



Signs & Portents

TRAVELLER: ASLAN - THE ARHIYAO CLAN. AN ADVANCED SUPPLEMENT FOR THE
UPCOMING TRAVELLER RELEASE
RUNEQUEST - MONSTROUS MINIONS FOR USE IN YOUR ADVENTURES
WINE OF THE GODS - A NEW CONAN SCENARIO
JOE DEVER'S DRAKKARIM ARMY ORGANISATION
ALSO BATTLEFIELD EVOLUTION: WORLD
AT WAR, UNIVERSE OF B5, WRAITH
RECON AND MUCH MORE!!!

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This month I have been gripped by Paranoia... no I don't mean as a state of mind, I mean the 25th anniversary release of the classic RPG of course! Although I have to say that the men in white coats will probably be after Gareth and I by the end of the year if we aren't careful... there's an awful lot of Paranoia in our schedules... bound to have some affect on us mentally!

Aside from editing the actual book I have been working tirelessly with our techy friends over at Rebellion HQ, to produce the DVDROM that will accompany Black Missions, the special edition. I have had the pleasure of working with several Original Paranoia notables to produce a fun interrogation of the developers amongst other things... or rather... The Computer has produced a fun interrogation!

Other than that the month has been spent getting to know new colleagues, proofreading like a fiend, and enjoying that most English of summer traditions... the first of the Beer and Sausage festivals... perfect!

Til next month

Charlie



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Convention and Events Diary

Dragonmeet Southwest

10am-6pm

**The Croft Sports Centre, Swindon,
Wiltshire, UK**

SN3 1RA

Sun 28th June 2009

www.mongoosepublishing.com

UK GAME EXPO 2009

The Clarendon Suites, Stirling Road,
Edgbaston, Birmingham, UK
Sat 6th - Sun 7th June 2009
www.ukgamesexpo.co.uk

AmberCon UK '09

Harben House, Newport Pagnell,
Buckinghamshire, UK
Fri 10th - Sun 12th July 2009
www.ambercon.org.uk

Yog-Sothoth.CON 2009

University of Bradford, Student's Union,
Bradford, UK
Fri 10th - Sun 12th July 2009
www.yog-sothoth.com

Constitution 2009

New Hall Cambridge, UK
Fri 31st July - Sun 2nd August 2009
www.constitution-con.org.uk

Furnace 2009

The Garrison Hotel, Sheffield, UK
Sat 10th - Sun 11th Oct 2009
www.rpgfurnace.com

Ludicrus '09

Kesgrave Community Centre, Ipswich, UK
Sat 5th - Sun 6th Dec 2009
www.ludicrus.org

More events will be added to this list on a
monthly basis as they are confirmed



June 2009 Releases



Battlefield Evolution: Pacific War, MGP4444, \$24.95

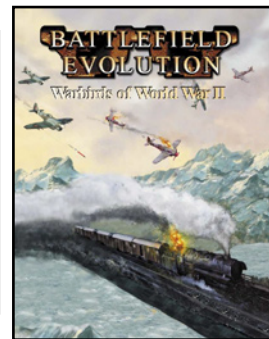
The end of the Pacific war marked the end of the Second World War as a whole, an ending that was mushroom-shaped and terrifying., leading on to a new struggle that would hold the world in its grip for the rest of the 20th Century.

This supplement for Battlefield Evolution: World at War contains army lists and new rules for the following armies, in all periods of the Pacific War.

Battlefield Evolution: Warbirds of WWII, MGP 4445, \$29.95

Infantry and armour were still needed to wage war and take ground. The addition of aircraft made their task either a great deal easier or far more difficult, depending on how their pilots fared in the air.

This book contains aircraft from every period of the war, for every military force featured in Battlefield Evolution: World at War. Each aircraft has been painstakingly researched, and includes upgrades throughout the war, and multiple payload options, guaranteeing you will find a use for all the weapons included in your average aircraft kit!



Machines of War, MGP6131, \$29.95

War is here. Your enemies draw closer by the day, under cover of a fickle and fraudulent peace, and you are not ready. They are faster, stealthier, stronger. They can see further and shoot more accurately. Their weapons are terrifying, their technology overwhelming. You must arm yourself for the inevitable conflict or be crushed beneath the boots of your rivals.

War is here, Agent, and you must make ready to fight.



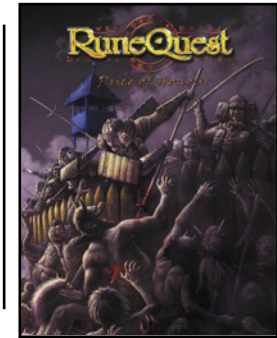
Vivisection, MGP6135 , \$24.95

Vivisection cuts deeper into the morbid and bizarre universe of Noctum. In here you will be able to learn of 19 new unique entities through the journal of Dr Danielle McCain. How does each creature kill, what do the witnesses report, what trace evidence (if any) does these horrid beings leave behind? How do you go about analysing a crime scene where the dark ones have wreaked havoc? And finally, what unique circumstance created each creature?

Price of Honor, MGP 9161 , \$24.95

Emperor Ichij rules Japan and the Imperial Court is dominated by the Fujiwara clan. The power base they have slowly built over the last two centuries is now being threatened by two rival clans, the Minamoto and the Taira. These two ambitious clans have gained much standing in the Imperial Court and their influence continues to grow.

In the midst of this political conflict the bakemono Lord, Enezga, has seized several territories in the Iwami province. Both Minamoto and Taira have lost territories and resources to this invasion and in an unexpected move, they have formed an alliance to drive Enezga's forces from their lands.



Ralios, MGP 8159, \$14.95

Once home to the grim and mysterious Stygian Empire, Ralios is now a possession of the God Learner Empire. For many years it was ruled by dukes who, as vassals of the Emperor, owed revenues and soldiers to the imperial treasury. The region still reels from a war waged by the Emperor against his dukes and viscounts, who he accused of rebellion. Now imperial functionaries administer the area directly, fuelling local resentment.

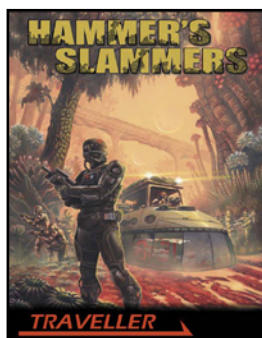


Book 5: Agent, Traveller, MGP3816, \$24.95

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

Supplement 4: Central Supply Catalogue, MGP 3819 , \$39.95

Once your ship is fully kitted out, it is time to bring your character up to spec. The Central Supply Catalogue advertises all manner of unique items that no self-respecting Traveller should be without. Whether you are looking for a new set of wheels, a more powerful gun, sophisticated bugging equipment or the finest in evening wear, this book has it all. Neatly divided into easy to find sections, the Central Supply Catalogue is suitable for any Traveller setting, including the Babylon 5 and Original Traveller Universe.



Hammer's Slammers, MGP 3817, \$39.95

Based on the novels and short stories of David Drake, Hammers Slammers is a brand new setting for the Traveller roleplaying game. Players will take the part of tank crews and specialists within the best known and most capable mercenary unit in the galaxy! This full colour hardback is packed full of the history of the Slammers, the weapons, vehicles and tactics they use, new careers – all rounded off by a series of missions to get you started. With all vehicles created using the Traveller Vehicle Creation System, this book is guaranteed to be fully compatible with every other Traveller book, allowing you to mix and match supplements as you desire!



Press Play

DVD Reviews for Gamers

By Bryan Steele

Welcome to this month's edition of *Press Play*, DVD reviews for gamers by a movie fanatic game designer! This month we take a look at some odd movies that crossed my monitors this month; one thriller that I thought was an action/horror flick, one traditional sci-fi fantasy great, a very cool 'neo-anime' live action

movie and a an animated movie based on a great video game series.

Game playing, writing or designing requires us to come up with new scenarios and plots to bring to the table, and movies often help me get an idea of many of mine. I hope that by reading at these DVD and movie reviews you might find a few new ideas of your own, whether or not you agree with me.

The Press Play Gamer Rating System

1d4 – Not a DVD I enjoyed or recommend; definitely not a worthwhile rental.

1d6 – A rather negative experience with a few shining moments; rent it if you are bored.

1d8 – The average movie-watching event. Rent it, watch it, and buy if you like it...but probably do not buy it without watching it first.

1d10 – I liked it and found it inspiring in some way for my gaming; an overall enjoyable experience. You should really go out and rent this DVD if you are fan of the genre.

1d20 – This was a great movie and I highly recommend it to anyone reading this column. You may as well go out and buy it, because I think you probably will after you see it anyway.

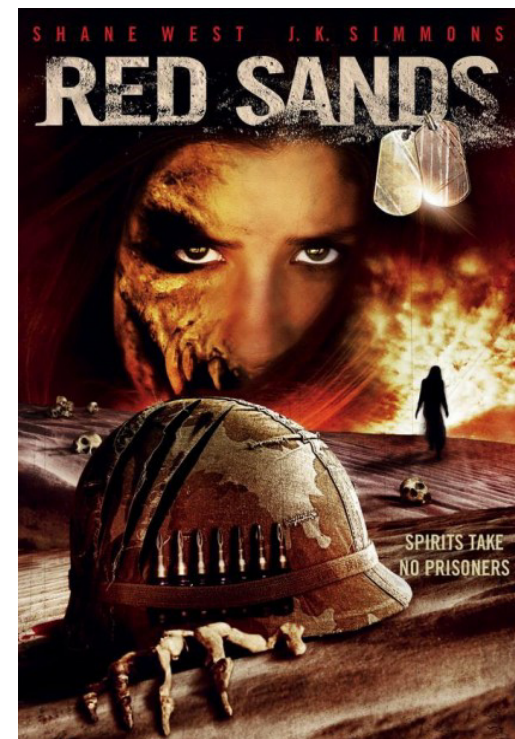
1d100 – Why are you still reading this? Go and get this movie!!!

Red Sands

Tricky Pictures

A 2009 release, *Red Sands* was not the movie I expected it was going to be. When I read the preview information for the film, and it spoke of 'soldiers trapped in a desert with an evil spirit that hunts them', I thought the movie was going to be more action-based. I was wrong. Instead this movie, albeit not bad for what it truly was, was a more psychological thriller based on personal fears.

The movie is about a group of Iraq conflict American soldiers that are assigned to watch over a specific transit road the enemy was using to route supplies. The squad is based around Jeff Keller (Shane West of *The League of Extraordinary Gentlemen*), Marcus Howston (Leonard Roberts of *Heroes*), Gregory Wilcox (Callum Blue of *Dead Like Me* and *YPF*) and a few others. These poor soldiers end up in the



desert with this movie's interpretation of the djinn.

The djinn, a fire spirit that lives to torment mankind, is a shape changer that knows the soldiers' various fears and darkest secrets. One by one it kills the soldiers and assumes their shapes, driving the rest crazy until the movie becomes a maddening frenzy of confusing scenes, dialogue and interactions. Like I said,







The Legacy of War Episode 7: Borrowed Time

TRAVELLER

TRAVELLER

by Simon Beal

Episode Date: June 8th 2267

'Our thoughts form the universe, they always matter.'

G'Kar *'Hour of the Wolf'*

News

The Universe Today extract gives the latest news on the plague and the Ghost of Hyperspace.

Background

In Brakiri tradition, the Day of the Dead is a religious event where the dead return for one night. This event occurs when a particular comet orbits their home world of Brakos. When this last happened, just over 200 years ago, a Brakiri named Kronak was visited by one of his ancestors who died exploring Antra V. Kronak was told that this planet was filled with many treasures and riches.

He convinced his water clan that an expedition would yield much opportunity and profit. He led them to Antra V but the riches promised by Kronak proved to be elusive. Dissension grew amongst the clan, which eventually split into two factions.

The first group remained loyal to Kronak and their search continued. The other group rejected Kronak's leadership and left the clan in search of their own destiny.

Mission Briefing

Chen will call the party to his conference room and introduce them to a middle aged Brakiri named Tora.

Tora

Str: 9 (+1), **Dex:** 8 (0), **End:** 7 (0), **Int:** 11 (+1), **Edu:** 10 (+1), **Soc:** 10 (+1)

Skills: Advocate (Law) 1, Broker 2, Computers 1, Deception 1, Diplomat 2, Investigate 2, Persuade 2, Social Sciences (History) 1,

Information: Tora is secretly working with Ly-Nakir (one of the main ruling corporations on Brakos specialising in research and development) to orchestrate his comeback since he was deposed from the council after the Dilgar war. He plans to rise to power in Ly-Nakir but he needs influence. Once in control he hopes to push the other Primary Chairs out of power, especially Ak-Habil (an opposing corporation) who have gained much from sharing technologies with other races.

Once the introductions have been made, Chen will ask Tora to explain his proposal to the group:



'Two hundred years ago after the comet passed our home world, a clan left Brakos in search of technology promised by the dead.'

Tora says a quiet prayer before continuing.

'They did not find any technology but they did discover a moon rich in Quantum 40 and set up a mining operation. I want to set up a trade agreement with this colony to distribute their Q40.'





Universe Today

Babylon 5 Edition

4th January 2267

The Excalibur Scores A Victory

The Excalibur has won a major victory in the fight against the Drakh plague. By reprogramming an advanced nanotech virus, Dr Sarah Chambers has created an immunisation against the plague.

On their last mission, the Excalibur crew discovered a nanotech virus that had wiped out the indigenous population of a planet. By programming the nanotech to sit in the lungs of an individual, it can eliminate any incoming infection. Although the modified virus only lasts for 48 hours before becoming inert, it can screen against any air-borne infection. Scientists are still a long way off from finding a cure but this is a big breakthrough.

Unfortunately, the Excalibur did not gain this technology without a price. Before they were able to control the virus, many of the crew were infected by it. Several deaths were reported, including Akiko Sogayu, a well respected IPX xenoarcheologist.

The Drakh: Exposed

Until recently, most people had never heard of the Drakh, but they are now the most talked about race since we first explored the stars. Universe Today now presents you with the facts and the myths of this new enemy.

The shocking news we can now reveal is that the ISA and some member races have known about the Drakh for years. It is believed the Drakh have been in hiding since their former masters, the Shadows, left the galaxy six years ago.

Our sources also indicate that the Drakh approached the Minbari. Realising who they were, a fleet of White Stars, rumoured to have been led by Ambassador Delenn, destroyed the Drakh mother ship and support vessels.

Ghost of Hyperspace Strikes Again

The Earthforce vessel, Orinoco, dispatched to search for the IPX ship Columbus, is still missing and joins the list of seven vessels that have disappeared, thought to be victims of the 'Ghost of Hyperspace'. Officials are not ruling out Drakh involvement but due to the current crisis, they are unable to investigate further.



What many do not know, is that the clan split into two factions. The second group formed a religious cult following the deity of a forgotten world. It is said that their new God bestowed them with the gift of eternal life. This is of interest to you and your Earth, yes?

We can go to this place and both profit from it. I do not want other Brakiri to know my intentions, so I come to you. You are independent and have no ties with Brakiri corporations.'

Tora requires money and status, which he hopes to acquire from his deal with the mining colony. However, he does not want to tip his hand to the other corporations which is why he has enlisted outside help – it only takes one Brakiri to sense the opportunity and Tora could lose everything. A coup with the mining colony would be a huge benefit to him and the potential profits would vastly improve his standing in Brakiri society.

Although Tora is using immortality as his bargaining power with the players, he does not believe the rumours are entirely true which is why he is happy to trade it against the very real value of a distribution deal with the mining colony.

Possible Questions:

- How do you know we are looking for a cure? *'Are not all Earthers looking for a cure? You are qualified to do so.'*
- How come nobody knows about the cult? *'They abandoned our ways and became outcasts, so they were forgotten.'*
- Do you know where to find this cult? *'Not exactly, but some of the colonists do so we can get further information from them.'*
- Tell us more about this trade agreement? *'For the last 100, the miners have sold exclusively to Besh-Ilam, a relatively small*

corporation on my world. Due to recent... changes, that corporation has become bankrupt and they are looking for a new distributor.'

- What are the changes you mentioned on Brakos? *'Recent economical shifts have affected many corporations. This has partly come about from our membership with the ISA. Many have benefited and risen in status but for one to rise, another must fall.'*
- Surely immortality is worth more than your deal. What aren't you telling us? *'All that is known about the cult is rumour. Although I'm certain there is some truth to it, the extent of their extended life is yet to be discovered. The Q40 is a known fact and therefore has greater value to me.'*
- What if it is just rumour and we don't find anything? *'If that is the case, I will compensate you for your efforts. I think 10,000 credits will be more than sufficient.'*

Everything Tora says is true but what he will not reveal (except maybe to a trusted friend) is that he orchestrated the downfall of Besh-Ilam so he could take over the distribution of the Quantum-40 in order to gain power.

Preparation

Very little is known about Antra V. Few people have ever explored the icy planet and fewer still know it was once home to an ancient civilisation.

Its neighbouring planet Antra IV is the only planet in the system with any known history whose inhabitants were wiped out by the Nochtal.

Tora's Background

The players may also wish to do some background checks on Tora to see if his story checks out. There is no information on his current whereabouts but Computers checks (DM -1 to -3 at GMs discretion) can reveal the following:

- As part of Ly-Nakir, Tora held one of the highest seats in the Brakiri government.
- In 2222 he took a diplomatic position with the League of Non-Aligned Worlds.
- After the Dilgar war, many within the Ly-Nakir clan were blamed for the losses suffered during the war. Like many others, he went into hiding and has not been seen since.

Antra V

Travelling to the Antra system takes three days in hyperspace. The jump gate is near Antra IV, so it will take a further four hours to travel to Antra V in normal space.

Planetary Conditions

Antra V is a cold planet, over 60% of the surface is frozen and uninhabitable. One solar year lasts approximately 10 Earth months. The lunar cycle of the second moon is similar to the Earth month and the first moon completes its cycle only once per year (approximately every five Antra months).

History

Very little is known of the ancient race that once inhabited this world as they left few clues as to their existence. In fact, the only thing that has ever been found here is a statue holding an ancient relic.



Shipwreck

As the players approach the jump gate to Antra V, they will discover a shipwreck floating in hyperspace. Unknown to them at this time, it is the IPX vessel Columbus that was destroyed by the Shadow Stalker. These remains have been riding the hyperspace currents for over six months.

The forward section of the ship has been completely destroyed, surrounding the vessel with flotsam and jetsam. Scanning the ship will not reveal anything due to hyperspace interference. The ship is too large to tow but there is still a sizable part of it left to explore if the players want to. If the players do not want to investigate, Carol or another NPC will suggest they check for survivors and salvage.

The Columbus

The Columbus is similar in size to a Hyperion cruiser. It was lightly armed and had four shuttle bays, all of which are still present. Much of the vessel was retro-fitted for living quarters and research laboratories. The ship also has a large cargo hold.

Examining the Debris

Some of the flotsam and jetsam can be retrieved but the players will have to don EVA suits to collect the debris. Zero-G checks must be made to make sure they do not snag their suits on the sharp edges of the wreckage. If they fail, there is a 20% chance that their suit will rip. If this happens, they will lose air and pressure and will need to get back inside the Star Dancer within a minute or they will begin to suffer from exposure to vacuum.

Bodies

As the players search through the debris they will find some bodies of the dead crew. These will mainly be the captain and bridge crew but they can only be identified by matching them to the personal files (see below).

Wreckage

If any debris is brought onboard for analysis, part of the hull will have the letters 'mbus' on it. Analysis of the damage will show that this section was sheared from the ship with a high energy weapon, which then exploded as combustible areas were ignited. Anyone with knowledge or experience with Shadow weapons will identify it as such.

Computer Systems

The only other items of interest that can be scavenged are the remains of the bridge computer systems and its data. With an Engineer (Electronics) check the data banks can be accessed by connecting them to the Star Dancer's computers.

A Computers check (DM -2) is then required to hack the encryption, giving access to navigational data, ship logs and personal files. The files will identify the ship as the Columbus. They were on their way to a previously unknown planet following some information they translated from a previous dig.

According to the logs, the planet is in the region designated Sector 260. Although this sector is not on the beacon map, it does have a jump gate and the Columbus locked onto the beacon by trying

different frequencies (the exact frequency is noted in the log). It is closest to the Kandar system, which is about 20 hours travel from the Antra jump gate.

Travelling to Sector 260 is covered in the next episode, so if the players wish to investigate this Carol or one of the other NPCs will suggest they complete this mission and report back to Chen before investigating new leads.

The logs also show that the Columbus went through the jump gate to Sector 260 and returned within one minute. The Columbus then travelled through hyperspace for about half an hour before the logs simply stopped recording (when the ship was destroyed). Communications were sent to IPX but no confirmation of receipt was logged (the signal was jammed).

Exploring the

Shipwreck

If the crew decide to explore the ship, they will be entering the unknown so really play this up. Moving in zero gravity is slow and the ship will have no interior power or lighting, so there will be an eerie atmosphere, much like exploring a haunted house. Corpses float amongst the wreckage adding to the feeling of death and despair.

There are two options for accessing the ship, the Star Dancer can attempt to dock, or the party can suit up and enter through the damaged areas (making the same Zero-G checks as before). Docking requires a Pilot check (DM -2) and small pieces of debris will collide with the Star Dancer causing clangs to echo throughout the ship.



Restoring Power

All the fuel on the Columbus has either been used up or lost from the fight, so the players will not be able to restore power to the ship unless they jury rig some connections with the Star Dancer. This can be done with an Engineer (Electronics) or Mechanic check.

Living Quarters

There is little of interest here, just 1 personal effects of the Columbus crew. Most of the IPX team will be found in this area, preserved by the vacuum of space.

Research Laboratories

The computers here can be powered and hacked in the same way as the bridge computers. The data found in these systems catalogues the Columbus crew's recent finds and theories about the ancient civilisation they discovered.

Also inside the laboratories are a set of ancient stone tablets are from the Columbus' previous dig on a planet near the rim. The language is very unusual and will take a long time to translate. The translation is detailed in the next episode providing further clues to Sector 260.

Shuttle Bays

Although the bays show signs of the crew attempting to flee the Columbus, none of them made it off the ship and second to the living quarters, these areas have the most bodies, again perfectly preserved.

Cargo Bay

The cargo bay mainly consists of the crew's supplies for the expedition but it also serves as a

long-term storage area for their finds. Most of the artifacts here are of historical interest but there is no alien technology.

Brakiri Mining Colony

History

The group of Brakiri that left Kronak were now without a clan and reluctant to return home with such lowly status. However, luck was on their side when they discovered that the first moon orbiting Antra V was rich in Quantum-40. Seeing the potential profit from this they set up a mining colony and a new clan was born.

Visiting the Facility

Created from a variety of Brakiri spacecraft joined together, one cannot help but marvel at the resourcefulness and engineering of the colonists who first settled here. The enormous structure is planet-bound but can be moved to a new location when the current mine has been depleted. It takes time to move the platform and drill into the moon's surface. In the years it has been here, the platform has only been moved five times.

The facility is split into five sectors comprising of station control, engineering, ore processing, shuttle bays and the living area. Although the facility has few armaments, no-one would ever attack it for fear of destroying the moon and all the Quantum-40 contained within. The colonists use this as their main form of defence and have rigged explosive devices at key locations, so if they are threatened or attacked they will make it clear

that the explosives can be detonated destroying both the facility and the Quantum-40.

The Antra system is too remote to receive frequent visitors but a few archeologists, explorers and mercenaries do enter the system from time to time. The only regular visitors are traders and the transports that collect the Quantum-40.

Visiting ships are not permitted to come too close to the platform. Instead, they must orbit the moon and a shuttle will dock and transport anyone who wishes to visit the platform. The platform's artificial gravity and life support does not extend to the mines, so EVA suits must be worn when leaving the platform as the moon has no atmosphere and low gravity.

Living & Working on the Platform

Over the years the colony has grown to accommodate its inhabitants rather than its visitors but the few visitors they have are welcome to use the facilities.

There are several stores, bars and common rooms in the living area but very little else. The days tend to be quiet but when the working day ends, the bars fill up and a lively atmosphere pervades the place.

Facilities

There are no facilities for visitors to stay on the station over night but they are welcome in the mall area were all the stores, bars and common rooms are located. The shops, stocked to cater for the colonists, include two groceries, a clothes shop, a



general hardware store and an establishment that sells a variety of gadgets, gizmos and entertainment crystals to keep the colonists occupied during their spare time.

Meeting the Colonists

Most of the Brakiri are friendly towards any visitors as they hope to do business with them. The bar and store owners will make a special effort to entice people into their establishments. Many colonists know about the cultists, but only Reshak knows their location.

Reshak

Str: 9 (+1), **Dex:** 7 (0), **End:** 9 (+1), **Int:** 10 (+1), **Edu:** 9 (+1), **Soc:** 11 (+1)

Skills: Advocate (Law) 1, Broker 1, Computers 1, Deception 1, Drive 0, Gun Combat (Energy Pistol) 1, Persuade 1, Social Sciences (History) 1, Vacc Suit 0, Zero-G 0

Information: Reshak is a descendant of the Brakiri who founded the mining colony and is now in charge of the operation. He is an astute businessman who drives a hard bargain.

Colonists

Str: 7 (0), **Dex:** 8 (0), **End:** 7 (0), **Int:** 8 (0), **Edu:** 8 (0), **Soc:** 8 (0)

Skills: Broker 1, Computers 1, Deception 1, Drive 0, Engineer 0, Gun Combat 0, Mechanic 1, Persuade 1, Vacc Suit 0, Zero-G 0

Information: There are a variety of colonists including store owners, miners, maintenance workers and administrators, all of whom keep the facility in operation.

The mining facility also has a large security contingent, not only to stop any trouble with the colonists but also to protect the mining facility should anyone try to take it by force.

Security

Str: 9 (+1), **Dex:** 9 (+1), **End:** 9 (+1), **Int:** 7 (0), **Edu:** 8 (0), **Soc:** 7 (0)

Skills: Athletics (Co-ordination) 1, Drive 1, Gun Combat (Energy Pistol) 3, Melee 0, Recon 2, Stealth 0, Vacc Suit 1, Zero-G 0

Equipment: Gravitic Pistol (2d6, recoil 0, magazine 9), Flak Jacket (6)

The Deal

Tora will arrange a meeting between himself, the captain of the Star Dancer and Reshak. He will explain that Besh-Ilam has gone bankrupt and he is in a position to take over the distribution.

Reshak will be suspicious of Tora and will ask how he knew about this before anyone else. Tora will reply that he is well connected and with information supplied to him he predicted that Besh-Ilam would soon be insolvent. Reshak will be satisfied with this.

Reshak now has a problem. Ideally, he would like to see what other offers are available before signing a deal but that would take time and he has a shipment due to go out before their production starts to bottleneck. He can transport the goods but he is worried that others know of the situation and may take advantage of it by attacking his transports and seizing his cargo.

'In order to maximise my profits I have little choice but to accept your offer right now, Tora. However, it will initially be a short term contract.'

Tora smiles. He will then motion for the captain to make his/her request for the whereabouts of the cult. The cult is hidden away and Reshak is one of the few people who know how to find them. Using this as part of his bargaining power, he will offer the following deal:

'Captain, I can provide you with the information you seek but there is a price tag attached. We have a private shipment to deliver but we have no escort for our transports.'

If you escort them safely to the jump gate, I will tell you what you wish to know.'

Once the meeting is concluded, Tora will remain here for a few weeks to finalise his deal and establish his new operation.

Escort Duty

The transport ships (Corporate Freighter, *Universe of Babylon 5* page 105) will leave as soon as the Star Dancer is ready to escort them. Besh-Ilam had originally agreed to escort Reshak's transports for a modest fee but that deal is now null and void. Several individuals from Besh-Ilam have gone into hiding and seize the opportunity to make some easy money. Using several of their ships due to be impounded, they lie in wait where they plan to steal both the transport ships and the cargo.

As the Star Dancer and the two transports approach Antra IV, four Brakiri Interceptors and an armoured shuttle emerge from the far side of the planet blocking the jump gate. The shuttle will open a communications channel demanding the transports prepare to be boarded and that Star Dancer leaves immediately.



The Star Dancer's best option is to attack first but if no actions are made in the next minute, the Brakiri will attack them. Once combat begins, the transports will avoid the battle and head to the jump gate. If the attackers are losing they will try to escape via the jump gate as well.

If the Star Dancer leaves, then the transports will be boarded and taken. The crew will be forced to abandon ship in the life pods.

Reshak's Reward

If the player's were successful then Reshak will make good on his promise. If they failed he will not give them anything. If he finds out the Star Dancer did not intervene then he will ban them from the mining facility.

'The people you are looking for are known as the Cult of the First Moon. Their story has been passed down my family for generations.'

They are religious fanatics who worship an ancient deity. They came here with my ancestors and no one has seen them for 100 years. They claim to have been given immortality by their new god and it is believed most of the original settlers are still alive.

The planet below is a cold and inhospitable place. They live in shelters constructed from the snow and ice which are very difficult to find unless you know where to look.'

Reshak hands the captain a data crystal.

'This contains the coordinates of their last known location. They made their new home near the remains of an old temple so it is unlikely they have moved from this place.'

Cult of the First Moon

History

When the clan was divided 200 years ago, Kronak and his loyalists continued their search for ancient technology and riches. After several months they discovered an ancient statue holding an unusual globe device.

The Statue

The statue stands 30ft high and is believed to be one of the ancient race's deities but in actual fact it is an image of themselves immortalised. It

Brakiri Interceptor			Tons	Price (MCr)
Hull	40 Tons	Hull 1		1.4
	Wedge Configuration, Streamlined	Structure 1		0.14
	Radiation shielding			5
	Heat shielding			1
Armour	Crystaliron	10% (8 pts)		0.28
Manoeuvre Drive	sR (Gravitic Drive)	Thrust 8	11	22
Power Plant	sR	Rating 8	7.5	16
Bridge	Control Cabin for 2		6	0.2
Computer	Model 5 fib	Rating 25		37.5
	Hardened			
Electronics	Advanced	DM+1	3	2
Weapons	Graviton		6	5
	Pulsar*			
Cargo			4.5	
Extras	Airlock		1	0.2
	Grapple Claw		1	0.25
Software	Manoeuvre/0			
	Library/0			
	Evade 1			1
	Fire Control 1			2
	Intellect			1
Total Tonnage & Cost			40	94.97

* Detailed in *Warships of Babylon 5*



is humanoid in shape but most of the detail has been worn away with time adding to the mystery of this unknown civilisation.

The statue has its left arm outstretched and resting on its hand is the Lunar Globe. An inscription has been carved into the base but it too has worn away and the last message of this ancient race will never be known.

Lunar Globe

The Lunar Globe is about one foot in diameter. Its outer shell is composed of a glass like material and is filled with a white swirling gaseous substance. It is unknown what purpose the gas fulfils or if it obscures any other workings within the globe. It was created by the mysterious race that once occupied this world and bestows the gift of immortality.

The cultists soon discovered the power of the globe but they also became addicted to it. As their addiction grew, they began to worship the unknown deity for giving them the life-giving globe. Their new worship grew into a religion and soon the Cult of the First Moon was born.

Kronak

Str: 7 (0), **Dex:** 9 (+1), **End:** 7 (0), **Int:** 9 (+1), **Edu:** 9 (+1), **Soc:** 9 (+1)

Skills: Broker 1, Computers 1, Investigate 1, Persuade 1, Social Sciences (History) 1, Space Sciences (Xenology) 1, Trade 1

Information: Kronak is in charge of the cult and has been since their arrival 200 years ago. Before coming to Antra V, he was a historian with an interest in ancient alien races. He is a good leader and well respected by his people. Unusually for

someone of his position, this power has not gone to his head. He speaks quite slowly, carefully considering what he says. He will never make a quick decision but will take his time to weigh up all the options and consider all the alternatives.

The cultists value life above all things, even profit. The more their way of life changed, the more other Brakiri viewed them as outcasts. They were seen as an embarrassment to their race and eventually people stopped talking about them. These days very few people (other than the miners) even know of their existence.

The cultists lead a simple life of prayer and introspection. They wear thick animal furs but only from animals that are already dead, the cultists will never take a life. Their diet consists of plants and roots found in the warmer regions, away from their settlement.

Over the years, their settlement of igloos has grown around the statue, now the focus of their temple. Their number has grown to several hundred and they are still lead by Kronak.

Cultists

Str: 8 (0), **Dex:** 9 (+1), **End:** 10 (+1), **Int:** 8 (0), **Edu:** 8 (0), **Soc:** 8 (0)

Skills: Broker 1, Investigate 1, Persuade 0, Social Sciences (History) 0, Survival 1

Information: The Cultists spend much of their time learning about history and alien cultures from Kronak. Some are given the task of food gathering and preparation, whilst others are responsible for maintaining the igloos or crafting tools when needed.

Visiting The Cult

The cultists are very wary of the few visitors they get. In the early years some Brakiri did come out of curiosity or for religious pilgrimages, whilst others came to harm or profit from the religious group. It was these latter types that forced the cult to be more protective of their society.

Phenir

Str: 7 (0), **Dex:** 7 (0), **End:** 7 (0), **Int:** 9 (+1), **Edu:** 8 (0), **Soc:** 9 (+1), **Psi:** 12 (+2)

Skills: Broker 0, Computers 0, Diplomat 0, Life Science (Telepathy) 1, Persuade 1

Talents: Blocking 1, Communication 1, Scanning/ Probing 2, Sensing 0

Information: Phenir is the only telepath in the cult and his role is an important one. He screens any new arrivals and visitors to make sure they value life as the cult does and that they are not here to harm or disturb the cult's way of life.

Before any visitors are allowed access to the settlement, they must prove that they value life above all things and that they mean no harm. They are brought to the rarely used visitor hut where they are questioned by Phenir. Many personal questions may be asked and if in a group, secrets may be revealed. Some questions he may ask include:

- Have you ever taken a life? If so, why?
- Have you ever saved a life?
- Would you sacrifice your life to save one life? Would you sacrifice it for two?
- What is your business here?

Phenir will surface scan them to determine if they are being truthful but he will not say he is doing



this. Any telepaths in the party may sense he is using telepathy and can confront him about it. If so, he will confirm that he is a telepath and he prefers to see people's responses when they do not know they are being scanned.

If anyone has taken a life for any reason other than self defense, or if they lie or give an unsatisfactory answers, Phenir will ask that person to leave the settlement but everyone else is permitted to remain.

Even after the players' have been screened and allowed admission, it will take some time for them to build up trust with their hosts. They will not be given much freedom on their first visit as the Brakiri will be suspicious of them.

Meeting Kronak

Eventually, the players will be granted an audience with Kronak and he will tell them the history of his order. As he tells his story, he will lead them around the settlement showing the society his people have built here.

'When the comet last passed our home world 200 years ago, one of my ancestors came to me and told me of many riches on a distant world. That world was this one.'

'My entire clan left Brakos for this place but the riches he spoke of were elusive. Many lost faith and the clan was divided. Most left, but enough remained and eventually we found the statue.'

Kronak leads the party into the temple where he will gesture to the statue. The globe still sits upon the outstretched hand.

'We soon discovered the life-giving powers of the artifact held by the deity. We have devoted our lives to this God ever since and in return he renews our life force.'

Investigating the Globe

Kronak will take some convincing before he will let anyone examine the globe in any detail as he considers it an insult to his faith, especially if it means removing the globe from its sacred resting place.

With some convincing or subterfuge, the players should eventually get an opportunity to examine the artifact. Scanning devices will not penetrate the outer shell but an Engineer (Organic) check will show that it reacts to the faint radiation that emanates from the moon's Quantum-40.

The Price of Immortality

The globe effectively halts the ageing process until its effects wear off but this comes at a terrible cost. Once the globe's powers have been bestowed on an individual, their body becomes physically addicted to the energies that renew the body's cells.

The effects of this last just under a year, so in the month leading up to the full moon, many cultists experience intense anxiety and withdrawal

symptoms. If they do not get another renewal, their body will go into shock and death can occur.

The globe is believed to be powered by the gravitational pull of the first moon that orbits the planet. Whenever there is a full moon (approximately once a year), enough energy is absorbed giving it the power to extend life to anyone nearby.

However, the globe also get its power from the radiation that emanates from the Quantum-40 in the moon. As the miners extract more and more of the Quantum-40 from the moon, the powers of the globe diminish.

The players can question Kronak or the cultists for more details. The following information can be found at the GM's discretion:

- Once a year, when the first moon is at its brightest, the cultists gather in the temple for the renewal ceremony and their life energy is replenished.
- Recently, the effects granted by the globe seem to have less effect than the previous year.
- When the time of the renewal approaches, many cultists start to feel ill until the ceremony is completed.
- For the ceremony, the cultists all gather around the statue and pray as the full moon lights the night sky. The globe then glows brightly as they all receive their God's blessing.



It should become evident to the players that the globe only works here and only at the full moon, when it is closest to the planet. They may also have determined that it requires the gravitational pull of the moon and a certain amount of radiation from Quantum-40, conditions that would be virtually impossible to reproduce anywhere else.

Taking the globe would mean the cultists would die, so it is unlikely the players will take this action but if they do they should be penalised harshly for doing so. This will be to no avail anyway, as no one will be able to discover the globe's secrets without destroying it.

Buying Some Time

If the players work out what is going on, they may wish to obtain some Quantum-40 from the colonists and place it near the globe. A small amount in close proximity will offset the effect of the mining operation for several hundred years.

Ending the Episode

The episode will end once the players return to Babylon 5 and report to Chen. Some progress will be made on translating the tablets but it will take several more days before anything of note is discovered. The party may wish to investigate Sector 260 if they found the navigational data from Columbus computers but Chen will want to get the tablet translations before making any decisions. The players will have approximately one week before they are given their next mission.

Next Time in the Legacy of War

The translation of the ancient tablets leads the players to Sector 260 where they hope to find the remains of an advanced alien race. However, they find much more than they bargained for and their lives will be changed forever.



The Arhiyao Clan

By Gareth Hanrahan

The Arhiyao are a minor Aslan clan, presented here to illustrate the political and territorial dynamics of a typical clan. They have holdings in Ranib subsector in the Trojan Reach. The Arhiyao can be used as a 'home clan' for Player Character Aslan or as patrons or even foes.

History

The Arhiyao are a young clan by Aslan standards. They cannot trace their lineage back to Kusyu; they have never been accounted among the Twenty-Nine Great Clans, nor were their glorious deeds recorded in the Grand Conclave. Their history begins during the Aslan Border Wars.

The Deeds of Klraiyo

The earliest account of an Arhiyao landholder is in 1733, when a warrior named Arhiyaoaiftlaiyhruuhru is recorded as having seized the western islands of a world in the Reaver's Deep in a series of lightning raids. He captured a Human warship and used it as his flagship in the Border Wars, launching surprise attacks on Human-occupied worlds. According to the folktales of the clan, Arhiyaoaiftlaiyhruuhru possessed supernatural powers and was capable of teleporting and reading the minds of his enemies. He could 'step between the shadows' and bore the title of the 'Laughing Lightning-Ghost'. Descendants of Arhiyaoaiftlaiyhruuhru served honourably in the armies of several lords and vassals of the Hrasua

but the sons of Arhiyaoaiftlaiyhruuhru never held enough territory to be accounted an independent clan.

In 2577, one of these descendants, Klraiyoarhiyaoaiftlaiyhruuhru, quarrelled with his Hrasua lord over a point of honour. Klraiyo and his followers hired a colony ship belonging to the Wahtoi clan and crossed the Great Rift. Klraiyo was accompanied by his new wife, a stolen female of the Hrasua line. The Hrasua have never forgotten nor forgiven this slight – for a vassal to kidnap a Hrasua bride is an insult that will burn longer than the stars. Further, Klraiyo lacked the money to pay for the colony vessel, so he and his followers had to indenture themselves to fight on behalf of the Wahtoi as soon as they arrived in the Trojan Reach. Although Klraiyo is recognised as the true founder of the Arhiyao clan, he is also a cautionary example. If Arhiyaoaiftlaiyhruuhru teaches his descendants to seize what they desire with cunning and ferocity, then Klraiyo shows them to consider what they desire carefully and not to overreach.

The years immediately after crossing the Great Rift were hard ones for the young clan. The Wahtoi used Klraiyo and his followers as scouts and then as cannon fodder in their wars with their Aroaye'i rivals. Of the 4,000 males who followed Klraiyo into the Trojan Reach, no more than 800 survived the 50 years of indentured servitude.

They had acquitted themselves heroically against the Aroaye'i in battle but all their victories were on behalf of the Wahtoi. Klraiyo was among those who died in battle under a Wahtoi banner but his twin sons Jaklraiyo and Hrukklraiyo took up their father's cause and his dreams of a free clan. From him, they learned to dream and plot; from their Hrusua mother, they learned how to fight.

As soon as the 50 years of forced service were at an end, Hrukklraiyo immediately declared war on the Wahtoi.

The Wahtoi, never a strong military clan, had come to depend on Klraiyo's followers as shock troops. Their own house armies were no match for Hrukklraiyo's warriors and the Wahtoi were forced to cede the world of Uitasoyaw (0810/Ranib) to Hrukklraiyo. With this much territory at his command, Hrukklraiyo was able to declare his followers to be an independent clan, the Arhiyao. Hrukklraiyo became the first Arhiyaoko.

Back in Hierate space, such a declaration would have been considered little more than a joke. The clan had less than 600 adult males, no money, no industrial base and no ships apart from a few battered and poorly-maintained scouts. They had a world but the two most influential clans in the region – the Wahtoi and the Aroaye'i – considered the Arhiyao to be enemies and one of the Twenty-Nine still held a blood feud with the new clan

over the kidnapping of Klraiyo's bride. Back in Hierate space, the Arhiyao would have been put back in their place within a decade by some long-established traditionalist clan. The Trojan Reach is a land of opportunity and new possibilities, though – even the possibility that such a weak clan could thrive. The Arhiyao had one advantage that their enemies had not considered and it was this advantage that would save them.

In the Imperium, the Scout Service is a notoriously dangerous occupation. Exploring the fringes of settled space, dealing with hostile environments or bizarre cultures, encountering alien races and inexplicable phenomena – it is a rare scout who survives for too long in the service. Such a rare scout almost always leaves the service a rich man, though, as a successful scout will know about mineral deposits and valuable alien plants or animals, about rich worlds and alien relics, about potential short cuts and trade routes. The Arhiyao had been used as scouts by the Wahtoi for 50 years and they had not shared all of their discoveries with their erstwhile masters.

The Arhiyaoko's twin brother, Jaklraiyo, became the clan envoy to the Aslan corporations who were eager to exploit the newly-discovered worlds in the Trojan Reach. Instead of repeating his father's mistake and tying the fortunes of the clan to a single master, Jaklraiyo (and his mates Kaaus and Ihkauiai, who are the unsung heroines of the Arhiyao's survival) played the corporations off against each other. Trading the location of a lanthanum deposit to one company got the Arhiyao more ships and weapons to fend off attackers; the secret of harvesting valuable biochemicals from a dangerous jungle planet got them the herdstocks and farming equipment they needed to survive.

Klraiyo died in battle under another clan's flag, having led his kin into near-slavery. One of his sons died in the great palace on Uitasoayaw, old, fat and surrounded by young wives and grandsons, surveying the vast territory under his claw. The other son vanished in a misjump aboard his custom vessel, the 1000-ton Salouwealryekha but was accounted one of the wealthiest Aslan in the Trojan Reach before his disappearance.

The Wahtoi Strike Back

Over the next two centuries, the Arhiyao consolidated what they had won. Their population grew as they tamed Uitasoayaw and they maintained their reputation as excellent warriors, although advancing technology put their troops at a disadvantage against more powerful clans. Their trove of valuable secrets ran out as Aslan expansion in the Trojan Reach went past the borders they had scouted but the clan continued to send scout-ships out into unexplored space and worked with the trade corporations in exploiting new worlds.

After a generation's work, Uitasoayaw was a usable agricultural world. They seeded the planet with Kusyuan bacteria and built huge automated factories to subtly adjust the atmosphere. Livestock purchased from the corporations were set loose and within a decade of colonisation the Arhiyaoko was able to hunt *aud'ka* through the young forests. The planet was unremarkable in terms of resources, though, and the Arhiyao were rapidly falling behind the technological development of other clans. This technological gap would prove devastating to the clan's fortunes.

In the Hierate, the Great Clans invariably possess the most advanced technology, as they have the resources to pour money into research. New developments are then passed on to their vassal

clans in exchange for service. The Arhiyao were independent for centuries and both their previous suzerains were hostile to them. While the rest of the Hierate pushed towards TL13, the Arhiyao were slipping back towards TL9.

In 2660, Uitasoayaw was attacked by Wahtoi forces. The Wahtoi were accompanied by mercenaries and *ihatei* bands. As soon as the Wahtoi fleet jumped in, their envoy informed the Arhiyaoko that the two clans were now at war – a limited war for control of Uitasoayaw's fertile western continent and spaceport. The Wahtoi had significant advantages both on the battlefield and in the initial challenge – as they already had ships in the system, they could force the *earleatrais* to accept that space forces would be part of the conflict. The Arhiyao had few warships and nothing that could defeat the considerably more advanced Wahtoi ships. On the ground, the Arhiyao warriors were better trained and had more stomach for battle than their foes but were using *yeheal* autorifles against *wye'oiheasarl* plasma cannons.

The war lasted six weeks. The Wahtoi and their allies suffered more losses than they anticipated but the *earleatrais* declared them the victors nonetheless. Over a third of the territory on the Arhiyao homeworld was seized by the invaders. The shame led the current Arhiyaoko to commit ritual suicide, passing the leadership of the clan to the next generation.

Over the next decade, the clan rebuilt its military forces and sought out allies. Two of these new alliances would lead to the reclamation of Uitasoayaw and the rise of the Arhiyao; the third alliance would nearly destroy them.

The first of these new allies was the Tru'shan, another offshoot of the once-mighty Tru'kt. The Tru'shan faction hived off from the larger clan during the Cultural Purge; they were a clan of scientists and researchers who advocated the use of robots in battle instead of risking Aslan lives. The fundamentalist *khiraokhaor'ya* clans wiped out the Tru'shan drone armies in a series of apocalyptic battles, forcing the Tru'shan to flee Hierate space. The Tru'shan established a new colony on Ewyeyal in Silraaihe subsector but were isolated from the rest of the Aslan. Most of the clans in that region were on the *khiraokhaor'ya* during the civil war, while the Tru'shan were tainted by their *tseyko* roots. The Tru'shan were pariahs but they were pariahs with advanced technology and a formidable industrial base. The Arhiyao offered to act as intermediaries, reselling Tru'shan technology to *khiraokhaor'ya* clans. A new corporation, the *Ekhoaoiarl* (Brother-Making Commercial Endeavour) was founded to pursue this trade. The Arhiyao owned a third of the shares, the Tru'shan another third and the final third was traded openly on the Aslan markets (but most of these shares were quickly purchased by Arhiyao traders).

The income from the company allowed the clan to pursue even greater fortunes. The nearby world of Hkakh, a marginally habitable frozen world, was colonised and established as a trade nexus. Hkakh freeport, with its state-of-the-art spaceport, its automated cargo handling and its regular security patrols made it attractive to the growing number of traders passing through Ranib subsector on their way to the Imperium. The company expanded quickly; from its foundation of trading solely in Tru'shan technology, it diversified into dust-spice, terraforming technology, agricultural products and cosmetics.

The third alliance was with the Glorious Empire. Like the Tru'shan, the Aslan of the Glorious Empire were unable to trade freely with the Hierate. The Arhiyao offered them a back door into the Hierate market, in exchange for military support and a sizeable share of the profits. It was not smuggling per se but it certainly skirted the boundaries of both legality and honour. An alliance with the Glorious Empire was extremely controversial within the clan but the Arhiyaoko's word was law. The Arhiyaoko of the period was a young warrior named Khtoarlyu, the Steel Cat, who lost an eye and both legs during the battles for Uitasoayaw. He was fitted with Tru'shan-built cybernetics to restore his strength and for the rest of his life he was accompanied everywhere by Tru'shan technician-maidens to maintain and adjust his machine parts.

The second war for Uitasoayaw saw a combination of Arhiyao and Glorious Empire troops descend on the Wahtoi territories like fiery tigers. The Wahtoi crumbled and fled into space; the new Tru'shan-built Arhiyao fleets pursued them, and the war ended with the Wahtoi ceding the world of Ehaealir to the Arhiyao.

The Glorious Empire

The clan's alliance with the Glorious Empire was always going to be a troublesome one. Ever since the Tokouea'we clan broke away from the Aslan Hierate, conflicts and territorial wars were virtually constant along the border. The Ahriyao approached the Glorious Empire during a time of comparative peace but soon the wars started up again.

The Ahriyao were under no legal obligation to send warriors to fight on either side but they were dragged into the conflict anyway. The *Ekhoaoiarl*

company freighters needed escorts if they were to continue trading with the Empire. Often, these escorts were attacked by Hierate forces from the Wahtoi or a Hrusua-related clan, as old enemies of the Ahriyao took the opportunity to inflict some damage on the clan. Other attacks were from previously neutral clans who objected to any trade with the Glorious Empire.

The clan was bitterly divided between those who believed that the alliance with the Glorious Empire was a mistake and those who argued that the clan must hold true to its word, no matter what the cost. The Tru'shan and the executive board of the *Ekhoaoiarl* both added their voices to those arguing against the alliance but the aging Khtoarlyu, still *ko* of the clan, refused to contemplate any diminishment of the clan's ties to the Empire, even when it became clear that the alliance had ceased to be a benefit and was now an invitation to war to any clan with a grudge against the Empire.

In 3066, Khtoarlyu was murdered by an assassin. The two strongest candidates for *ko* were Sauhkesi, the commander of the clan's space fleet, and Yahefiy, the wealthiest and most powerful male on Hkakh.

Sauhkesi was young to be considered for *ko* but his prowess in space combat had won him great honour. He was a strong advocate of the alliance and considered the Glorious Empire to be the model that future Aslan clans in the Trojan Reach should follow. The weak human worlds of the sector begged to be conquered and the clan who reached out and put them under the claw would be invincible! He was an honoured friend of the Glorious Empire and even hunted with the Glorious Empire in the palace gardens on Syoukh.

Yahefiy was a great landowner, who counted most of Hkakh as his personal fiefdom. Three of his wives were on the board of the *Ekhoaoiarl*, while his sons were powerful generals and captains in the clan's armed forces. Yahefiy was seen by most as Khtoarlyu's inevitable successor, a safe pair of claws to guide the clan into a brighter future.

The two fought a bloody duel on Uitasoayaw and the elder Yahefiy was the victory. Rather than accept his new lord, Sauhkesi accused him of being behind the assassination of Khtoarlyu. Yahefiy countered by claiming that a secret war of assassins had been declared months earlier by the Hrakoea, blood-kin of the Hrasua and so therefore another traditional enemy of the Ahriyao. The Hrakoea were also among the clans attacking the Glorious Empire.

Sauhkesi returned to his ship and jumped away. Yahefiy's first act as *ko* was to break the alliance with the Glorious Empire and add the forces of the Ahriyao to the war. Surprisingly, Sauhkesi agreed to lead the invasion force, striking at his former friends with all the fury of an Aslan warrior.

Within months, the clan had their first victory over their erstwhile 'allies'. The world of Souftea in Nora'a subsector was ceded to the Arhiyao by the Glorious Empire after a shockingly brief war. The Glorious Empire commander at Souftea surrendered directly to Sauhkesi, who took possession of the world. The human slave population of Souftea, numbering some three million, were abandoned to their new Arhiyao overlord.

The conflict with the Glorious Empire rumbled on for another four decades but as the advancing borders of the Hierate pushed the war zone out of easy reach of Ahriyao forces, the clan's involvement

in the war diminished. An uneasy peace lasted for the remainder of Yahefiy's reign.

Recent Troubles

While the Ahriyao claim four worlds as theirs, only the well-established planets of Uitasoayaw and Hkakh are the clan's core territory. Ehaelir is shared with several other clans, most of whom have more resources than that Ahriyao. Souftea is wholly owned by the clan – or, more accurately, the pride of Sauhkesi, who treat the world as their private fiefdom and have only limited contact with the rest of the clan.

In 3618, some 20 years ago, three warships from the clan's space forces vanished near the Glorious Empire. These three vessels – two *Aositaoh*-class cruisers and one *Halabeike*-class pocket warship – were all under the command of officers from Souftea. An investigation into the disappearance revealed no signs of sabotage or hostile forces operating nearby. Either all three vessels simultaneously misjumped or they defected to the Glorious Empire.

The Tru'shan clan is undergoing its own internal difficulties. A blight on their homeworld of Ewyeyal has destroyed much of their food production capability, forcing them to trade for basic foodstuffs via the *Ekhoaoiarl*. Unless a cure for the blight is found, the Tru'shan economy may collapse or they may be conquered by another clan who can feed their citizens.

Clan Structure

The clan Ahriyao numbers some 29 million Aslan, divided between seven major prides who make up the aristocratic tier of the clan (and hold most of

the territory) and another four dozen lesser prides. The head of the Ahriyao pride is the Ahriyaoko – the dominance of the Ahriyao pride has gone virtually unchallenged throughout the clan's history, with only a few exceptions such as the Yahefiy dynasty that ruled for three generations.

The seven major prides are as follows:

Ahriyao Pride: The oldest of the prides, the families of the Ahriyao can trace their lineage back to Arhiyaoaiftlaiyhruehru himself. They hold the territory in the east of Uitasoayaw. The Ahriyao are traditionally the leaders of the clan and even when they are out of power, they wield considerable influence over the clan's politics. Most of the clan's priests, envoys and poets come from this pride and the current Ahriyaoko is from this bloodline.

Homeworld: Uitasoayaw

Strengths: Territory, Tradition, Politics

Yahefiy Pride: Originally a family within the Fiyatrusha, the Yahefiy broke off from the older pride when Yahefiy became the Ahriyaoko and moved his family and holdings to the world of Uitasoayaw. The Yahefiy are the young turks of the clan and are the most ambitious and aggressive of the families. They are feuding with the Sauhkesi and are closely allied with the Arhiyao through intermarriage. They have eclipsed their former kin, the Fiyatrusha and today the two prides have little in common. While the head of the pride dwells on Uitasoayaw, the family still has extensive holdings on Hkakh.

Homeworld: Uitasoayaw

Strengths: Wealth, Territory, Military

Sauhkesi Pride: The Sauhkesi rose to prominence within a single generation. Their founder, Sauhkesi, was born to a landless *aukhea* family. He managed to win a place in the space service,

where his genius for military tactics and lust for conquest won him great honour. When the *ahriyaoko* died, Sauhkesi was able to mount a serious claim for the clanship.

When Sauhkesi was defeated by Yahefiy, he returned to space and followed the clan leader's command to make war on the Glorious Empire. He conquered the world of Souftea from the Glorious Empire and claimed it as his own. The pride of Sauhkesi has held that world ever since. The ruling family of the Sauhkesi are of Sauhkesi's own bloodline; the other families are the descendants of his loyal crew.

The Sauhkesi are mistrusted by most of the other families. They are seen as isolated and strange and have little contact with the rest of the clan. Their culture is closer to that of the Glorious Empire than the Hierate. In effect, the Sauhkesi are a clan within a clan and some fear that it is only a matter of time before the Sauhkesi leave the clan – or are driven out. The thought of a Sauhkesi claiming the clanship is a dreadful one to the Ahriyao and Yahefiy prides.

Homeworld: Sauftea

Strengths: Territory, Military, Slave Labour

Jaklraiyo Pride: This pride claim descent from one of the explorer who started the clan's tradition of scouting. The Jaklraiyo are explorers still but they also have considerable interests in the clan's trade and diplomatic circles. The Jaklraiyo have only minimal territories, which means they will never be contenders for the political leadership of the clan but they are immensely wealthy. The Jaklraiyo traditionally support the Ahriyaoko in most matters but have played kingmaker in the

past, throwing their wealth and power behind a challenger from the Yahefiy or Haurenahar.

The Jaklraiyo are peacemakers and pragmatists; they have argued against expanding the clan's holdings, arguing that the clan lacks the military resources to hold another world.

Homeworld: Uitasoayaw

Strengths: Space Fleet, Wealth, Trade

Haurenahar Pride: The Haurenahar are another branch of the Ahriyao. The pride was founded when the clan conquered Ehaealir. They are somewhat isolated from the rest of the clan and see themselves as above the petty squabbles of the Ahriyao, Yahefiy and Sauhkesi. The Haurenahar have a strong military tradition and agitate for the clan to improve its space fleet and expand once more.

Homeworld: Ehaealir

Strengths: Territory, Military, Trade

Fiyatrusha Pride: The Fiyatrusha Pride was born of a political marriage between elements of the Ahriyao and the Tru'shan clan and they have inherited the technological aptitude of their Tru'shan forebears. The Fiyatrusha produce the most skilled technicians and scientists of the clan and are the backbone of the clan's spacefleet. The Fiyatrusha's *htahyu* (clan stronghold) is in orbit of Hkakh; it is a huge habitat, more than 600 years old and supporting more than 10,000 Aslan. It is the clan's primary shipyard.

The pride has always harboured ambitions of greater influence (and the Tru'shan clan would very much like to see their kin rise to command the Ahriyao clan) but lacks both the territory and the warrior spirit to win such power.

Homeworld: Hkakh

Strengths: Technology, Trade

Ahriusha Pride: This pride is almost as old as the clan but has never been close to power. The Ahriusha families are the descendants of the warriors who accompanied Klraiyo across the Great Rift. They are the backbone of the clan's military and have a considerable amount of territory on all four of the clan's worlds but the pride is too divided to mount a serious challenge for the leadership. The rest of the clan keeps playing Ahriusha families against each other; there are Ahriusha who are sworn to support the Ahriyao and the Fiyatrusha, and the Yahefiy and even the Sauhkesi.

Homeworld: Uitasoayaw

Strengths: Territory, Military, Population

Politics

Internal politics within the Ahriyao is cut-throat in a restrained way. In other clans, the fight to determine which pride will dominate the clan is a brutal, bloody one and any of a half-dozen strong prides could rise to rule over the rest. The Ahriyao are a small clan and (a few rare examples notwithstanding) the Ahriyao family of Ahriyao Pride rules over the Ahriyao clan.

The major political struggle, then, is between the Yahefiy warriors and the Jaklraiyo merchants for control of the clan's direction. When the clan goes to war, the Yahefiy grow in power; when it is peaceful, the Jaklraiyo benefit. The other prides have their own limited interests and switch their support between the two major prides as circumstances dictate. The Sauhkesi are always on the fringes of clan politics – no pride likes them but they are powerful enough to be cultivated as allies.

Military Forces

The clan is too small to support any capital ships, so the Ahriyao specialise in smaller, more agile forces. They have significant numbers of *Ekawsiykua* escorts for light duties and local defence, augmented by monitor ships. The clan possesses two dozen *Aositaoh* cruisers and ten *Halaheike* warships. Their ground forces number some 30,000 warriors.

Growing Up Ahriyao

Ahriyao characters will be intimately aware of the small size of their clan. Other clans control hundreds of worlds and have populations in the billions but the Ahriyao have only four lonely worlds. They are a tiny part of the Hierate and the clan's future is uncertain. The Player Characters have a good chance of shaping the destiny of the clan.

This does make character generation much more interesting. Choices made during character generation will not only determine the nature of the Player Characters but also the future of the clan. If the players all play naval officers and warriors, then their military adventures will push the clan into conflict with its neighbours. If they concentrate on merchants and diplomats, then they can expand the clan's corporate holdings.

Pride Modifiers:

Ahriyao: +1 Social Standing, -1 Endurance
 Yahefiy: +1 Strength, -1 Intelligence
 Sauhkesi: +1 Endurance, -1 Social Standing
 Jaklraiyo: +1 Intelligence, -1 Strength
 Haurenahar: +1 Intelligence, -1 Social Standing
 Fiyatrusha: +1 Education, -1 Social Standing
 Ahriusha: +1 Endurance, -1 Social Standing

Worlds

Uitasoayaw (B5796J7-9, Ni) is the oldest of the clan's planets. It is a poor and unremarkable world. Its native biosphere was wiped out by the Aslan terraforming efforts, although aborigine flora still persists in isolated regions. To most visitors, Uitasoayaw has nothing to recommend it except for breathable air and the capital city of Yairtyrl but to the Ahriyao, this is the promised world that their ancestors fought for.

Hkakh (A3245J6-E, Ni) is a frozen ice ball but beneath the ice are rich reserves of iron and other metals. Orbital factories produce the majority of the clan's industrial goods and starships. Hkakh is also situated on a major trade route and is the seat of the *Ekhoaoiarl* Corporation. It is the economic engine that drives the clan. It is, unfortunately, a hellish place to live – the major cities are all under domes of packed ice and most homes are in old mining tunnels. The Aslan of Hkakh are miserable, denied the wide open spaces and hunting grounds that their blood calls out for.

Ehaealir (B6365HB-9) is right on the border of the Glorious Empire and is regularly attacked by slaver ships. The clan's holdings there are in the Mountains of Glass. There is a sizeable human population on Ehaealir; tribes of wild humans live in the foothills, driven back to a primitive level of development to survive the slavers.

Souftea (A2517K4-D) is a small, nearly airless moon but was heavily industrialised by the Glorious Empire. The factories of Souftea are as productive as those of Hkakh (possibly more so, although there are rumours that the Sauhkesi

use slave labour in the underground mills). The Sauhkesi want clan funding to expand the old shipyards in orbit of the moon, upgrading them to allow the construction of warships. So far, this proposal has been blocked in the clan council by the Yahefiy but the Haurenahar believe it is the best way to secure the coreward frontier.

Important Characters

The **Ahriyaoko** today is an elderly male of the Ahriyao family. His mind is fraying and he is rumoured to be increasingly paranoid about the clan's ancient foes, the Hrasua. His youngest wife, **G'aulai** of the Yahefiy has taken over more and more of her husband's duties.

The most influential voice on the board of *Ekhoaoiarl* is another female, **Iwala**. She believes that the clan has grown stale and needs to invest in explorers and free traders to bring in new opportunities. The unexplored and untamed sections of the Trojan Reach hold the future of the clan and she is looking for ambitious young cubs to sponsor. Unusually for a female in her position, she has not yet taken a *siyajkhoara* oath to remain unmarried.

The commander of the clan's space fleet is **Yesyakhei** of the Ahriyao but many in the navy believe that young captain **Tolirah** - the victor at Uao, the warrior who slew the pirate queen Khitlaa – is the true leader of the clan's military forces. Tolirah is an inspiring leader and a brilliant tactician – but he is Sauhkesi, so the clan's elders mistrust him.

Adventure Ideas

- **The Tru'shan Famine:** The Tru'shan clan are on the brink of famine. An Arhiyao researcher just discovered that a new form of plant engineered by Syoisuis scientists will thrive on the Tru'shan worlds. If this plant can be obtained, then the famine can be averted. The characters must acquire these seeds, by fair means or foul, before the Tru'shan starve or some other clan uses the seeds to drive a wedge between the Ahriyao and their allies.
- **Civil War on Ehlaealir:** The border world of Ehlaealir breaks down into

civil war. The Ahriyao clan's holdings on that world are secure and easy to defend, so the war poses little threat to them. Militant leaders in the clan suggest that this is the time to go on the offensive, to take territory from other clans – but what if the Glorious Empire takes this opportunity to attack.

- **New Frontier:** The *Ekhoaoiarl* want to begin trading directly with the Florian League and to do that they need to establish a waystation somewhere in Yggdrasil or Dpres subsector. The player characters are given a scout ship and sent to find a good colony world.



FURMAN: FREELANCER, INTERIOR SPOTS



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Monstrous Minions

By Carl Walmsley

Illustrated by Furman

A Monster supplement for your *RuneQuest* adventures.

Skelemental

Wreathed in green flame so that the ground sizzles beneath its skeletal feet, this bony creature burns with an eerie elemental light. It clicks and clatters with each juddering movement, its fleshless jaws grinding together as if trying to speak.

Skelementals are unnatural creatures that combine the powers of the undead with the might of the elements. They resemble animated skeletons, surrounded by an aura of elemental magic – either green flame (fire), shimmering ice (water), hissing acid (earth) or crackling electricity (air). With each step, they leave evidence of their passing – scorching, melting or freezing the earth beneath them.

Skelementals may be created by wizards or necromancers and are typically employed as guardians. They have no need of sustenance, never tire or become distracted and are relatively intelligent when compared with zombies of skeletons. They can therefore be entrusted with straightforward tasks without the need of constant supervision.

When first created, a skelemental is imbued with the power of a single element: it may use this both to attack and to defend itself. When 'at rest' a

skelemental's eyes shine with elemental light but it may hold its power in check so as to minimize damage to its surroundings. The aforementioned footprints persist however, providing a means for knowledgeable adventurers to identify the presence of skelementals. When enraged, a skelemental ignites – unleashing the full fury of its elemental power. At such times, any object that touches a skelemental suffers 2D4 Damage.

In combat, skelementals rake opponents with their sharp fingers. In addition, they may 'breath' on an enemy within 3m, bathing it in an elemental wash that strikes every body part simultaneously. This power may manifest only once per hour.

Skelemental CHARACTERISTICS

STR	3D6	(11)
DEX	3D6	(11)
CON	2D6+6	(13)
SIZ	2D6+6	(13)
INT	1D3+3	(5)
POW	3D6	(11)
CHA	2D6	(7)

Skelemental Hit Locations

D20	Hit Location
1-3	Right Leg
3/6	
4-6	Left Leg



7-9	Abdomen	
3/7		
10-12	Chest	
3/8		
13-15	Right Arm	
3/5		
16-18	Left Arm	3/5
19-20	Head	
3/6		

WEAPONS

Type Weapon Skill

Damage

Elemental Rake 40%

1D3 + 1D6*

Elemental Breath 35%

1D6

*Additional damage is inflicted by the skelemental's elemental power – either acid, fire, intense cold or electricity.

SPECIAL RULES

Combat Actions: 2

Strike Rank: +8

Movement: 4m

Traits: Dark Sight, Disease Immunity, Night Sight, Poison Immunity

Skills: Perception 40%

Typical Armour: Bone (3 AP, no skill penalty)

Especially powerful wizards may fashion a Greater Skelemental. Created from the bones of a troll or other monstrous humanoid, these beings are far more intimidating in combat both because of their size and the fact that they may manifest all four of the elements.

A Greater Skelemental will only be employed for a task of great importance. This might be protecting its creator or guarding his most valuable items and secrets.

In combat, a Greater Skelemental will vary the type of element it uses, searching for any sign of weakness in its foe. If it finds one, it will exploit it mercilessly.

Greater Skelemental

CHARACTERISTICS

STR 3D6+6 (17)

DEX 3D6 (11)

CON 4D6 (14)

SIZ 3D6+9 (19)

INT 2D6 (7)

POW 3D6+3 (14)

CHA 2D6+3 (10)

Hit Locations

D20

AP/HP

1-3 Right Leg

4/7

4-6 Left Leg 4/8

7-9 Abdomen

4/8

10-12 Chest

4/9

13-15 Right Arm

4/6

16-18 Left Arm 4/6

19-20 Head

4/7

WEAPONS

Type

Damage

Elemental Rake 55%

1D6 + 1D6 + 1D8*

Elemental Breath 50%

2D6

*Additional damage is inflicted by the skelemental's elemental power – either acid, fire, intense cold or electricity.

SPECIAL RULES

Combat Actions: 2

Strike Rank: +9

Movement: 4m

Traits: Dark Sight, Disease Immunity, Night Sight, Poison Immunity

Skills: Perception 70%

Typical Armour: Bone (4 AP, no skill penalty)

Stenchman

Shaped from filth and refuse, pressed together to form crude limbs, a blunt head and ugly torso, this strange creature reeks of sewerage and waste. Eyes and rudimentary facial features are fashioned from shards of wood and metal and its fingers are tipped with fragments of bone. There is something oddly pathetic about its demeanour, eliciting pity from those who encounter it.

From time to time, the accumulated filth of civilization gives rise to a stenchman. These loathsome beings are born from the waste of human lives – rising spontaneously from the detritus that urban people generate.

Rubbish dumps and sewers are the most common breeding grounds, though charnel houses and abandoned buildings can serve just as well. Once born, a stenchman will seek out intelligent beings, apparently craving their companionship. Typically, such an encounter will not end well – stenchmen are often hunted and burned: at the very least, most people they encounter will flee.

In some instances, however, they will stumble across an individual who puts them to good use. A few rat catchers and sewerage workers tame



stenchmen, using them like hounds to assist them in their duties. This keeps the stenchmen out of sight of everyday folk and provides them with the sense of belonging they seem to need.

However, in most cases stenchmen are employed by more disreputable types to aid them in their foul deeds. Stenchmen lack the intelligence or skill to be effective thieves but can certainly work as muggers or assassins, especially if overseen by a handler. So long as they receive the attention they crave, stenchmen will work without the need of payment, food or even sleep.

The smell emitted by a stenchman is truly foul. Only those with strong constitutions – or a

profession that has inured them to putrid smells – can stand to be around them. In combat, stenchmen employ their pungent aroma to good effect, nauseating opponents that they then bludgeon with their heavy limbs. Alternatively, a stenchman may vomit foul waste onto an opponent within 3m, exposing them to disease and making them nauseous.

CHARACTERISTICS

STR	3D6+6	(17)
DEX	3D6	(11)
CON	2D6+9	(16)
SIZ	3D6+3	(14)
INT	2D6	(7)
POW	2D6	(7)
CHA	2D6	(7)

Hit Locations

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

WEAPONS

Type	Weapon Skill
Damage	
Bludgeon	50%

1D6 + 1D4
Filtch Vomit 45%
Special*

*A living creature struck by a Stenchman's filth vomit must pass Resilience Test or lose 1D4 actions. If this Test is failed, they will also contract Stench Fever.

SPECIAL RULES

Combat Actions: 2

Strike Rank: +9

Movement: 4m

Traits: Dark Sight, Disease Immunity, Poison immunity, Putrid Smell*

Skills: Perception 35%, Resilience 60%

Typical Armour: Filth Hide (no Skill Penalty)

*Any living creature with a sense of smell that comes within 5m of a Stenchman must pass a Resilience Test or lose 1D3 actions, which are spent vomiting. A character wearing a scented mask or handkerchief receives a +40% modifier on this test.

Stench Fever

Type: Touch

Delay: 1D4 hours

Potency: 50

Full Effect: 1D4 Hit Points of damage to Abdomen. All characteristics other than SIZE suffer a -2 penalty. Character must pass a Resilience Test each times he eats or be violently sick.

Skulture

Born on sweeping wings of oil-slick black feathers, this monstrous bird seems a renegade from the land



of the dead. A scrawny neck is crowned with a skull-head, featherless and grey, with a sharp, blunt beak. Taloned claws, scaled and muscular, emerge from the dripping plumage of the bird's body. Its screech is an ear-splitting wail, full of rage and cruelty.

In the wild places where many evil sorcerers secret themselves – and where do-gooders are apt to come in search of adventure – there is a constant need for vigilance. Few creatures will serve a wary sorcerer half as well as a skulture. They may glide tirelessly on thermals or roost upon hilltops or trees, ever watchful for those that might threaten their master.

Skultures are undead and therefore have no need of rest or sustenance. Unlike most undead, they do

not lose their outer skin – instead their plumage must be coated each day with a black liquid called *phage* which keeps it from rotting and allows the bird to continue flying.

Upon detecting likely trouble makers, a skulture may scrutinize them from afar using its acute vision. It may then either report its findings, giving its master plenty of time to prepare for unwelcome visitors, or it may attack interlopers directly. Though capable of delivering vicious bites and cuts with its beak and claws, skultures are usually smart enough to avoid direct confrontations. Instead, they drop rocks on opponents from a great height.

In times of direst peril, a sorcerer may ride to safety upon a skulture's back. Though cumbersome and uncomfortable, this can be preferable to facing a group of determined adventurers.

CHARACTERISTICS

STR	5D6	(18)
DEX	3D6+6	(17)
CON	4D6+3	(17)
SIZ	3D6+12	(23)
INT	2D6	(7)
POW	3D6	(11)
CHA	2D6	(7)

Hit Locations

D20

AP/HP

1-2	Right Claw
2/7	
3-4	Left Claw
2/7	
5-6	Abdomen
2/9	
7-9	Chest

Hit Location

10-13	Right Wing
2/9	
14-17	Left Wing
2/9	
18-20	Head
2/8	

WEAPONS

Type	Weapon Skill
Damage	
Bite	60%
1D6 + 1D8	
Claw	50%
1D8 + 1D8	
Rock	45%
2D4	

SPECIAL RULES

Combat Actions: 3

Strike Rank: +12

Movement: 3m, 10m when flying

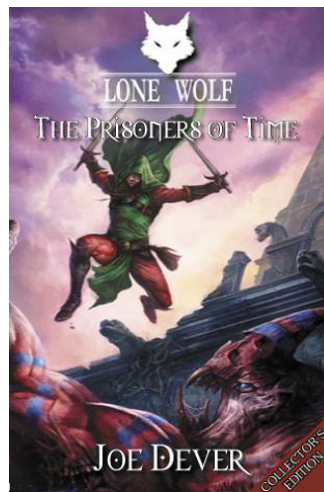
Traits: Disease Immunity, Night Sight

Skills: Dodge 50%, Perception 95%, Stealth 70%

Typical Armour: Feathers and Hide (2, no Skill Penalty)



LONE WOLF



Book 11: The Prisoners of Time, is the latest instalment from Joe Dever's Lone Wolf Series.

COMING SOON, only from Mongoose Publishing.



It's Raining Men

Background

In this scenario for *Battlefield Evolution: World at War* a unit of paratroopers will be dropped behind enemy lines. Once they have landed and reached the rally point they will be able to start performing various missions to disturb the enemy and prepare for the assault of the main attack force. The way I see it, this scenario is a good way to start a campaign but it can of course also be played as an independent game.

The Mission

The attacker will drop behind enemy lines in an area of relatively unprepared enemy reserves. The purpose is to survive the drop and get away from the enemy. After surviving the first hours it's time to make for the rally point. The defender will try to destroy as much of the enemy as possible, thus reducing the risk of having supply lines cut, artillery positions destroyed and so on.

Attackers Briefing

You will lead your unit of paratroopers in an attempt to land behind the enemy lines and establish a position from which you can later launch attacks on enemy positions. But first your troops need to survive. Pictures taken by reconnaissance aircraft has been used to pick the spot where the drop will take place. Unfortunately, the selected spot is not as safe as it seemed. There will be some fighting to do before you can gather your troops and organise the force.

Your target is to have as high percentage of survivors as possible after six turns.

Defenders Briefing

You are enjoying a few calm days away from the front. No fighting is expected but of course you cannot let your guard down completely. When you receive the message that enemy air transports are on their way and that all units must prepare to defend their area should paratroopers try to land, you quickly gather all available assets. What you happen to have in the area is not necessarily a well balanced force but anything will have to do. This could be a rough afternoon...

Your target is to make sure that as few paratroopers as possible are in a fighting condition before they get the chance to regroup.

The Field of Battle

Divide the table in squares one foot by one foot. On an average sized table this will give 24 squares. The defender deploys all his assets anywhere on the table. The attacker will then randomly place his paratroopers, unit by unit, on the table. Roll appropriate dice to determine in which square the unit will be placed. Because soldiers have some control over where to land you may place the soldiers anywhere in the square, provided all soldiers are in command after the drop. Enemy units in the same square and/or within 10 inches may react to the paratroopers being placed. The paratroopers may then perform their second action according to the normal rules for actions.



The centre of the battlefield seen from above

The game will be more difficult for the defender the more terrain you put on the table. I recommend using quite a lot of terrain to make the game more exciting.

The forces

The attacker may choose a force of 2,000 points, following all restrictions in the army list. Because of the circumstances no vehicles can be used, only aircraft and units that have the option to deploy by parachute.

The defender must number all available assets in his/her army and then randomly determine which ones are present in the area. This may give a force that is not normally allowed according to the army list. Roll a dice and note what asset will be part of your force, then roll another dice to determine your next asset until your force is at least 1,400 points strong. If an asset has a transport vehicle available, roll another dice. If an odd number comes up the transport is included in the army. Should your last dice roll take your force above 1,700 points, ignore this asset and roll for another one. This will give you a force of between 1,400 and 1,700 points that can be built up by any assets including aircraft.

The game can be made bigger or smaller as you see fit, but it may be a good idea to exclude certain assets from the defenders army if the game is made smaller. An 800 points defender consisting of one Königstiger tank and nothing else may not give a very interesting game...

Make sure to agree with your opponent which units, if any, should not be part of the army list used for randomising your force, beforehand.

The game

The defender deploys his force first, anywhere on the table. The attacker takes the first turn and all paratroopers must be dropped in the first turn. Attackers aircraft may enter the field of battle in turn one rather than in turn two if the player so wishes. Defending aircraft can not enter the game until turn two, as normal.

Paratroopers are specifically trained for this kind of mission and are supposed to act on their own in case they get separated from their unit. In this mission all attacking soldiers are immune to being out of command. This does not mean that the attacking player can choose to divide his units in ways that are not allowed by the army list, simply that soldiers will keep fighting regardless of casualties and unit leaders being killed.

Victory

After six turns the number of surviving paratroopers is divided by the number of paratroopers initially dropped onto the table. Multiplied by 100 this gives the percentage of surviving soldiers on the attackers' side. If this is used as the first battle in a campaign, this percentage will be used to determine how many points of troops the attacker will have access to in future missions. If played as a separate mission, use the following table to determine the level of success for the involved forces.

0 – 35% survivors:	Major victory for defender
36 – 50% survivors:	Minor victory for defender
51 – 65% survivors:	Minor victory for attacker
66 – 100% survivors:	Major victory for attacker

Example of play

Army lists

U.S. Paratroopers (2 platoons)

Command squad	110 p (7 soldiers)
+ LMG team	60 p (2 soldiers)
Paratrooper squad 1	220 p (12 soldiers)
+ Bazooka	20 p
+ Sniper	10p
Paratrooper squad 2	220 p (12 soldiers)
+ Bazooka	20 p
Paratrooper squad 3	220 p (12 soldiers)
+ LMG	30 p
Paratrooper squad 4	220 p (12 soldiers)
+ LMG	30 p
Mortar team 1	130 p (6 soldiers)
Mortar team 2	130 p (6 soldiers)
HMG team 1	90 p (3 soldiers)
HMG team 2	90 p (3 soldiers)
P-38 Lightning	275 p
+ 2 1000 lb bombs	125 p
Total:	2,000 p

German Grenadiers

The following table was used to determine the composition of the defending German army.

D20	Asset	Options	Transport	Points
	7.5 cm L46 PaK 40			
1	AT gun			105
2	Pz Kpfw V Panther			420
3	Mortar team		Kübelwagen	70 (105)
4	Jagdpanzer IV/70			240
5	MMG Support unit			90
6	Sniper team			50
7	MMG Support unit			90
8	Pz Kpfw VI Tiger I			620
		MG-42	SdKfz 251/1	
9	Grenadier squad	LMG	Halftrack	200 (280)
10	Mortar team		Kübelwagen	70 (105)
		MG-42	SdKfz 251/1	
11	Grenadier squad	LMG	Halftrack	200 (280)
	8.8 cm FlaK heavy			
12	AA/AT gun			140
13	Sniper team			50
		Additional team 2	SdKfz 251/10	
14	Command Squad		Halftrack	165 (275)
15	Jagdpanzer IV/70			240
	Jagdpanzer V			
16	Jagdpanther			400
	Focke Wulf FW 190-			
17	A8			180
		MG-42		
18	Grenadier squad	LMG	Opel Blitz	200 (250)
	Messerschmitt Bf			
19	110G			310
		MG-42	SdKfz 251/1	
20	Grenadier squad	LMG	Halftrack	200 (280)

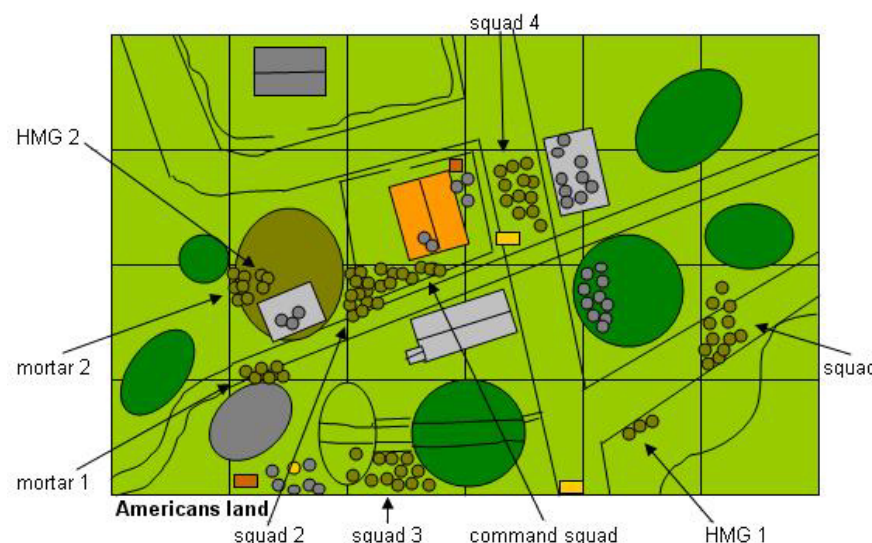
The resulting army:

MMG support unit	90 p
Jagdpanzer IV	240 p
Sniper team	50 p
Focke Wolf FW 190	180 p
8.8 cm FlaK AA/AT gun	140 p
Mortar team	70 p
Grenadier squad	160 p
+ LMG 42	40 p
Sniper team	50 p
Jagdpanzer IV	240 p
Command squad	100 p
+ additional team 2	65 p
+ SdKfz 251/10	110 p
Total:	1,470 p

The Germans set up according to map "German set up".

US turn 1

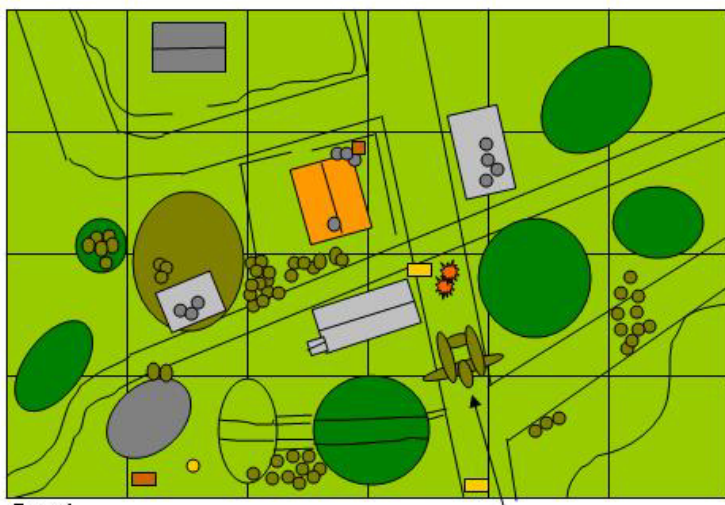
The paratroopers land according to map "Americans land".



Turn 1 sees some fighting breaking out at different points of the battlefield. Most notably, the German command squad in the ruined building and US squad 4, landing in the road outside, open fire at each other causing casualties to both units. US mortar team 1 lands in front of the MMG 42 in the second ruin and is reduced to two soldiers. Meanwhile US squad 2 and squad 3 take out five of the six soldiers manning the FlaK.

German turn 1

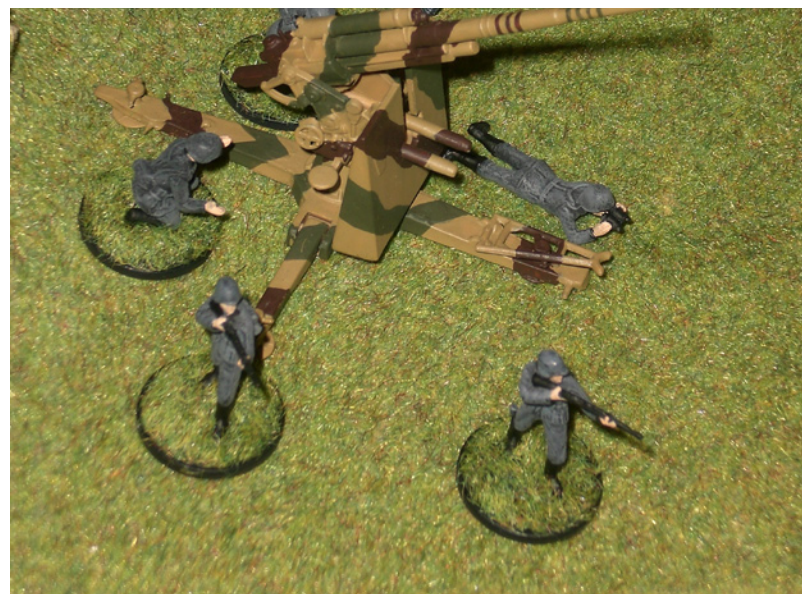
The German grenadier squad moves out of the forest and finishes off US squad 4. Nearby, the Jagdpanzer destroys part of the wall around the stone



building in the middle of the battlefield, while the second Jagdpanzer opens fire on US squad 1 killing two paratroopers. The last FlaK crew is caught in the fire zone as US squad 3 reacts to the halftracks 37 mm PaK.

Air Turn 1

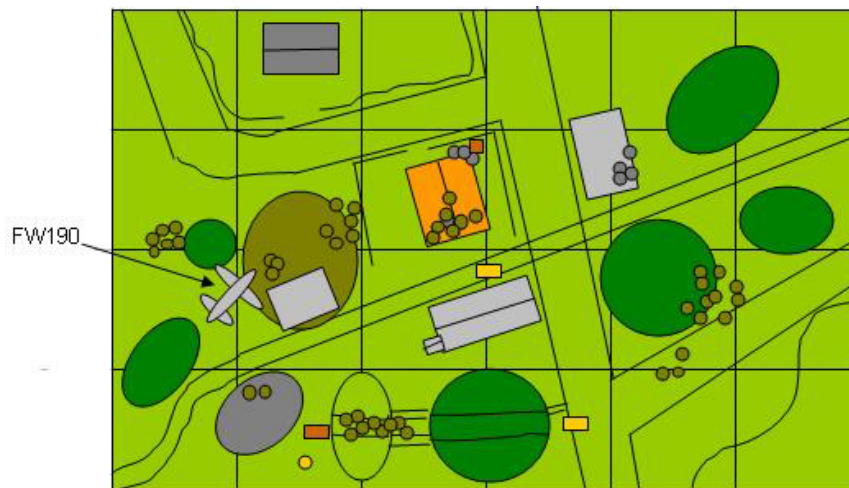
In this scenario the attacker may bring air assets into play in the first turn. The P-38 Lightning sweeps in over the battle field releasing both its 1000 lb bombs on the grenadiers and the Jagdpanzer IV near the centre. All eight grenadiers are taken out of action but the Jagdpanzer is miraculously unharmed. The bombs also destroy more of the wall surrounding the stone house and the railroad as well as causing damage to the storage building.



The FlaK is supported by the Halftrack

US turn 2

The Command squad moves into the stone building. Squad 2 fires its bazooka at the Jagdpanzer without success and then tries to move away from it. The



German MMG 42 in the ruin is taken out by HMG team 2 to the relief of Squad 3. Squad 1 takes a bazooka shot at the second Jagdpanzer and hits it but the armour is too strong. All over the battle field paratroopers are trying to find cover.

German turn 2

US Squad 3 finds itself being attacked by the halftrack and one soldier is killed by the PaK. The Jagdpanzer by the stone house kills three paratroopers from Squad 2 as they move further along the hill. The German command squad starts moving out of the ruin to try and find a way to engage Squad 1 in the woods to the south.

Air 2

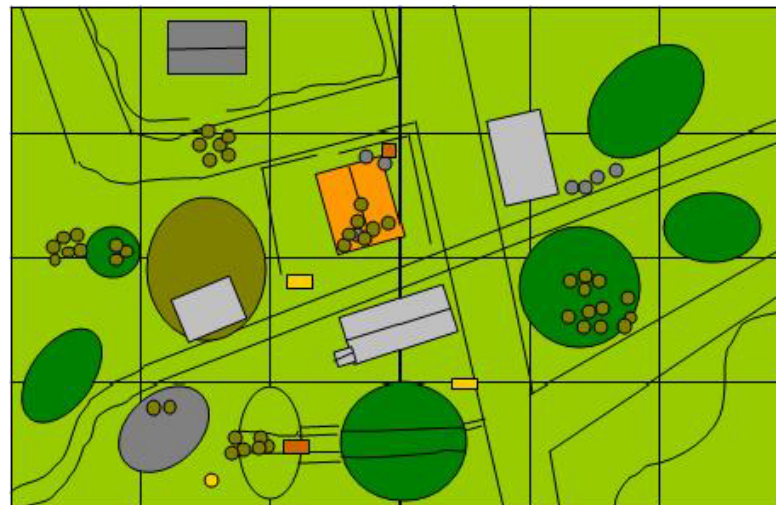
The P-38 leaves the battle field but at the same time a Focke Wulf flies by and opens fire on Squad 2, killing 3 of the soldiers caught in the open.



The German Command Squad carefully moves along the side of the ruined building

US turn 3

Squad 3 takes its chances and charges the Halftrack, planting explosives on it. The paratroopers under attack from the FW190, Squad 2, run towards the relative safety of the inn but are still out in the open. HMG team 2 moves into the woods close to mortar team 2 just as the mortar sends a projectile towards the German mortar team by the stone house, killing one soldier. The bazooka carrying paratrooper in Squad 1 moves to the edge of the woods and shoots, once again, at the Jagdpanzer in the southern part of the battle field.



Again the Jagdpanzer escapes undamaged. What does it take to knock one of those out?

German turn 3

The halftrack continues to move at full speed through Squad 3 running over two unlucky Americans. The command squad takes cover behind the railroad bank, while the Jagdpanzer manages to knock out the soldier with the bazooka in Squad 1. The other Jagdpanzer fires at Squad 3 and kills one paratrooper.

Air 3

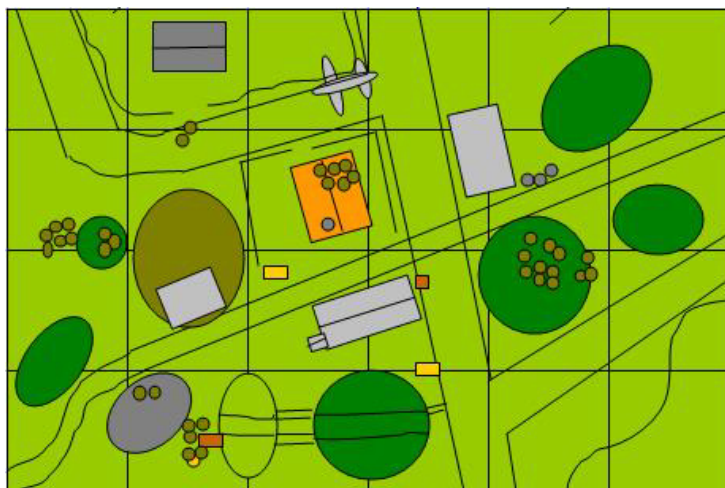
The FW-190 moves off the table.

US turn 4

Squad 3 moves away from the halftrack as fast as possible to avoid being damaged by the exploding AT explosives. The explosion damages the Halftrack but not enough to take it out. HMG 1 moves to the edge of the woods and opens fire on the German command squad killing the lieutenant and rendering the squad out of command and suppressed. The American command squad takes position in the windows overlooking the German mortar team which reacts and kills one soldier before being destroyed in a



Signs & Portents



hailstorm of submachine gun fire.

German turn 4

The halftrack turns around and once again runs through Squad 3 at full speed. This time only one paratrooper fails to get out of its way. Squad 3 reacts by charging and plants another piece of AT explosives on the halftrack. Both Jagdpanzers move at full speed. The Kübelwagen that survived the sudden attack from the squad in the stone house moves off.

Air 4

The excellent manoeuvrability of the FW-190 allows it to immediately return to the battlefield. Once again it strafes Squad 2, this time taking out four soldiers.

US turn 5

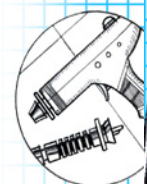
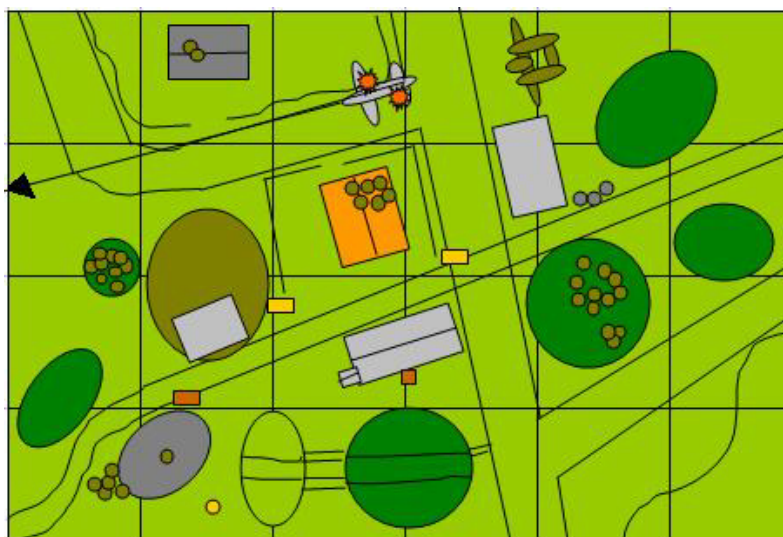
The two remaining paratroopers of Squad 2 finally make it inside the inn. Squad 3 moves away from the halftrack as the AT explosives go off, this time without causing any damage. The other squads move into woods to get out of the line of sight of the FW-190.

Germany 5

The halftrack moves in line of sight of mortar squad 1 and shoots one of the two remaining soldiers with the 37mm cannon. One of the Jagdpanzers



The fight between the Halftrack and US Squad 3 went on for almost the entire battle



fires its man gun at the inn damaging the building.

Air 5

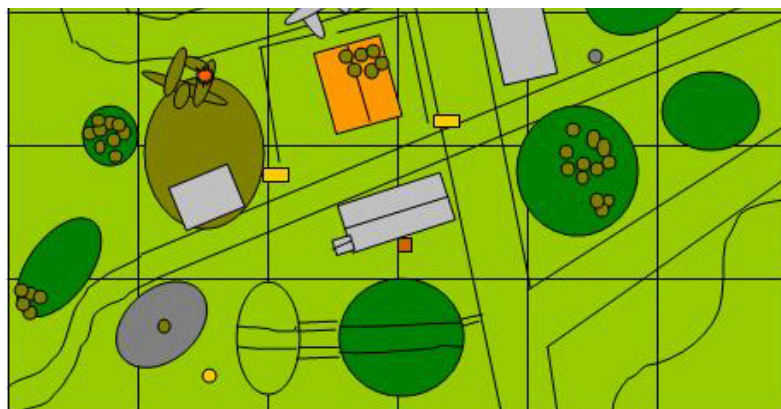
The P-38 has managed to get behind the FW-190 causing it to loose two hits before it manages to shake off the pursuit and leave the table.

US turn 6

Mortar team 2 manages to hit the out of command Command squad. Two Germans are killed. All other units try to keep out of harms way.

Germany 6

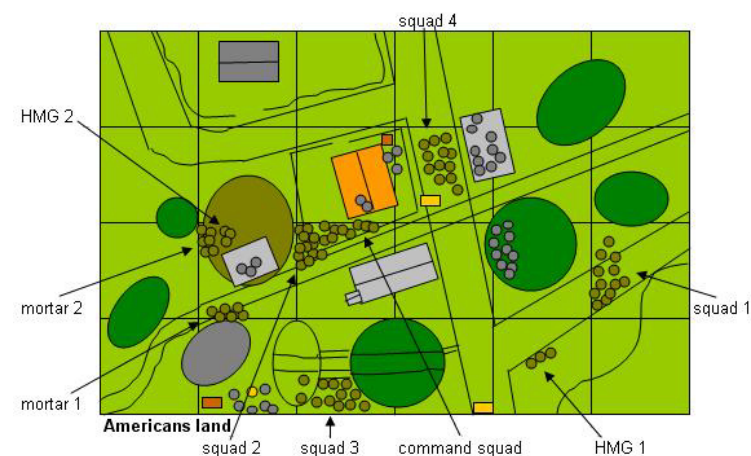
Again the Jagdpanzer fires at the inn causing it to collapse on top of the two hapless paratroopers taking cover within. One of them miraculously



survives the collapse only to be killed by the Jagdpanzers MG. The other Jagdpanzer takes aim at the P-38 and the pintle MG damages it.

Air 6

The P-38 manoeuvres to be able to strafe the halftrack and knocks it out. Finally the Americans manage to destroy a German vehicle. In another display of the Focke Wulfs aerial abilities it reappears over the battle field, this time hot on the tail of the P-38. The pilot takes aim and fires the four 20mm cannons damaging the American aircraft, but even this is insufficient to down the sturdy construction of the P-38 Lightning.



End of the game

When the dust settles 33 American paratroopers are still unscathed. This means that $33/75 \times 100 = 44\%$ of the soldiers are available for further actions. A quick look at the victory table shows that the battle has ended with a minor victory for the defending Germans.

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WINE OF THE GODS

Rodrigo Vilanova de Allende



OVERVIEW

The Player Characters are charged with acquiring and transporting two casks of a rare vintage wine from Kyros to Korshemish. A wealthy Kothic courtesan wants some of the “holy wine of Anu”, (ritually pressed from the first grapes of the season) in order to prepare a potion that will bind an important noble of the Kothic capital to her suggestions, thus avoiding heavy taxation and regulation planned by the conservative nobles of Koth, under the control of the High-priestess of Ishtar. The priestess agents will try to steal the wine for her and thus foil the Kothic liberal’s plans.

This adventure is designed as either a one-shot mini session or as a 3-4 session adventure for low level characters. Focusing on character development, stealth and intrigue over full out combat, it allows the Game Master to use it as an introductory adventure to the main campaign.

PREPARATION

Non-Player Characters appear in the Appendix but they can be easily switched by the Games Master’s NPCs. The adventure involves a long trip from Kyros to Korshemish and from there to Khauran so it is possible for Game Masters to set any side quests they wish during these travels. Recurring antagonists can be working with any of the parties involved, depending on the direction the Game Master wants to give the story.

The characters start either unemployed and broke in Kyros or working as an escort or companion to the Kothic courtesan’s agent, who is in charge of getting hold of the wine casks. The Kothic’s agent will contact a merchant who is in dire need of bodyguards, thus offering a job for the characters. Another option is to have the characters visiting Kyros for the wine festival which is taking place at that same time.

Both Game Master and Player Characters will need a copy of *Conan the Role-playing Game*. This adventure is designed for 1 – 3 beginner (1st to 6th level) Player Characters, although adjustments can be made to suit a particular campaign.

The main feelings of this adventure should be ambition and jealousy.

CHAPTER ONE: THE WINE FESTIVAL OF ANU

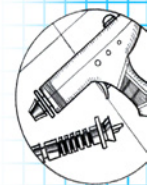
The story begins at dawn on the last day of the Wine Festival of Anu in Kyros; the characters enter the Merchant’s Quarter which is where the Grand Temple of Anu is also located. All the streets are filled with merchants, visitors and locals enjoying the Festival which marks the beginning of the wine season in Kyros and the neighbouring wine-producing City-States, including Ghaza.

The Festival will end at sundown with the yearly auction of several casks of the “holy wine of Anu” which is a special vintage made from the first grapes of the Temple’s vineyards. The wine is mostly used by the priests of Anu (for personal and ritual use), but the High Priest puts into auction a few casks every year to boost the already important income of the Temple.

There are plenty of opportunities for the characters to be involved in several scenarios, including being robbed (or robbing someone) and getting drunk and into fights (this is a wine festival after all!). Sooner or later they should arrive to Amad’s tavern, a respectable hostel where they can rest and meet a very preoccupied Kothic merchant: Argalos of Koth.

Argalos is distraught because the mercenaries he usually hires for escorting him on his trips to Koth are nowhere to be found (perhaps the characters had something to do with this) and he has a long standing contract with an important client of his, a lady from Korshemish who sent her personal maid to make sure the transactions run smoothly.

If the characters do not introduce themselves to Argalos, Lisina will arrive (assuming the characters are not with her) and demand Argalos the escort he agreed beforehand. This should be enough for the characters to get involved, if not, Amad the tavernkeeper will point out to Lisina that



the characters look like the type of people she is looking for.

Lisina will offer a splendid reward as well as room and board for as long as the characters work for her and her mistress, starting immediately, she will pay up to 50 silver pieces in advance to each Player Character. Once everything is set, the characters will accompany Lisina and Argalos to the auction to be held in the main plaza of the Merchant's Quarters.

The auction is held after a ceremonial procession of the priesthood of Anu. After the proper rites, the 20 2 gallon casks of "holy wine" are presented before the general public. Once this is done, a priest informs that his majesty, the king of Asgalun has blessed the Temple by buying all the lot except for 3 casks.

Now the auction begins. Each cask starts at 400 silver pieces and there are 3 serious bidders: Lisina (bidding through Argalos), Pheren-atum a Stygian merchant and Ghibran one of the wealthiest jewellers of Ghaza. Of the three, Lisina is the only one who actually needs more than one cask, so the other bidders do not mind spending all their money in one cask, which is what will happen. By the end of the day, Lisina and the characters have one cask of holy wine. Before retiring for the day, a very anxious Lisina will tell the characters that it is vital for her that they leave Kyros for Korshemish at dawn with the two casks of wine.

CHAPTER 2: A DELICATE VINTAGE

The Player Characters will have to acquire the additional wine cask, probably by stealing one. Argalos will try to buy one of the casks from

Ghibran but he is not interested; the same goes for Pheren-atum who will be very rude to the characters if approached by them.

If the characters decide to steal a cask, they have four options: steal it from the Temple, the Asgalun's warehouses at Kyros, the merchant Ghibran or the Stygian Pheren-atum.

The Temple, although it sounds like the best option, is a risky adventure at best since it is well guarded by Kyrosi night watch and Temple guards inside; there is also a big risk of encountering a priest or two doing some late night errands. The wine cellar is down in the temple basement. The biggest risk though lies in disturbing the main offerings in front of the altar of Anu, in which case the mystical wards surrounding the altar will awaken the spirit of the sacred bull of Anu enclosed in the main statue of the Temple. If this is the case, and if the characters confront and defeat the statue, a curse will fall on Kyros in the manner of a terrible storm that will flood the river that courses through the city.

The Asgalun warehouses are located in the Merchant's Quarter and they have a river dock where a barge is being loaded to head out at dawn towards Asgalun, the casks, as well as several loads of silk, spices and bronze pieces are on board. The ambassador of Asgalun is very weary of his King's wild moods so he has an extra squad of guards to protect his liege's interests in Kyros. If the characters steal a cask from the Asgalun's warehouse, a serious investigation will be in order by the city's authorities to the point of offering a reward for the culprit's heads.

Ghibran will stay his mansion in Kyros, having already opened the cask to enjoy it with his most intimate friends. He is not the best option since,

the later at night the characters get into his house, the drunker he and his guests will be but also the less wine there will be left; on the contrary, the earlier they infiltrate the house, the more alert Ghibran's household and guards will be, including his guests.

Pheren-atum, meanwhile, resides in a hostel he has rented for him and his retainers. Right across the street his camel caravan is also tended. The innkeeper is very respectful of the Stygian since he is one of his best customers and also a little scary. The stable hand, on the contrary does not like Pheren-atum since it appears he is some kind of sorcerer.

The Stygian's merchandise is stored in a small warehouse nearby, which requires some stealth to break into. The warehouse guards are asleep, so as long as the characters are stealthy, there should not be a problem with them stealing the wine cask or even changing the wine for regular if they want to avoid suspicion until the merchant reaches Stygia. One way or another, as soon as he finds out he has been robbed, he will use whatever means he has at his disposal to get the wine back from the thieves and if needed, exact a painful revenge on them.

Once in control of the casks, the characters, along with Lisina leave Kyros at dawn.

CHAPTER 3: TOWARDS THE QUEEN OF THE SOUTH

The Players will have to transport the wine from Kyros to Korshemish, assuming they did not get caught while stealing the casks, they should have a rather easy journey (unless the Game

Master wishes to include additional side-quests or encounters) up until they reach the border between Shem and Koth.

During the trip, the characters get to know from Lisina the plans her mistress has for the wine, she explains that the potion made from the wine of Anu and other ingredients is not only a very powerful aphrodisiac but also, if imbibed during the next solstice it binds the will of the drinker to the first person they lay with. Whether this is actually true or a mere superstition nobody knows for sure but Yuzin, Lisina's mistress is willing to do anything in order to guarantee the complete seduction of baron Tactanos, who is a very important functionary in Korshemish daily life.

Nearing the border with Koth, the characters will be followed by Shemite riders, if the characters notice them, they may decide to either ignore them and stop for the night in a border town inn or they may decide to continue riding all night long. Either way, it is clear that a big storm is coming their way.

If they decide to stay at the inn, the riders will catch up with them and try to steal the casks. The riders are led by Locardo, a Corinthian thief in the service of High-Priestess Basea (Yuzin's rival in Korshemish). In case the characters decide to keep on riding, the storm will catch them in the middle of the night, just as they are nearing some ruins on top of a rather intimidating hill. The characters have the option to pass the night in the ruins, which are none other than the ruins of Daggoth Hill.

The Game Master can either face the characters with the actual hellspawn of Daggoth Hill, let the Shemite riders catch up with them or simply give the players bad dreams (as long as they do

not try to summon anything). Lisina and other female characters will have a particularly bad time throughout the night.

If the characters manage to arrive in Korshemish with the casks, they will head directly to Yuzin's manor, although Basea's agents will be watching them at all times, since Locardo will do his best to escape the characters in case any encounter with them goes sour and report to the high priestess.

CHAPTER 4: ON THE ROAD TO KHAURAN

Once in Korshemish the characters will learn that the potion requires another key ingredient: honey from the sacred beehives of Ishtar in Khauran. This has already been secured by Yuzin and a caravan hailing from Khauran just arrived that same day, so it is only a matter of going to the warehouse where the caravan has unloaded and retrieving the jar of honey (about 1 gallon).

When the characters meet Yuzin, she will order them to go fetch the honey before being paid. By the time the characters get to the warehouse, it will be night and the characters can surprise a group of thieves under Locardo's orders bent on stealing the honey. The thieves have already killed the guards and the merchant and are looking for the jar. Their orders are clear: if they cannot steal the jar, they must destroy it.

If the thieves get hold of the jar, they will take it to the Temple of Ishtar in which case, the characters will have to plan a way to recover it. In case the thieves manage to destroy the jar, the characters will learn that there is no more Khaurani honey in the city and will have to travel to Khauran to get some to Yuzin before the solstice occurs.

If the characters go to Khauran they will find that the temple of Ishtar has closed down all sales of the honey, due to the intervention of Basea. The only way to get the honey will be sneaking into the temple and stealing it or bribing some priest, assuming the characters have the skills to do so. Fortunately, the city is celebrating the first anniversary of princess Taramis, so there will be lots of revellers on the streets, making it easier to infiltrate the temple.

If the characters steal the honey or kill anyone in the temple, they will be pursued on their way to Korshemish by the temple's guard. Also, a messenger will be sent to inform Basea of this.

However the characters deliver the honey to Yuzin, she will offer to hire them until the solstice as her personal bodyguards.

CHAPTER 5

Once the ingredients are finally in the possession of Yuzin, she will prepare the potion at her mansion. Meanwhile, the characters are free to roam Korshemish where they will learn of the Temple of Ishtar's campaign to outlaw brothels and taverns in the city. Although not a very popular idea, the temple has important backers in the conservative nobility of Koth. So far, the temple does not have enough leverage to pressure the crown on passing a law regarding the brothels but Basea pretends to win her cause through baron Tactanos, an influential young baron who is also the city's treasurer.

At the same time, Tactanos has an ongoing relationship with Yuzin, who approached him in the first place to either seduce him or bribe him into rejecting the temple law proposal. Although

not really interested in the matter, Tacnatos can use his considerable influence at court to favour one side or the other, hence the importance to win him over.

Yuzin firmly believes that drinking the potion with Tacnatos will bind them both together, thus foiling Basea's plans, although no one is very clear if the potion actually works. Tacnatos has been invited to a special reunion in Yuzin's mansion the night of the solstice, where she will personally pour the potion into Tacnatos drink.

This will be Basea's last chance to foil Yuzin's plans; she will orchestrate an attack on Yuzin's mansion by temple guards disguised as a self-righteous mob. Meanwhile, Locardo's agents will try to slip into the mansion and poison the wine. It is up to the characters to defend both the mansion and Yuzin's guest's integrity, including preventing the wine from being poisoned. If the characters do not stop the thieves from poisoning the wine, both Yuzin and Tacnatos will drink it and fall violently ill, dying shortly afterwards. A successful medicine check, either by the characters or a leech will stabilize both victims for a little while at least but it will not prevent them from dying eventually unless an antidote is administered. The antidote is, of course, in the possession of Basea; this can be learned by questioning any survivor of the rogues attacking the mansion. If approached by the characters, she will agree to treat them in the temple hospice, giving the antidote to Tacnatos and a placebo to Yuzin who will die almost immediately. If the characters decide to steal the antidote they will earn a terrible enemy in the High Priestess.

Assuming the characters capture an agent from the temple and decide to turn him to the authorities as proof of Basea's intrigues, the city guards will

take the prisoners to prison where they will be judged for thievery and nothing else, Basea is way too influential to actually be endangered by this unless Tacnatos survives and presents an actual complaint to the crown.

EPILOGUE

If Yuzin dies and the characters somehow are still alive, Basea will have them banished from Korshemish, in case the characters try something against her or the temple, she will try to assassinate them as discretely as possible.

In case both Yuzin and Tacnatos drink the potion, they will grow infatuated with each other (the Game Master should decide if the potion is actually magical or simply the potent aphrodisiac it was supposed to be); with the baron agreeing to support his lover against the temple intrigues.

If the characters are caught stealing from the temple or kill any priest inside of the temple, they will be pursued by the temple and city guards until they either escape the city or are executed in the main plaza of Korshemish.

Finally, there is still the threat of the Stygian merchant's revenge, assuming the characters wronged him in Kyros. By the time of the solstice, Pheren-atum will have reached the city and will be aware of the characters, biding his time to strike at them.

Another interesting alternative could involve Basea getting hold of the wine cask and giving it to the sorcerer Tsotha-lanthi of the Scarlet Citadel. This could require that the characters infiltrate the infamous keep in order to retrieve the cask before the wizard puts it to good use.

APPENDIX ONE:

CHARACTERS

City Guards.

2nd level Shemite soldier.

The Kyros city guard are standard guards (see *Conan the Role-playing Game* rulebook, page 357) armed with spears and shields and quilted jerkins (the leading soldier will carry a short sword), while the Temple of Anu will be better equipped (swords, spears and leather jerkins).

2nd level Kothian guard.

Korshemish city guards will also be standard guards as per the rulebook but will be more aggressive than the Kyros guard, especially in any night encounters. The officers of the patrols will be wearing mail shirts and arming swords. Meanwhile, the Temple of Ishtar guards will favour spears and war clubs.

Argalos of Koth

3rd lvl. Kothic merchant (commoner).

Hit Dice: 3d4 (12hp)

Initiative: 0

Speed: 30 ft.

Parry defence: 11

Dodge defence: 11

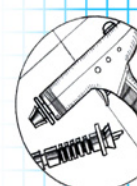
Base attack: +1

Attack: Dagger +1 melee (1d4 /19-20/x2/AP 1)

Saves: Fort +1 Ref +1 Will +1

Abilities: Str 10, Dex 10, Con 11, Int 14, Wis 13, Cha 13.

Argalos is a somewhat respected member of the Merchant population of Kyros, mostly trading Kothic cloths, carpets and capes for wine and local spices. His relationship with Yuzin consist of him selling her expensive Kyros wine, although this new assignment is very important for him since a lot of money is involved. Although loyal to Yuzin, he will not actually risk his life for her,



offering instead advice to Lisina and the characters regarding any obstacle they meet.

Lisina, Yuzin of Korshemish's handmaid.

5th lvl. Ophirian Temptress.

Hit Dice: 5d6 (16 hp)

Initiative: +1

Speed: 30 ft.

Parry defence: 11

Dodge defence: 11

Base attack: +3

Attack: Dagger +3 melee (1d4 -1 /19-20/x2/AP 1)

Special Qualities: Comeliness, Savoir faire, Seductive Art +1, Compelling Performance, Secret Art (sneak attack), Seductive Savant, Binding Contract.

Saves: Fort +0 Ref +5 Will +5

Abilities: Str 8, Dex 12, Con 9, Int 15, Wis 13, Cha 16.

Skills: Appraise 5, Bluff 7, Diplomacy 6, Disguise 4, Forgery 5, Gather Information 6, Knowledge local 6, Knowledge Nobility 6, Knowledge Rumors 5, Listen 6, Move Silently 5, Perform 6, Sense Motive 7, Spot 6.

Feats: Alertness, Persuasive, Diligent, Quick Draw.

Reputation: 2

Lisina is a very attractive young woman who was sold into slavery by her parents in her early life. Yuzin bought her then and has become the only person Lisina truly cares for. Although she does not believe in the magic of the wine of the gods, she will go to any extreme to guarantee her mistress's happiness and success, including manipulating the characters and even murder if needed be.

Pheren-atum.

6th lvl. Stygian Scholar (Merchant)

Hit Dice: 6d6 (19 hp)

Initiative: +1

Speed: 30 ft.

Parry defence: 13

Dodge defence: 13

Base attack: +4

Attack: Stygian Bow + 5 ranged (1d12 / 19-20/x2/AP 2) Dagger +4 melee (1d4 /19-20/x2/AP 1)

Special Qualities: Knowledge is power, Sorcery Style (x 3), Scholar, Lay Priest, Bonus Spell, Advanced Spell (x 3), Iron Will.

Saves: Fort +2 Ref +2 Will +5

Abilities: Str 11, Dex 12, Con 9, Int 15, Wis 14, Cha 9.

Skills: Appraise 5, Bluff 6, Concentration 5, Craft (alchemy) 3, Craft (herbalism) 4, Decipher Script 5, Forgery 3, Gather Information 4, Listen 3, Heal 3, Intimidate 4, Knowledge (local) 7, Knowledge (arcane) 7, Knowledge (religion) 7, Move Silently, Perform, Profession (merchant) 5, Search 5, Sense Motive 5.

Feats: Point Blank Shot, Ranged Finesse, Persuasive, Deceitful, Far Shot.

Reputation: 3

Magical Attack Bonus: +3

Power Points: 8

Sorcery Styles: Divination, Counterspells, Prestidigitation.

Spells Known: Warding, Astrological Prediction, Conjuring, Not This Day, Conjure Item, Visions, Dream of Wisdom.

Pheren-atum is a lay priest of the Temple of Set in Khemi, he has devoted his entire life to procuring foreign merchandise for the Temple and is quite happy doing his yearly foray into the City-Estates of Shem. Although he does not care much for magic or religion, he is very serious regarding his obligations since he will not let anyone endanger the comfortable position he is in. Losing the precious wine cask could spell doom for him and so he will use every single resource at his disposal to get back his possessions and extract revenge on the culprits.

Habkuk, Watcher of the Temple of Anu.

13th lvl Shemite Scholar / priest of Anu.

Hit Dice: 13d6 (52 hp)

Initiative: +1

Speed: 30 ft.

Parry defence: 14

Dodge defence: 14

Base attack: +9/+4

Attack: Staff +9 / +4 melee (2d4 +1 /x2/AP 1)

Special Qualities: Knowledge is power, Sorcery Style (x 4), Scholar, Lay Priest, Bonus Spell (x2), Advanced Spell (x 7), Iron Will.

Saves: Fort +5 Ref +4 Will +11

Abilities: Str 12, Dex 10, Con 13, Int 15, Wis 16, Cha 14.

Skills: Appraise 15, Bluff 10, Concentration 11, Craft (alchemy) 5, Craft (herbalism) 14, Decipher Script 5, Forgery 5, Gather Information 5, Listen 10, Heal 5, Intimidate 4, Knowledge (local) 6, Knowledge (Nature) 10, Knowledge (religion) 16, Knowledge (arcane) 16, Profession (soldier) 8, Search 5, Sense Motive 10.

Feats: Priest, Animal Affinity, Iron Will, Knowledgeable, Weapon Focus.

Reputation: 16

Magical Attack Bonus: +6

Power Points: 10

Sorcery Styles: Counterspells, Curses, Divination, Nature Magic

Spells Known: Warding, Lesser Ill Fortune, Astrological Prediction, Summon Beast, Awful Rite of the Were-beast, Greater Ill-fortune, Spirit of the Land, Command Weather, Greater Warding, Not This Day, Visions, Ward Dwelling, Weapon Curse.

High priest Habkuk is one of the wealthiest men in Kyros and he thoroughly enjoys his status in life. He is not overzealous in his religious duties but he will react in force to whoever threatens

his domains. If the characters are surprised in the Temple, he will not hesitate in using his magical knowledge to curse the trespassers turning them into bulls (with Rite of the Were-beast) which will be sooner or later sacrificed to the Sky god unless the characters manage to break the curse.

Locardo, Basea's agent

6th lvl Corinthian thief.

Hit Dice: 6d8 (25hp)

Initiative: +2

Speed: 30 ft.

Parry defence: 15

Dodge defence: 15

Base attack: +4

Attack: Short Sword +4 melee (1d8 +1 /19-20/x2/AP 1), Hunting bow +6 ranged (1d8+1 /x2 / AP 1)

Special Qualities: Sneak Attack +3d6 / +3d8, Sneak Attack Style (hunting bow / short sword), Trap Disarming, Eyes of the Cat, Trap Sense +2, Light Footed, Special Ability (Crippling Strike).

Saves: Fort +3 Ref +7 Will +3

Abilities: Str 12, Dex 14, Con 12, Int 12, Wis 12, Cha 9.

Skills: Appraise 2, Bluff 3, Balance 4, Climb 4, Disable Device 4, Disguise 5, Escape Artist 5, Forgery 3, Gather Information 7, Knowledge (local) 4, Knowledge (rumors) 6, Listen 6, Move Silently 4, Open Lock 4, Search 5, Sense Motive 4, Spot 4, Sleight of Hand 5.

Feats: Track, Investigator, Quick Draw, Point Blank Shot, Stealthy.

Reputation: 3

Locardo is a very pragmatic individual, he knows he lives in a dangerous city, always one error from the executioner's block or even worse; thus, he gives his allegiance to one of the most influential movers in Korshemish, guaranteeing certain degrees of impunity and easy jobs. He is loyal to

Basea but will not sacrifice himself stupidly if her cause seems lost.

Basea, High Priestess of Ishtar

13th lvl. Kothic Scholar/priestess of Ishtar.

Hit Dice: 13d6 (40 hp)

Initiative: +1

Speed: 30 ft.

Parry defence: 14

Dodge defence: 14

Base attack: +9/+4

Attack: Poniard +9/+4 melee (1d6 -1 /19-20/x2/ AP1)

Special Qualities: Knowledge is power, Sorcery Style (x 4), Scholar, Lay Priest, Bonus Spell (x2), Advanced Spell (x 7), Iron Will.

Saves: Fort +3 Ref +5 Will +10

Abilities: Str 8, Dex 12, Con 9, Int 15, Wis 15, Cha 16.

Skills: Appraise 5, Bluff 10, Concentration 13, Craft (alchemy) 10, Craft (herbalism) 10, Decipher Script 6, Forgery 3, Gather Information 6, Listen 8, Heal 10, Intimidate 6, Knowledge (local) 12, Knowledge (arcane) 13, Knowledge (religion) 16, Knowledge (Nature) 12, Move Silently 3, Perform 3, Search 2, Sense Motive 12.

Feats: Priest, Poison Use, Investigator, Skill Focus, Persuasive.

Reputation: 15

Magical Attack Bonus: +6

Power Points: 9

Sorcery Styles: Counterspells, Nature Magic, Curses, Divination.

Spells Known: Warding, Lesser Ill Fortune, Astrological Prediction, Summon Beast, Animal Intercessor, Children of the Night, Sorcerous Garden, Sorcerous News, Blessing of Fate, Desperate Ward, Weapon Curse, Dream of Wisdom.

The charismatic leader of the cult of Ishtar in Korshemish is at the same time calculating and naïve. She is utterly convinced of the righteousness of her cause (the prohibition of all non-sanctioned vices in Koth), whilst ignoring some of the most popular aspects of her cult at the same time. Not used to being confronted, she has developed a deep hate towards the sensuous courtesan that has managed to prevent all her efforts in turning the capital's population into pious citizens.

Yuzin of Korshemish

11th lvl. Kothic Temptress.

Hit Dice: 11d6 (30hp)

Initiative: +1

Speed: 30 ft.

Parry defence: 15

Dodge defence: 16

Base attack: +8/+3

Attack: Dagger +8/+3 melee (1d4 /19-20/x2/ AP1)

Special Qualities: Comeliness, Savoir faire, Seductive Art +3, Compelling Performance 3/day, Admirers, Inspire, Outrageous Flattery, Advance Secret Art (politics: entertainer, smear others, secrets), Seductive Savant, Binding Contract, Exquisite.

Saves: Fort +3 Ref +8 Will +8

Abilities: Str 10, Dex 13, Con 10, Int 16, Wis 13, Cha 17.

Skills: Appraise 11, Bluff 12, Diplomacy 14, Disguise 8, Forgery 8, Gather Information 10, Knowledge local 11, Knowledge Nobility 14, Knowledge Rumors 10, Listen 9, Move Silently 10, Perform 10, Sense Motive 13, Spot 10.

Feats: Alertness, Iron Will, Poison Use, Performer, Persuasive, Deft Hands, Negotiator.

Reputation: 16

One of the most captivating courtesans in the Queen of the South, Yuzin of Korshemish has

managed to somewhat unite all the whorehouses, taverns and gambling houses of Korshemish in order to avoid the outlawing of the same by the conservative faction of Korshemish, lead by High priestess Basea. Despite her impressive leadership efforts, she is running out of ideas, hence the somewhat far-fetched plan of actually seducing and manipulating a notable public figure like baron Tacnatos. Still, there are seemingly no other options to avoid the worst scenario.

Baron Tacnatos of Korshemish

8th lvl. Kothic noble.

Hit Dice: 8d8 (36hp)

Initiative: +1

Speed: 30 ft.

Parry defence: 15

Dodge defence: 14

Base attack: +6 /+1

Attack: Broadsword +7 / +2 melee (1d10 +2 /19-20/x2/AP3)

Special Qualities: Title, Rank Hath Its Privileges, Wealthy, Regional Feature +2, Social Ability (family ties), Lead By Example +2, Enhanced Leadership.

Saves: Fort +3 Ref +3 Will +7

Abilities: Str 14, Dex 12, Con 12, Int 14, Wis 12, Cha 10.

Skills: Appraise 3, Bluff 6, Diplomacy 9, Gather Information 6, Handle Animal 4, Intimidate 6, Knowledge (history) 3, Knowledge (local) 5, Knowledge (nobility) 7, Knowledge (religion) 3, Knowledge (rumors) 3, Knowledge (warfare) 1, Ride 4, Sense Motive 3, Spot 3.

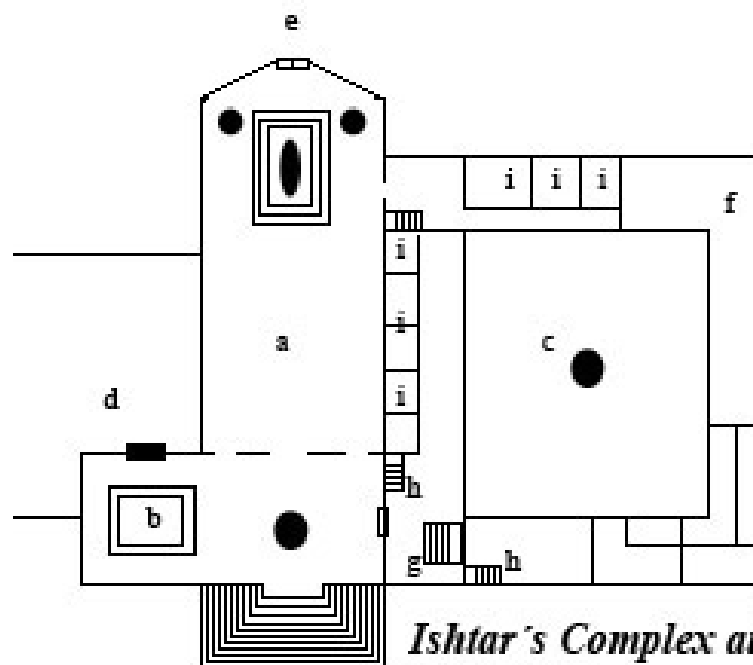
Feats: Power attack, Toughness, Mounted Combat, Negotiator, Cleave, Two-weapon combat.

Reputation: 14

With close ties to the Royal Family of Koth, baron Tacnatos has suddenly become an important piece in Korshemish's political life. Although regarded

as a responsible and loyal subject, it is always a risk that the factions involved try eventually to tarnish his reputation, with dire consequences. So far, Tacnatos is interested in Yuzin, although what agenda the baron has is unknown.

APPENDIX TWO: USEFUL MAPS

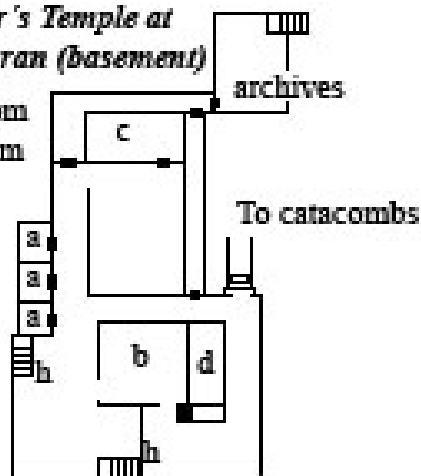


Ishtar's Complex at Khauran

- a. Main temple
- b. Sacred pool of Ishtar
- c. Temple's gardens
- d. Royal palace compound
- e. Royal garden's entrance
- f. Priest's quarters.
- g. Stairs (up)
- h. Stairs (down)
- i. Storerooms

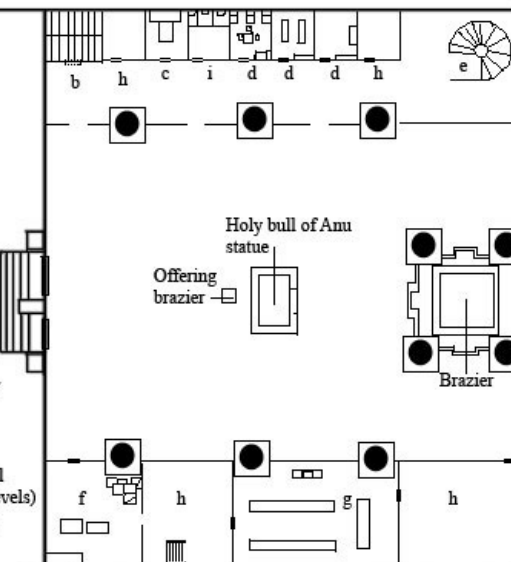
Ishtar's Temple at Khanran (basement)

- a. Store room
- b. Cold room
- c. Tools
- d. Honey



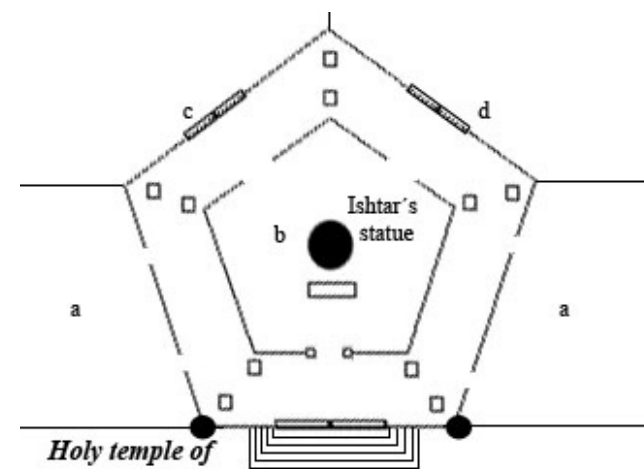
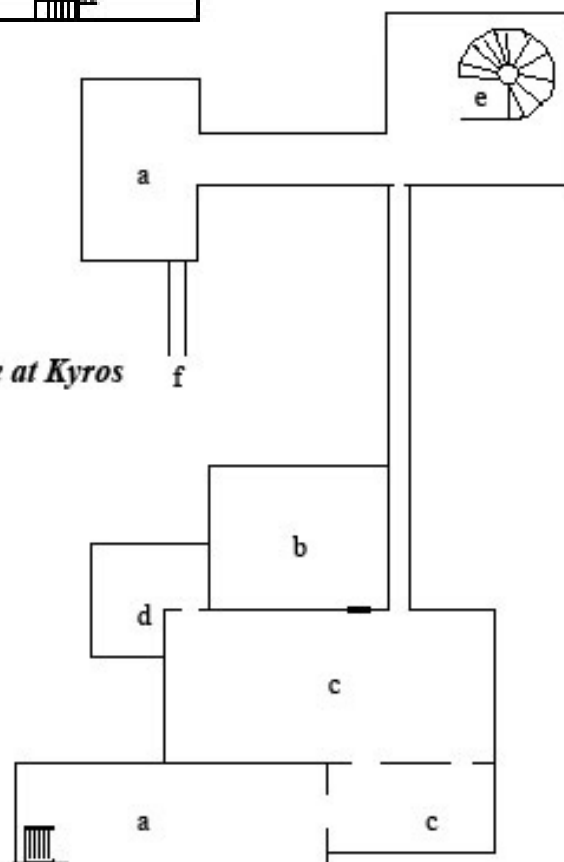
Anu's Temple at Kyros

- a. Courtyard
- b. Cages for live offerings
- c. Private chapel
- d. Guardsroom and messhall
- e. Stairs (upper and lower levels)
- f. Temple's office / treasury
- g. Priest's messhall
- h. Storage rooms
- i. Privy



Anu's Temple at Kyros (basement)

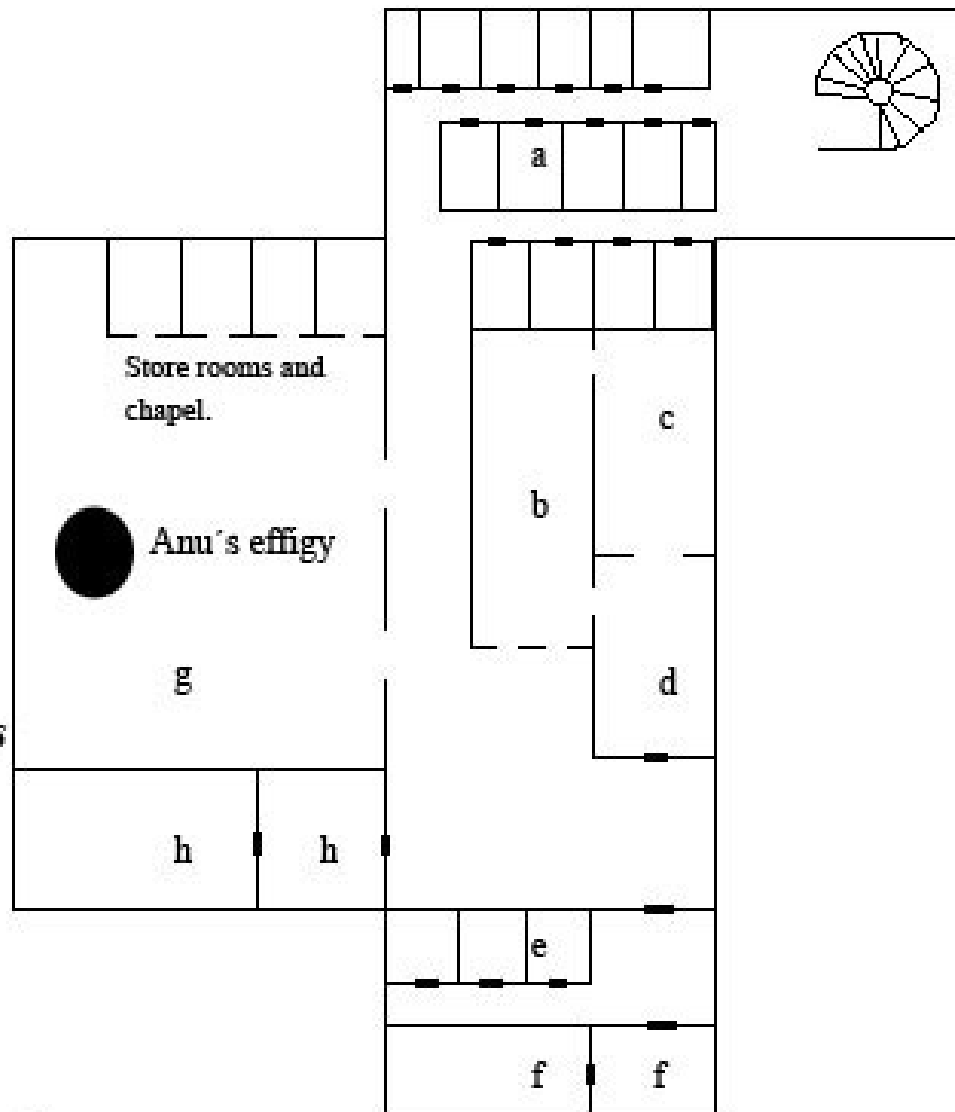
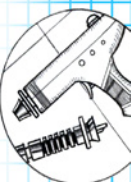
- a. Storage room
- b. Wine cellar
- c. Kitchen
- d. Cold room
- e. Stairs
- f. To catacombs



Holy temple of Ishtar in Korshemish

- a. Gardens of Ishtar
- b. Main temple and altar
- c. Temple quarters entrance
- d. Temple hospice entrance

Ishtar's Plaza



Anu's Temple at Kyros (upper level)

- a. Priest's quarters
- b. Classroom
- c. Archives
- d. Copyist room
- e. High priest's quarters
- f. Habkuk's chambers
- g. Inner Temple
- h. Temple's treasury and vault

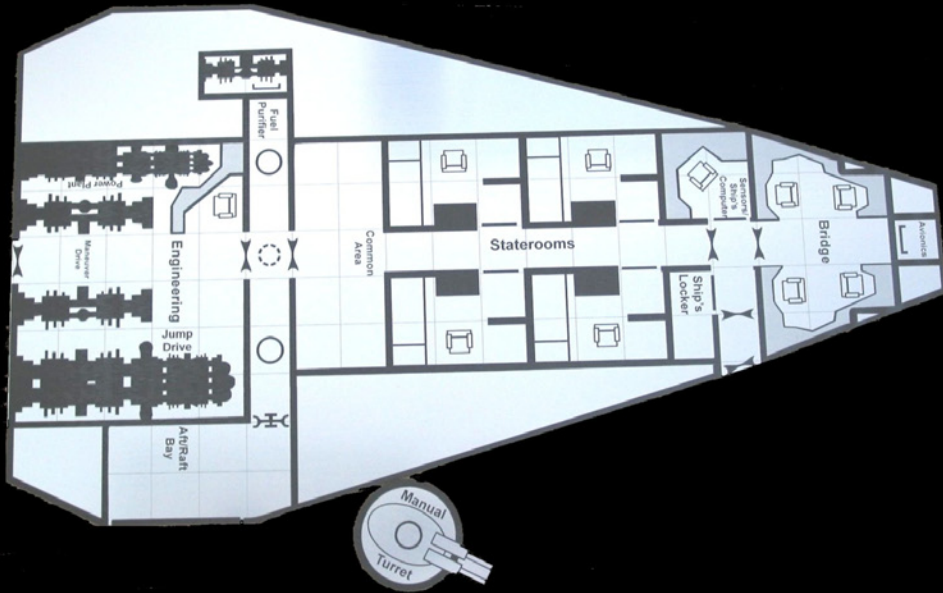


DRAGONFIRE

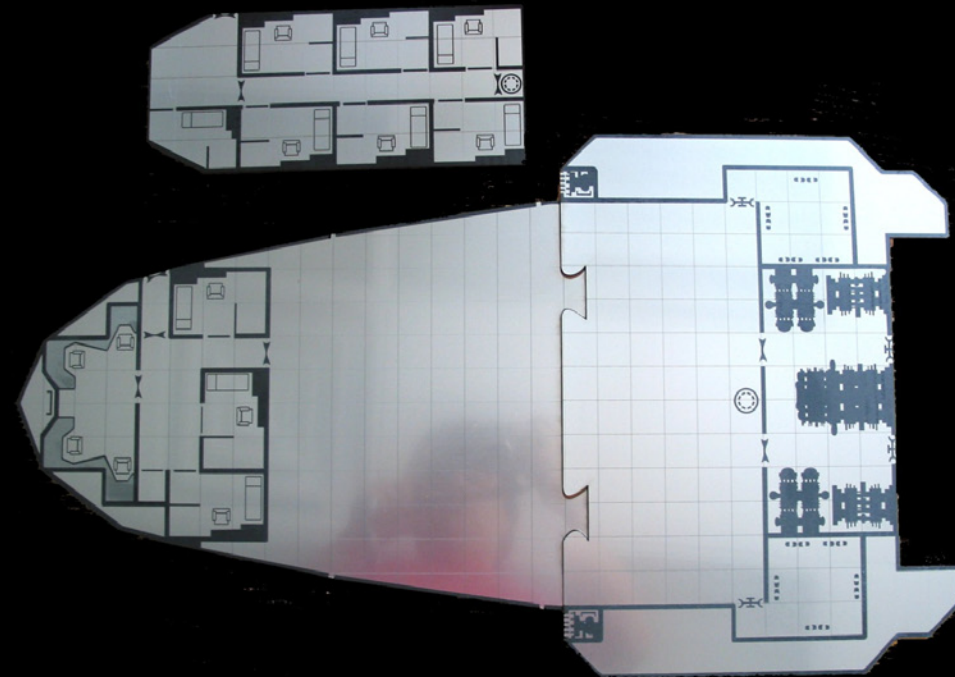
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Shirts, Pants and Patron Catchers: Clothing and Style in Traveller

By Alex Greene

Introduction

Only a few extremist cults in the Universe and some species of alien or isolated savage human societies, wear no clothing at all. Clothing provides, at the very least, mobile warmth and shelter from the elements against unprotected skin and in its highest expression clothes, in the form of fashion and *haute couture*, mark one's status and Social Standing in society like nothing else.

Yet little thought is actually given, most times, to what characters may wear whilst on their missions. The assumption is that characters just put on "whatever is appropriate" to the mission and that's it.

The following are items of apparel, accessories and other items. These can be purchased as cargo items, used by the player characters, included as luxuries in a ship's manifest or used as McGuffins by the Referee.

The Rag Trade

Even in the far future, fabrics only originate from three sources: animal origin, plant-based and synthetic.

Leather is the treated skin of an animal and wool is the processed fleece of an animal such as a sheep or similar creature. Silk originates from insects such as silkworms.

Cotton-like plants can be harvested, sap from trees extracted to make latex for rubber and plant materials found even in the wildest worlds of the Spinward Marches which produce fabrics with the look and feel of linen, calico or burlap.

High tech advances in polymers create synthetic analogues for wool, silk, rubber and all of the above fabrics without coming anywhere near a living animal, as well as smart fabrics never found in Nature, yet mimicking some of Nature's tricks such as chromatophores to alter colour.

However far in the future Mankind goes, the look and feel of clothing will generally remain timeless,

even if the silk in a Naval officer's shirt came from some sentient arboreal spiderlike creature the size of a small bear, or even from a vat.

And silver lamé jumpsuits which make the wearer look like a walking frozen dinner pack may never be taken seriously.

Categories of Clothing

Costs per unit are for individual items. Referees can use the cost and mass guidelines to make up small cargo shipments for trade (see pp. 160-166, *Traveller*). Broker skill can be used to haggle costs of individual items up or down, depending on whether a character is buying the items or selling them to others.

The four main categories considered in this article are:

Shipboard: Clothing worn at work – which, for Travellers, means on board a ship of some kind, whether a Starship, small craft or in-system explorer.

Dress: Formal clothing, uniforms, dinner jackets – one's Sunday best clothing, washed, starched and pressed.

Outdoor and Leisure: Clothing worn away from the ship, usually outdoors. Covers sports clothes, ordinary clothing and outdoor clothes.

Speciality: Clothes a character would wear on a job, or in performance of their trade. Includes specialist clothes such as laboratory coats and surgical scrubs, among other utilitarian clothes.

Apparel

Shipboard

Ship's Jumpsuit (TL 6+): A one-piece coverall made of a synthetic fabric, that zips up the front. Plain but functional, jumpsuits are designed with lots of pockets for tools, ID and other items. Jumpsuits come in a variety of colours. Sleeveless and fully-sleeved versions are available. Jumpsuits provide no protection against rough weather and they cannot be environmentally sealed. Ship's Captains purchase standard jumpsuits in bulk to reduce unit costs. Individually, a jumpsuit costs Cr. 30. Mass 2kg.

Insulated Ship's Jumpsuit (TL 6+): An insulated version of the standard jumpsuit, these provide some limited protection against cold shipboard environments. Costs Cr. 40, mass 3kg.

Ship's Uniform (TL 6+): Stylish, two-piece synthetic suit: a full sleeved jacket and pair of trousers. Available in a variety of colours. This is worn planetside. Typically worn by Travellers while

on shore leave, these clothes are known as "Patron catchers" by those experienced in the Travelling life. Cr. 75. Mass 3kg. Travellers are required to buy their ship's uniforms and are responsible for their replacement. Experienced Travellers keep sets of spares with them.

Ship's Underwear (TL 6+): Lightweight ventilated vest and shorts. Functional but uninspiring. Costs range from between Cr 5 and Cr 15, with an average of Cr. 10 per unit Ubiquitous on board any ship, because their purchase in bulk is factored into the ship's monthly maintenance costs. Mass less than 400g.

Dress

Dress Jacket (Lightweight) (TL 5+): Lightweight waist length dress suit jacket. Sometimes known as a "blazer." Beloved of Nobles with Yachts, whether spacefaring or ocean-going. Cost Cr 200. Mass 2kg.

Dress Jacket (Heavyweight) (TL 5+): Heavyweight dress suit jacket, knee length. Epaulettes and brocade optional, depending on Rank and Social Standing. Cost Cr 250. Mass 3kg.

Dress Coat (Lightweight) (TL 5+): Lightweight coat, worn over uniform to keep the rain off. Cost Cr 250. Mass 3kg.

Dress Coat (Heavyweight) (TL 5+): Heavyweight long grey military coat, worn over uniform to keep rain off. Cost Cr 350. Mass 4kg.

Evening Jacket (TL 4): Also known as a "smoking jacket," this is a long jacket, fashioned from an expensive material like silk, lined with satin. Still sometimes worn by flamboyant members of the nobility indoors and by some of the more eccentric Travellers. Costs Cr. 150. Mass 2kg.

Dress Shirt (TL 5+): Silk shirt for a dress suit. Cost Cr 40. Mass 1kg.

Dress Shirt (TL 5+): Somewhat more flamboyant silk shirt with ruffed front, sharp lapels and cuffs. For the more extravagant and flamboyant Travellers, Nobles and other eccentrics. Cost Cr 45. Mass 1200g.

Dress Pants (TL 5+): Standard trousers for a dress suit. Cost Cr 70. Mass 2kg.

Dress Vest (TL 5+): A sleeveless waistcoat worn between the dress shirt and dress jacket. Cost Cr 50. Mass 1kg.

Kilt: A skirt-like item of apparel worn by men, made of a heavy, patterned cloth called tartan. Traditional to a remote region of Terra, sometimes worn by gentlemen who wish to claim ancestry from that region, however distant. Worn with a traditional dress dinner jacket top and silk ruffed shirt with ruffed cuffs and a small purse-like item called a sporran. Costs Cr. 100. Mass 5kg.

Slinky Silk Dress (TL 5+): A lightweight one piece dress item worn to conceal and to reveal in equal measure. Styles vary greatly, as do costs,



ranging from Cr. 25 to Cr. 4500. Mass 100g – 500g.

Heavy Evening Gown (TL 4+): A full length formal ballgown, comprising a floor length skirt and long sleeved top. Looks heavier than it is, because the materials of which it is made are lightweight, such as silk and satin. Costs from Cr 100 to Cr. 5000, depending on style and material. Mass 2kg-10kg.

Power Suit (TL 8): Worn by corporate and business types, the power suit is designed to intimidate the competition and show customers that the wearer means business. Cost Cr. 250. Mass 3kg.

Outdoor and Leisure

Coat (TL 4+): A lightweight coat, full sleeved and waist length, with outer and inner pockets. Costs vary. A basic light coat costs Cr. 30. Mass 2kg.

Heavy Coat (TL 4+): A heavier coat, knee-length, full sleeved with outer and inner pockets. Provides better protection against poor weather conditions. Cost Cr. 50. Mass 4kg.

Cape (TL 3+): A short-length lined synthetic cape. Provides additional protection against rain. Cost Cr. 35. Mass 1kg.

Cloak (TL 3+): A floor-length, hooded cloak. Provides protection against rain. Cost Cr. 60. Mass 3kg.

Hood (TL 4+): An option for coats and capes, hoods provide protection against rain and weather. Add +50g and Cr. 5 to mass and costs. Insulated coats have insulated hoods.

Unitard (TL 5+): A skintight bodystocking, available full sleeved and full-length or short sleeved and/or short-legged. Figure hugging, preserving modesty while at the same time maximising mobility, unitards are worn by entertainers and performers of the arts, notably dance. Cost Cr. 30-90. Mass less than 1kg. Available in all sorts of colours and fabrics.

Swimming Costume (TL 8+): Designed to maximise swimming performance and minimise friction in the water, these costumes are worn by professional athletes in competition. Cost Cr 100. Mass less than 1kg.

Bathing Costume, Antique (TL 4-5): Made of a light cotton-like fabric, covering the entire body from neck to ankles, this is more designed to preserve the wearer's modesty than to improve upon swimming performance. Cost Cr 30. Mass 2kg. Wet, mass is more like 4kg due to water absorption.

Gown, Hospital: There is no sight less dignified than that of a hospital patient wearing a gown, shuffling about in the ward. Cost around Cr. 10. Mass 500g.

Pyjamas and Nightgowns: Typically made of a lightweight, light coloured fabric, these are worn at night, often with a heavier dressing gown.

Costs Cr. 10. Mass 1kg. Dressing gown costs Cr. 15. Mass 1200g.

T – Shirt (TL 5+): A light, short-sleeved single piece shirt, T-shirts bear a host of stylish designs. Can be worn in lieu of vests, sweaters or shirts in a shirtsleeve environment such as a ship. Costs from Cr. 10. Mass 1kg.

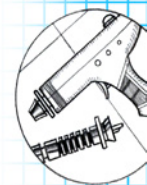
Cardigan (TL 3+): A thick, chunky, soft, long sleeved upper body cover, made of processed animal fleece and available in any of a range of colours and designs, a cardigan provides good protection against cold weather: the equivalent of 2 points of armour against characteristic loss through exposure to the cold (see p. 74, *Traveller*). Cost Cr 10. Mass 2kg.

Shorts (TL 4+): Short length trousers, no longer than knee length. Worn by joggers, amateur sports enthusiasts and by people in a variety of shirtsleeve environments. Cost Cr. 25. Mass 750g.

Pants (TL 4+): Ordinary trousers, jeans or slacks. Come in a variety of materials, colours or styles. Cost Cr. 30. Mass 1500g.

Underwear (TL 5+): Come in a variety of styles, for a variety of purposes. Costs range from between Cr 5 and Cr 35. Mass less than 500g.

Long Underwear (TL 5): Insulated long thermal underwear, these provide some protection against cold. Cost Cr. 25. Mass 1kg.



Heated Underwear (TL 8): As long underwear above, but heated by a special battery pack to provide even better protection against cold. Cost Cr. 65. Mass 1kg, not including the battery pack.

Speciality

Working Uniform (TL 4+): Specialist clothing which not only performs a utility function; it identifies the trade to which the wearer ostensibly belongs. These include:-

Lab Coat: Long, heavy white jacket with long sleeves and pockets. A lab coat is an essential garment to wear in a laboratory, because the material of which it is made is usually treated to be chemical-resistant, providing some measure of protection to the wearer from chemical spillages. Cost Cr 100. Mass 2kg.

Chef's Clothes: The traditional uniform of a Vilani Shugili (chef) is unmistakable. Similar in design to the traditional Terran chef's garments, the Shugili's uniform comprises traditional heavy trousers, an undershirt, a heavy front-buttoning jacket and protective pinafore or apron. Given the similarities in function between Vilani Shugili and Terran chefs, the first real connection was made between the two human races when their respective catering staff first encountered one another and instantly recognised their commonality through the similarity of their uniform designs alone. Cost Cr 150. Mass 2-3kg.

Surgical Scrubs (TL 5): A waist-length gown and pants, worn for surgery, these keep the medic from contaminating the patient and vice versa. Cost Cr. 50..Mass 2kg.

Martial Arts Gi: A jacket and pants worn by martial artists, fastened with a traditional belt. The colour of the belt typically denotes the level of mastery of the martial art, ranging from white (Melee-0) to black (Melee-4 or higher), with various colour gradations in between. Lightweight fabrics chosen for contact sports such as Karate and more sturdy fabrics are chosen for martial arts styles involving throws, pins and grapples, such as Aikido and Judo. Aikido masters also require the wearing of a special pair of loose trousers, called a hakama. Martial arts gi range from Cr 25, mass 4kg (Karate), to Cr. 35, mass 6kg (Judo, Aikido); hakama weigh 4 kg; and the specialised outfit for Kendo, called a bogu, costs Cr. 250 and has mass 10kg.

Clown Suit: From the TL 2 court jester to modern clowns, the tradition of clowning extends back to the most primitive TL 0 cultures, where even the most savage communities always had a Fool who lived apart from the rest. The theatrical development of the clown suit comprises a wild and garishly coloured, usually baggy, one piece or sometimes two piece patchwork uniform called a *motley*, covering the body from neck to ankles. Accessories include clown boots, heavy gloves, lots of makeup and a conical hat of some sort. An export from Terra, the antics of clowns are recognised in every human culture thus far encountered.

Clown suits are mentioned here for another reason: sometimes, crimes have been committed in the most unlikely clothing, and if characters decide to try and, for instance, turn over a bank whilst wearing clown suits, at least now they will know how much to expect to fork out for these uniforms. Cost Cr 250. Mass 5kg. Clown makeup (pancake or "slap") costs Cr. 50. Mass

2kg. Replacement slap costs Cr. 10, and has mass of a few grams.

Vestments: Worn by priests, religious leaders and Psions. A heavy robe. May be accompanied by a variety of items worn over the base vestment, which is also called a cassock. Costs Cr 1500. Mass 10kg.

Antique Diving Suit (TL 4-5): A heavy, cumbersome sealed unit of heavy, waterproof rubberised cloth with a large spherical brass helmet mounted on a screw mounted shoulder plate, thick gloves and lead-lined boots providing a completely sealed environment, the antique diving suit is described as "the Vacc Suit of Technological Levels 4 and 5." Not much use below 20 metres or so, the actual depth of dive is equal to the maximum length of air hose available, connected to an external airpump mounted above the water on a boat of some sort. Heavy boots allow for extremely clumsy and slow walking on the bottom of a body of water – Speed and Dexterity are penalised -4 each. Romantic images of steampunk alternative futures aside, however, these suits provide no protection against the vacuum of space. Cost Cr. 5000. Mass 125kg.

Wetsuit (TL 6): A lightweight full body length rubberised unitard designed to be worn by SCUBA divers. Provides limited protection against hypothermia: in really cold waters, leisure wetsuits are useless and heavier, insulated wetsuits are needed instead. Cost Cr. 150-350. Mass 5kg or 10kg.

Infiltration Suit (TL 8+): Specially designed to minimise an infiltrator's presence on the target premises, an infiltration kit comprises a solid black one piece costume, designed for silent movement

and stealth. Cuffs on collar, sleeves and ankles are elasticated and have adhesive strips designed to provide a tight seal with the supplied gloves, moccasins and cowl and minimise the chances of leaving forensic evidence (hairs, skin samples or other trace evidence) behind at the scene of a crime. Cost Cr. 800. Mass 4kg. Options available include Computer Weave, Smart Fabric, IR Chameleon and Visilight Chameleon, as described on p. 88-89, *Traveller*.

Equestrian Outfit: Specialised endurance equestrian suit, gloves and pants designed for wearing whilst riding a beast of burden. Provide protection to the wearer's inner thighs and backside and prevent chafing from becoming too unbearable. Some cultures also require leather leg chaps, and possibly a leather tabard too. Costs Cr. 100. Mass 5kg.

Urban Night Camo (TL 10): Specialised fatigues – outer jacket and pants – designed specifically for nocturnal urban environments. The material has been treated to absorb the specific colours of artificial light sources, making the wearer harder to spot if he hides in shadows cast by that light: +2DM to Stealth skill task checks. Cost Cr. 500. Mass as standard fatigues.

Municipal Work Uniform (TL 5+): Coveralls made of a heavy synthetic fabric, municipal work uniforms are worn by city workers. They provide identification of status and purpose as well as protection against the usual accumulations of dirt and hazardous materials with which the wearers typically come into contact. Completed by heavy boots and thick gloves, a character in a municipal worker's uniform can easily be ignored by people accustomed to seeing work gangs busy digging holes in the road, pushing a broom through a corridor or wandering through maintenance areas of offices and facilities. Add +2 DM to attempts

by the wearer to escape notice (via Stealth or Deception). Automatically lowers one's Social Standing DM to -2 for any other purpose. Costs from Cr. 150. Mass 2kg.

Still Suit (TL 11): A sealed suit designed for long-distance desert crossing, the still suit is worn beneath outer desert clothing and has been developed to conserve water. Powered by the muscular action provided by walking, the still suit processes perspiration, bodily wastes and breath and extracts the water, storing it in shin pads; the wearer draws in the water through a drinking tube. Adds +4 to all Survival task check DMs to avoid dehydration and exposure in desert conditions. Costs Cr. 4000. Mass 15kg.

Arctic Survival Suit (TL 11): Designed to protect against extreme cold weather, this sealed suit combines insulated outer and inner clothing; a hooded outer jacket, one piece survival suit and inner underwear, gloves, socks and boots. With this high tech version, the vest, gloves, hood and socks are heated by a battery pack worn on the waist, typically hanging from a belt. Adds +4 to all Survival task check DMs to avoid exposure in extreme cold conditions. Costs Cr. 500. Mass 10kg.

Gravity Suit (TL 12): A combination of grav-assist technology and servomotors similar to those deployed in Battle Dress, a gravity suit enables a character from a lower-gravity world (e.g. UWP Size code 3 or less) to survive in a high-gravity one (UWP Size code 8 or higher). Worn by a character in her native gravitational field, a gravity suit provides the full Strength and Dexterity bonuses of Battle Dress (p. 88, *Traveller*) but without the bulk. Regular armour would have to be worn

to provide protection and gravity suits are not compatible with Combat Armour or Battle Dress. Costs Cr. 120,000. Mass 10kg.

Power Infiltration Suit (TL 14): Combining the options available for infiltration suits, above and gravity suits, above, this advanced powered form of infiltration suit grants the infiltration options listed on p. 88 – 89 of *Traveller* and the advantages of gravity suits and infiltration suits, above. Costs Cr. 150,000. Mass 10kg.

Footwear

Shipboard

Ship Socks (TL 5+): Ankle-length socks. Cost Cr 5. Mass less than 100g.

Ship Shoes (TL 5+): Soft slippers with non-slip soles. Cost Cr. 5. Mass 200g.

Ship Boots (TL 5+): Low-top boots. Worn with ship uniforms. Cost Cr. 10. Mass 400g.

Dress

Dress Socks (TL 4+): Knee-length standard socks, worn under dress boots. Cost Cr. 10. Mass less than 200g.

Uniform Boots (High-top Lace) (TL 5+): Shiny standard uniform boots. Cost Cr 50. Mass 2kg.

Dress Boots (High-top Slip-On) (TL 5+): Shiny uniform boots. Worn with full dress uniform for ceremonial occasions. Cost Cr 70. Mass 2kg.

Uniform Boots (Low-top Lace) (TL 5+): Shiny uniform boots. Cost Cr 40. Mass 1500g.

Dress Boots (Low-top Slip-On) (TL 5+): Shiny slip-on uniform boots. Cost Cr 40. Mass 1500g.

Outdoor and Leisure

Common Socks (TL 4+): Standard socks, high-top and low-top varieties available in a range of colours. Costs from Cr. 5, mass less than 100g.

Athletic Socks (TL+): Long sports socks worn by athletes. Costs Cr 5. Mass less than 100g.

Insulated Socks (TL 4+): These socks provide a little protection against cold. Cost Cr. 10 a pair. Mass less than 200g.

Heated Socks (TL 7+): These socks are warmed with a miniature battery pack, good for 18 hours' continual use. Cost Cr. 30 a pair. Mass 150g.

Slippers (TL 4): If you're in command of a million ton Capital Ship, carrying the biggest meson spinal mount emplacement Charted Space has ever seen, nobody will dare tell you that you're wearing carpet slippers with your uniform. Cost Cr 5. Mass 500g.

Hiking Boots (TL 4+): These heavy low-top laced boots are designed for long-distance walking, hiking, climbing and other long-duration ambulatory activities. Sealed against water, these boots keep feet from frostbite and trench foot alike over long hikes overland. Cost Cr. 50 a pair. Mass 2kg.

Citizens' Boots (TL 4+): Heavy boots worn on construction sites, reinforced with steel toecaps.

Protect feet with 1 point of armour. Cost Cr. 20. Mass 1kg.

Speciality

Infiltration Moccasins (TL 10): High-top thick-soled sealed split socks designed for use with infiltration suits, above. The options available to infiltration suits are available to these socks, too. Designed to form a tight seal with the elasticated ankle cuffs of infiltration suits to prevent shedding of incriminating forensic evidence. Costs and mass incorporated in the infiltration suit.

Equestrian Boots: High-top, slip-on boots designed for equestrian wear. Costs and mass incorporated into equestrian outfit.

Performance Shoes (TL 6): Worn by dance performers, these high-top socks have non-slip soles for gripping on polished surfaces such as the boards of a stage. Cost Cr. 40. Mass 100g.

Ballet Shoes (TL 5): Worn by dance performers. Cost Cr. 40. Mass 100g.

Tap Dancing Shoes (TL 4+): Tap shoes with steel taps on the toes and heels, worn by performers in the archaic dance form known as "tap dancing." Cost Cr. 50 pair. Mass less than 500g.

Flippers (TL 6): Webbed rubberised diving footwear. Dexterity DM and Speed are reduced -2 while on land. Costs Cr. 50 a pair. Mass 4kg.

Clown Boots (TL 5+): Oversized shoes, deliberately designed for absurdity. Worn by clowns as part of their act. Dexterity DM and Speed are reduced -2 while worn. Cost Cr. 40. Mass 2kg.

Headgear

Shipboard

Cap: Baseball-style cap. Typically carry the insignia of the ship or service to which the wearer belongs. Cost Cr. 10. Mass 50g.

Dress

Uniform Cap: Peaked uniform cap bearing insignia of service. Worn to formal functions. Cost Cr. 150. Mass 1kg.

Outdoor and Leisure

Hat: Available in a variety of styles, hats include Stetsons (large hats with broad rims), fedoras (smaller hats with broad rims), bowler or Derby hats (hemispherical rigid hats) and top or silk hats (stovepipe hats), as well as more exotic types such as jester's caps, skull caps, clown hats and others. Costs range from Cr 30 to Cr 200. Mass 1kg.

Knitted Ski Cap: Just covers the top of the head. A variety of colours and styles. Cost Cr. 5. Mass 100g.

Insulated Cap (TL 8): Provides thermal protection. Covers the head, neck and ears. Cost Cr. 15. Mass 100g.

Heated Cap (TL 8): As for insulated cap but also heated with a miniature battery pack. Cost Cr. 45. Mass 100g, not counting the pack.

Motorcycle Helmet: A rigid full-head covering, the helmet is a protective device worn to protect the head of a motorcycle rider. Provides 2 points of armour against impacts aimed at the head and obscure facial details, preventing identification. These helmets do not protect against bullets. Cost Cr 50. Mass 2kg.



Speciality

Ski Mask (TL 6+): Worn over the entire face to prevent facial identification. Cost Cr. 10. Mass 100g.

Infiltration Cowl (TL 10): Worn as part of an infiltration suit, the options available to the infiltration suit are available here too. Provides a full seal with the suit's collar. Costs and mass incorporated in the infiltration suit. Completed by eye protection/ visual enhancement goggles and a filter mask over the lower face. See p. 96-97, *Traveller*.

Accessories

Shipboard

Utility Tabard (TL 5+): A sleeveless vest which is worn over a jumpsuit or uniform. Contains many pockets for tools and several utility loops. Cost Cr. 20. Mass 1kg.

Gloves (TL 4+): Lightweight gloves, providing limited thermal protection. Cost Cr 5 a pair. Mass less than 100g.

Insulated Gloves (TL 4+): Heavyweight gloves, providing more protection when handling hot items. Cost Cr. 15 a pair. Mass 500g.

Belt (TL 4+): A heavy utility belt, with multiple utility loops for tools. Cost Cr. 20. Mass 1kg.

Dress

Dress Belt (TL 5+): White uniform belt. Costs Cr. 20. Mass 250g.

Dress Sash (TL 5+): A sash (worn over the shoulder) or cummerbund (worn about the waist), usually to hang medals or decorations on. In some cultures, a red silk sash denotes Noble Social Standing. Come in a variety of colours. Cost Cr 30. Mass 100g.

Dress Gloves (TL 4+): Lightweight white gloves. Cost Cr 15 a pair. Mass less than 100g.

Neckerchief: A wide strip of cloth worn about the neck. At a moment's notice, it can be placed about the face to keep out trail dust ... or to obscure the face and prevent identification. Costs Cr 1. Mass 5g.

Dress Tie: Straight silk tie. Cost Cr. 10. Mass 15g.

Dress Tie: Bow tie. Cost Cr. 25. Mass 5g.

Cravat: A silk kerchief worn with a smoking jacket and sometimes a ruffed silk shirt. Cost Cr. 25. Mass 5g.

Outdoor and Leisure

Surcoat (TL 2): A sleeveless apron that slips over the shoulders. Costs Cr. 25. Mass 500g.

Apron / Pinafore: This provides some protection against spillages. Heavy aprons are worn by craftsmen. Cost Cr. 5 or Cr. 50. Mass 150g or 5kg.

Utility Belt (TL 6): A sturdy canvas belt with utility loops for items. Cr. 15. Mass 100g.

Webbing Harness (TL 5): A sturdy canvas harness, worn over shoulders and around the waist and crossing at the back, with utility loops to hold items. Cost Cr. 20. Mass 200g.

Handbag: Stylish carry bags for storing money, IDs and cosmetics. The more extravagant handbags are made of expensive leather, encrusted with semi-precious stones or are similarly outlandishly designed. Costs vary widely, from Cr. 30 to Cr. 20,000, depending on the reputation of the brand. Forgeries of brand label goods are common. Mass from 100g to 5kg.

Backpack (TL4): A rigid H frame with straps to secure a rigid bag to the back of the wearer, with a main compartment and two smaller side compartments. Can support contents weighing up to 30kg. Fabric treated to resist harsh wilderness and most environmental conditions. Cost Cr. 75. Mass 2kg.

Chest pack (TL 4): A chest pack with an internal capacity of up to 5kg. Cost Cr. 10. Mass 500g.

Towel: Costs Cr 5. Mass 1kg. The good ones cost Cr. 10 and mass 1500g.

Speciality

Sunglasses: Available in a variety of styles. They provide protection from harsh light, although some brands of sunglasses are more for style than



for any practical use. Costs range from Cr. 15 to Cr. 150. Mass 100g.

Eye Goggles: Protective eyewear, these are required by law in engineering areas and laboratories. Cost Cr. 40. Mass 100g.

Face Shield: A full face shield, this protection is required by arc welders to protect their faces and eyesight. Cost Cr. 150. Mass 4kg.

Tights, Nylon (TL 6): Normally worn as leggings, these can be worn drawn over the face to obscure features and prevent identification. Cost Cr. 1. Mass 1g.

Mask, Theatrical: A rigid face mask. Worn over the face and held by a loop of cord around the head, it provides an effective disguise. Cost Cr. 5. Mass 10g.

Mask, Rubber: A rubber face mask, worn over the entire head. Rubber masks tend to be designed to look like caricatures of notable personalities. Among the favourites currently in vogue are Duke Norris, Emperor Strephon, an Aslan, a Droyne, a Vargr and the head of the Church of the Stellar Divinity. Cost Cr. 15. Mass 50g.

Infiltration Gloves: Completing the infiltration suit, these are long gloves with fasteners allowing a seal between the gloves and the elasticated cuffs of the infiltration suit's sleeves, ensuring that stray epithelial cells, hairs etc. remain sealed in. Costs and mass incorporated in the infiltration suit.

Kits and Accessories

Clothing Maintenance Kit (TL 2+): All the tools to repair and maintain clothes, from lint brushes to needles and thread. The quality of

repair depends on the skill of the repairer and the materials available. Costs Cr. 10. Mass 5kg.

Footwear Maintenance Kit (TL 2+): Boot polish, boot brushes and replacement shoelaces. Costs Cr. 10. Mass 4kg.

Suit Travelling Case (TL 5+): Made of heavy-duty synthetic fabrics. Used to carry suits in good condition. Costs Cr. 25. Mass 2kg, not including the suit.

Luggage (TL 4+): Cases made of impact – resistant plastic, designed to hold up to 50kg of clothing and gear. Cost Cr. 30. Mass 5kg per unit, not counting contents.

Duffel Bag (TL 4): A large fabric carry-all bag with a capacity of up to 50kg. Costs Cr. 30. Mass 1500g.

Heating Battery: Battery pack worn on a utility belt, the battery pack provides the power for all heated apparel (heated thermal underwear, heated socks, gloves, hood and other clothes). Duration: TL 6; 1 hour. TL 8; 6 hours. TL 10; 12 hours. Costs Cr. 45. Mass 1kg.

Clothes Maketh the Man

Most times in a *Traveller* scenario, what a character wears is insignificant. When looking for a Patron, interacting with passengers on board ship or performing the usual sort of adventuring activities Travellers get up to, besides armour or Battle Dress or vacc suits, what they wear never really bears close scrutiny. But that's not always the case.

From Imperial Marines in full Battle Dress to the Emperor in all his finery, from a scientist in a white lab coat to a stern corporate Agent in a sharp power suit, what a character or NPC wears can identify them long before the character makes any sort of significant action, or even opens their mouth to speak.

A Referee can take advantage of this list to generate scenarios and Patron encounters for Player Characters. For instance, a world the characters visit might have a religious taboo against people showing their faces, requiring everybody, male and female, to have to wear very specific kinds of masks and headgear – cowls, for example, covering the head and shoulders with integral rigid masks. Another world might have a taboo against the use of animal-based fabrics such as wool, silk, satin or velvet but have no objection to clothing made of plant-based or synthetic fabrics (cotton, linen and so on).

On some worlds, possession of an infiltration suit is grounds for arrest because the local law level of the world considers such possession as admission of intent to commit crimes. On other worlds, wearing an all-black skin-tight costume might be considered a sign of someone available and willing to marry a local. And ancient theatrical tradition declares that characters wearing black are supposed to be invisible, so some people will respond to the character accordingly and ignore them, no matter how urgently he needs their attention.

Some science fiction shows have marvellous technologies such as devices which can fabricate clothing out of nothing. *Traveller* does not presume the existence of such marvels of garment generation and assumes that characters in need of clothes in a hurry will need to find a store that



supplies it, or make do with whatever alternatives are available. Characters could potentially become highly attached to their uniforms from their career days, lavishing attention on “the old dress uniform” as they bring it out of mothballs for a special occasion. And of course, where they go, their uniforms and clothes will have to go too. The more they carry, the more they have to pay for passage.

Stewards have to make sure they have good quality formal wear and accessories handy for entertaining the high passage passengers. Scientists have to be wearing their lab coats. Adventurers exploring hostile terrains need to make sure that their apparel is suitable for crossing that terrain and so on.

The world of *Traveller* does not generally pay close attention to the minutiae of such trivial activities as laundry and clothing repair. Like the rules for character generation, world building, ship design and trade, the amount of detail a player wishes to apply in describing the activities of day-to-day clothing and apparel maintenance depends on how much detail they are willing to apply.

But consider, for example, the Referee potential if a Player Character’s NPC girlfriend suddenly started to wear floaty maternity smocks, or an Agent formerly thought loyal turns up wearing the

uniform of an enemy force’s military and professes their loyalty to the enemy’s cause – and that they have been loyal to the foe all along. A mercenary or *High Guard* Naval scenario can be spun out of a character being punished for not maintaining their uniform properly, or the characters could be paid handsomely if they could but transport a cargo of spare uniforms to a Naval base (just as the base was subject to an invasion, for instance).

Consider a scenario where the world the character visit is under the control of a rigid, mechanistic oligarchy which maintains strict bureaucratic control over its citizens, through the clothed that they wear: every profession has a unique and identifying style, from the highest Nobles to prisoners and mental patients in hospital wards, and each uniform has a Social Status assigned to it which limits the people they can talk to. Consider a matriarchal world, such as Mora in the Spinward Marches or the world Angel One from the episode of that name of *Star Trek: the Next Generation*, where women might wear the aggressive business suits and men the lightweight, flouncy fabrics other cultures associate with women’s clothing.

Sometimes, all it takes is a change of clothing to change one’s entire perspective on things. And it’s the ability to change perspectives at will that define the very nature of Travellers.

Sample Patron Tailor

Required Skills: Broker, Trade (Tailoring)

Required Equipment: None

Players’ Information

This elderly tailor is on the cusp of retirement. He knows that his better days are behind him now, and he wants to go out in a blaze of glory with one final outfit design. He has secured a contract to design a Noble’s daughter’s wedding dress and he wants the characters to help him with a quick run to a neighbouring star system to secure some bolts of a material which would be ideal for this dress: a fabric of an advanced Technological Level that the competition have never heard about, and which has just come on the market.

Referee’s Information

The tailor is ... (roll 1d6):

- 1,2: unaware that the material is far more expensive than he thought but he is willing to bankrupt his whole business to secure the shipment;
- 3,4: actually dying and he is looking for someone with good tailoring skills to take on the business;
- 5,6: going to cheat – there’s a dress available on the market the next star system over, made of this wonderful fabric but it’s ready-made, and all he’s going to do is cut off the brand names and sew on his own.





Drakkarim Army Organisation Joe Dever



The Warmarshal is supreme commander of all Drakkarim forces. He has a personal bodyguard of elite Death Knights known as the Death Knight Honour Guard. He also employs the services of one of more Nadziranim, evil sorcerers from the Darklands who are gifted in the use of evil magic. They provide the Warmarshal with shielding spells to ensure his personal safety at all times.

The Drakkarim military is organised into four separate armies (orgars) under the command of a Gudjagoknar (general). Each Drakkarim orgar is named after the geographic region it hails from (AZTAR – North; ZAND – South; DEJ – East; TOZAZ – West). The region title suffixes the army title; hence the Drakkarim North Army is called the ‘Orgar Aztar’.

Each Gadjagoknar (army general) has a personal symbol which is adopted by the naghims (regiments) in his orgar (army). This personal symbol is used on the orgar’s battle flags and shields. It is common to see a naghim battle flag use a combination of their Gadjagoknar’s personal symbol and the emblem of the principal city of the area from which the Naghim originates.

Every Orgar comprises of the rank & file terrestrial troop types listed below, organised into naghims (regiments). Typically, there are 720 to 750 soldiers in each naghim. Naghims comprise of six dorgars (companies). These are identified by number (1st Dorgar, 2nd Dorgar etc.).

Command

Warmarshal - Commander in Chief

Nadziranim - Evil sorcerers from the Darklands, seconded into the service of the Warmarshal. They are commonly called ‘Nadz’ by the lower ranks.

Gudjagoknar - Generals of Orgars

Ligaoknar - Generals of Divisions and/or Brigades

Lugoks - General staff officers and aide-de-camps to Drakkarim generals

Elites

Death Knight Honour Guard - these are the toughest of the tough. They comprise

two naghims (one cavalry, one infantry) and are the Warmarshal’s personal bodyguard.

Death Knights – these are the elite veteran units of each Drakkarim orgar. The number of naghims varies but a minimum of one cavalry and three infantry Death Knight naghims in maintained within each orgar at any time. They are heavily armoured troops equipped with the best weapons and equipment available.

Dargshadza – the assault troops, being those who are sent first into battle, typically as the vanguard of attacks against enemy strongpoints and fortifications. Especially brave Dargshadza get promoted to the ranks of the elite Death Knight orgars.

Rank & File

CAVALRY

Zukanozod – medium cavalry, often equipped with chainmail and armed with light lances and/or spears.

Okanozod – unarmoured and lightly armed cavalry.



Rekenarim – Scouts, convoy escorts, and messengers. Mostly these troops work either individually or in small groups. The Rekenarim are formed into orgars only when they are employed on the battlefield.

INFANTRY

Shadza – the regular line infantry ‘grunts’ of Drakkarim orgars, usually equipped with hand weapons, shields and medium weight armour.

Konkordulaga – Archers who are specialised in warfare in forests and in difficult ground. They are composed of the best marksmen drawn from the Kondulaga orgars.

Kondulaga – lightly armoured line infantry archers.

Specialist troops

Nenshadim – Naval marines. They are the naval equivalent of the Darshadza.

Eginashadim – Sailors who crew the Drakkarim naval fleets.

Zaja – these are Nenshadim who are trained to operate naval cannons.

Ruzzarim – Shadza trained to operate siege engines.

Lenagnarim – Pioneer and engineer troops.

Shadlizog – Military police.

Oggdagim – Armourers and weaponsmiths.

Shadezgog – Medics and stretcher bearers.

Lagazim – Cooks.

Lagshadim – Cadets.

Shadgazadim – Garrison troops, often comprising those who have sustained battle wounds and are not 100% physically fit for a return to active service in the orgars.

Luggaz – (‘Lugz’) Enemy prisoners of war who have been press-ganged into military service. Those who prove their loyalty in battle are promoted to the ranks of the Shadza.

Kuz – Poor quality, poorly armed ‘cannon fodder’ troops, typically (although not exclusively) originating from Nyvoz.



Signs & Portents



*Drakkarim Death
Knight Honour
Guard Cavalry*

*Drakkarim Death
Knights (Zagarna's
Army - Siege of
Holmgard)*



*Drakkarim
Death Knights of
Kagorst*

*Drakkarim Death
Knights (Archlord
Gnaag's Army)*



*Drakkarim
Death Knight
Honour
Guard
Infantry*

*Drakkarim
Death Knight
Honour
Guard
Cavalry*



Universe of Babylon 5

White Star

By Bryan Steele & Stuart Machin

An amalgamation of Minbari and Vorlon technologies, the White Star Cruiser was the saviour of the Shadow War, the Earth Alliance Civil War and the Drakh War. The unique hull design made it singularly useful against fast enemies like the Shadows or Drakh, and their symbolic shining hulls are a rallying point for the younger races. Its powerful neutron laser array and powerful molecular pulsar weaponry are more than a match for most vessels foolish enough to test the White Star.

New White Star Weaponry

Weapon	Race	Optimum Range	Damage	Tonnage	Cost (MCr)	Special	Notes
Molecular Pulsar	Minbari	Medium	3D6+Crew Hit	50	25	Armour Piercing	Ignores First 3 Points of Armour; +2 DM to Gunnery Roll

White Star Cruiser			Tons	Price (MCr)
Hull	5,000 tons 2 sections each	Wedge TL15 materials Hull 71 Structure 71 Streamlined		900
		Aerofins	250	25
Armour	Bonded Superdense	10 points	416.67	750
Artificial Gravity		Minbari Gravitic Field Generator	—	—
Jump Point Generator		Jump 6	500	60
Manoeuvre Drive	Minbari	Thrust 9	39.5	582.625
Power Plant	Minbari	Rating 9	300	825
		Emergency Power	30	82.5
Bridge		2 Command Modules	50	50
		Holographic Controls		12.5

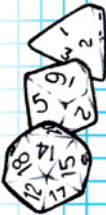
Computer Electronics	Core / 9 fib	Rating 100	—	195
		Military Countermeasures x 2 (DM+6)	40	50
		Enhanced Signal Processing	4	16
Weapons	Bays	2 x Improved Neutron Laser	202	100
		4 x Molecular Pulsar	204	100
Fuel	1,960 tons	Six Jump 6 – 16 weeks of operation	1,960	—
Cargo	481 tons	(150 tons set aside for spares)	466	—
53 Staterooms			212	26.5
0 Low Berths			—	—
Barracks		Room for 10	20	0.1
Extras	10 x Probe Drones		2	1
	Armoury x 4		8	2
	Briefing Room x 2	Holographic Viewing Screens	8	1
	63 Escape Pods		31.5	6.3
	Luxuries	Steward x 5	5	0.5
	Repair Drones		50	10
	Armoured Bulkheads	Drives	86.95	17.39
		Weapons	40.6	8.12
		Bridge & Sensors	5	1
Craft	2 Combat Flyer	Standard Hangars	78	134.04
Software	Manoeuvre/0		—	—
	Intellect	Rating 10	—	1
	Library		—	—
	Auto-Repair/2	Rating 20	—	10
	Evade/3	Rating 25	—	3
	Fire Control/5	Rating 25	—	10
	Jump Control/6	Rating 30	—	0.6
Maintenance Cost (monthly)				0.3318
Life Support Cost (monthly)				0.106
Total Tonnage & Cost			4,999.2	3,981.175

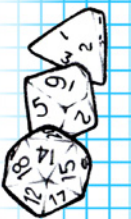


Signs & Portents

Department	Crew	Crew Damage Track
Command	10	Dead (-)
Engineering	9	Survivors (-4)
Gunnery	12	Skeleton (-2)
Flight	6	Half (-1)
Troops	30	Weakened
Service	10	Full
Frozen Watch	0	Battle – Starting Position
Total	77	Overstrength
Passenger Staterooms	10	Massively Overstrength
Low Berth Passengers	0	

	Engineering		Forward	
Hull	71		71	
Structure	71		71	
Roll	Internal	External	Internal	External
2	Crew	Hull	Crew	Hull
3	Jump Point Generator	Hull	Hold	Hull
4	P-Plant	M-Drive	Imp Neutron Laser	Hull
5	Fuel	Sensors	2 x Pulsars	2 x Pulsars
6	Structure	Hull	Structure	Hull
7	Hold	Armour	Hold	Armour
8	Structure	Hull	Structure	Hull
9	Fuel	Hull	Hangar	Hull
10	Jump Point Generator	M-Drive	Imp Neutron Laser	Hull
11	P-Plant	Hull	Bridge	Sensors
12	Critical	Hull	Critical	Hull



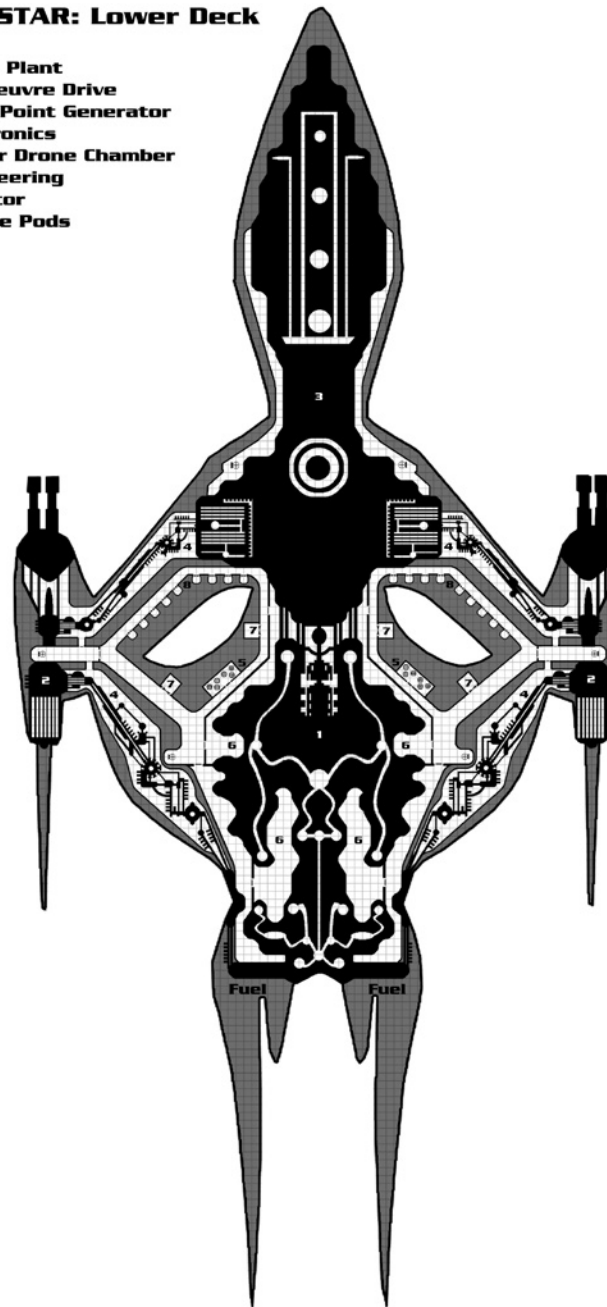


Signs & Portents

WHITESTAR: Lower Deck

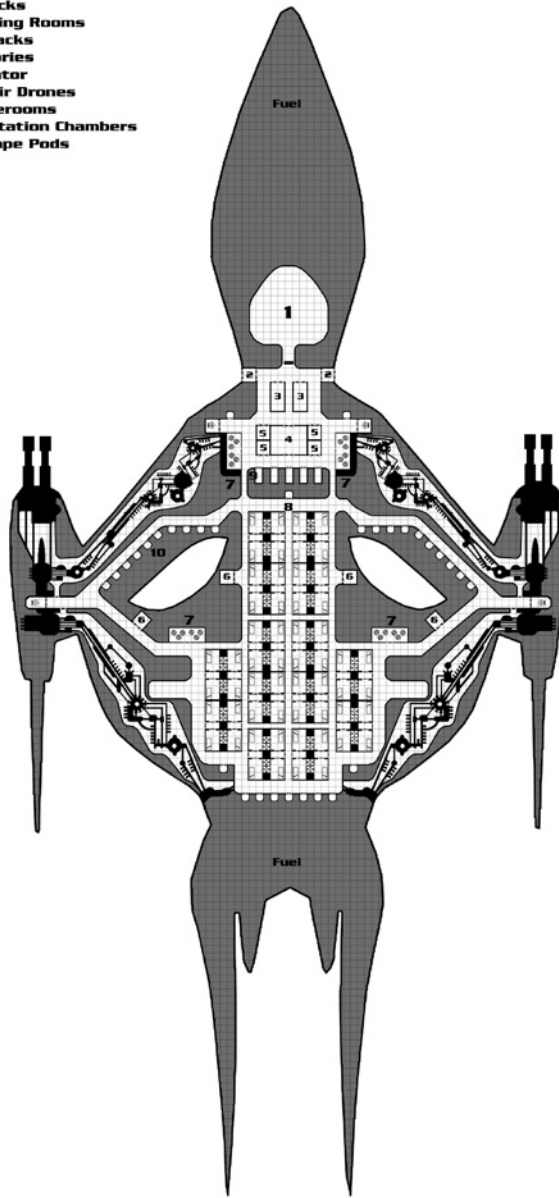
Key

1. Power Plant
2. Manoeuvre Drive
3. Jump Point Generator
4. Electronics
5. Repair Drone Chamber
6. Engineering
7. Elevator
8. Escape Pods



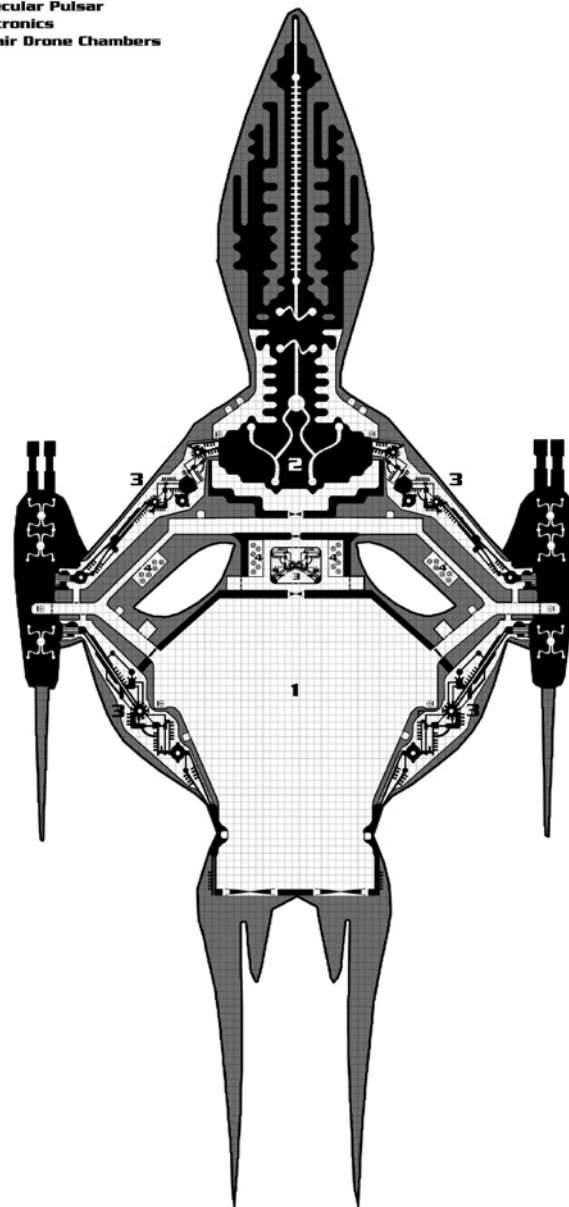
WHITESTAR: Upper Deck

- Key**
- 1. Bridge
 - 2. Airlocks
 - 3. Briefing Rooms
 - 4. Barracks
 - 5. Armories
 - 6. Elevator
 - 7. Repair Drones
 - 8. Staterooms
 - 9. Meditation Chambers
 - 10. Escape Pods



WHITESTAR: Middle Deck

- Key**
- 1. Cargo Hold
 - 2. Molecular Pulsar
 - 3. Electronics
 - 4. Repair Drone Chambers





Wraith Recon: Operation Azer

By Stefan Strysky

Operation Azer is a Wraith Recon mission suitable for five PCs levels 18-20. The team is tasked with planting forged documents in a fire giant trade mission located in the Lorn city of Port Baumegard. This evidence falsely links the fire giants to the Pirates of Parenax and is meant to sow distrust, if not outright hostility, between Lorn and the Kingdom of Aphaxus.

The team must enter Lorn territory from an abandoned teleportation circle in Torres. From there the squad is to trek overland to Port Baumegard and posing as onyx merchants, locate the fire giant headquarters in the city. The team needs to infiltrate the compound, plant the evidence and return to Dardarrick.

Mission Assignment

Mission Start Date: 4th day of Fatherstime, 1290 YBD

Deployment Location: Torress/Lorn Border

Deployment Method: Close Drop

Primary Mission Goal: Enter Lorn territory without breaking cover and plant evidence in the fire giant trading post in Port Baumegard linking them to the Pirates of Parenax.

Secondary Objectives: none

Expected Resistance: Torres/Lorn border guards and military; Azer soldiers

Useful Information:

Mission Overview

All right Four, this is one of the most ambitious stunts yet. It's time to start playing our enemies against each other.

Lorn's fire-giant allies do most of their trading in Port Baumegard. You are going to enter the Port as merchants and under that cover identity, locate the trade mission of the fire giants. Once you've found it, you'll infiltrate the building -- yeah, that's right fire giants, quit your moaning. We've planned this raid to occur while all the big guys are away. The most you'll have to worry about are some azer and a few hellhounds.

As I was saying, you'll sneak in and plant evidence that the fire giants were running a little business on the side with the Parenax pirates. The fake documents will show the current fire giants at Port Baumegard are feeding intelligence to the pirates about what ships were coming and going, cargo and escort strength.

Our contact in the Lorn government will take care of the rest.

You're going to be in the field a long time, a lot longer than usual, so you'll need to tough it out. There will not be any going home to rest and recuperate.

To make you less conspicuous, we've decided your cover will be as onyx merchants just out of Torres, so dress accordingly! That will make it easy for you to get past patrols and enter the port. I don't need to

remind you that subtly is the key to success. You rush into Lorn hopped up on magic, people are going to know something's fishy.

This is a tight schedule. You have four days from initial drop to get this done. That might seem like a lot of time but it's not considering where we put you.

After the introduction let the players choose their mission gear. SpellCom also gives them each a backpack full of onyx stones as props for their cover. The team leader gets to carry the false ledger that is to be planted in the fire giant trade embassy. If this book is lost or destroyed the mission fails no matter what else the team accomplishes.

Pre-Mission Briefing

The first part of your mission is to get into Lorn territory. The closest we can drop you is an old teleport circle tucked inside the Torres border. Port Baumegard is just too hot.

The insertion point is remote, part of a ruined city, so an encounter with Torres forces is unlikely. Of course, being in the middle of a swamp means there will be other creatures you might have to deal with.

East of the ruins is an old road. Follow that road north. It's a straight shot into Port Baumegard.

Mission Segment 1.1: Torres

The portal to the old teleportation circle opens onto a low hill and Wraith Recon 4 steps through Unknown to the team, the old ruins are home to



a pack of ghouls. Unless care is taken, the ghouls notice the team and attack.

Complication 1 – Ghoul Pack

As you descend the hill into the swamp, you notice a stench in the air. Something rots in the marsh below. Experience tells you only the foul stink of the undead matches this odour.

This gives the Wraiths time to formulate a plan to make it through the swamp and onto the old road.

Setup: To sneak past any ghouls or other creatures in the swamp.

Level: 16

Complexity: 4 (requires 10 successes before 5 failures)

Primary Skills: Nature, Religion, Stealth

Nature (hard DCs): You choose an expeditious route through the swamp, avoiding deep water, lurking crocodiles and the maze-like tangle of mangrove trees and standing pools. First success of this skill means you avoided making a lot of noise as you struggled through mud or slipped into a deep pool, lowering all further Stealth DCs to moderate.

Religion (hard DCs): You know what kind of movement and noise attracts the undead. By refraining from such action you can keep the ghouls from noticing you. First success of this skill allows you to decrease all further Stealth DCs to moderate.

Stealth (hard DCs): Using the natural cover of trees, vines and shadows you successfully sneak past any creatures lurking in the area.

Success: The team navigates the swamp and does not have to fight its way out.

Failure: Some ghouls notice the Wraiths and attack, hoping for a meal of fresh humanoid meat,

and drawing other swamp creatures as well. The following combat encounter immediately occurs:

Level 14 Encounter (XP 5,075)

6 horde ghouls (level 13 minion)

3 stirge swarms (level 12 brute)

1 sword wraith (level 17 lurker)

1 visejaw crocodile (level 4 soldier)

Once the team has emerged from the swamp, SpellCom sends the next briefing via the Omnilems.

Glad to see you made it out of the swamp. You didn't get bitten by anything I hope.

I can see from your Omnilems you're near the road. Take it north and you should be in Lorn by tomorrow afternoon.

It's an old road but that doesn't mean there won't be patrols. Keep your eyes and ears open.

See you at Port Baumegard. SpellCom out.

Mission Segment 1.2:

Border Crossing

Wraith Recon 4 travels half a day along the old road. Since the path is seldom used, SpellCom gambled it wouldn't be guarded. However, with the increased tensions on the continent that is no longer the case.

Complication 1: Lorn Border Guard

The stony, overgrown road turns a wooded bend. Before you are four soldiers, human except for the bat wings they sprout and their horned foreheads. Just behind them a man in dark armour rides a black horse, the creature's hooves aflame with reddish fire. All wear emblems that indicate they belong to the Lorn military.

Depending on what team 4 does, this is either a skill challenge or combat encounter.

Skill Challenge

Setup: To talk their way past the Lorn border patrol

Complexity: 2 (requires 6 successes before 3 failures)

Primary Skills: Bluff, Diplomacy, Intimidate

Bluff (hard DCs): You pretend to be merchants who got lost on their way out of Torres and are grateful to see friendly faces on the lonely road.

Diplomacy (hard DCs): You complement the guards on their stalwart presence and hope for their continued success.

Intimidate (hard DCs): You imply that interfering with your movements will incur the wrath of important people in Port Baumegard who await your shipment. Each failure of an Intimidate check counts as two failures.

Religion: (moderate DC; can only contribute one success): You realize death knights are almost impossible to frighten and that Intimidate won't work on them, if not make the situation worse. A success with this skill lowers all further Bluff and Diplomacy checks to moderate.

Success: The Lornish allow the team safe passage into the country.

Failure: The border guards attempt to apprehend the team for further questioning. The following combat encounter immediately occurs.

Level 14 Encounter (XP 5400)

4 cambion hellswords (level 8 brute)

1 death knight (level 17 elite soldier)

1 nightmare (level 13 skirmisher)

If combat occurs because the team decides to fight or they fail the skill challenge, there other consequences as well. The DCs of Bluff and Diplomacy checks in the next skill challenge, Port



Baumegard, increase by 2 as the word goes out there might be hostiles nearby, either because the Wraith team left survivors or the patrol failed to report in.

Mission Segment 1.3 – Port Baumegard

After the encounter with the Lorn border guard, the overland trip to Port Baumegard is without serious incident. If the team needs additional challenges roll on the Lorn encounters table (*Wraith Recon* page 88) to see what they meet along the way. The remainder of the journey takes another day if there are no serious delays.

The port of Baumegard is small considering its importance in the Lorn economy. The Lornish military presence dwarfs the town's size. A dozen war vessels lay at anchor just off the docks and watch towers rise above the town's squat timber buildings. Soldiers march in formation around the settlement's outskirts. As you get closer you notice armed men and dwarves at nearly every building entrance and street corner.

Lucky for you, several caravans seem to be coming a going and you easily slip unnoticed into the throng. In the city proper, traders, merchants and artisans bustle among the streets, going about the business of commerce. You even catch a glimpse of an azer, its beard glowing with orange flame, haggling over the price of a blacksmith's anvil.

Let the team work out where they will stay. There are several suitable inns that cater to merchants and businessmen.

Once they are settled the group needs to locate the fire giant's building. This is presented as a skill challenge.

Skill Challenge

Setup: To locate the fire giant headquarters in Port Baumegard while appearing to be legitimate merchants.

Complexity: 3 (requires 6 successes before 3 failures)

Primary Skills: Bluff, Diplomacy, Perception, Streetwise

Bluff (moderate DCs): You pretend to be merchants with obsidian for sale. You ask around about the best way to approach the fire giants about purchasing your goods. Each failure of a Bluff check counts as two failures.

Diplomacy (moderate DCs): You discuss local business conditions, bandit troubles and the hardships of trying to make an honest living. The first success of this skill allows you to lower all further Streetwise DCs to moderate.

Perception (hard DCs): You watch the movements of people within the town, observing how they come and go, especially any azer you spot.

Streetwise (hard DCs): You listen in on the conversations of others, make educated guesses about the location of commercial buildings and watch the local business traffic.

Success: You learn of the location of the fire giant embassy and can plan an assault on the place.

Failure: Word spreads there are strangers in town asking questions no merchant would normally ask. The team gets one more chance to attempt this skill challenge but the complexity increases to 4. If they fail a second time, the following creatures show up to ask the characters some questions of their own:

Greater Iron Circle Agents

Level 18 Encounter (XP 10,400)

2 cambion hellfire magi (level 18 artillery)

1 rakshasa noble (level 19 controller)

2 rockfire dreadnought elementals (level 18 soldier)

Mission Segment 1.4 – The Fire Giant Compound

Pre-Mission Briefing

Okay team, this is it. What you've come here to do. Get in there, drop the evidence and get out. There's no need for heroics or a toe-to-toe fight.

I don't need to tell you capture is not an option.

And for Dar's sake make sure no one in there suspects you planted something.

When the team reaches the trade mission, read the following:

The fire-giant compound is a walled mansion. From your vantage you can tell the front gate leads to a courtyard. Made for the gaze of giant-kind, the windows that face the street in the mansion's outer wall are 12' off the ground. All are heavily barred and shuttered.

The Wraith team must come up with a way to enter the compound and accomplish their mission without serious combat. Any fight could quickly evolve into an overwhelming encounter.

Once the team has located their target they can either charge right in or spend some time observing the area. If they choose the latter, let them run the reconnaissance as a skill challenge.

Skill Challenge

Setup: Study the fire giant compound to learn guard routines and spot any easy points of entry.

Complexity: 3 (requires 6 successes before 3 failures)

Primary Skills: Acrobatics, Athletics, Perception, Streetwise, Thievery

Acrobatics/Athletics (hard DCs; can only contribute



one success): You can tell from previous experience the easiest way over the wall.

Perception (hard DCs): You notice uneven bricks in a certain part of the wall that will make scaling it easier, or that at certain points a roof overhang obscures the view of the patrolling azer. The first success of this skill lowers all subsequent Thievery DCs to moderate.

Streetwise (hard DCs): You ask a local about the routines of the compound's occupants.

Thievery (hard DCs): You know how other creatures protect their homes and valuable belongings. Recognizing and evading those wards is second nature to you.

Success: You successfully gather important intelligence about the layout of the fire giant compound. This knowledge grants you a +4 bonus to all Athletic and Stealth checks while attempting to enter the building. You also notice a pair of azer patrol the curtain wall every ten minutes, and that just inside the gate a second pair of azer stand guard.

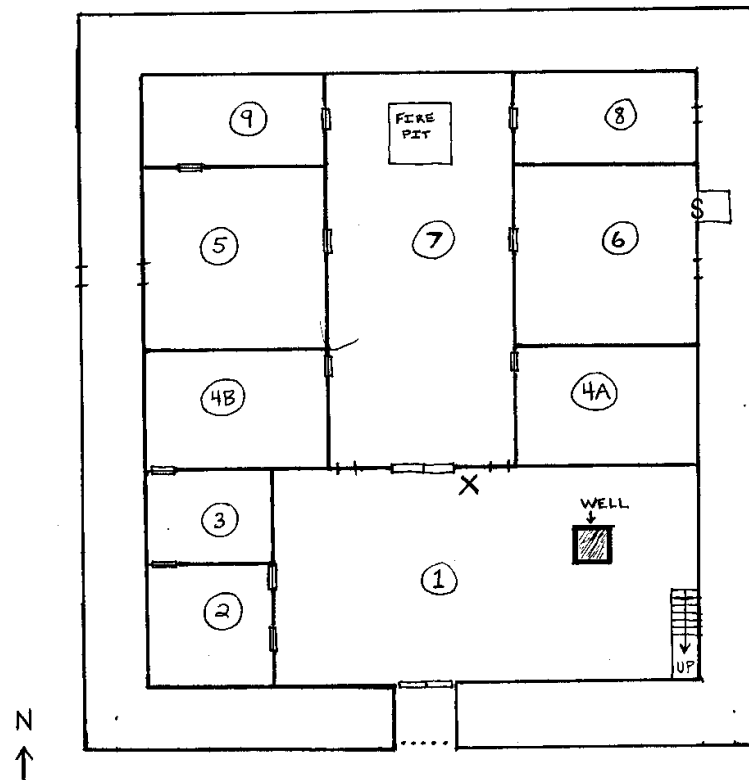
Failure: The azer spot you taking an unusual interest in the compound and send word to the authorities. A combat encounter occurs with the Greater Iron Circle Agents as detailed in the previous skill challenge.

Fire-Giant Compound

General Details

The gate is closed with a portcullis and heavy wooden doors. During the day the doors are left open and another pair of azer warriors stand inside the gate. At night the doors are closed and barred and a single azer warrior sits just inside the doors to deal with trouble.

FIRE GIANT COMPOUND



KEY

- = FIVE FEET
- = DOOR
- = STAIRS
- = AZER WARRIOR
- = WINDOW
- = PORTCULLIS
- = SECRET DOOR

The walls are 20 feet high topped by four-foot high battlements. Scaling the walls is a DC 25 Athletics check.

The compound is a single story but sized for giants so it is much taller than a normal building of the same proportions.

All doors in the compound are locked and are a moderate DC Thievery check to open. The doors to areas 5 and 6 are Hard DCs to open.

The main complications are the creatures in the compound. Wraith Recon intelligence was wrong about the inhabitants. In addition to the azer contingent, a rakshasa noble disguised as an azer resides in the place. During the day it patrols the compound, overseeing the guards and issuing orders. At night it can be found in area 6. The rakshasa never lowers its guise unless it is alone in area 6.

Location Key

1. Courtyard

Depending on the time of day there will always be at least one azer warrior in the courtyard stationed at the X on the map next to the entrance of the great hall, while two patrol the curtain wall. For a more difficult challenge, the Games Master can add a few hell hounds from the kennels.

The courtyard is visible to all creatures standing atop the wall directly around it. The mansion's roof blocks the view of anyone atop the walkway that forms the mansion's outer walls.

Level 7 Encounter (1600 XP)

4 azer warriors (level 17 minion)

2. Kennel

This area houses the azer's pets. Any creature other than an azer or a fire giant entering this room is immediately attacked.

Level 14 Encounter (4,800 XP)

2 firebred hell hounds (level 17 brute)

4 hell hounds (level 7 soldier)

Developments: The building's inhabitants are accustomed to hearing noise from this area and will not investigate sounds of combat. Only the beastlord and his pet from area 3 will arrive on the third round of any fight that breaks out.

3. Kennel Keeper

The azer in charge of care and training of the hell hounds lives here along with his pet. Unfamiliar intruders are attacked.

Level 12 Encounter (3,200 XP)

1 azer beastlord (level 17 soldier)

1 fire bred hell hound (level 17 soldier)

Tactics: If attacked the beastlord flees to the kennels to make a stand there with his pups while his hell hound covers his retreat.

4 (a) and (b). Barracks

These rooms are the living quarters of the mansion's guards. Currently only room 4 (a) is occupied. It houses an azer task master and four azer foot soldiers. Depending on events or the time of day, the occupants may be in another part of the building or out on an errand.

Level 15 Encounter (5,600 XP)

1 azer taskmaster (level 17 controller)

4 azer foot soldiers (level 14 soldier)

5. Office

A permanent 20th level Forbiddance ritual protects this room from scrying and teleportation.

At the centre of this room is a giant-sized desk. Along the south wall are bookshelves and cabinets. On top of the desk, set in a decorative object is an Eye of Alarm. If a creature other than an azer or fire giant enters the room, the Eye emits a loud trumpet blast until the intruder leaves.

The desk, bookshelves and cabinets contain records of shipments, delivery time-tables, account ledgers and business correspondence. Some of it might be useful to SpellCom Command.

The room is also trapped to thwart thieves and spies. The trap is armed as long as the room's door is locked or the door is opened without the use of an official key (such as through a Thievery check).

Acid Rain

Level 24

Warder

Trap

XP 6,050

From tiny holes in the ceiling pours a shower of clear liquid. The substance spatters you like rain and burns through your armour and clothes. When it reaches your skin you writhe with searing pain.

Trap: Above the ceiling are several buckets of acid that spill their contents when a creature steps on the pressure plate surrounding the desk or in front of the bookshelves. The acid pours through dozens of small holes in the ceiling in a burst 5 radius centred on the desk.

Perception

DC 28: The character notices the pressure plate in the floor.
DC 30: The character notices the small holes in the ceiling.



Trigger

When a creature steps on one of the squares adjacent to the desk or bookshelf, the trap attacks. The creature can remain on the pressure plate without causing the trap to attack again. If another creature steps on the pressure plate, or if a creature leaves and re-enters the area, the trap attacks again. The trap can only attack twice before the buckets need to be refilled. Once the trap has attacked an alarm rings in the fire giant's room, alerting the rakshasa to the unauthorized presence in the office.

Attack

Opportunity Action

Close burst 4

Attack: +27 vs. Fortitude

Hit: 3d6 + 9 acid damage and blinded until beginning of the target's next turn. *Aftereffect:* Ongoing 15 acid damage and a -4 to Fortitude defence (save ends).

Special: As long as a creature takes ongoing acid damage, it gains vulnerability 5 to all attacks that target AC.

Countermeasure

An adjacent character can disable the trap with a DC 36 Thievery check.

6. Fire Giant's Quarters

A permanent 20th level Forbiddance ritual protects this room from scrying and teleportation.

During normal times two fire giants live here. Now there is only a rakshasa noble disguised as an azer. The rakshasa is a fire-giant agent charged with keeping the azer slaves honest and warning of any fermenting rebellion.

Level 19 Encounter (12,000 XP)

Rakshasa Noble (level 19 solo controller)

Medium natural elemental humanoid

Initiative +14

Senses Perception

+19; low-light vision

HP 800; **Bloodied** 400

AC 35; **Fortitude** 31, **Reflex** 35, **Will** 36

Saving Throws +5

Speed 7

Action Points 2

Claw (standard; at-will)

+22 vs. AC 1d6 + 3 damage and the target is blinded until the end of the rakshasa noble's next turn.

Slashing Claws (standard; at-will)

The rakshasa noble makes two claw attacks against a single target or one claw attack against two targets within 3 squares of one another.

Predator's Strike (immediate reaction)

Once per round the rakshasa noble makes a claw attack against a bloodied opponent or an opponent granting combat advantage. The rakshasa noble can shift 3 squares before and after the attack.

Mind Twist (standard; at will) * **Psychic**

Ranged 20; +22 vs. Will; 3d6 + 7 psychic damage, and the target is dazed (save ends). As long as the target is dazed it makes a basic melee or ranged attack against its closest ally.

Phantom Lure (standard, at-will) * **Charm**

Ranged 10; +22 vs. Will; the target slides 5 squares

Frightful Phantom (standard; recharge 5, 6) * **Fear**

Ranged 5; +22 vs. Will; 4d8 + 7 psychic damage, the target is pushed 5 squares and the target is stunned (save ends).

Deceptive Veil (minor; at-will) * Illusion

The rakshasa noble can disguise itself to appear as any Medium humanoid. A successful Insight check (opposed by the rakshasa's Bluff check) pierces the disguise.

Phantom Image (minor; recharge 5, 6) * **Illusion**

Until the end of the rakshasa noble's next turn, any creature that attacks the rakshasa's AC or Reflex defence must roll twice and use the lower attack roll result. If either result is a critical hit, use that result instead.

Alignment Evil **Languages** Common

Skills Arcana +20, Athletics +17, Bluff +21, Diplomacy +21, History +20, Insight +19, Intimidate +21

Str 16 (+12)

Dex 20 (+14)

Wis 20 (+14)

Con 18 (+13)

Int 22 (+15)

Cha 24 (+16)

Tactics: The rakshasa noble remains disguised as long as it suits his needs or no one sees through the illusion. If encountered alone, the rakshasa pretends to be frightened and attempts to bargain with intruders. This is a ruse to lure opponents into the Great Hall (area 7) where he can call for reinforcements.

Developments: The secret door in the east wall conceals a shaft with iron rungs bolted to the stone wall. These rungs lead upward to a secret trap door that opens onto the parapet wall. Detecting either secret door is a Hard DC.



7. Great Hall

The most distinguishing characteristic of this room is a large fire pit at the northern end. Flame leaps twenty feet to the stone ceiling. The pit is magical, producing normal fire in every way except that it does not give off smoke.

Living in the fire pit is a salamander archer, a servant of the fire giants. While in the pit the salamander has concealment and cover. If it spots intruders it will grab its weapons lying on the floor outside the pit and launch arrows while standing behind the flames and attempting to rouse the azer.

Level 7 Encounter (1200 XP)

salamander archer (level 15 artillery)

8. Guest Chamber

The fire giants use this mansion to entertain embassies from other powers or races they want to trade with. Currently neither room is occupied.

9. Store Room

Conclusion

The team must figure out a good place to hide the ledger. Simply dropping it on the floor won't suffice. It must be hidden somewhere it won't be found until Lorn agents, guided by an anonymous tip, can locate it. The GM must decide where that is. Suggestions include at the back of a drawer in the office or underneath a mattress in the fire giant's quarters.

Once the team has placed the incriminating ledger they must get away. If they have a Linked Portal ritual available they can simply step out. Otherwise they must make it back to Dardarrick on foot which should entail a couple skill challenges and combat encounters.

Post-Mission Briefing

Success

One word: Outstanding!

Already we've received intelligence that the fire-giant trade mission was expelled from Port Baumegard and a Lorn warship fired on another fire giant vessel sailing near the coast.

Even if they realize it was all a fake, your success has delayed the coming war by months and saved that many more lives.

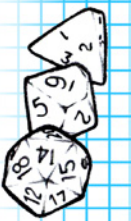
Someday your story will be told.

Failure

None. Words can not express SpellCom's displeasure. If any of the team returns alive they lose any experience points they might have accrued.

What is this false evidence?

The crux of the mission is a small black book. The contents detail payments made to the fire giants as part of their cut from the booty taken by the Parennax pirates. To make it appear genuine the text is written in a difficult, but not impossible to break, code.



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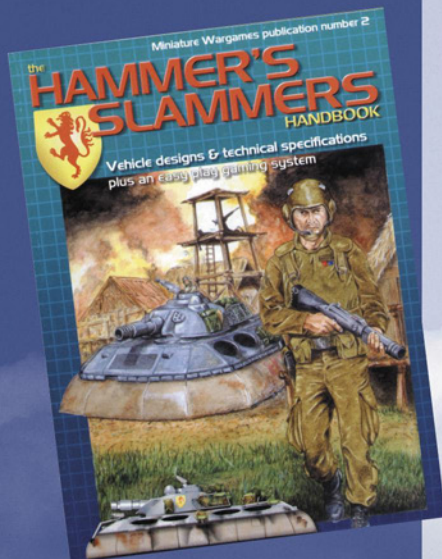
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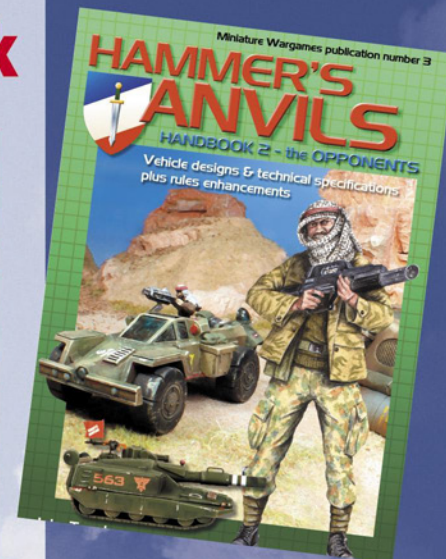
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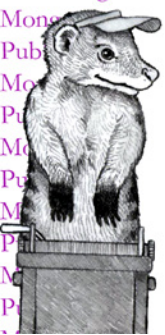
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