar, Lawful) |
|---|---|
| **Hit Dice:** | 10d8 (45 hp) |
| **Initiative:** | +2 (+2 Dex) |
| **Speed:** | 30 ft |
| **Armour Class:** | 19 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16 |
| **Base Attack/Grapple:** | +10/+16 |
| **Attack:** | Claw +11 melee (1d6+2) |
| **Full Attack:** | 2 claws +11 melee (1d6+2) and bite +6 melee (1d10+1) |
| **Space/Reach:** | 10 ft/10 ft |
| **Special Attacks:** | Construct rebuking, spell-like abilities |
| **Special Qualities:** | Devil traits, DR 10/cold iron or good |
| **Saves:** | Fort +7, Ref +9, Will +12 |
| **Abilities:** | Str 14, Dex 15, Con 11, Int 16, Wis 17, Cha 20 |
| **Skills:** | Bluff +20, Concentration +13, Craft (Metalworking) +16, Diplomacy +20, Disguise +18, Knowledge (Arcana) +16, Knowledge (The Planes) +16, Sense Motive +16, Spellcraft +16 |
| **Feats:** | Craft Construct, Extra Turning, Improved Turning, Persuasive |
| **Environment:** | Lawful evil-aligned plane |
| **Organisation:** | Solitary or pair |
| **Challenge Rating:** | 9 |
| **Treasure:** | Double standard |
| **Alignment:** | Always lawful evil |
| **Advancement:** | 11-20 HD (Large), 21-30 HD (Huge) |

*This sallow, sickly-looking figure seems to shrink into its heavy robes, yet those robes bulge with the hint of a massive body underneath. It waves a bony hand to the corpses on the floor around it, and they rise, clumsily, to attack. Even when cut to pieces, they continue to attack, as though animated by some new and foul necromancy.*

Or by something quite different from necromancy!

A fiend with a strange affinity for constructs of all types, the puppet master commands the created much as an evil cleric commands undead. Due to its predeliction for unfathomably complex plans, it does its best to hide both its fiendish nature and its true powers.

## Combat

Although formidable in melee, puppet masters disdain physical and even magical combat, preferring to remain at a safe distance while their minions and animated objects assail opponents.

Puppet masters use cover, illusion and *wall* spells to keep themselves out of sight during combat, while using their other spell-like abilities to assist their constructs or to create more. They are particularly fond of *animating* the scrap of destroyed objects as smaller, individual objects, creating a seemingly hopeless battle for their foes. Often, the puppet master's enemies will never even know it is there.

**Construct Rebuking (Su):** A puppet master rebukes and commands constructs the way an evil cleric rebukes and commands undead. The puppet master rebukes constructs as a cleric with a level equal to its Hit Dice.

**Spell-like Abilities (Sp):** At will – *animate objects*, *greater invisibility*, *greater teleport* (self plus 100 pounds of objects only), *major image* (DC 18), *misdirection, shocking grasp* (DC 16); three times per day – *lightning bolt* (DC 18), *wall of iron*; Caster level 10th. The save DCs are Charisma-based.

## Spook

| | Small Undead (Incorporeal) |
|---|---|
| **Hit Dice:** | 4d10 (22 hp) |
| **Initiative:** | +8 (+4 Dex, +4 Improved Initiative) |
| **Speed:** | Fly 40 ft (perfect) |
| **Armour Class:** | 18 (+1 size, +4 Dex, +3 Cha), touch 18, flat-footed 14 |
| **Base Attack/Grapple:** | +3/-4 |
| **Attack:** | None |
| **Space/Reach:** | 5 ft/5 ft |
| **Special Attacks:** | Scare |
| **Special Qualities:** | Incoporeal, undead traits |
| **Saves:** | Fort +1, Ref +5, Will +4 |
| **Abilities:** | Str –, Dex 19, Con –, Int 3, Wis 10, Cha 16 |
| **Skills:** | Intimidate +10 |
| **Feats:** | Ability Focus (scare), Improved Initiative |
| **Environment:** | Any |
| **Organisation:** | Solitary |
| **Challenge Rating:** | 2 |
| **Treasure:** | None |
| **Alignment:** | Usually chaotic evil |
| **Advancement:** | 5-12 HD (Small) |

*'Dragon!' cries one adventurer. 'Demon!' cries the second.*

*As both flee in abject terror, their paladin companion stares at the small phantom floating before him, wondering what they are so afraid of.*

A spook is a miniscule undead creature, the spiritual remnants of a person completely dominated by his fears. The spook lingers on in death, bringing the worst fears of living creatures into illusionary existence.

Many more powerful evil creatures, especially evil clerics, keep spooks as guardians.

## Combat

A spook is not a dangerous combatant. Lacking any means of physically harming its victims, it relies on the shock of its initial appearance to drive them away.

In concert with other monsters, however, a spook's potential to debilitate adventurers significantly more powerful than itself makes it a legitimately frightful opponent.

**Scare (Su):** As a full-round action, a spook can project an image of itself as the most terrifying monster imaginable into the mind of a single creature within 30 feet. The creature must make a Will save (DC 17) or become either panicked or shaken for 3d6 rounds. Creatures with 5 Hit Dice or less are panicked. Creatures with 6 Hit Dice or more are shaken. This is a mind-affecting fear effect.

Whether it succeeds or fails on its save, a creature is unaffected by a particular spook's scare ability for 24 hours after experiencing it.

## Trollweed

*A humanoid shape, half again as tall as a man, green and wrinkled and writhing, claws its way from the underbrush – surely this must be a troll! Yet fire bounces off it harmlessly, and each dose of acid only seems to make it stronger.*

This is the conundrum that faces adventurers who chance to encounter trollweed, an animate, semi-intelligent plant that mimics a troll in its general appearance… but not in its defences. Although arguably less dangerous than a real troll, trollweed often fells unwary warriors whose tricks for hunting regenerating giant-kin sabotage them against pulpy plant-life.

| | Large Plant |
|---|---|
| **Hit Dice:** | 8d8+40 (76 hp) |
| **Initiative:** | -1 (-1 Dex) |
| **Speed:** | 30 ft |
| **Armour Class:** | 16 (-1 size, -1 Dex, +8 natural), touch 8, flat-footed 16 |
| **Base Attack/Grapple:** | +6/+19 |
| **Attack:** | Slam +9 melee (1d8+4) |
| **Full Attack:** | 2 slams +9 melee (1d8+4) |
| **Space/Reach:** | 10 ft/10 ft |
| **Special Attacks:** | Acid cloud |
| **Special Qualities:** | Acid absorption, fire resistance 5 |
| **Saves:** | Fort +11, Ref +1, Will +6 |
| **Abilities:** | Str 18, Dex 9, Con 20, Int 3, Wis 14, Cha 7 |
| **Skills:** | Disguise +7, Hide +4 |
| **Feats:** | Improved Grapple, Power Attack, Skill Focus (Disguise) |
| **Environment:** | Warm marshes and forests |
| **Organisation:** | Solitary or cluster (5-10) |
| **Challenge Rating:** | 6 |
| **Treasure:** | Standard |
| **Alignment:** | Usually neutral |
| **Advancement:** | 9-16 HD (Large), 17-24 HD (Huge) |

## Combat

Trollweed lacks the intelligence to plan a true strategy, but is biologically encoded with the tactics it needs to surprise and overpower most prey.

Trollweed usually lays dormant in less dangerous vegetation, relying on its colouring to camouflage it from potential meals. When those meals approach within range of its senses, it springs out and attacks, usually surprising its opponents. Intelligent creatures, seeing its troll-like appearance, usually panic and employ the wrong defences.

**Acid Cloud (Su):** Once per day, trollweed can release a cloud of acid from its body, healing itself and presumably damaging its opponents in the process. A trollweed's acid cloud affects all creatures within a 10 foot radius spread and deals 8d6 points of damage (Fortitude save at DC 19 for half damage). The attacking trollweed, and any other trollweed in the area of effect, can absorb this acid normally.

**Acid Absorption (Su):** Trollweed absorbs any acid it encounters, regaining health or even growing larger in the process. For every 3 points of acid damage the trollweed would otherwise suffer, it heals 1 hit point. It gains any excess as temporary hit points. These temporary hit points remain for one hour.

**Skills:** Trollweed gains a +10 racial bonus on Hide checks while in its natural environment. Trollweed also gains a +10 racial bonus on Disguise checks to imitate a troll. Because its disguise is an integral part of its nature, trollweed assumed to be always taking 10 on its Disguise check.

# Improving Riddles and Puzzles in Roleplaying Games

By Joe Wetzel

Riddles and puzzles have served as key challenges since the early days of roleplaying games. They are also used in many of the stories and films that inspire roleplaying games. Many players love them, some players are frustrated by them.

Whether a group of players love puzzles and riddles or not (and if not they should be used sparingly) an important issue is how to test the characters instead of the players. That goal is nearly impossible. How does a player solve a puzzle on behalf of a character with an extremely high intelligence? However, changes can be made to at least factor in the knowledge, intelligence and wisdom of the characters.

A strategy for testing the characters with puzzles and riddles is to provide hints based on a skill or statistic check – Knowledges for OGL games, for example, or Lore for RuneQuest. In general use the character's Intelligence for solving riddles and puzzles. However, if a character has a Knowledge or Lore that applies to the riddle or puzzle, allow him to use that skill instead.

For this strategy of including riddles and puzzles in games to work well, there are two important things to do before presenting the puzzle or riddle to the players:

1. Choose a riddle or puzzle that lends itself well to providing hints.
2. Write down two or more hints for the riddle or puzzle and decide the difficulty check of each hint.

If your players enjoys puzzles, you should give them several minutes to try to solve the puzzle before asking them to make checks. It may be a point of pride for some players to solve the puzzle without any hints.

Once the group shows signs of struggling give each member a skill check depending on the puzzle and what abilities and skills each character has. Based on the results give each successful player a hint towards solving the puzzle based on his roll.

If the characters need only these hints you should not diminish any experience point reward for solving the puzzle. These hints simply allow the characters' abilities and skills to help influence the outcome and it is the characters who are being rewarded the experience points. This situation is similar to a character earning an XP bonus for finding and disarming a trap. Generally that doesn't change for using the character's innate skills and abilities.

If the players are still stuck after the hints or perhaps because they didn't get any of the better hints, there are several ways to help them:

1. A Non-Player Character with the group can provide a hint.
2. The players may find a clue in an overlooked document or artefact they were given previously.
3. The players may find a new clue in the area of the puzzle/riddle. (Perhaps on the corpse of someone who tried to solve it before.)
4. The players can backtrack and find a clue.
5. The players can ask another Non-Player Character, even if they have to use some magical communication or go back to meet a sage or the patrons of an inn.
6. The players can scour a library for clues if one is nearby.
7. The players may find some other way to continue the adventure without solving the riddle.

If the group needs the additional help to solve the puzzle and you were planning on giving the characters an experience point reward for solving it, the value of the reward should be diminished or eliminated entirely. On the other hand, if someone in the group made the suggestion to get help (find a library, ask a sage, etc.) you may wish to partially reward that character.

To make riddles and puzzles more effective in your game, you must also consider what riddles might be appropriate for the specific situation. A barbarian chieftain asking a mathematical puzzle (without a good reason such as a visitor gave it to the tribe and it has stumped them for generations) will seem out of place. On the other hand a riddle related to the supernatural is good as part of a religious test.

Another point about placing riddles appropriately in games regards word riddles in particular. The players will have to 'suspend disbelief' long enough to accept that they are all using the questioner's language. Although the riddle will be presented in the group's common

language and solved in whatever language you game in, unless this is a present-day campaign the questioner is more likely asking the question in some other language such as 'Common,' Old English, High Elvish, Mostali or something else. The players must suspend their disbelief so they feel they are being presented the word riddle in that language and that language has similar nuances or idiosyncrasies to the language used to present the riddle to the players.

Keeping these tips in mind will help keep the riddles and puzzles you use from frustrating your players. The hints will also help you give an advantage to players playing intelligent or wise characters as well as keep the game from getting stuck if your players can't solve a puzzle.

On-line sources of riddles and puzzles are plentiful. Simply typing 'riddles' into your favourite on-line search engine will return millions of results.

These charts contain a number of example riddles with a few hints for each. Each chart presents a riddle, any possible special notes about the riddle, what ability or skill to check against, a number of hints to give and the answer. The hints are listed from ambiguous to very helpful. No DCs are given to encourage Games Master flexibility, but each hint is classified in a category ('Above Average,' 'Tough,' etc.) to give the Games Master some guidance for what score each should be worth in his campaign.

## Word Riddles

| Riddle | There is a common English word that is nine letters long. Each time you remove a letter from it, it still remains an English word - from nine letters right down to a single letter. What is the original word, and what are the words that it becomes after removing one letter at a time? |
|---|---|
| Notes | Characters attempting to solve this riddle must be able to read and write the language of the questioner. |
| Check | Intelligence |
| Above Average | The character believes the word is a verb. |
| Tough | The character believes the word ends in 'ing.' |
| Tougher | The character believes the word 'sing' is the four letter word. |
| Challenging | The character believes the word 'staring' is the seven letter word. |
| Answer | startling: starting, staring, string, sting, sing, sin, in, i |

| Riddle | What are the next 3 letters in this riddle? o t t f f s s _ _ _ |
|---|---|
| Notes | Characters attempting to solve this riddle must be able to read and write the language of the questioner. |
| Check | Intelligence |
| Tough | The character believes the next letter is e. |
| Tougher | It may be important that there are 10 letters in all. |
| Challenging | This riddle has something to do with numbers. |
| Answer | 'e n t' (The first letters of the numbers one through ten.) |

| Riddle | What falls but never breaks? What breaks but never falls? |
|---|---|
| Notes | Characters attempting to solve this riddle must be able to speak the language of the questioner. |
| Check | Intelligence |
| Tough | 'Fall' can be combined with one of the words. Alternate clue: 'Break' can be combined with one of the words. |
| Challenging | 'Fall' can be combined with one of the words and 'break' can be combined with the other. |
| Answer | Night and day. |

| Riddle | There is a common English word that is seven letters long. Each time you remove a letter from it, it still remains a common English word - from seven letters right on down to a single letter. What is the original word, and what are the words that it becomes after removing a letter at a time? |
|---|---|
| Notes | Characters attempting to solve this riddle must be able to read and write the language of the questioner. |
| Check | Intelligence |
| Tough | The character believes the word is a verb. |
| Tougher | The character believes the word ends in 'ing.' |
| Challenging | The character believes the word "swing" is the five letter word. |
| Answer | Snowing: sowing, swing, sing, sin, in, i |

| Riddle | What is it that when you take away the whole, you still have some left over? |
|---|---|
| Notes | Characters attempting to solve this riddle must be able to speak the language of the questioner. |
| Check | Intelligence |
| Above Average | This isn't something you can touch or something that can be divided. |
| Tough | The character believes this is a word puzzle. |
| Challenging | The character believes this is a word puzzle where the word can be divided into two separate words that satisfy the puzzle. |
| Answer | Wholesome |

| Riddle | What six letter word in the English language contains ten other words without rearranging any of its letters? |
|---|---|
| Notes | Characters attempting to solve this riddle must be able to read and write the language of the questioner. |
| Check | Intelligence |
| Above Average | The character believes the word is a verb. |
| Tough | The character believes the word that ends in 'ed.' |
| Tougher | The character believes 'red' is one of the words. |
| Challenging | The character believes 'are' is one of the words. |
| Answer | Spared: spa, spar, spare, pa, par, pare, pared, are, re, red |

## Mathematical/Number Puzzles

| Puzzle | How can you make the following equation true by drawing only one straight line:<br>5+5+5=550 |
|---|---|
| Check | Intelligence |
| Tough | There are two solutions to this puzzle. |
| Tougher | It is easier to change the signs with a straight line than the numbers. |
| More Challenging | The signs can be changed into numbers with a line. |
| Answer | Draw a line through one of the + signs making it a 4.<br>Alternate answer: make the equals sign into a "not equals" sign. |

| Puzzle | The following number is the only one of its kind.<br>8,549,176,320<br>Can you figure out what is so special about it? |
|---|---|
| Check | Intelligence |
| Above Average | This is not a prime number. |
| Tougher | There are 10 digits in this number. |
| More Challenging | No digit is repeated in this number. |
| Answer | All 10 digits are in alphabetical order |

## Logic Puzzles

| Puzzle | There is a barrel with no lid and some wine in it. 'This barrel of wine is more than half full,' said Curly. 'No it's not,' says Mo. 'It's less than half full.'<br><br>Without any measuring implements and without removing any wine from the barrel, how can they easily determine who is correct? |
|---|---|
| Check | Intelligence |
| Tough | The shape of the barrel is important. |
| Tougher | The shape of the barrel is regular/uniform. |
| More Challenging | You may have to tilt the barrel. |
| Answer | Tilt the barrel until the wine barely touches the top lip. If it is more than half full, the bottom of the barrel will be covered. If the bottom can be seen, it is less than half full. |

| Puzzle | You are a clever thief charged with treason against the king and sentenced to death. But the king decided to be a little lenient and lets you choose your own way to die. What way should you choose? Remember, you're clever! |
|---|---|
| Check | Intelligence |
| Above average | He wouldn't ask for a specific disease or injury. |
| Tough | He wouldn't ask for something painful. |
| Challenging | He would choose something that won't happen for a long time. |
| Answer | Old age. |

| Puzzle | You are standing by a river with a 5-gallon jug and a 3-gallon jug, but you need exactly 4 gallons of water. Using only the 2 jugs you have, how can you measure out 4 gallons? |
|---|---|
| Check | Intelligence |
| Tough | Step one is to fill up the 5-gallon jug to the top. |
| Tougher | Step one is to fill up the 5-gallon jug to the top. Step two is using the 5-gallon jug, fill up the 3-gallon jug. |
| Challenging | Step one is to fill up the 5-gallon jug to the top. Step two is using the 5-gallon jug, fill up the 3-gallon jug. Step three is empty the 3-gallon jug and pour the 2 gallons left over from the 5-gallon jug into it. |
| More Challenging | Step one is to fill up the 5-gallon jug to the top. Step two is using the 5-gallon jug, fill up the 3-gallon jug. Step three is empty the 3-gallon jug and pour the 2 gallons left over from the 5-gallon jug into it. Step four is fill the 5-gallon jug again. |
| Answer | 1. Fill up the 5-gallon jug to the top.<br>2. Using the 5-gallon jug, fill up the 3-gallon jug.<br>3. Empty the 3-gallon jug and pour the 2 gallons left over from the 5-gallon jug into it.<br>4. Fill the 5-gallon jug again.<br>5. Fill the 3-gallon jug again to the top.<br>6. You now have exactly 4 gallons left over in your 5-gallon jug! |

## 'What Am I?' Riddles

| Riddle | I cannot be felt, seen or touched;<br>Yet I can be found in everybody;<br>My existence is always in debate.<br>What Am I? |
|---|---|
| Check | Knowledge (Religion) or Intelligence |
| Tough | Animals aren't generally thought to have this. |
| Challenging | This could be something inspired by religion. |
| Answer | A soul |

| Riddle | What force and strength cannot get through,<br>I with a gentle touch can do.<br>And many in the street would stand,<br>Were I not a friend at hand.<br>What am I? |
|---|---|
| Check | Intelligence |
| Tough | This is something fairly small. |
| Challenging | People would be stuck in the street if they couldn't go somewhere. |
| Answer | A key |

| Riddle | I can sizzle like bacon,<br>I am made with an egg,<br>I have plenty of backbone, but lack a good leg,<br>I peel layers like onions, but still remain whole,<br>I can be long, like a flagpole, yet fit in a hole,<br>What am I? |
|---|---|
| Check | Knowledge (Nature) or Intelligence |
| Tough | Some animals can fit the criteria. |
| Tougher | Animals (but not mammals) can fit the criteria. |
| More Challenging | Certain reptiles fit all of the criteria. |
| Answer | A snake |

| Riddle | My life can be measured in hours, I serve by being devoured. Thin, I am quick, Fat, I am slow, Wind is my foe. What am I? |
|---|---|
| Check | Intelligence |
| Tougher | This is something you can touch. |
| More Challenging | This is something that burns. |
| Answer | A candle |

| Riddle | Forward and forward I go, never looking back. My limit no one knows, more of me do they lack. Like a river I do flow, and an eagle I fly. Now can you guess, what am I? |
|---|---|
| Check | Intelligence |
| Above Average | You can't touch this. |
| Challenging | This can go forward, but never backward, without special magic. |
| Answer | Time |

| Riddle | I am strongest when you see me as round, but I am often viewed in other forms. I lift & drop the sea with my tremendous strength. What am I? |
|---|---|
| Check | Knowledge (Nature) or Intelligence |
| Tough | This can be waxing or waning. |
| Tougher | This can be full, new, waxing or waning. |
| More Challenging | This has the power of controlling ocean tides. |
| Answer | The moon |

| Riddle | Only one colour, but not one size, Stuck at the bottom, yet easily flies. Present in sun, but not in rain, Doing no harm, and feeling no pain. What is it? |
|---|---|
| Check | Intelligence |
| Above Average | This is something that changes in size. |
| Tougher | 'Stuck at the bottom' indicates that this thing is attached to other things at their base. |
| More Challenging | You can only see this during the day. |
| Answer | A shadow |

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# VIGNETTES

## Four short adventures, by Carl Walmsley

Between longer adventures, or towards the end of a gaming session, there are times when a Games Master needs to come up with something quickly to keep his players occupied. With nothing prepared and no wish to begin anything too significant, the only option may seem to be random encounters or another bar room brawl. Fun though these can be, it is usually more rewarding to engage characters in something purposeful but self-contained. This is where vignettes come in.

Somewhere between a short adventure and an encounter, vignettes require very little preparation but can provide some memorable roleplaying moments. What is more, they are versatile enough to be slotted into a campaign just about anywhere and a Games Master can always have one or two on standby.

Presented here are four *RuneQuest* vignettes, each offering about an hour of roleplaying fun. Of course, with a bit of work, a Games Master who finds himself inspired could easily flesh out these vignettes to create full adventures.

## The Broken Man

As the characters journey along a remote trail or back road, they come across a dead body. A search of the corpse reveals that it has been mutilated, the left hand roughly hacked away. Blue finger marks around the victim's neck show where he was throttled. There is nothing on the body to identify who it is, though the victim's clothes suggest he was farm worker. In the corpse's remaining hand, there is a dagger. Snagged on the tip of the blade is a piece of purple cloth.

The characters' journey continues, and as night draws in they reach a roadside inn, *The Ribald Lady*. Lights flicker within and smoke belches from the chimneystack, but the place is locked up tight – every door closed, every window shuttered. Persistent knocking will attract the attention of the innkeeper, who peers suspiciously at strangers through a tiny porthole in the front door. Assuming that they have a piece of silver to pay for a room and a meal, the characters are bustled inside, and the door is quickly re-locked.

The mood inside the inn is sombre. The locals sit huddled together, wary expressions on their faces. Rarely do they speak and even then only in whispers. Despite the atmosphere, the room is crammed almost to bursting point. Standing at the bar are two men, each wearing a purple cloak.

If the characters inquire as to the cause of the solemn mood, they are told that the area is under a curse. A few weeks ago, people started disappearing, some from their homes, some whilst out tending the fields. Since then, two bodies have been found, each apparently choked to death. If the characters specifically ask, it is revealed that both of the victims had their left hand removed.

Revealing their discovery of a body further worsens the mood. If the characters provide a description of the corpse, it can be identified as a local man who has been missing for two days.

The two purple-cloaked figures at the bar are members of the town militia. These men will approach and question the characters if it seems they know anything about the disappearances.

Just as the adventurers have had time to reveal what they know and to start talking to the locals, there is a terrible hammering on the door of the inn. Everyone falls instantly silent. Weapons are drawn by those that have them, and the two militiamen take up position by the door. Unless the characters do something to intervene, the hammering persists for several minutes and then ends suddenly.

The source of the disturbance, and the cause of the disappearances in the area, is indeed a curse. Just over a year ago, a town militiaman – Tomas Hanley – was falsely accused of stealing. The laws in the village are strict, stating that the hand with which he stole should be removed and that he should be sent into exile. Shortly after sentence was carried out, tortured by the injustice

of what had happened, Tomas killed himself. Since then, his ghost has been unable to find rest and, one year after his death, he arose as a *broken man*. Now, in undeath, he plagues the village, searching for his lost hand and for the justice he was denied in life.

## Resolving the Situation

If one of the villagers can get a good look at the broken man, he or she will recognise it as having once been Tomas Hanley.

If the identity of the broken man is ascertained, several of the older villagers will realise what is happening, having heard tales of broken men in years gone by. They inform the characters that the dead man's hand must be returned to him.

The severed hand was buried with a number of bodies in a paupers' grave just outside the village, and might yet be tracked down and returned to Tomas. This is the only way for the village to know peace and for Tomas' ghost to be put to rest. Of course, recovering the lost hand means leaving the safety of the inn, and the broken man is still outside.

If the characters sit tight and do not leave the inn, none of the villagers will be brave enough to do so. Later in the night, the broken man will climb up to a first floor window and force his way in through a weak shutter. He will try to take the hands of several villagers before admitting defeat and heading back out into the night.

Without the character's intervention, it will be some time before the village is rid of its curse. Characters that do help will be rewarded with a smattering of coins and gifts from the villagers including simple weapons, armour, clothes and supplies of food.

## Lost for Words

Martyn of Malverstock is a talented bard. Blessed with a wonderful voice and natural charisma, he can charm onlookers with apparent ease. It is because of this flair for entertainment that he has been hired to perform at the marriage celebration of a local noble. This presents the perfect opportunity for Martyn to showcase his talents and to perform in front of the local elite: the young bard even fosters hopes of acquiring a patron.

Unfortunately for Martyn, with only hours to go before the performance, he has completely lost his voice.

## Broken Man

Broken men are tormented, restless creatures - the remains of someone who had a part of their body removed before death.

One year after death, a broken man rises from the grave and begins a potentially endless search for its missing body part – or for a suitable replacement.

Each time that a broken man encounters a living person, it will demand the return of its missing limb. Should this not be forthcoming, the broken man will forcibly remove the appropriate body part from the person it has encountered and attempt to attach this to its body. This is a futile effort, doomed to failure, and usually sends the broken man into a furious rage, which it turns upon its victim.

### Characteristics

| | | |
|---|---|---|
| STR | 3D6+6 | (17) |
| CON | 3D6+9 | (19) |
| DEX | 2D6+6 | (13) |
| SIZ | 2D6+6 | (13) |
| INT | 1D6+6 | (9) |
| POW | 3D6 | (10) |
| CHA | 2D6 | (7) |

### Broken Man Hit Locations

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

### Weapons

| Type | Skill | Damage/AP |
|---|---|---|
| Cleaver | 50% | 1D6+1D2 |

### Special Rules

| | |
|---|---|
| *Combat Actions:* | 3 |
| *Strike Rank:* | +11 |
| *Movement:* | 4m |
| *Traits:* | Night Sight, Disease Immunity, Poison Immunity, Regeneration |
| *Skills:* | Perception 50%, Resilience 45%, Stealth 50% |
| *Typical Armour:* | Tough Hide (AP 2, no skill penalty) |

**Regeneration:** If its body is destroyed, a broken man is banished temporarily. On the next anniversary of its death, it will rise again – regenerating from even the tiniest remainder of flesh– and resume its search.

When the characters encounter Martyn, it will be a mile or so outside the settlement where he is due to perform – any town or city will do. Unable to speak, Martyn flags down the characters and attempts to explain his predicament through a series of gestures and mimes: he points at his throat, silently mouths words and so on.

If the characters can be made to understand Martyn's problem, he moves on to show them a book of plants he has in his possession. He highlights three in particular and mimes grinding them down and mixing them together. He tries to make it clear that drinking the mixed ingredients will recover his voice. He also indicates that if this happens he'll get lots of money, some of which he will share with the characters.

If the characters work out what they need to do, Martyn indicates that he will fetch one of the ingredients – some *dragonthistle* – whilst the characters fetch the other two. Martyn's book explains where each is to be found, and the bard can send the characters off in the right direction.



### True Voice Potion

Mixing together shredded *dragonthistle*, pollen from a *maiden's trumpet* and the bear-digested seeds of a *talwar fruit* creates the basis of this soothing elixir. Blended with honey and water, this potion relieves sore throats and similar ailments, and provides a +10% bonus to Sing and Influence tests for 24 hours.

The first ingredient the adventurers need to collect is a *maiden's trumpet*. These bright yellow flowers entwine themselves around the tops of tall trees. A precarious climb, involving a few tricky Athletics tests, is needed to acquire one. The Games Master may also place other obstacles in the characters' way such as a viper (or even an amphisboena; see *RuneQuest Monsters* pages 12-13) nesting in the branches of the tree.

The second ingredient is a handful of seeds from a *talwar fruit.* Unfortunately, these cannot be extracted directly from the fruit but must first have worked their way through the innards of a bear. There is something particular about the digestive processes of a bear which prepares these seeds for the potion Martyn wishes to make.

The adventurers must track a bear, most likely to its cave, and extract the seeds from its dung. Of course, the bear will not welcome intruders and may well attack them if antagonized (see *RuneQuest Monsters* page 12 for bears).

If the adventurers manage to acquire the ingredients, there should be just enough time for Martyn to mix up his potion, drink it and feel his voice begin to return. If the adventurers accompany the bard to his performance,

it should be touch and go as to whether or not he will be able to sing properly right until the last moment – when he will delight the guests with his wonderful voice and all will be well.

Martyn will pay the characters half of what he earns from the performance, and they may now have a useful contact able to introduce them to the local nobility.

## Unsuitable Suitors

Larissa Embrook is the oldest daughter of a wealthy merchant and, as her father – Cranstor Embrook – has no sons, stands to inherit a small fortune when he dies. Add to this the fact that she is a rare beauty and it is little wonder that she is inundated with suitors.

Unfortunately for Larissa, she is a terrible judge of character and has already made several poor choices when it comes to men. Because of this, she is reluctant to accept any of the offers of marriage that she has recently received. Trusting head over heart, she has, however, devised a scheme to test the worth of her suitors. All she needs is a few willing ne'er-do-wells to help her out.

Larissa approaches the characters when they are frequenting an insalubrious tavern, boarding house or suchlike. She is poorly disguised, wearing a large hooded cloak to try to hide her obvious beauty and good breeding.

Her proposition is a simple one. She wishes the characters to wait in a pre-arranged location the following night in order to ambush her and her escort. There is to be nothing too rough; it is simply a chance to see how her suitor reacts when faced by threatening muggers. The characters may remove Larissa's jewels – which she informs them will be fake – and generally act like brigands. If her suitor – as she hopes – stands up to them, they are to beat a hasty retreat.

Larissa will pay the characters a fair amount for their services, half now and the rest after they have done as asked.

The first suitor, Cambernel Slake, is a hopeless fop and will turn tail and run at the first sign of trouble. Obviously, this will not endear him to Larissa and she will learn all that she needs in order to reject his proposal.

If this first ambush goes according to plan, Larissa pays the characters and then suggests extending the deal. She will bring a second suitor to the same location the following night and repeat the process. If the Games Master can convince his players that this second opportunity to make some cash has arisen from their good roleplaying then so much the better.

The second ambush will prove trickier. This suitor, Borunt Leonas, is a champion wrestler. He will meet any assailants head-on, using his prodigious skill and strength to teach them a lesson. The characters are free to retreat once Borunt shows his mettle, but the wrestler will give chase, at least for a street or two.

If all has, again, gone well, Larissa pays the promised fee. She then asks for a final ambush to be arranged and, if necessary, is now willing to increase the payment.

The final suitor is Quintus Zaine. As it turns out, he is a rogue and a conman himself, and is planning to steal Larissa's jewels and hold her for ransom. When the characters accost him, he calmly informs them of his plan and, to Larissa's horror, offers to cut them in on the deal. The characters have just enough time to mull this over before Cambernel Slake, the first suitor, shows up looking for revenge. He is accompanied by several members of the town/city watch and is looking to make amends for his earlier failure.

What ensues next should be fairly chaotic: Quintus will want to escape, preferably with Larissa's jewels; Cambernel will want to face the muggers in honourable combat; Larissa will expect everyone to protect her and will scream appropriately; and the watch will decide it is best to arrest everyone and sort out the details later.

How the characters try to get out of this is up to them. Certainly, Larissa will want to keep her little scheme a secret – her suitors will not be pleased if they learn what she has been up to. A hasty escape through the back streets seems the best bet.

Once things have calmed down, the characters can collect their payment from Larissa, including a little bonus to keep quiet. A few days later, all being well, Larissa will accept a marriage proposal from Borunt Leonas, who will prove to be a most devoted husband.

## The Lying Leper

With night fast approaching, the characters happen upon a campfire and a lone figure, apparently asleep, beside it. The man's belongings are scattered on the ground, amongst them a small chest, containing a number of gold nuggets. Crackling over the flames, filling the camp with a mouth-watering aroma, is a brace of freshly caught rabbits.

The characters should have just enough time to try to wake the man up – or to steal his belongings – before a figure rushes into view. The newcomer has a cloth tied around his face and waves his hands frantically. His words are difficult to make out but he seems alarmed about something.

The newcomer has timed his arrival carefully, having observed the characters' approach, and this whole situation is a set-up. The frantic man is careful to stay away from the camp, but pulls off his mask to tell the characters that they are in great danger. According to this man – who calls himself Mathyew – the characters have almost certainly contracted a terrible plague called *necrocy*, a kind of necromantic leprosy. Mathyew claims that the man beside the fire was his friend, and that he died of the disease about an hour ago. A black liquid seeps from the eyes of the dead man - a result of the disease according to Mathyew. In fact, this is simply ink carefully applied earlier.

Mathyew says that he and his friend, Yorl, were exploring some allegedly cursed ruins a few days earlier and must have contracted the disease then. Mathyew claims that he panicked when Yorl died, and fled, only to realise that he couldn't leave the diseased body unattended, and so returned. He is now unwilling to leave the corpse in case others stumble across it. Neither does he want to move or bury it, as he is not yet certain he has the disease himself.

If any of the characters have eaten the rabbit or touched the chest, a toxin called *blackfinger venom* has already entered their blood stream. It is relatively harmless, but has the potential to turn their fingertips black. If this happens, Mathyew indicates that this is the first sign of necrocy.

The truth is that Mathyew, a roguish procurer of rare items, has been hired by a nobleman infected with necrocy to acquire a cure for the disease. Mathyew has located a healing spring that will serve his purpose, but his attempt to con the clerics who guard the spring into handing over some of the water has already failed.

Mathyew now hopes to dupe the characters into acquiring the cure for him – if he can convince them that they really have necrocy, he believes that their sincere requests for help will work where his trickery failed.

Mathyew tells the characters about the healing spring and claims that he and Yorl were headed there when his companion died.

Mathyew will insist on staying with the body of his friend, but can give the characters directions and an empty glass vial. He will request that the characters bring back a dose of the spring water that he can drink himself.

The spring is located within a well-guarded temple, and the characters will need to convince the wary clerics that they really believe they have necrocy before they will be allowed to drink from the blessed spring. The Father Abbot, who is fond of tests of faith, will set several increasingly annoying tasks to test their resolve: making a donation; recitation of complicated prayers (requiring two successive Persistence tests); mucking out the sacred pigs; and recovering the bodies of villagers, killed by a cave-in at a local mine. If the characters are genuinely sick, the Abbot reasons that they have nothing to lose by risking their lives in this final task.

If the characters do as asked, they will be given a glass of the healing water. However, any request to take additional water away with them will be denied unless they can convince (fast-talk, beg, and so on) the Father Abbot that these are exceptional circumstances.

Upon their return, the characters will find Mathyew is in a bad way – the cunning rogue has eaten a poisonous plant to make himself vomit. He has also imbibed some *blackfinger venom*. Should the characters have returned without some water for him, he will use his fake illness in an effort to get them to go back for some. He will claim that he is now too weak to move and that the journey to the temple will certainly kill him.

If Mathyew can get his hands on the liquid, he will enact the last part of his plan by trying to 'pull a switch' using an identical vial to the one he gave the characters. A well-timed bout of coughing, doubling him over with apparent pain, should give him a chance to do this. An Opposed Sleight vs. Perception test allows a character to notice what Mathyew is doing. Mathyew's Sleight skill should be at least 70%.

If all goes according to plan, Mathyew will make a 'full recovery'. He offers the characters Yorl's belongings if they want them, before heading off to collect his prize.

If the characters realise what Mathyew is up to, he comes clean and offers to share with them the payment for the blessed water. All the characters need do is accompany him to the meeting place and ensure that he does not give them the slip…

### Blackfinger Venom
**Type**: Ingested or smeared
**Delay**: 1D6 minutes
**Potency**: 85
**Full Effect**: victim's fingers and toes go black
**Duration**: 2D3 days

### Necrocy
**Type**: Touch
**Delay**: 1D10 minutes initially, then 1D4 days
**Potency**: 70
**Full Effect**: CON and CHA suffer –2 penalty. If the victim's Con or CHA are reduced to 0 he dies. There is then a 50% chance that the victim's soul will return as a wraith.

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# The Doppelganger Trap

## A Babylon 5 Adventure

By Andy Miller

This short adventure for Babylon 5 is suitable for characters of almost any level though mid-level (3-5) would be best. The adventure is best set in 2259, before the Shadows are visibly on the move, although with a little adjustment it can be rejigged for the Crusade era using the Drakh instead of the Shadows as the ultimate puppet masters.

## General Plot

A certain Mr. Morden approaches each of the characters (or all of them if they all work for a group) with a proposition. He says that associates of his have discovered a derelict adrift in the Kandar System. He wants the derelict investigated and brought back for salvage. He offers the characters 2,000 credits each plus a substantial bonus if important scientific discoveries are made from items aboard.

He gives each of the characters (or the group) a data crystal with the coordinates of the derelict and jump-route directions to the system. The characters have to provide their own transportation to the area but he tells them he is willing to compensate them for reasonable fees. He also warns them that they must keep the information to themselves.

## Getting Players Involved

**Agent:** The agent's superiors are very interested in both the new technology that is being offered as well as Mr. Morden himself. Any agent is ordered to get as much information on both as he can.

**Diplomat:** Any diplomat is ordered to make sure that his government benefits from any new technology that might be found on the derelict.

**Lurker:** Morden wants all types and the money involved should entice any lurker. This is an opportunity to make a great deal of money.

**Officer:** The EA and other governments are always looking for new technology. The EA and Narn Regime are especially interested in gravity tech.

**Scientist:** This is a perfect opportunity for a scientist. If the derelict belongs to an unknown race, it could be a great discovery or a way for the scientist to make a name for himself.

**Soldier:** As with any unknown, there might be some kind of dangerous life form present on the derelict. Soldiers should be watching out for such both inside the derelict and possibly for other aliens or claim jumpers.

**Telepath:** Morden has a special interest in making sure that a telepath goes on this mission. He has been ordered to capture more of them. He will say or do whatever he needs to – without making himself look desperate, of course – in order to convince a telepathic character to go on this mission.

**Worker:** The pay for this job is very good.

## What Is Going On?

Mr. Morden is (of course) not the beneficent that he seems to be. In fact, the derelict and its one-man crew are both creations of the Shadows.

The entire set-up is an experiment into new technology that the Shadows have developed. In an effort to undermine the efforts of the Vorlons and increase the potential for war, they have crafted an android; an artificial life form made to perfectly imitate any creature it can scan. The machine is made of the same material that the Shadows use for their ships and can actually fool a medical scanner. Its staggering knowledge of psychology and sociology allows it to imitate almost perfectly anyone it can observe and deduce expected social responses from friends and acquaintances of its assumed identity. The machine, essentially a doppelganger, is being field tested by the Shadows.

The derelict itself has many of the same properties as the android. It can change shape and is intelligent. It is also very malevolent and has a much more limited ability to read emotional states through body language. Though

not as intelligent as the android, it has a solid core of programming. When the characters first encounter the derelict, it is in the configuration of a spacecraft from a lesser race called the Somazzi that were allied with the Shadows in the last Great War a thousand years ago. The race was completely wiped out in that war and was of little use to the Shadows anyway.

Both the derelict and the android have orders to capture or kill the characters after testing the android's powers.

Unfortunately for the Shadows, they programmed the prototype too well. The machine's memory is wiped in between each set of 'testers', wiped but a core program remains. However, as a true artificial intelligence, it is beginning to develop its own goals and methods. The mind of the android is in flux. Its personality is new and unstable and the emotions that it reads from the Player Characters determine how it actually reacts.

The Shadows have created a new sentient life form without yet realizing it.

## Act I – The Job
### Meeting With Mr. Morden

Each character, either individually or as a group depending on how the party is set up, receives a Babcom message from a Mr. Morden. The man wishes to speak to them about a mission that pays well. If possible, he deals with a single person in the group, preferably one he thinks is most trusting (read: gullible).

He arranges a meeting at the Zocalo with the potential contact or contacts, preferably in an open area far enough away from any other table where they might potentially be overheard, but still in plain sight. Once the contact or contacts have arrived, he orders them a drink and then gets right down to business.

'Thank you for seeing me. I understand you and your associates are very good at getting things done and I have a job that might be right up your alley,' he says. 'A ship with a configuration unlike anything in known space was recently sighted in the Kandar System by some associates of mine. They were unable to investigate at the time, but are interested in recovering the ship. Failing that, recovering anything on board. Failing *that*, an in-depth report. Are you interested?'



Mr. Morden tells the character that the derelict in question is adrift in the Kandar system. He asks the character and his group to investigate the derelict carefully and bring it back to Babylon 5, preferably in one piece, where his associates can retrieve it. He is also interested in artifacts from the derelict. He offers the characters 2,000 credits each plus expenses.

Mr. Morden is willing to go up to 3,000 credits each plus expenses and is even willing to give up to 1,000 credits in advance (total, not each). He does not think that the characters will ever return to Babylon 5 and has ways of avoiding them if they do anyway. Unless the characters suggest it, he does not bother with a signed contract.

If the character agrees to the terms, he removes a data crystal from his pocket.

'Here are the coordinates for the ship,' he says. 'It may have drifted slightly from this location but should not be too hard to find. Do not mention this to anyone but those who are going on the mission. There are any number of unscrupulous people who might try to steal this discovery out from under us. Remember, if someone else beats you to this prize, you get nothing.'

### 'It's Morden! Kill him!'

Many players of the Babylon 5 roleplaying game have seen the TV series and are wholly familiar with Mr. Morden and his dealings. Ideally they would keep player knowledge and character knowledge separate, and happily traipse off to their doom. However, most roleplayers are less than satisfied with this arrangement. No matter what you do, they will invent a reason why they don't trust Mr. Morden, reject his deal, and probably try to murder him as soon as they get their hands on a suitably high-powered sniper cannon. This is not conducive to a long-running campaign, but fortunately there is an easy way around this problem:

Lying.

Just call Morden something else. Mr. Smith. Mr. Hernandez. Mr. Okebelo. Describe him as a perfectly normal and non-special member of the human race. He does everything that Morden does, but doesn't look, act or sound like him. Eventually, your players will realise what's going on, but hopefully by then it will be too late. If they take umbrage at this, handy excuses include 'the Shadows have many agents, and you happen to be dealing with this one' or 'with Shadow technology, Morden can easily change his face and voice'.

He smiles at the character and hands over the data crystal.

At that point, his stands and excuses himself, telling the character to enjoy the rest of his drink. He leaves the Zocalo and Babylon 5 itself.

## Getting There is Half The Fun

The characters will have to charter a ship if they do not have their own. Not many ship owners have business in the Kandar system as it contains only a single, dead planet.

The only captain who is interested in the character's offer is an old space jockey called Max Strouse. He has a ship that is large enough to hold the entire party and is willing to take them, although he wants a good amount of money. He charges 3,000 credits, but the characters can get him to lower this amount with a successful Diplomacy Check (DC 20).

Max calls his ship 'the Strouse Mouse'. It is an old Hades Class Assault Shuttle from the Dilgar War but still in fairly good repair. Max refuses to tell anyone how he got hold of the Mouse but he admits that it has survived both the Dilgar War and the Earth-Minbari War. He uses it to ship passengers or cargo between systems and has fitted it out for up to a 30-day trip. The ship is also equipped with six pressure suits.

## The Strouse Mouse

Hades Assault Shuttle
**Small Spacecraft**
**Defence Value:** 15 (+2 size, +3 Handling); **Armour:** 9; **Handling:** +3; **Sensors:** +1; **Stealth:** 14; **Stress:** 14; **Features:** Fusion Engine, Targeting Computer (+2)
**Crew:** Max Strouse (+4 BAB, +x Training); 1 Pilot, 24 Passengers

**Structural Spaces:** 11 (Cargo 1, Control 2, Crew 5, Engine 2, Weapons 1)
*Fore Arc Weapons*
**5**  Uni-Pulse Cannon (Close, Offence 8, 1 weapon space)



## Max Strouse

**3rd Level Human Officer (Pilot) /**
**2nd Level Worker (Blue Collar)**
**Hit Points:** 16
**Initiative:** +3 (Dex)
**Speed:** 30 ft.
**DV:** 16 (+3 class, +3 Dex)
**Attacks:** +6 melee, +7 ranged
**Special Qualities:** Vocation Bonus (Pilot)
**Saves:** Fort +4, Ref +1, Will +3
**Abilities:** Str 14, Dex 17, Con 14, Int 15, Wis 12, Cha 13
**Skills:** Athletics +8, Computer Use +8, Knowledge (astrophysics) +8, Knowledge (engineering) +8, Notice +9, Operations (sensors) +10, Pilot +13, Technical (electronics) +8, Technical (engineering) +8
**Feats:** Dogfighter, Fluency (Human), Spacecraft Dodge, Spacecraft Proficiency, Toughness, Veteran Spacehand
**Standard Equipment:** Identicard, W&G Model 10 PPG pistol, hand unit communicator (50 miles).

Max Strouse was born and raised in the Midwest United States and enlisted in Earthforce during the Dilgar War, once he had finished college. He proved himself an excellent fighter and shuttle pilot, and was so great an asset during the war that he was somehow able to keep one of the Hades Class Assault Shuttles that he had used in the conflict. Max was also present at the Battle of the Line and his ship was one of the few that survived the battle.

An easygoing fellow with greying hair and bright blue eyes, Max Strouse has a midwestern accent and a great love of beer. He is 50 years old in 2259 and has been a trader for many years, going where he wants and trading with any race that is willing to do so.

Or if the characters have their own ship, they can use that.

## Arrival

When the characters arrive in the Kandar system through an ancient jumpgate, they find that Morden's coordinates are dead on. Once their ship arrives at the spot, scanners pick up a solid mass measuring 90 feet long by 70 feet wide by 30 feet high. There are minimal energy readings from the object and scanners show that some kind of artificial gravity is being produced on board. Scanners cannot penetrate the hull (although they will determine that it is composed of an exotic, unknown alien material) so there is no telling if any life is aboard. It is also impossible to scan for atmosphere.

Once the derelict is close enough for visual contact, the characters see that it is a flat, roughly oval-shaped disk with several sharp protuberances. The hull is a dark grey and appears made of metal plates, much like typical earth technology. There are sharp extensions on one end of the craft and on the other end, there are similar protrusions but they are dull and blunted.

There are numerous micro meteor craters and other small imperfections in the craft. The derelict very slowly rotates end over end.

Circling the craft several times allows the characters to note several exterior features. A large indentation on one side appears to be some kind of engine while two small, round bulges on either side of the derelict might be weapon turrets. If the Player Characters' ship passes in front of one of the weapon turrets, it will register that the derelict is targeting them, but these are just automatic targeting systems and it will not open fire. On each pass, all the characters should make a Notice Check (DC 15) to spot what appears to be some kind of door on the interior of one extension on the opposite side of the derelict from the engine divot. Cameras can pick out more detail: the spot has a single door that is large enough to accommodate a human or similarly-sized individual.

The location of the airlock doors makes it impossible for the ship to dock directly with the derelict. The characters have to space walk out to the other vessel.

## Act II - The Derelict
### Ship Overview
The derelict is built of a black, metallic substance that seems very solid and resists damage or analysis. The floor, walls and ceilings of the derelict are of the same metal unless otherwise noted. Ceiling height is eight feet with two-foot crawlspaces at regular intervals, filled with pipes and cables of indeterminate function. In most areas, the derelict is dimly lit (20 feet clear visibility) by recessed illuminated tubes placed in the ceiling. All doors in the derelict are opened and closed by a single yellow-glowing sphere set next to them at approximately knee level. Touching the sphere opens a door if it is closed or closes it if it is open. The derelict

itself can (of course) override any door at any time.

**Door:** Thickness 1 in.; DR 5; hp 10; stuck DC 25; locked DC 25. Note: all doors are made of shadow material and energy damage is halved before the DR is applied.

**Airlock or exterior Door:** Thickness 2 in.; DR 5; hp 20; stuck DC 25; locked DC 25. Note: all doors are made of shadow material and energy damage is halved before the DR is applied.

The derelict is not completely silent. Metallic pings like cooling metal, the whoosh of air and sometimes noises that sound almost like the smacking of lips or a high pitched giggle sometimes reverberate through the vessel.

## The Derelict
**Medium Spacecraft**
**Defence Value:** 16 (+0 size, +6 Handling); **Armour:** 9; **Handling:** +6; **Sensors:** +1; **Stealth:** 20; **Stress:** –;
**Features:** Biological Engine, Self-Repairing, Targeting Computer (+3)
**Crew:** AI (+6 BAB, +14 Training); originally 2 officers, 3 pilots, 1 sensor operator and 6 crewmen.
**Structural Spaces:** 17 (Cargo 1, Control 4, Crew 6, Engine 4, Weapons 2)
*Turret Weapons*
**5**   Shadow Pulse Turret (Close, Offence 10, 1 weapon space)
**5**   Shadow Pulse Turret (Close, Offence 10, 1 weapon space)
*Note:* Both turrets cannot target the same enemy, as they are on opposite sides of the craft.

The derelict's 'mind' can observe anything happening within itself, and its intuitive reading of body language gives it the equivalent of a non-psionic *surface scan*

### A Note On Control Panels

The Player Characters are exploring a derelict ship belonging to a race that they almost certainly have never heard of, let alone studied. How are they supposed to operate the controls? The answer is, of course, that things have been arranged to make it easy for them. A little experimentation with any of the control panels they encounter will reveal that the devices can be used by humans with a minimum of difficulty. Likewise, if they are opened by enterprising Player Characters, the internal electronics will seem strange but intuitively laid out. Since the Somazzis had longer and more flexible limbs than humans, control panels are often located in places that seem strange to human sensibilities, but that is the only obstacle the Player Characters will come across. To begin with.

ability although it cannot control what information it receives. The computer also has the ability, if given sufficient time, to change the shape of both its interior and exterior to become any ship of Medium or Large size. The derelict must scan the ship or download schematics of the vessel in order to reshape itself into the form of another ship. It can even control the malleability of its hull, changing it from the hardness of titanium to the viscosity of quicksand.

In general, the derelict is a malevolent intelligence that has no means of communicating with the characters but might work against them. It does not usually attack the characters in any way initially, unless Mr. White has proven himself unable to deal with them or they damage it intentionally.

## Locations on Board

The derelict has the following locations.

### Middle Deck

#### 1) Airlock

The exterior door of each of these airlocks has a small, round window. Simple controls on the exterior allow the characters entrance into this bare room. Once the characters enter, controls near the aft door allow them to pressurise the room. A sphere on the control panel is initially dark and glows more brightly red until the room is pressurised. It takes about a minute to pressurise or depressurise the room. The same controls can open or close either of the pressure doors. Neither door opens unless the pressure is the same on both sides unless the computer overrides the controls.

A small chamber on the far side of the airlock from the exterior entrance is a simple storage room. Hooks on the wall and various drawers are all empty. This room does not have a pressure door and maintains the same pressure as the airlock.

Once the airlock pressurises, suit scanners show that the air is breathable.

#### 2) Quarters

Each of these rooms appears to be some kind of crew quarters. Most hold what appears to be a metal board large enough for a single person to lie on. They also contain what looks like a bidet or toilet without water. Near the door, another piece of metal juts out of the wall at waist level, the floor near it jutting upwards like a desk and chair. Hanging over the 'bed' in each case are what appear to be several wires or tentacles made of a malleable black metal.

These rooms are all subtly different and the computer experiments with them the most. In at least one (or more), the characters should feel like they have been in the place before. The third or fourth such room examined should slightly resemble a room from Babylon 5 or one of the character's homeworlds. It is a subtle feeling (brighter lights in a room that reminds a human of home or red lights in a Narn room, small statuettes that resemble Centauri or even a green or purple sash if there is a Drazi in the group). The Games Master should tailor these rooms to the individual characters, but not overdo it. A slight indication that something unusual is going on is all that is needed.

#### 3) Lounge/Conference Room

This room seems to look right out into space and what appears to be a large oval-shaped porthole is forward. This is not visible from the exterior of the vessel, since it is a clever fake created by the derelict's intelligence. More of the tentacles protrude from the walls, some even rise up from the floor. In one corner are several large pieces of black metal that are twisted and broken. The pieces are large enough to once have been some kind of furniture.

If any character examines the porthole closely, they notice that even as they watch, condensation forms on the glass and the room suddenly gets noticeably colder. As they watch, the clear-glasslike substance making up the porthole starts to disintegrate. The thick glass looks like it is starting to melt away.

Characters might panic but they are in no real danger. The derelict is testing their resolve and experimenting with how careful or foolhardy they might be. If the characters leave the room and then later return, the glass looks unblemished and undamaged. The 'fading glass' only happens once during the adventure.

#### 4) Tentacle Rooms

Each of these rooms has more of the wires or tentacles hanging from the ceiling or the walls. In the aft wall of each room is a human-sized indentation.

When anyone enters either of these rooms, the tentacles throughout suddenly come to life and attempt to grab the character. If the tentacles are successful, they drag the character to the back of the room (a successful grapple check moves the character one square – the tentacles try to draw him into the room, and he will presumably want to escape through the door) and secure him in the indentation. A black substance that looks liquid metal pours down around the character as the derelict pulls them into itself. This is invariably fatal.

### Tentacles

**(1 per 5 ft. square)**
**Small Construct**
**Hit Points:** 2 hp
**Initiative:** +2 (Dex)
**Speed:** N/A
**DV:** 13 (+2 Dex, +1 size)
**Attacks:** +2 melee/+2 grapple
**Dmg:** N/A
**Special Qualities:** Shadow Technology
**Saves:** Fort +0, Ref +2, Will +0
**Abilities:** Str 14, Dex 14, Con 10, Int -, Will -, Cha -
**Skill:** -
**Feats:** Improved Grapple

**Shadow Technology**: Like the rest of the derelict, the tentacles are actually constructed out of Shadowtech. As a result, each has a damage reduction of 5 and any damage it takes is halved before the DR is applied.

No matter how many of the tentacles are destroyed, they are regrown within an hour.

Derelict Upper Deck

Fore

Aft
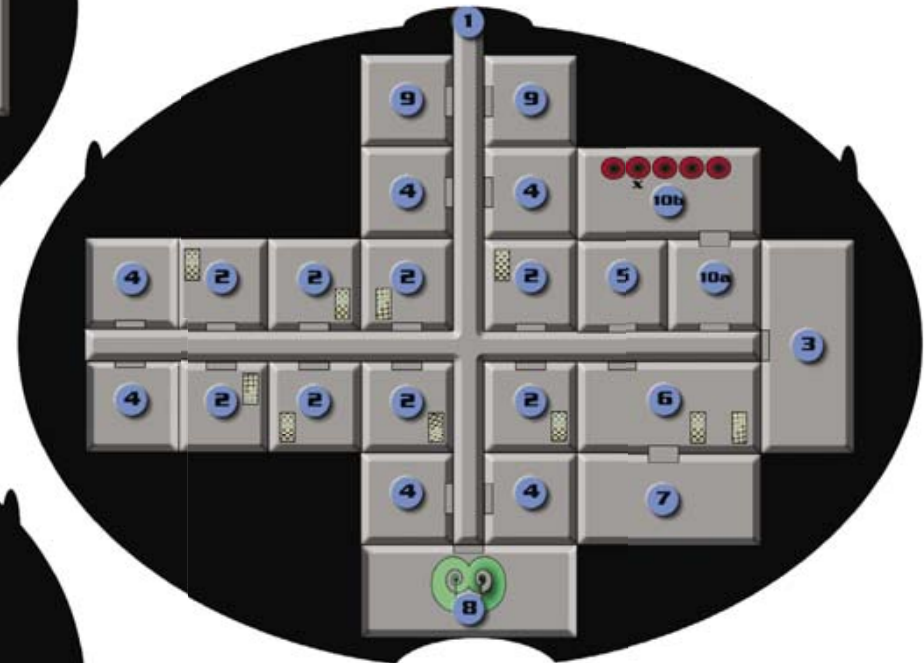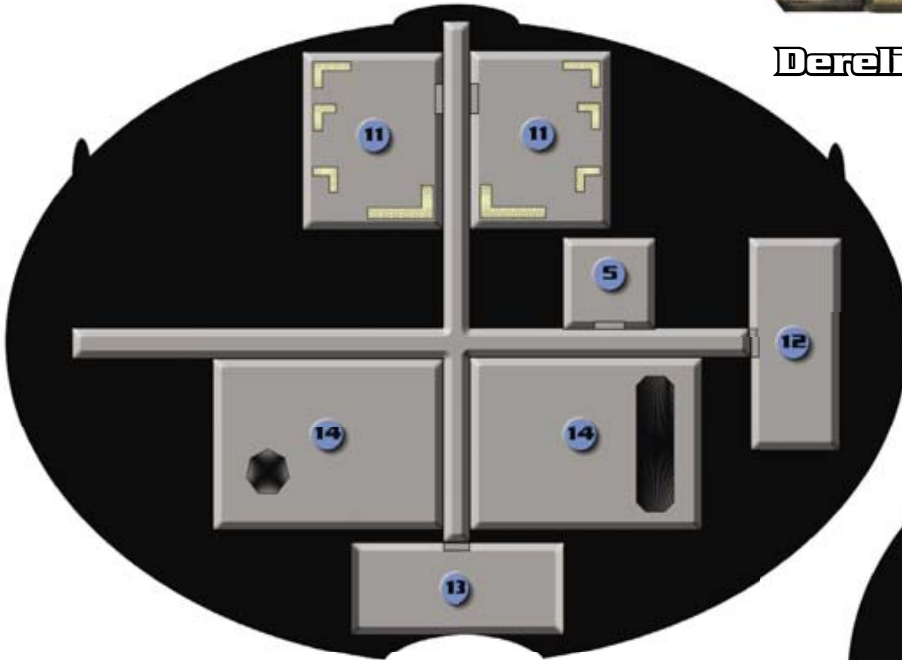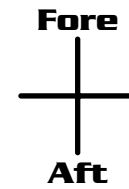
Derelict Middle Deck
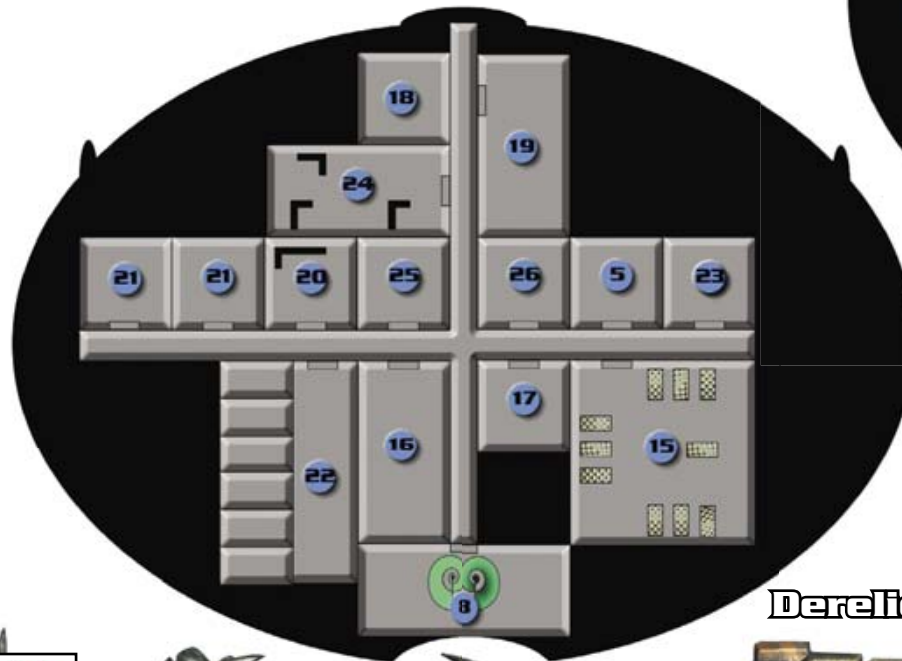
Derelict Lower Deck

## 5) Lift

This small lift is rounded at the top and bottom and contains a lever on the far wall. Pushing the lever up sends the lift to the upper deck, moving it to the centre sends the lift to the middle deck and pushing it down sends the lift to the lower deck. The doors automatically open when they reach a level.

Controls outside of the lift on any level can be activated to call the lift.

## 6) Medbay

Two more of the odd, metallic bunks are present in the room and over each is some kind of alien equipment. Also made of the black metal, the device has more tentacles upon it.

If anyone lays down on either of the beds, the tentacles move to the character and then stab him in several spots with what appear to be needles, drawing blood and other tissue for testing. Once this is complete, the device, registering that the person lying on the table has the wrong kind of blood, body temperature, blood pressure, DNA and is otherwise a very unwell Somazzi, attempts to aid the 'patient' with various drugs and treatments. This 'treatment' inflicts 1d4 Constitution damage per round (Fort Save DC 20 to resist) until the patient is dead. If the patient tries to escape, the tentacles will attempt to restrain him with a grapple check of +2.

The devices are not built to work with dead flesh, so the Somazzi autodoc will shut down when its patient expires.

Atop another desk-like piece of metal that juts out of the wall in one corner is what appears to be some kind of computer or recording device. The device is instantly recognizable to one of the characters chosen at random as a typical computer. It can easily be activated but

nothing but gibberish appears on the screen. Mixed horizontal and vertical lines of alien script appear. This ancient Somazzi script has not been seen in a thousand years.

## 7) Surgery

A slab of black metal like a bed or operating table lies on a single metallic projection in the centre of this room. There are numerous odd-shaped cubbyholes and open cabinets around the walls but what stands out the most is another machine attached to the ceiling over the bed-like slab. The electronic surgeon is very dangerous to any character.

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### Somazzi Electronic Surgeon

**Medium Construct**
**Hit Points:** 10 hp
**Initiative:** +2 (Dex)
**Speed:** N/A
**DV:** 12 (+2 Dex)
**Attacks:** +4 melee (x4) with +4 grapple (tentacles); +4 melee (bone saw); +4 melee (scalpel)
**Dmg:** N/A for four tentacles; 1d6 (bone saw); 1d4 (scalpel)
**Special Qualities:** Shadow Technology
**Saves:** Fort +0, Ref +2, Will +0
**Abilities:** Str 14, Dex 14, Con 10, Int -, Will -, Cha -
**Skill:** -
**Feats:** Improved Grapple

**Shadow Technology**: The surgeon is constructed out of the same technology that the Shadows use for their ships. As a result, it has a damage reduction of 5 and any damage it takes is halved before the DR is applied.

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The surgeon begins to 'operate' on anyone who lies down on the slab, tearing into him and killing him if he does not resist or flee. Once someone is on the table, the tentacles attempt to hold him down. The derelict can also activate the surgeon at will and might later do so (see below).

## 8) Engineering

Numerous alien controls marked with indecipherable script that runs both vertically and horizontally cover the walls and in some places the floor of this room. Most of the controls are aft and an odd looking structure is made of the same material as the rest of the derelict. Careful examination allows a character to guess that it is the main power plant and engine of the derelict.

However, examination also proves that various hatches and access doors to that area cannot open. There appears to be no access to the derelict's engine and no matter how characters manipulate controls, nothing seems to make any difference in the derelict's engines or power.

The derelict's engine is completely controlled by the computer.

## 9) Fire Control

Each of these rooms has a rod extending from the floor and holding up a metallic stool in front of complex controls marked in odd script on both a metallic control panel and the floor underneath it. Most disturbing are the round viewscreens, marked with the alien equivalent of crosshairs. As the derelict tumbles through space and the character's ship comes into view on each side of the vessel, the viewscreen seems to lock onto it with the crosshairs until it disappears from sight again.

This could be a very dangerous situation for the characters. If they meddle with controls that they do not understand, they could open fire on their own

ship. In any case, the derelict's computer is monitoring the characters to see how they react. Like most of the controls throughout the derelict, the characters cannot actually manipulate these to any effect but the computer causes an effect based on what the characters do.

Any character who attempts to stop the targeting of their ship must make a Computer Use (DC 30). Characters may take 20 on the roll and the computer determines what it wants to do depending on how close the characters actually are to the DC. If the roll is failed by more than 10, the computer fires a single shot at their ship. If it is failed by more than 20, the computer opens fire on their ship for 1d6 rounds with both guns. If the roll is failed by less than 10, nothing happens. If the roll is successful, the computer either stops targeting the ship or shuts the controls down altogether in the room (Games Master's choice).

However, the computer actually controls all of this. Once the characters leave the room, the computer targets their ship again.

### 10a) Control Room
The controls in this room are very complicated and marked in alien script. They cover all of the walls in the room as well as parts of the floor and, in a few places, the ceiling. Characters manipulating the controls in the room might cause one of several effects (though this is again simply the computer toying with them). Roll 2d6:

2 - Doors to the room close and do not open for 1d6 minutes.
3 - Sparks fly from controls. The character that manipulated them takes 1d6 points of electrical damage (DC 20 Reflex Save DC 20 for half).
4 - Hissing noise as of escaping air that lasts 1d4 minutes.

5 - Alien voice that sounds like someone belching speaks for what seems like several sentences.
6 - Lights and controls on the console that the character is manipulating dim and a low humming emits from the panel.
7 - Rooms lights dim for 1d10 minutes throwing the room into near-darkness (five-foot vision).
8 - Green lights flash on and off over panel for a few moments before panel goes dark for 2d10 minutes.
9 - Nearby viewscreen comes to life, scrolling alien script from top to bottom and from right to left for several minutes.
10 - Nearby viewscreen comes to life showing room 10b. A figure is visible in one of the tubes.
11 – Large puff of smoke and a smell like burning flesh emits from the control.
12 - Small panel opens up with a hiss of frosted air. Within is what appears to be a small black tray with several irregularly shaped bits of some kind of greenish substance on it. The substance quickly rots away to nothing if touched, leaving no trace.

Nothing the characters can do in this room can actually affect any workings of the derelict or the stasis tubes.

### 10b) Stasis Room
Five large tubes that reach from floor to ceiling are set into the walls of this room. Each tube has a small window on the front and within one tube (marked x) can be seen what appears to be a human male either dead or asleep.

The working stasis tubes can be easily opened by manipulating a control much like the door opening controls. The devices are automatic and anyone who enters the tube and then closes the door finds himself trapped and placed into stasis. Anyone released from a stasis tube recovers within 1d10 minutes.

If the characters release the man from the tube, he slowly recovers and seemingly regains consciousness. The man looks around, apparently terrified, and questions the characters as to where he is. He soon realises that he does not remember anything about his life except his name: White. He begs the characters to help him and desperately wants to find out who he is and how he came to be on this alien vessel.

In actuality, Mr. White is the biological android created by the Shadows. He does his best to isolate individuals and eliminate them one by one. He is detailed below.

Anyone who is incapacitated or killed by Mr. White is transferred through the derelict to one of the stasis chambers. However, the small window in the chamber then closes and becomes a simple, three-dimensional viewscreen showing an empty chamber. The door to each of these stasis tubes has to be torn open.

**Stasis-tube doors** (locked): Thickness 1 in.; DR 5; hp 20, stuck DC 30. Note, like the rest of the derelict, it is made of Shadow technology and all damage from energy weapons is halved.

## Upper Deck

### 11) Bridge
Each of these rooms is a mirror image of the other. Forward is a viewport similar to the lounge (area 3) that cannot be seen from the exterior of the derelict. Built into the wall in front of the viewport is a wide console covered with complex controls, some of them marked with alien script.

More consoles are along the wall and odd-looking stools extend from the floor. These chairs seem to be designed for a creature with three legs and a tail.

All of the consoles appear to be in working order but none of them actually do anything. The entire bridge reacts to the characters and flipping switches or rotating knobs cause different lights to activate on the various consoles. However, nothing actually activates anything except for the consoles themselves.

### 12) Lounge

This room has several more of the metallic chairs and tables set up neatly around the room. There also appears to be several chairs that would allow their users to recline.

The lounging chairs actually product subsonic vibrations that lull their user into a relaxed state. Anyone who lies down on the chair must make a Fortitude Save (DC 20) or fall into a deep sleep so long as they are on the chair.

### 13) Vacuum

The door to this room will open as easily as any other; however, doing so is very dangerous as the room is exposed to space and in complete vacuum. Several dozen pinprick holes dot the hull in the room and though the door does not appear to be built to resist a vacuum, it is doing so.

The explosive decompression resulting if the door is opened is considered Medium-sized. Characters must make a Strength check (DC 15) or be pulled into the room. Those who fail must make a Reflex save (DC 15) or be sucked up against the far wall and start suffering vacuum damage.

### 14) Computer and Bio-Power

Neither of these areas (port or starboard) is accessible from within the derelict without cutting through the walls.

The port section is the derelict's computer. This AI is intelligent, malevolent and quite powerful. It controls the whole of the derelict and can pick up some surface thoughts with its telepathy. There is a similar section on the middle deck (aft of surgery) where the computer can send its 'consciousness' if this area is threatened.

The starboard section is an elaborate life support and energy conduit. A single human is kept alive here and used for the derelict's control system. If this human is somehow rescued, he is found to have alien mechanisms attached to his head and body. There is little left of the man's mind but his identity can be tracked down once the characters return to Babylon 5: he is a remote planetary surveyor and explorer named Wilson Smythe who disappeared about six months before.

## Lower Deck

### 15) Barracks

This large room has several large metal boards extending from the walls, three in a row, over each other like bunk beds. They appear to be large enough for a human-shaped figure to lie on. In the centre of the room is another raised piece of metal that resembles a table though there are no chairs apparent in the room.

### 16) Kitchen/Galley

More black metal tables extend out of the floor of this room and on one side is a large machine with several slots in one side. In a working Somazzi ship, the machinery would dispense food and drink from the slots.

If anyone tries to manipulate the controls on the machine, all that is dispensed is a thick, greenish goo. The stuff is highly toxic and very poisonous to anyone ingesting or even touching it.

**Green Goo**: Ingest DC 20/contact DC 15, 1d4 Str/1d4 Str.

### 17) Storage

This small room has several oddly shaped shelves that hold several strange shaped devices that seem to be made of the same metal as the derelict. However, if any item is removed from a shelf, it began to quickly decay and turns to an unidentifiable grey dust within an hour.

### 18) Armoury

Shelves and hooks in this room hold what appear to be several unusual-looking weapons. Though they appear to be fully functional rifles and pistols of an alien design, none of them actually work and activating any of them causes them to emit an electric shock. If the weapon is dropped, it suddenly seems to liquefy and is absorbed into the derelict's hull. The weapons likewise dissolve if they are removed from the derelict. The liquid material has a tendency to 'stain' inorganic materials, and this residue may respond well to other uses of Shadow technology…

**Weapon Trap**: Mechanical; activate trigger; 1d4 energy damage, DC 17 Reflex save for half damage.

Also in the room is a single W&G Model 10 PPG pistol in the very back of one shelf. If the serial number is traced once the characters return to Babylon 5, it can be tracked down to a remote planetary surveyor and explorer named Wilson Smythe who disappeared about six months before.

### 19) Technical/Control
### (Life Support/Gravity)

The machinery in this room looks even more complicated and odd than that in engineering. In addition to numerous buttons, switches and dials, there are weird bladders that seem to inflate and deflate at random rates, exposed clear flexible piping through which various colours and textures of liquid run, and one console that seems to be covered with what can only be described as thick, greasy fur.

The various controls in these rooms were for life support and gravity though the computer controls everything now. If the equipment in this room is damaged or characters attempt to damage it, the computer activates a powerful electric current in whatever panel or device is being damaged causing 3d6 damage (DC 20 Reflex save for half) to the offender.

### 20) Security

This room has a metal desk with some kind of control console and three viewscreens. Manipulating the controls changes the views on various screens at random. The computer allows the characters to manipulate the controls as best they can but it can also control what views appear.

The computer uses these cameras to aid Mr. White and confuse the characters (see below).

Manipulating the controls shows a random room (3d10-2 for the room number with 27 and 28 being exterior views).

### 21) Guard Room

Each of these rooms has a small, fortified wall cutting through the middle at waist height.

### 22) Brig

Each of the six small cells in this area does not appear to have a door. However, controls on the exterior of each cell can create a powerful energy field in the doorway. The field creates an opaque crackling distortion. Anyone who so much as touches this force field takes 1d4 points of nonlethal damage and is stunned for 1 minute (a DC 20 Fortitude save halves the damage and negates the stun).

The derelict can control these force fields, turning them on and off at its whim (such as when a character is standing in one of the doorways).

### 23) Sensor Control Room

The complicated controls here appear to have numerous fibre-optic cables, many of them with one open end, that are clustered on slowly rotating knobs on the walls. There are also many displays that show simple grids marked with alien letters surrounding a single four-pointed star shape. Some of the displays show a second star-shaped image with alien script by it near the first one. In the centre of the room is a similar large hologram complete with a grid, alien lettering and two star-shaped images, each with more of the alien script beside it.

The wall displays are a type of radar display, as is the holographic image. Alien letters by the grids are actually old Somazzi numbers, showing range, while the script by the images indicates the derelict and whatever ship the characters arrived in. Any additional space-borne objects, should they be present, appear as additional stars.

This room is the exterior eyes of the derelict. Any damage done to the room takes 1d4 hours for the derelict to repair and it reacts similarly to damage done to area 19. If the room can be sufficiently damaged, the derelict is no longer able to use its pulse turrets.

### 24) Machine Shop

Several tables extend from the walls of this room and numerous pieces of alien equipment are scattered about the place. Characters are able to find the equivalent of drills, saws and other machinery used for heavy work. All of the devices are of advanced technology and made of the same black metal as the rest of the derelict. The devices are much like the weapons in the armoury and disintegrate after they are used or removed from the derelict though they do not injure whoever uses them.

### 25) Abattoir

The stink of rot and decay hits the characters as they open the door to this room. As soon as the door is opened, a foot-deep gooey black substance starts to ooze out of the room. The walls appear to be dripping with the same black substance and there are numerous white sticks scattered around the floor of the room. There are also several round, white objects that look like nothing so much as the tops of skulls in the thick liquid on the floor.

The derelict has not quite finished with this room yet and has been trying to redesign it on the characters' surface thoughts. The ichor on the floor is the same substance that the derelict is made of, on a slightly more viscid molecular level. The white sticks and round objects, if examined closely, appear to be some kind of plastic and do not actually resemble skulls or bones. The sticks are about a foot long and the round objects are completely round and seem solid. If one is broken open (10 hp, hardness 5), they ooze out a yellowish liquid that smells like burning rubber.

**26) Access Way**: A section of the floor of this chamber appears to be slightly lower than the rest. There are numerous controls forward, which can be used (at the computer's whim) to open a large hatch that lowers out of the derelict like a ramp. The computer does not usually allow the characters to use this exit. It appears to be an access way used when the derelict has landed on a planet.

## Act III – Anything That Can Go Wrong...

### Mr. White

Mr. White's orders are to kill or incapacitate the characters one by one, assuming their forms and personalities and using those forms to kill the rest. His ability to read people allows him to know how he should react at any given time, but without physically absorbing someone's brain (which he can do simply by

pushing it into himself – the Shadowtech that makes up his body does the rest), he has very little ability to get any in-depth information.

Mr. White is not completely in control of himself and how the characters treat him determines how he ultimately reacts to them, resulting in three possible personalities for Mr. White.

If the characters are genuinely sympathetic to Mr. White and try to help him or comfort him after he is found, he begins to actually like them. Mr. White befriends those who treat him well and the better the character honestly treats him, the more he likes and tries to protect the character.

Characters who are indifferent to Mr. White or do not seem to care about him create a neutral feeling in the android. He follows his programming 50 percent of the time in regards to that character but otherwise ignores them to the extent of not even listening when the character speaks. When his programming is activated around such characters, he more likely incapacitates them as opposed to killing them, although unless they are found quickly the derelict will swallow them into itself.

Characters who are hostile or malicious to Mr. White create great hatred in the android. These are the characters that Mr. White targets first to eliminate as his programming kicks in. He does not take any care to keep such characters alive and feels no remorse if he kills them. If the Player Characters are particularly nasty to him, Mr. White will take a sadistic glee in arranging painful and humiliating ends for them.

It is probable that different characters create different reactions in the android. In that case, he reacts based on how he has been treated. This could result in a mentally

## Mr. White
**Medium Shapechanger**
**Hit Points:** 43
**Initiative:** +4 (Dex)
**Speed:** 40 ft.
**DV:** 20 (+10 Reflex)
**Attacks:** +13/+8 melee (1d3+6 damage with hands), +13/+8 ranged
**Special Qualities:** Change Shape, Darkvision 60 ft., DR 5, Mimic Life, Shadow Technology, Cold Read.
**Saves:** Fort +10, Ref +10, Will +10
**Abilities:** Str 22 (10), Dex 18 (10), Con 18 (10), Int 18 (10), Wis 12, Cha 18.
**Skills:** Bluff +15, Computer Use +5, Concentration +15, Diplomacy +10, Disguise +15, Escape Artist +7, Gather Information +7, Hide +10, Sense Motive +8, Spot +2, Telepathy +15.
**Feats:** Adaptive Mind, Combat Telepath, Defensive Block, Mental Fortress, Synergy, Ability Focus (surface scan).
**Standard Equipment:** None

**Change Shape**: Mr. White can assume the shape of any humanoid between three feet and seven feet tall. It can maintain its shape for as long as it wants. Mr. White can also mimic clothing or even articles but all are still attached to him.

**Mimic Life**: For all intents and purposes, Mr. White is alive. Any examination of the android save those that actually take samples (blood, hair, etc.) indicate he is alive and in average condition. Even medical diagnostic scanners show him with bones, blood and organs. Detailed examination of tissue samples will reveal that he is in no way traditionally biological, but White will take steps to prevent samples from being taken or results from coming to light.

**Shadow Technology**: Mr. White is actually constructed out of the same technology that the Shadows use for their ships. As a result, he has a damage reduction of 5 and any damage he takes is first halved before the DR is applied.

**Cold Read**: Although not psychic, Mr. White's ability to intuit the emotional state and thought patterns of other races is an order of magnitude beyond what most people can imagine. He has a number of powers that use the same rules as telepathy, but are not telepathic in nature: *accidental scan, deep scan, mind shield, sense telepathy, surface scan* and *warning.*

Mr. White is a machine, a sophisticated android made with shadow technology. In his own form, he appears vaguely humanoid-shaped and is made out of a slick and glassy metallic substance without any distinctive markings or characteristics. When he is in the form of the human Mr. White, he looks like a human with brown hair and eyes and wears a grey suit of no great distinction.

damaged Mr. White who is plotting the murder of some of the party but would not dream of hurting the others.

## The Ship Itself

The derelict uses many ways to torment and test the characters once Mr. White is free and working on them.

The derelict can control any of the doors, closing or locking them at inopportune times. Each door is thin but solid and sounds (especially loud noises like screaming) can be heard through them. The doors are thick enough that it is hard to make out actually words through the doors (Listen check, DC 20).

The lift is a very dangerous place if any character enters it alone. The derelict usually stops the lift between levels and the floor suddenly changes to the consistency of mud while the lever and the walls become too slick to hold on to. A character has only a minute before he slips downward and is absorbed by the derelict.

The surgeon in area 7, though not mobile, can be very dangerous. If the computer becomes completely hostile to the characters, those who enter this room are attacked by the surgeon. The tentacles on the machine do not appear long, but can extend to reach anywhere in the room. The surgeon serves dual purpose – it is also a guard for the machinery in which the computer's main AI can hide lies in the bulkhead behind this room.

The derelict might use its pulse cannons on the characters' ship or at least try to chase it off. The derelict's guns might also be used to open fire on someone trying to escape in pressure suits. Although the ship is currently rotating, the computer can stabilise it and bring the weapons online in the space of two rounds.

The computer can use the food machine in the galley (area 16) to fling the green goo therein. It also attacks the characters in the life support and gravity room (area 19) or the sensor control room (area 23) with the electricity there.

The computer uses the hidden security cameras to both keep track of characters and to lay suspicions on them. If characters are in the security room, the derelict uses the view screens to show Mr. White (in the form of one of the characters) attacking another as it happens or a with a recording. The derelict can also create false images but those observing may make a Will Save (DC 20) to realise that something is wrong with it. One of the derelict's favourite tactics is to show an exterior image with the characters' ship leaving or being destroyed.

If Mr. White is imprisoned in the brig, the derelict lets him out and even helps him slip through the wall if the brig is being watched. Additionally, the derelict can control cell doors and does not open the force field to the cell for others once Mr. White is imprisoned (unless it is to prove that he has been there the whole time).

However, the real test here is for Mr. White. The derelict has been programmed to let Mr. White test his powers of change and manipulation on the characters. It can aid Mr. White (especially if he gets in trouble) but it essentially lets the android do all of the work.

## The End of Everything

The derelict does not allow itself to be captured and self-destructs before it allows the characters to deactivate its central computer. If the self-destruct is activated, green lights flash all over the derelict and warning klaxons sound continuously. The characters have five minutes to escape the derelict. The blast destroys anything within 10 miles when the derelict detonates.

If Mr. White has become an ally of the group, he might be able to return to Babylon 5 with the characters if the Games Master so desires. Mr. White is still very unstable, however, and any advantage the characters might gain from having a doppelganger on their side is probably offset by his wildly fluctuating personality. Additionally, if they do take Mr. White back to Babylon 5, the characters become a primary target for the Shadows and their associates.

## Follow Up

If the players manage to survive this adventure and return, Mr. Morden is hard to find and it takes at least a week to locate and contact him. When they finally find him, he claims that he has been looking for them and asks about the whereabouts of the derelict. He is not willing to pay for simple information but wants the derelict and artefacts. He further tells the characters that their agreement was for the derelict or artefacts from it. If they do not have either, he is not willing to even discuss payment.

If the characters have brought back data crystals with information on the derelict, Mr. Morden insists on reviewing the information before he buys the crystals. If he is given the crystals and allowed to leave, he later contacts the characters and tells them that the crystals were blank. If he is made to look at the crystals where they are (a public place like the Zocalo), he inserts any crystal the characters have into a small crystal reader that he has in his pocket. Once he puts the crystal in, it is completely erased. He feigns surprise that there is nothing on each crystal and asks to see others.

Unless the characters keep other data crystals completely hidden and never mention them, they soon disappear as well.

Mr. Morden is more than apologetic with the characters and very polite unless threatened. He thanks them for their effort and seems disappointed that they brought him nothing but does not seem to be as upset as one would think.

If he meets Mr. White, he immediately knows what the creature is and makes every attempt to recover him for his associates.

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