



Signs & Portents

B5 - PART 3 OF THE LEGACY OF WAR - A 14 PART CAMPAIGN FOR UNIVERSE OF B5
VINCENT DARLAGE PROVIDES A HOST OF NEW CREATURES FOR USE IN
YOUR CONAN CAMPAIGNS
NEW SHIPS AND A NEW SCENARIO FOR VICTORY AT SEA
BRYAN STEELE RECOMMENDS MORE "GAMER
FRIENDLY" MOVIES"

ALSO NEW SHIPS FOR TRAVELLER, A
DRAGON WARRIORS SUPPLEMENT
AND MUCH MUCH MORE!!!

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Wow – What a month! This month at Mongoose Towers has seen the return of a few familiar faces and the arrival of some new ones. We've all been working on some very exciting books and a slight change to our production process has allowed all projects to receive extra attention from all quarters.

I personally have been working on several projects this month, although none more exciting than *Hammer Slammers*. This is not actually on my schedule for editing until February; however I am sure that you can imagine the excessive amount of time that goes into the art direction of a book. Now take that number and multiply it by ten and you have some idea of how time consuming colour art direction can be!

Will has been generating fantastic concepts for the backgrounds and overall style of the book and we are at the point where we know exactly how the general interior will look and I have to say... we are rather chuffed with ourselves! The budget for *Hammer Slammers* is being well and truly stretched to its limit but I am certain that the end result is going to be worth all of the effort and resources that have gone into it. Look out for a preview of some of the interior art in the next issue of S&P.

We hope to see many of you at our Corporation day on Saturday 28th February.

Have a great month

Charlie

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Contents



Mongoose News

Editor Charlotte Law fills you in on the latest Mongoose info

6



Press Play

Mongoose Writer Bryan Steele continues his monthly mission to bring gamer friendly movies into the spotlight

8



TRAVELLER

The Legacy of War

Episode 3: Before the Storm by Simon Beal. The 3rd in a 14 part epic campaign for use with the new *Universe of Babylon* 5 rules

12



The Battle of Heligoland Bight, 1917

An interesting new scenario for *Battlefield Evolution: World At War* by David Manley

23



Hyborian Age Monsters

Vincent Darlage provides you with another essential new supplement to help expand your *Conan* Bestiary

25



A Word from the Admiral

Expanded designer notes for *Age of Dreadnoughts* by David Manley

54



Exotic Weapons

A new supplement for *Dragon Warriors* by Carl Walmsley

57

Missile Systems Defence Boat

TRAVELLER

A new ship for *Traveller* by Bryan Steele

60

Systems Defence Command Frigate

TRAVELLER

A new ship for *Traveller* by Bryan Steele

62

Convention and Events Diary

4

Write for the Mongoose

68

Mongoose Product List

69

Mail Order Form

72

Convention and Events Diary

Corporation Day 2009

Mongoose Towers, Cricklade Road,
Swindon, Wiltshire

Sat 28th Feb 2009

www.mongoosepublishing.com

Conflagration 2009

Queen Margaret Union, Glasgow,
Scotland

Sat 21st - Sun 22nd Feb 2009

www.conflagration.org.uk

Leprecon XXX

Goldsmith Hall, Pearse St, Dublin 2,
Ireland

Fri 27th Feb - Sun 1st March 2009

www.lepricon.ie

Travcon 2009

Redwings Lodge Hotel, Huntingdon,
Cambridgeshire, UK

Fri 13th - Sun 15th March 2009

Concrete Cow '09

The Old Bath House, Wolverton, Milton
Keynes, UK

Sat 14th March 2009

www.mk-rpg.org.uk/Concrete_Cow

Salute Zero Nine

ExCel, London, UK

Sat 28th March 2009

www.salute.co.uk

Dragonmeet Southwest

The Croft Sports Centre, Swindon,
Wiltshire, UK

Sun 19th April 2009

www.mongoosepublishing.com

Tentacles 2009

Castle Stahleck, Bacharach, Germany

Fri 28th May - Mon 1st June 2009

www.tentacles-convention.de

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

Gen Con UK 2009

University of Reading, Berkshire, UK

Wed 2nd - Sun 6th September 2009

www.horsemenevents.com

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



Mongoose News



New Writer at the 'goose

We are pleased to announce that January saw the acquisition of a new full time writer. Those of you who have been following *Legacy of War* will be familiar with the work of Simon Beal. His first project is *Price of Honour*, the follow up to the successful *Land of the Samurai*. We all wish Simon a very warm welcome.

Abaddon Books at Mongoose

Another fantastic perk of our partnership with Rebellion means that you can now purchase Abaddon books directly from Mongoose Publishing, as well as from our stand at future conventions. Be sure to take full advantage!

Mail Order "Re-vamp"

We have received the green light for our new "super" mail order system. Soon you will start to reap the benefits of this exciting development.

Hammer Slammers Update

We are thrilled to announce that David Drake has agreed to write a foreword for our upcoming new release, *Hammer Slammers*. This book will be full colour and is shaping up to be a very exciting release and a very good looking book!

Corporation Day

Saturday 28th of Feb 2009 is Corporation Day at Mongoose Towers. This event is totally free with lots of new games to be played and the Mongoose shop will be open for business if you are one of these people who hate waiting for post! Check out our website for full details.

Richard Ford - spotted!

Those of you who have been fans of Mongoose for a couple of years will have had dealings with the editorial wonder that is Richard Ford. Rich left the company half way through 2007 to pursue other areas (and was actually replaced by myself). However he has recently been spotted around Mongoose Towers - mocking Nick and annoying Matthew, the usual Fordy behaviour! Stay tuned to see if he sticks around.

Kristen Scott Hamster Watch

January was a rather interesting month for Kristen. She was sat there one day minding her own business when Matthew decided to introduce her newest piece of furniture... a hamster toilet. Needless to say she immediately put it too good use as a food store... "one toilets in the corner don't you know"!

Unfortunately Matt still has not learned the basics of keeping ones pet happy. In an attempt to do so he bought Kristen a see-saw. "This is very nice of him" you may think. Unfortunately Kristen, being a glass half empty kind of girl, found that this act only reminded her further of her single status, causing her to take to her cotton wool bed for the rest of the month.



February 2009 Releases



Babylon 5
The Lurker's Guide to Gaim
MGP 3529
\$24.95



Conan
Adventures in the Hyborian Age
MGP 7807
\$29.95



Hawkmoon
Hunters of Granbretan
MGP 8131
\$9.95



Wraith Recon
Enemies Within
MGP 5203
\$24.95



Glorantha
Fronela
MGP 8155
\$24.95



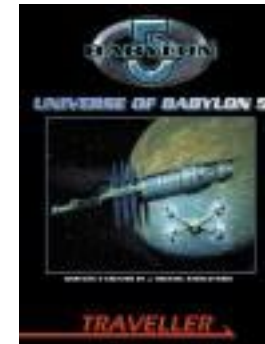
RuneQuest
Pocket Deluxe
MGP 8158
\$24.95



Traveller
Book 3: Scout
MGP 3810
\$24.95



Lone Wolf
Book 8: The Jungle of Horrors
MGP 1268
\$21.95



Babylon 5/Traveller
The Universe of Babylon 5
MGP 3811
\$29.95



Victory At Sea
Age of Dreadnoughts
MGP 4053
\$29.95

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 interesting movies; one that qualifies as a fun flick, one award-winning experience that always leaves it mark, one sci-fi horror that brings a lot of good talent together in a strange place and a stunningly beautiful sequel to one of the best comic-book movies that has seen the silver screen.

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!!!

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



Pathfinder

20th Century Fox

When my significant other and I went to go see *Pathfinder* at the theatre in 2007, we deliberately expected a Conan-esque sword-clashing movie that would likely be light on plot and heavy on action. We were happily right. I have always believed that if you go into a film knowing it might be less than stellar, you will not be disappointed if it is – and pleasantly surprised when it is not. *Pathfinder* proved to be action-packed and invigorating to the part of me that loves hearing steel on steel, no matter why it is occurring.

The story is simple enough; a young Viking boy is left behind when a longship comes to raid the pre-nation Americas. The boy is brought into a Native American tribe and raised as one of their own, growing into the hunter-warrior named Ghost (played by the surprisingly buffed up Karl Urban) who is later called upon to defend his foster tribe from a ship of returning Vikings from Iceland. The Vikings, led by a massive berserker named Gunnar

Gamer Rating: 1d8



Gladiator is not a terribly convoluted or unique plotline to watch unfold but the acting and cinematic direction is top notch and leaves nothing to be desired. Fight scenes are fast, brutal and bloody; exactly how any good sword and shield story should make them. Seeing Maximus carve through his enemies, animal and man alike, is exhilarating and awe inspiring.

[illegible]

Universal Pictures

The movie is about an electronic entity that soars through the Russian Muir space station on its orbit past Earth, transmitting itself, perhaps accidentally, down onto a research vessel somewhere in international waters. The entity is



The scene then changes to a small transport tug caught in a terrible swell. The crew members are the main protagonists of the movie, including several members that will eventually become antagonists – many of which against their will. Captain Everton (played by Donald Sutherland) is the stereotypical greedy merchant captain that has staked his entire life upon this journey. Kelly Foster (Jamie Lee Curtis) is the daughter of an admiral and the heroine of the story and the main ship's beau Steve Baker (William

What the crew does not know is that the alien entity on board the ship has begun to create strange, horrific cyborgs out of the remains of the former Russian crew and soon – the members of the tug’s crew that they kill and scavenge. After finding the only survivor from the Russian crew, Nadia (played by the strikingly beautiful Joanna Pacula), she explains that the alien is electricity-based. The crew decide they have to ground it out in the ocean before it can be transmitted elsewhere and destroy humanity – which it defines as a virus. The movie is the crew’s battle against cybernetic freaks, robotic monsters and each other.

Although it might be hard to translate perfectly across, I think that an electronic entity that builds robots and cyborgs to fight its battles could be an interesting enemy to put up against a mid-tech level *Traveller* group. Dangerous, horrifying, self-replicating and seemingly immortal; what else does a Referee need to create an entire campaign around?

Gamer Rating: 1d8

Universal Pictures

[illegible]



new creatures, personas and images that were truly breathtaking. As a huge fan of the comic books, this movie franchise has always spoken to me on several levels but *The Golden Army* made me think of countless roleplaying scenes where the heroes walk into a strange place or a

strange community where being human (or elf or gnome or whatever) made them truly outsiders from the norm.

The animation to the opening ‘fairy tale’ told by Professor Broom was beautiful and somewhat unique to tell the back story that would be the core of the main plot and it dropped the viewers into the fantastical world of Hellboy. The story told speaks of a special golden crown that commands an unstoppable golden army that was used by the fey to crush humankind in the ancient days and that the crown was split into three pieces to keep the army from ever being unleashed again. Of course the main antagonist, Prince Nuada (played by Luke Goss of *Blade II* fame) is searching out the three pieces to get revenge upon the humans – who have pushed fey kind into hiding and secrecy.

Hellboy (with Ron Perlman reprising the role) and the rest of the BPRD are suitably wonderful in this film, even if I found the voice of Johann Krauss annoying and too cliché for such a cool character from the comics. The BPRD are caught between helping the humans that fear and loathe them for being ‘monsters’ or look the other way to help the fey – who are more like them than anyone else. An unlikely love story about Abe Sapien (fully played

this time by Doug Jones, instead of just body acting) is a pleasing side arc and the evolution of Hellboy and Liz Sherman’s (Selma Blair) relationship is believable.

Overall the movie is beautiful and eye-catching, filling my brain with an assortment of neat ideas for *RuneQuest* and other fantasy worlds. I would hope that Mongoose perhaps eventually picks up a comic book license to make a game for eventually but *Hellboy II: The Golden Army* can serve as a good reminder that the fantastic and the strange can be found in any setting if the story’s teller knows how to reveal it to his readers or in this case – viewers.

Gamer Rating: 1d10



The Legacy of War

Episode 3: Before The Storm

TRAVELLER

by Simon Beal

TRAVELLER

Episode Date: December 3rd 2266

“The avalanche has already started. It is too late for the pebbles to vote.”

Kosh “Believers”

News Reports

The missing ships story has become much bigger news:

“Two civilian vessels sent out to search for the missing IPX ship, Columbus, have also gone missing and there is still no sign of the Columbus since it disappeared over two weeks ago. IPX have been in closed meetings with the Independent Traders Union, who say that a hostile force must be responsible and are demanding that Earthforce get involved.”

Secrets Revealed

Before their new mission is discussed, the players must first report to Chen about their previous encounter. He will also have other matters to discuss and will call for an immediate debriefing session in his office as soon as they land.

Chen’s office is of medium size and is split into two rooms. The first room is quite small and serves

as his office. Chen will greet the crew and direct them through a door to the conference room. It will be fairly obvious that Chen is nervous about something.

If there are any telepaths in the group, Chen will insist they take a minor dose of the Sleeper drug (Mr Garibaldi does not trust telepaths). The drug will take effect within minutes and will last for several hours. Refusal to take the drug will result in exclusion from the meeting and possible dismissal from his employment.

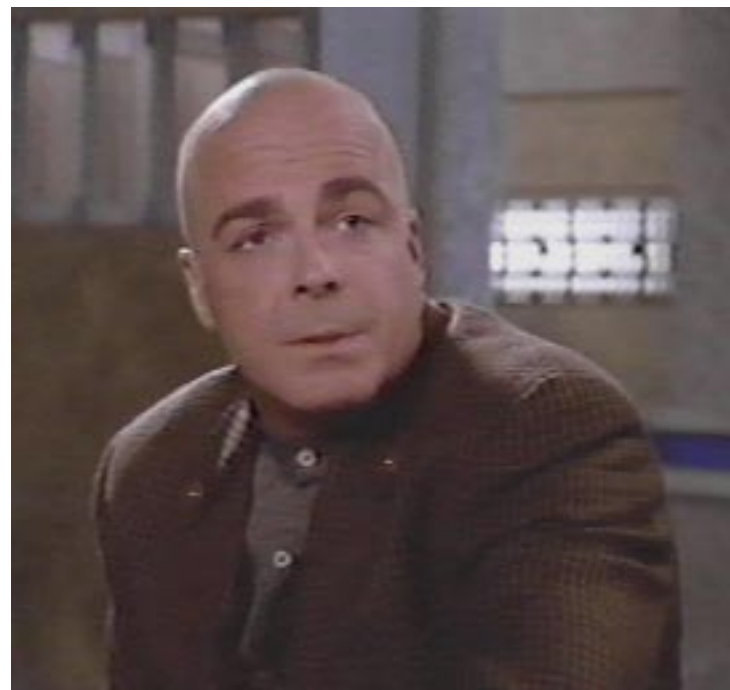
The conference table is not quite big enough to seat the entire crew so the session will be a little cramped. As the players enter the room, they will discover someone is already there.

At the head of the table sits a bald man dressed in an expensive looking suit – this is Mr Garibaldi, head of Edgars Industries. It is unlikely that the characters will know who he is by sight and Chen will not introduce him to them just yet.

Chen will motion for the crew to sit and begin his

explanation. Please note that this assumes the players did some poking around into Ancient Wonders. If they did not, then just have Garibaldi discover the operation himself and skip to the part where Garibaldi starts talking.

“Before the mission debriefing, we have an important matter to discuss. I know that when I employed you all, some of you had questions and concerns about myself and Ancient Wonders. Well, some of those concerns led certain individuals to



start checking the background of myself and the company.”

He looks at those responsible.

“This set off some alarm bells, which brought the entire affair to the attention of this man here.”

He gestures to Garibaldi, who takes over.

“For those who don’t know me, my name is Mr Garibaldi, and I am your employer.”

“I took over the running of Edgars Industries several years ago after William Edgars was murdered. Although he claimed to be a humanitarian, his methods were far from it. He set up projects in the hope of advancing medical science, many of which were kept secret.”

“Edgars also funded several companies whose purpose was to find alien technology. He soon realised that some of the best people were morally opposed to what he represented and would not work for corporations who would misuse anything they found.”

“So, he came up with the idea of Ancient Wonders. Apparently, he talked Mr Wing here into it, who in turn employed you and several others. I’m not sure how much of this to believe at the moment. I’d like to think you are all innocent in this but I just don’t trust people anymore.”

He looks around the room.

“I now have to make a decision. Do I trust you and keep this project going? Do I fire you? Or do I report you all to the authorities for possible illegal activities?”

“So, I’m going to interview each of you in turn. I want to hear how you joined Ancient Wonders and I need a full report of what happened on your mission to Kandar III. Please don’t disappoint me by lying. Captain, we’ll start with you.”

The Interviews

They go into the main office to conduct the interviews. In case the players think about discussing what they should say, Garibaldi has placed a small listening device under the conference table, so he will hear anything they discuss in a discreet ear piece he is wearing.

During the interviews, Garibaldi is trying to gauge if they are telling the truth about their motivations and involvement with Edgars. He will also try to ascertain how much trouble they got themselves into on the last mission. He will cross-analyse their stories so any lies or mistruths will be quite transparent.

Garibaldi will also be aware if they omit any details. Although the players may be reluctant to mention Seth and his associates, at least one of the NPCs will see the merits of relaying this information to Garibaldi, so he will know about it.

If the players hired anyone to investigate Ancient Wonders and ask about them, Garibaldi will simply say that they now work for him!

Hopefully, the players have not only convinced Garibaldi that their motives were honest but also, that there is a darkness within Earthforce. He will take this threat very seriously. Even if the players were less than truthful, Garibaldi will see their usefulness in retrieving alien tech before anyone else who would misuse it. They may also serve

well in finding out more about who is involved in this secret organisation within Earthforce.

Once he has interviewed everyone, he will gather them all back in the conference room.

“Well, you sound like you are on the level but we’ll see. What worries me is Earthforce’s involvement in this. And a telepath? Never did trust them. Sounds like they could be a remnant of a black ops project or Psi Corp. No, I don’t like this. I don’t like this at all.”

“Are you aware that the ISA has recently outlawed Shadow tech because it is too unpredictable and dangerous? If what you say is true then I will need to look into this. I’m going to speak to President Sheridan and see what he thinks.”

“Until then, all missions are grounded. You can research your current findings but do not leave the station. I still haven’t decided whether to pull the plug or not. And, until we know more about what is going on, don’t mention this to anyone else. I’ll be in touch.”

A very troubled looking Garibaldi will then leave. The players will probably have a lot to talk about before Chen briefs them on their new mission.

The following are some possible questions and answers for Chen:

- Why did you agree to work for Edgars?
“I actually thought I was working for a private investor who funded Ancient Wonders.”
- So, who was this investor?
“He was a representative of William Edgars. He seemed like a genuine person and I trusted him, but it turns out my trust was misplaced.”



- What about Edgars' secret projects?
"I did not know about any secret projects. I honestly thought I was doing the right thing."
- How come you did not say who your investor was?
"I was told that he did not want his competition to know he was using alien tech in his research."

Mission Briefing

Once everyone has finished discussing this revelation, Chen will brief them on their next mission.

"As well as analysing the data from Kandar III, I have another job for you. Yesterday, as you were returning to Babylon 5, our other employees were being questioned by Mr Garibaldi. Since then, two of them have gone missing."

"Maybe they have something to hide? Or maybe they just got scared? Mr Garibaldi can be quite intimidating, and considering what you have just told, me it doesn't bode well."

"Mr Garibaldi promised to judge each person on their own merits but I'm worried that the disappearance of these two could affect his decision and therefore the fate of Ancient Wonders."

"Edgars' motives may not have been honourable but mine are and I still believe in what we are doing. I need you to track these people down and see why they left or if something else has happened to them."

"I would prefer it if this stayed between us for now. If they are involved in something, we need

to find out all we can. These are the two that are missing."

Chen hands over a print out of the employee records with a photo of both men.

"William Quinn has been one of my agents for several years now - he is a very cunning individual so be careful."

"Robert Prescott is a young archeologist who joined us about eighteen months ago - he had a promising future ahead of him, I just hope he still has."

The Runaways

William Quinn

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

Skills: Computers 1, Deception 3, Engineering (Electronics) 1, Gun Combat (Energy Pistol) 2, Investigate 1, Melee 1, Persuade 1, Pilot 0, Recon 1, Stealth 1

Information: Quinn is an information gatherer who gets leads and information from a network of contacts he has built up during the years he has worked for Chen.

He is also a Psi Corps sleeper agent, created before their demise. He was programmed to seek out information on alien technology. Then, whenever able, to report back with his findings. Although the Psi Corps is no more, the sleeper personality continues to transmit the reports, certain in the knowledge that there is still someone out there receiving them.

Since the Corps was disbanded, most information on their secret projects was destroyed and many

of the sleepers were abandoned and left to their own devices. However, those that were created for Shadow Science are still being monitored by Seth Warner and the Legacy Group.

If any players have had any previous involvement with Shadow Science or Project Palimpsest, they may recognise William Quinn - make an Int check (DM -2).

Robert Prescott

Details: Same as archeologists from episode 2.

Information: Robert is a xenoarcheologist who has been working for Ancient Wonders for 15 months. He has a promising career in archeology. He is a good person but easily swayed to other people's way of thinking.

Following The Trail

Sensing a threat in Garibaldi, Quinn's sleeper agent took over and plotted his escape. He signalled agents of the Legacy Group that he would meet them back to Mars to report his findings.

To help in his escape, he convinces Robert to join him, saying that they could be in big trouble, especially given how powerful Garibaldi is. However, Quinn has no intention of leaving the station with Robert; he plans to use him as a decoy.

They pooled their money and Quinn asked Robert to arrange some cheap transport, whilst he sorted out some alternate ID to prevent them from being followed. They do not have enough money to buy fake ID so they will need to get some additional funding as well.



Handout - Employee Records

William Quinn

Start Date: 24/Oct/2264

Job Title: Agent

Born: Mars Dome One, Mars

DOB: 01/Mar/2228

Height: 1.78m

Weight: 76kg

Hair: Short, brown

Eyes: Brown

Profile

Prefers to be called Quinn. He is a resourceful individual and is very good at finding things – be it information, objects or people. Quinn is also very discrete with a knack for blending into his surroundings.

He is not a trained soldier but years of experience have given him good reflexes and a sure aim.

Robert Prescott

Start Date: 24/Jul/2265

Job Title: Archeologist

Born: Mars Dome One, Mars

DOB: 17/Jun/2242

Height: 1.85m

Weight: 87.6kg

Hair: Short, dark

Eyes: Green (glasses)

Profile

Robert is of average intelligence but is extremely patient making him an excellent researcher. He has also spent several years on the borders of Abbai and Brakiri territory, giving him a good understanding and a certain empathy with these cultures and their people.

He is also very resourceful when in the field - being stranded on a small moon for several months has given him good survival skills and as such, he is very good in hostile climates.



The players will have several places to start their investigation – questioning other employees, checking contacts in Down below etc. Please refer to the relevant section below. If they get stuck, Carol or one of the other NPCs can nudge them in the right direction.

During their investigations, the players will visit many places on Babylon 5. Familiarise yourself with the locations mentioned below plus any other areas their investigations may take them, such as bars and other establishments.

Keeping Track of Time

It will be about midday when the players start their investigations, so they have about two hours to stop Quinn leaving and four hours to stop Robert.

For the most part, just use real time to monitor how long they spend, most of what they do will be talking anyway. If they do a task that would take a long time, just take that into account. Unless they are very quick, Quinn will most likely get away but Robert should be easier to stop.

Researching the Data

At some point, the crew will begin their analysis of the data they retrieved from Kandar III. It is at this time where they will realise that all data pertaining to the Drakh has disappeared. A Computers check (DM -2) will reveal that it must have been done by a highly advanced virus. No trace can be found of the information or the virus.

Any other data will be left intact and will need further study – this can be done by the players

and/or by Chen's other scientists. It will take several weeks to gain detailed information but much of this can be done whilst the players are engaged in other activities.

Searching Quarters

The players may wish to investigate the quarters of the runaways and search for clues. Bypassing the security locks requires an Engineering (Electronics) check (DM -1).

Quinn's Quarters

Quinn's quarters are very sparse. There are no personal items here as he always travels light.

Robert's Quarters

Robert's quarters are quite messy. Scanners and tools lie amongst the piles of books and research notes that litter his room. A collection of artifacts are neatly arranged on some shelves.

All the artifacts belong to Ancient Wonders and Chen can provide a list of artifacts that Robert was analysing. If the players check this they will discover that four of these items are missing.

Hacking Computers

Hacking the station's public network can be done from any active terminal. There are two steps to find the information they require:

1. Bypass security – to get beyond the standard public access screen requires a Computers check (DM -4).

2. Find files - once they have accessed the system, searching for the files they require is DM -1. A separate check is required for each file (e.g. access to Robert's quarters, Quinn's BabCom usage etc.)

Failing the check by 2 or more will alert an administrator. Since they are only reading data they should be quite safe if they succeed but if the hacker wishes to cover their tracks add a further -2 penalty to their skill checks.

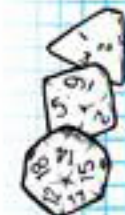
Financial Transactions

To access transaction logs requires accessing a higher security system. All DMs have a further -2 penalty when hacking this system. A separate check is required for each person.

- Robert withdrew all his funds of 1300 credits at 13:41 yesterday.
- Quinn withdrew all his funds of 1650 credits at 12:20 yesterday.

Ship Departures

- Robert's name will not be registered until 30 minutes before departure as his seats are booked under the name of Saphik. The seats have been booked on the "Loki's Dream" which departs at 16:00, bound for Proxima III.
- Quinn is travelling under the name of Donald Green on the "Silver Hawk". It departs at 14:00 and is bound for Mars.
- A full list of all departures can be obtained legitimately but there are so many that the list is not any use without some related information.



Access &

Communication Logs

- Robert last accessed his quarters today at 11:34 and prior to that at 13:31 yesterday.
- Quinn last accessed his quarters yesterday at 12:07.
- BabCom logs of note from Robert's quarters include one yesterday at 13:01 to Saphik in Red Sector (more specifics on location can be obtained). Last incoming message was from Chen at 08:57 yesterday.
- No outbound communication from Quinn's quarters (he never uses it, preferring to meet people in person). The last person to contact him was Chen at 09:00 yesterday but there was no response.

Questioning Associates

Speaking to friends and colleagues of the runaways is a large link in the chain. As well as talking to their fellow employees of Ancient Wonders, the players can also check whether the runaways had any other friends or associates.

Employees of Ancient Wonders

Chen will help set this up, allowing the use of his meeting room. Unless otherwise stated, the employees last saw the runaways yesterday when they were waiting to be interviewed. Robert was interviewed at 10:30 and Quinn at 11:00.

Try to roleplay this as much as possible and just use skill checks to determine how successful the

players are. The amount of information they gain depends on how they talk to each employee and what questions they ask, and how they ask them.

Captain Clive MacLean

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

Skills: Astrogation 1, Comms 1, Computers 0, Gun Combat (Energy Pistol) 1, Medic 0, Pilot 1, Sensors 1, Tactics (Naval) 1, Vacc Suit 0, Zero-G 0

Information: Clive is the other ship's captain for Ancient Wonders and joined the company shortly after Carol and Rufus. His family were killed by a Drakh controlled Centauri warship in 2262 so he does have a particular interest in keeping alien tech out of military reach.

Clive is a good man and his crew respects him - he always looks out for them. He used to be a commander in Earthforce but resigned his commission during the civil war of 2260.

Clive on Robert Prescott:

- *"Rob is good at what he does and was a valued member of my crew."*
- *"He is a hard worker and dedicated to his job but I know he spends time in the alien sector - it's probably still work to him though!"*
- *"Some of the others were a bit tough on him sometimes but not enough for him to run away."*

Clive on William Quinn:

- *"Although he worked alone much of the time, we ran a few missions together. Nice bloke, we got on well."*

- *"Not sure why he would leave like this though." - This is a lie. Quinn came to Clive before asking Robert to leave with him. Clive would have gone, but his loyalty to Chen prevents him from leaving, just as his loyalty to Quinn prevents him from telling others.*

Prof Felix Hartley

Details: Same as archeologists from episode 2.

Information: This elderly gentleman was the first archeologist to sign up with Ancient Wonders. Felix is honest and always says what he means - sometimes rather bluntly. He rarely realises how often he upsets people with his comments.

Felix on Robert Prescott:

- *"I never really liked that boy. He is a spineless fool and I don't have time for fools."*

Felix on William Quinn:

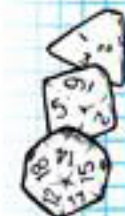
- *"Not the friendliest of people, but he was tough. A good person to have on the team."*

Gemma Coleman

Details: Same as archeologists from episode 2.

Information: Gemma is a research assistant who has been with Ancient Wonders for three years. She is a chatty young woman and is a good judge of character. She is a pacifist, making her a perfect catch for Ancient Wonders.

Gemma will seem genuinely concerned for Robert, more so than the other employees as she was rather fond of him.



Gemma on Robert Prescott:

- "I often help Rob with his work, we get on very well."
- "Some of the other employees do not treat him so well and often offload their work on him." – she will be reluctant to say this as she thinks it might reflect badly on Robert.
- "I hope you find him and he is ok!"

Gemma on William Quinn:

- "I rarely saw or worked with Quinn but I never really liked him."
- "I don't know, just a bad vibe. I always got the impression he was hiding something." – she will have to be pushed for this, for as much as she dislikes Quinn, she does not like to get people into trouble.
- "I don't think they have gone together, I don't think Quinn really likes Robert."
- "Well, like me Robert rarely worked with him and they just don't seem like the sort of people who would be good friends to me."

Grant Stewart

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

Skills: Art (Digital Art) 0, Computers 1, Engineering (Electronics) 0, Investigate 2, Social Sciences (History) 0, Social Sciences (Linguistics) 0, Space Sciences (Xenology) 0

Information: Grant is a data miner and has been in Chen's employ for 10 months. He is very good at his job but is quite shy, your stereotypical geek. He does not like large corporations and feels out of his depth in the presence of influential people.

Grant will appear nervous and doesn't want to get anyone in trouble so he will have to be pushed for each piece of information.

Grant on Robert Prescott:

- "Yeah, he was ok I suppose. He used to help me out sometimes."
- "I don't think they knew each other that well – I don't recall them working together very often"

Grant on William Quinn:

- "I worked a fair bit with Quinn. We would often follow up on information the other had obtained."
- "I know Quinn used to spend a fair amount of time in the Dark Star. He had a few contacts there that kept him informed of any developments that might be of use to us."
- "I think he passes the time there playing poker."

Mokar

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

Skills: Drive 0, Gun Combat (Energy Pistol) 1, Gun Combat (Energy Rifle) 1, Gunner 1, Melee 2, Recon 1

Information: Mokar is a Drazi security guard who joined the company around the same time as Gemma. He was a soldier during the Shadow War and lost many friends and family.

Mokar was the first alien to be employed by Ancient Wonders. He is a good security guard but has little to say.

Mokar on Robert Prescott:

- "Yes, he was good. Always help me. He will be missed."

Mokar on William Quinn:

- "Never talk with Quinn, but see him sometimes. I think he be good in fight, warrior instinct."

Robert's Associates

– Alien Sector

Robert has a couple of Abbai friends and he also knows a few Brakiri who he sometimes does business with but only one will be on the station at this time. His Abbai friends will be easy to find by asking around, they have nothing to hide and are genuine friends of his. The Brakiri are harder to find (DM -2) but Shinta can point them in the right direction.

Shinta

Shinta is a female Abbai. Robert befriended Shinta during his time in Abbai space. When Robert told her of his new job with Ancient Wonders, she saw it as a good excuse to leave the Abbai home world and seek adventure herself.

She will not know where Robert has gone and will be concerned about him. If asked about any of his contacts, she will know the names of some Brakiri that Robert dealt with – she will mention "Nakar" and "Saphik".

Teshath

Teshath is a male Abbai. Robert met Teshath through Shinta. Teshath is a historian who often spends long hours exchanging cultural information with Robert.

Although he considers Robert a friend, Teshath knows very little about Robert's personal life and has no information on his current whereabouts.

Nakar

Nakar is a male Brakiri. He is not currently on Babylon 5.



Saphik

Saphik is a male Brakiri. He has traded with Robert for both items and information (nothing illegal), but other than that knows little about him.

If pushed, he will finally reveal that Robert came to him requiring a cheap way off the station. A transport called the “Loki’s Dream” has been arranged for two people and leaves today at 16:00 bound for Proxima III. The seats have been booked under the name of Saphik and he will notify the ship just prior to departure that his associates are going in his place.

Saphik last saw Robert around midday when they met up to finalise the deal and Robert handed over the 2,000 credits.

Quinn’s Associates -

The Dark Star

Quinn does not really have any friends but he does have several associates in the Dark Star where he conducts much of his business. The Dark Star is located in Red Sector.

Fake ID does not come cheap and neither does space travel. Although Quinn and Prescott both have some money, they need more in order to leave the station undetected.

Quinn is a regular in the Dark Star; he comes here to meet his contacts. He also plays poker here where he often picks up little nuggets of information. In order to raise some money, he decided the quickest way was to gamble and played against Vincent, the boss of the Syndicate.

The game was long and slow but he was building up some funds. In a bid to hasten his escape he

bet all his winnings against Vincent getting him off the station unnoticed. His gamble paid off but he had to wait for 12 hours for everything to be organised.

Since he is a known person here, no-one will voluntarily share any information about him that is not how business is done. The players could try and interrogate but they will be outnumbered and because the locals will back each other, the players could find themselves in a bad situation.

They need an “in” with this crowd, a way to be accepted into this world. The best way to do this is to play poker with some of the regulars.

Angus

Angus is the owner of the Dark Star. He is well respected by the criminal elements that frequent his bar and often gets “bonuses”. Should any harm befall him then most of the criminal bosses would put a price on the head of the perpetrator(s).

Angus is also a vault of information but he will never betray any of his regulars – it would be bad for business and his health! The Dark Star is considered neutral territory and Angus will make sure it stays that way.

Philip Boyle

Philip is a regular poker player (Gambler 2) in the Dark Star. He was in the game where Quinn played Vincent so will know most of what transpired but not any specifics such as who is creating the fake IDs or which transport he will be leaving on.

However, Philip is not stupid and will not easily give up this information for fear of what the gangs might do to him.

Vincent

Vincent is the boss of “The Syndicate”, one of the criminal organisations on Babylon 5. He took over one year ago through cunning and guile. He made use of its existing power base but slowly replaced its core members with his own people. His new members are well educated and have a dislike of authority. These are not your normal gang thugs but intelligent and dangerous people.

Vincent always has at least two body guards present at all times and has a Gambler skill of 3.

Gambling

These gambling rules are simple, but allow for some interaction beyond just dice rolling.

1. Ante up.
2. Each participant makes a hidden Gambler roll (e.g. cover dice with hand).
3. Take in turns to raise the bet or fold until everyone has bet the same amount.
4. The participant with the highest total wins. If there is a draw, then those participants repeat the process from step 2.

If all goes well and the players can convince Vincent that he is not in trouble and they can help him, the stakes will be raised and Vincent will divulge the information they require if they beat him.

If they lose, Vincent may still help them. If he warms to them during the game and the players can convince him that they are simply trying to help Quinn, he may point them in the right direction. This will require some good roleplaying backed up with successful skill checks.

Alternate means of getting the information include interrogation (they will need to get the victim on



their own first) and blackmail. However, both of these options are risky and the consequences could be quite severe.

Waiting to Leave

The two runaways will spend some time in Downbelow. This is where they stay whilst waiting for their IDs and passage off the station.

Quinn will eventually tell Robert that he was only able to get a fake ID for himself and that they must now go their separate ways. However, Quinn does give him the additional credits to pay for the transport he booked with Saphik.

Downbelow

Robert and Quinn found a quiet spot in one of the slum areas where they spent the night, taking it in turns to keep watch. There are several other lurkers here but they tend to keep to themselves and questions are never asked.

After Quinn leaves, Robert stays here a while. Unfortunately, whilst he is deciding his next move, he gets mugged. All his valuables are taken and he is beaten up a bit, leaving a small pool of blood as the only evidence he was here.

A successful Persuade check with the lurkers will point the players to where the runaways stayed. A simple search will reveal nothing except the blood left from Robert's beating. If they take a sample of the blood, they will be able to match it with his medical records which Chen can provide for them.

Quinn's Story

After winning the poker game, Quinn is told that a person who calls himself Link will arrange the

fake ID and his passage off the station. Vincent will take care of the bill.

Link

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

Edu: 8 (0), **Soc:** 10 (+1)

Skills: Broker 1, Carouse 1, Computers 0, Deception 2, Gambler 0, Gun Combat (Energy Pistol) 1, Investigate 0, Melee 1, Persuade 2, Recon 2, Stealth 1, Survival 0

Information: Link is a man who can get things. If he cannot get it himself, he knows someone who can. He can get most items but charges 50% more than the listed prices.

Link is a likeable character and is well known in the less reputable parts of the station but station security has never been able to prove his involvement with any illegal activities.

Link does not know the person who creates the IDs, he simply emails a photo of the person and is told where to pick it up (in this case, it was a Drazi vendor in Downbelow selling various trinkets). The ID was ready approximately 12 hours after placing the order and Quinn's assumed name is Donald Green. He then booked Quinn passage under his assumed name on the "Silver Hawk" which leaves for Mars at 14:00.

Link will not easily give up any of this information. The players' best bet is to try and convince him that they are trying to help Quinn or they could try threatening him but if they make an enemy here, it could cause them problems in the future.

Robert's Story

Robert's injuries were not life threatening and he decided not to see a doctor. However, he did

need to get some more credits to pay Saphik for passage off the station. He decided to sell some of artifacts he was analysing. He genuinely feels bad about doing this but he is alone, scared and out of options.

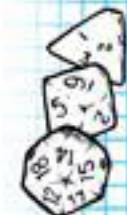
If the players thought to check Roberts quarters, they may have noticed that some of the artifacts had gone. Robert went to the Zocalo and managed to convince the Vree who runs "The Pawn Shop" that these were legitimate artifacts. He sold three of them for 2,100 credits.

After he paid Saphik at 12:10, Robert will spend most of the afternoon hiding out in Downbelow. At around 15:00, he will find Shinta and say his farewells to her before leaving for his transport.

Leaving the Station

If the players do not prevent the runaways from leaving the station, they must decide whether to follow them (and therefore disobey Garibaldi) or let them go. If they try to contact Garibaldi to get permission, he will not be available and his whereabouts is unknown.

Garibaldi will not be pleased if they disobey his order but if they explain why they did it (and hopefully have something to show for it), he may understand and let them off. If they caused any trouble, a Persuade check maybe required to get back into his good books!



Travelling to Proxima

III

It takes one day to get to Proxima III in hyperspace and a further six hours in real space. When Robert arrives on Proxima III, he only has 100 credits but he does have one artifact which he intends to sell. Since he is using his own ID, he will be fairly easy to track down.

If the players ask around, they will discover that Robert was trying to sell an artifact. Further enquiries will lead them to a dealer called Ted Leary.

Ted Leary

Ted is a small time dealer who specialises in alien artifacts. He is quite short and wears glasses giving him a geeky appearance. A successful Persuade check on Ted will reveal he bought the artifact from Robert for 1,000 credits. He also suggested the Mezzanine Hotel as a cheap place to stay.

Ted still has the artifact and the players may wish to reacquire it for Chen. Due to the circumstances, Ted can be persuaded to return it for the price he paid.

The Mezzanine Hotel

This small hotel is popular with hitch-hikers and drifters. It is not the best place on Proxima but it is cheap and functional.

Jerry

Jerry is the owner. He is quite large and spends most of his time sitting behind the reception desk. He will not give away the information and if intimidation is used he will produce a PPG pistol

and suggest they leave. However, he is susceptible to bribes.

If the players offer enough money, he will confirm that Robert is staying here and he is in room 112 on the first floor. It is up to you whether Robert is in his room or not. If he is not then the players can simply wait for him to return or they may wish to pursue other lines of enquiry.

Travelling to Mars

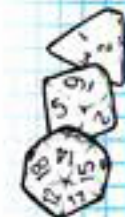
Travelling from Babylon 5 to Mars takes two days in hyperspace and an additional sixteen hours in real space. If travelling from Proxima, the hyperspace journey is only one day.

Once Quinn gets to Mars, he will be met by two telepaths who are part of the Legacy Group. He

will then be escorted to a shuttle and taken to a vessel waiting in hyperspace nearby. This vessel is one of the Psi Corp's Shadowcloak ships, a black ship similar to the Tethys police cutter.

If the players do go to Mars, they will need to go to Mars Dome One where the transport was due to dock. If they ask around (maybe show photos and so on), some people will have seen Quinn and his "escorts" leaving on a shuttle.

By the time the players get launch clearance from the authorities, they will not be able to catch up with the shuttle. However, if they pursue it they will catch a glimpse of it as docks with the Shadowcloak, which in turn enters hyperspace. Any telepaths who were in the Psi Corp will recognise this ship as one of fifteen stealth ships that were used to telepathically eavesdrop on hyperspace traffic.



Capturing the Runaways

If the players manage to catch up with Robert or Quinn, they will no doubt want to question them.

Robert

Robert will still be badly bruised and weakened from his fight. If he sees the players approaching, he will make a run for it but will be quite easy to catch and he will not put up a fight.

Robert will be terrified once he is caught and will pretty much tell the truth about how he was scared and how Quinn talked him in to leaving.

Quinn

Quinn will not be captured so easily and will fight to the last. He will even kill if necessary as his sleeper personality gains control of him. The players will have to knock him unconscious in order to capture him.

Once he is caught, he will not reveal the truth behind why he left and will say almost the same thing as Robert. It is virtually impossible to break him as the sleeper personality will prevent him from revealing the truth.

The only way to get the truth is for a telepath to deep scan him. A successful deep scan will reveal that he had a sleeper personality implanted but not the identity of those involved. The scan will also show how and why he ran away.

Garibaldi's Decision

A few days later Garibaldi will return with his decision on the future of Ancient Wonders. Before

he does this though, Chen and the players will no doubt want to fill him in on what has occurred since he left. Garibaldi will thank them for their efforts.

"I have been speaking with President Sheridan. Earthforce are still a little uneasy about the Interstellar Alliance, so we can't just accuse them of what you saw and take any official action. However, I think you are in the perfect position to find out more about all this in an 'unofficial' capacity - if you are interested?"

Wait for their response. Assuming they say "yes", he continues.

"If you can find any illegal tech before these others then you could be doing us all a favour. Now, that doesn't mean I trust you. Not yet anyway but you all claim to be here for humanitarian reasons and against the misuse of this kind of tech. Now is your chance to prove it."

"I'm willing to go out on a limb here give you all a break. My gut tells me you will do ok. But, I will insist that one of my people joins your crew. I know you already have a full compliment so one of you will have to be... 'reassigned'."

"Ancient Wonders will carry on operating as normal. I will closely monitor your progress. If I see anything I don't like, I pull the plug. Am I clear in this?"

"And one other thing, this conversation remains private, for now. This group within Earthforce represents a threat to everything the ISA is trying to achieve. Now I'm guessing they will be watching you closely and if they find out my involvement, we could all be in BIG trouble. So, are you in?"

If the players refuse at any point to take part in this covert operation, Garibaldi will allow the company to continue but will not give any additional funds

and as a shareholder he will take his cut from all profits made by Ancient Wonders.

Assuming they accept their new job, Chen will give Captain the choice of which crew member to replace.

Ending the Episode

Data Analysis

After several weeks study, a lot of information from the data crystal will have been translated. The medical information will be ignored for now since no cure was found and no real value has been assigned to it at this point. The players will hopefully remember this when the Drakh plague hits Earth later on!

What is of interest, however, is the information pertaining to Ikarra VII. More study is needed but enough has been found to send an expedition to Ikarra VII, which will be covered in the next episode.

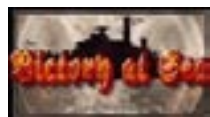
R & R

Whilst the other crew begins the expedition on Ikarra VII, Chen gives the players and crew of the Star Dancer a few weeks off to recharge their batteries. By the time they are sent out there in the next episode, the dig will be well under way.

Next Time in the Legacy of War

After receiving a cryptic message from the dig on Ikarra VII, the players are sent there to investigate. Important discoveries are made and loyalties are questioned. While the players deal with the threats on Ikarra VII, a terrible tragedy befalls Earth.





The Battle of Heligoland Bight, 1917

By David Manley



Heligoland Bight was the scene of a major naval engagement in 1914. History tends to concentrate on that battle but those waters played host to another battle three years later, in November 1917.

In order to restrict German naval movements the Royal Navy sowed enormous minefields in the North Sea. Naturally the Germans countered these moves by deploying large fleets of minesweepers to clear safe passages. The Admiralty decided that these minesweeping forces themselves presented a tempting target and deployed light forces (including the “large light cruisers”, Courageous and Glorious, to intercept them. The actual battle involved over 100 ships. The following scenario involves some of the major units and is designed to give a taste of the battle that ensued.

Fleets:

Kaiserliche Marine

The Kaiserliche Marine player has the following forces:

On table:

Two flotillas of generic minesweepers, each of 6 vessels.
Two flotillas of V43 class destroyers, each of six vessels

Light cruisers:

Konigsberg (Konigsberg class)
Nurnberg (Nurnberg class)
Pillau (Pillau Class)
Frankfurt (Wiesbaden class)

The minesweepers deploy anywhere within the 12” by 12” box at the centre of the table. The destroyers and light cruisers may deploy anywhere within 12” of the minesweeper deployment zone.

In reserve and able to enter later:

Kaiser (Kaiser class battleship)
Kaiserin (Kaiser class battleship)
Moltle (Goeben class battlecruiser)
Hindenberg (Hindenberg class battlecruiser)

Reserve forces enter at point 1 on the map.

German crews are Trained

Royal Navy

The Royal Navy player has the following forces:

Entering at start:

1st Cruiser Squadron - Enters on turn 2 at point C
Courageous (Courageous class battlecruiser)
Glorious (Courageous class battlecruiser)
One flotilla of four R Class destroyers

6th Light Cruiser Squadron – enters on turn 1 at point A

Calypso (Caledon class light cruiser)
Ceres (Ceres class light cruiser)
Cardiff (Ceres class light cruiser)
Caradoc (Ceres class light cruiser)
One flotilla of four V Class destroyers

1st Light Cruiser Squadron – enters on turn 1 at point B

Caledon (Caledon class light cruiser)
Galatea (Arethusa class light cruiser)
Royalist (Arethusa class light cruiser)
Inconstant (Arethusa class light cruiser)
One flotilla of four M Class destroyers

In reserve and able to enter later:

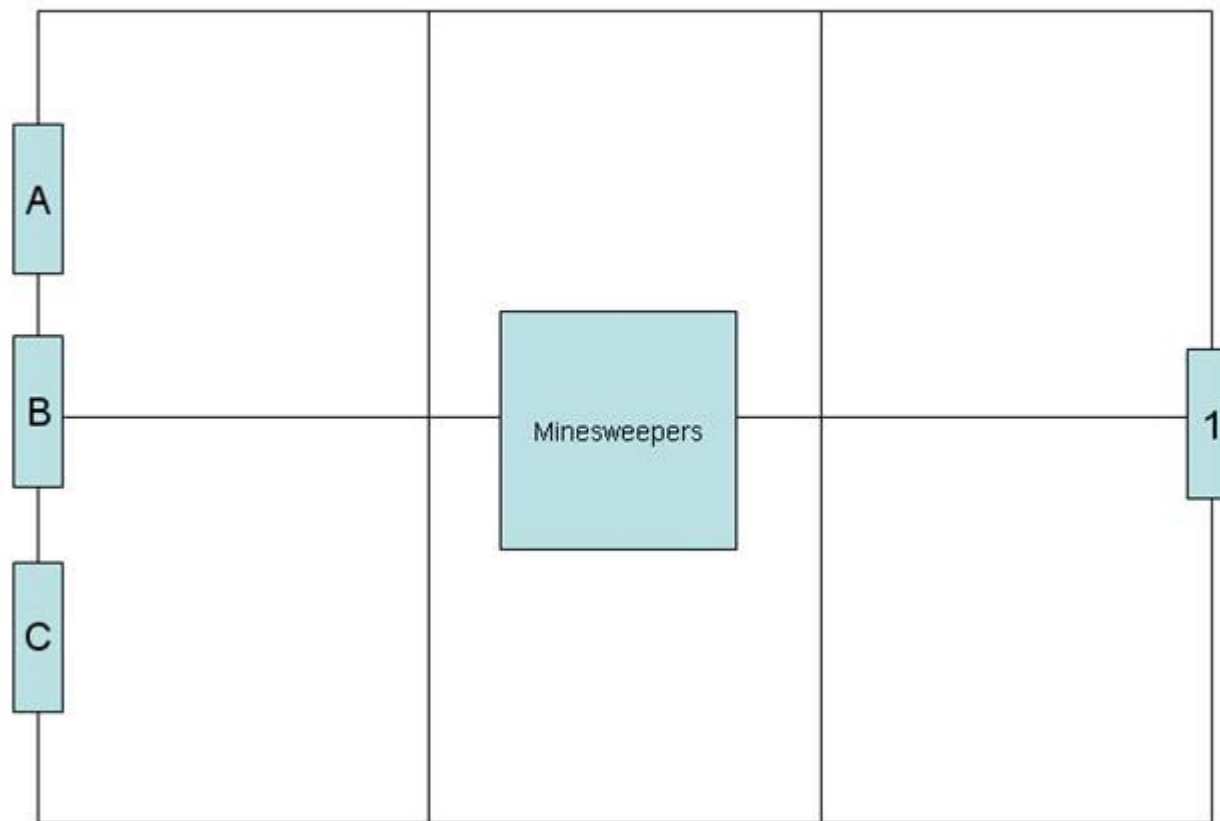
Revenge (Revenge class battleship)
Royal Oak (Revenge class battleship)
Resolution (Revenge class battleship)
Reserve forces enter at point B on the map.

Battle of Heligoland Bight, November 1917

Weather: The battle is fought in Good weather. Each turn roll a d6 and keep a running total. Once the score exceeds 48 the weather changes to Bad.

Game Length: Until all the German minesweepers have exited the table or been destroyed or until the either Battlefleet fleet has withdrawn or been destroyed.

Reinforcements: the German player may request the arrival of their supporting battleships at the start of turn 4 and each turn thereafter until they arrive. Roll a d6 for each ship. The ship enters the table on the German home edge on a roll of 6 until after the first ship arrives; or 4+ if at least one ship has already entered the table. The British may request their supporting battleships to arrive at the start of any turn AFTER the first German supporting ship has entered. Roll a single d6: The British battleships arrive together on a roll of 5+



Each large box is a 3' by 3' square

Victory and Defeat: The German player wins if they manage to exit at least 8 minesweepers from their home table edge or if they manage to sink more battleships and battlecruisers than they lose themselves. The British win if the Germans fail to achieve their victory conditions.

Historical Note: The battle rapidly became a stern chase, in which the German light cruisers and destroyers laid smoke and shielded the withdrawal of the minesweepers. This continued for several hours until the Germans fell back on their supporting battleships. At this point the

British decided to call a halt and opened the range, heading back to their home ports and their own supporting battleships. The Germans decided that discretion was the better part of valour and having saved their minesweeping force, headed back to Wilhelmshaven.

Hyborian Age Monsters

By Vincent N. Darlage

Al Basti (Turanian Demon)

Medium Outsider (demon)

Climate/Terrain: Hot environments surrounding the Vilayet Sea and the Eastern Desert

Organization: Solitary

Initiative: +7 (+2 Dex, +5 Ref)

Senses: Listen +3, Spot +3

Languages: Demonic, Old Stygian, Lemurian, Turanian, Hyrkanian

Dodge Defence: 17 (+4 level, +2 Dex, +1 dodge)

Hit Points: 39 (6 HD)

Saves: Fort +7, Ref +7, Will +8

Immunities: Poison and Disease

Speed: 30 ft.

Melee: Claw +8/+3 finesse (1d6+1)

Base Atk+6/+1 Grapple: +7

Sorcery: Knowledge of 1d4+1 styles

Magical Attack: +7 (+3 natural, +4 Cha)

Abilities: Str 13, Dex 14, Con 15, Int 16, Wis 17, Cha 19

Special Qualities: Immunities, manifest

Feats: Animal Affinity, Dodge, Steely Gaze

Skills: Craft (herbalism) +9, Handle Animal +11, Hide +11, Intimidate +13, Knowledge (arcana) +10, Move Silently +11, Perform (oratory) +13, Ride +15

Advancement: By character class (usually temptress)

An *al Basti* is a nightmare-inducing demoness found throughout Turan. It is also known as an *al kardai*. She often appears as a crone, but some appear beautiful yet haunting. Her male counterpart is known as a *karakura*. In addition to her nightmare curse, she is known to steal horses and ride them throughout the night so they are exhausted the next day; she rides them until they are exhausted or even dying (see *Conan the Roleplaying Game* for



definitions of these conditions). She sometimes teaches horses strange tricks or if allied with a sorcerer, teaches his enemies' horses tricks helpful to the sorcerer. She can teach sorcerers several sorcery styles by whispering the blasphemous secrets of the cosmos in their sleep.

An *al Basti* can be summoned with a *summon demon* spell. Alternatively, she makes a good subject for a *demonic pact* spell. Even *al Bastis* who are not themselves scholars or sorcerous temptresses will have knowledge of (though not the ability to cast) 1d4+1 sorcery styles and the usual Summoning spells. *Al Basti* scholars and sorcerous temptresses can add the spells they personally know to that.

Combat

The *al Basti* prefers to avoid combat but can defend herself with her claw-like nails if necessary.

Immunities (Su): Al Bastis are immune to all poisons and diseases, including magical versions.

Manifest (Su): As a standard action, the al Basti can either leave Earth and return to its home place or appear on Earth. In either case, it manifests at the new location at the end of its action.

Nightmare Curse: Causing nightmares is the favourite attack of this demon. She sits beside the victim and whispers horrible, dark things in his ear. The victim must make a Will save opposed by the demon's Magic Attack roll or suffer nightmares all night, becoming fatigued in the morning. Upon awakening, the victim suffers from an intense fever, often sweating or flushed red. This counts as a "success" for the al Basti (see the rule of success in *Conan the Roleplaying Game*). Each night thereafter, the victim must continue to make saving throws. Each failure leads the victim further on the path to death, becoming, in turn, exhausted, disabled, then dying (dropping to -1 Hit Point) until the victim has either died from or successfully makes his saving throw on two consecutive nights. A successful night's sleep without a nightmare takes the victim back one step from the path toward death.

Variant: In Zingara, a similar demon called a *pesanta* takes the form of a large dog or cat. It sits on a person's chest to cause the Nightmare Curse.

Ankou

Medium Undead

Climate/Terrain: Any land or underground

Organization: Solitary

Initiative: +7 (+3 Dex, +4 Ref)

Senses: Listen +24, Spot +27

Languages: Demonic, Aquilonian

Dodge Defence: 18 (+5 level, +3 Dex)

Hit Points: 91 (14 HD)

Saves: Fort +4, Ref +7, Will +14

Speed: 20 ft. (never runs)

Melee: Cudgel +17/+12 (1d8+7/AP 8) or broadsword +17/+12 (1d10/ 19-20 x2/ AP 10) or scythe (1d8+10/ x4/ AP 14)

Base Atk+10/+5 **Grapple:** +17

Magic Attack: +13 (+7 natural, +6 Cha)



Abilities: Str 24, Dex 16, Con —, Int 16, Wis 20, Cha 22

Special Qualities: Collect the dead, mete death, ordain death, touch of death, undead

Feats: Alertness, Improved Unarmed Strike, Menacing Aura, Skill Focus (spot), Steely Gaze

Skills: Handle Animal +23, Intimidate +23, Listen +24, Move Silently +20, Search +20, Sense Motive +22, Spot +27

Advancement: By character class (usually borderer)

The Ankou is a menacing, nocturnal spirit from the underworld who wanders

the Tauran region of Aquilonia. He is the driver of a ghostly horse-drawn cart that carries the dead. He often appears as a haggard old man with long white hair or as a skeletal harbinger of death whose skeletal head revolves so as to see every person no matter where they are. In either case, his eye sockets are empty but for a red light or flame. In most cases he wears a wide-brimmed hat and a long dark coat. If he is walking without his cart, then he moves with slow deliberation with a curious dead gait and carries his weapon with him. He is the personification of Death, quiet and patient.

In the Tauran, many of the villages and cities sound curfew bells. Most people go indoors when they sound, for the curfew bells signal the time when the Ankou goes out to seek souls.

The Ankou is often assisted by two skeletal ghosts who walk on either side of his grisly cart (treat as *risen dead* but incorporeal except when lifting something). The ghosts open the cart and lift or throw the dead onto it.

Some people of the Tauran believe the first male who dies in the New Year is doomed to become the Ankou. Others believe the last man to die in the year suffers that fate for the next year. Yet others believe the Ankou is none other than a Corrupt necromancer, cursed to gather the dead for all eternity. Yet all agree, there is only one Ankou at a time and if destroyed, another reappears the following year. Whether he is renewed each year or is simply the same spirit, his abilities never change. The only element that seems to change is his choice of weapon (cudgel, sword, scythe) and choice of appearance (old man with long, white hair or skeleton with revolving head).

Combat

The Ankou uses weapons when forced into melee combat. In his cart, he may carry a cudgel, a sword or a scythe.

Collect the Dead: The Ankou and his assistants are charged to collect the souls of the dead. If the Ankou or his assistants throw a living person onto their cart, that person dies upon impact unless he makes his Will save against the Ankou's magical attack roll. The Ankou can also kill ghosts, vampires and the like in a similar manner.

Mete Death: Those who meet the Ankou on his nightly journey and actually see the ghost are often doomed to die within a month of the meeting unless they can beat a Will save against the Ankou's magical attack roll. Those who

fail cannot use Fate points for the next 30 days, all saving throws are made at -4, and any Heal checks performed on them are made with an additional -6 penalty.

Ordain Death: The Ankou may announce a person's death even if that person has not seen the Ankou (many drop to the ground when they hear the creaking of his cart late at night and bury their faces). If the Ankou sees a victim who has not seen him and wishes him dead, use the rules above. This is a lesser ability and lasts for just 8 days.

Touch of Death: If the Ankou makes a touch attack with his bare hands, victims must make a Fort save vs. his Magic Attack roll or suffer 2d6 Con damage.

Undead: An undead creature possess the following traits (unless otherwise noted): no Constitution score; darkvision out to 60 feet; immunity to all mind-affecting effects; immunity to poison, sleep effects, paralysis, stunning and disease; not subject to critical hits, nonlethal damage, ability drain, or energy drain; immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion; cannot heal damage on its own; immunity to any effect requiring a Fortitude save (unless the effect also works on objects or is harmless); uses its Charisma modifier for Concentration checks; proficient with its natural weapons and all simple weapons; not proficient with armour or shields; undead do not breathe, eat, or sleep.

Balaur

Small Magical Beast

Climate/Terrain: Wells or other bodies of water

Organization: Solitary

Initiative: +8 (+2 Dex, +4 Ref, +2 lightning reflexes)

Senses: Listen +5, Spot +8

Dodge Defence: 15 (+3 level, +2 Dex)

Hit Points: 48 (4 HD+8); **DR** 2 (hard scales)

Saves: Fort +6, Ref +8, Will +4

Speed: Swim 40 ft; Fly (when ridden only) 20 ft.

Melee: Bite (per head) +5 (1d6+1/ AP 2)



Base Atk+4 Grapple: +5

Magic Attack: +4 (+1 natural, +3 Cha)

Abilities: Str 12, Dex 14, Con 14, Int 2, Wis 16, Cha 16

Special Qualities: Fly, multiple heads, tempest, terror of the unknown +2

Feats: Alertness, Lightning Reflexes

Skills: Listen +5, Spot +8, Swim +5

Advancement: 4-5 HD (small), 6-7 HD (medium), 8-9 HD (large), 9-10 HD (huge), 10-15 HD (gargantuan), 16+ HD (colossal)

A *balaur* (pl. *balauri*) is a sorcerer-created, eel-like dragon with fins and multiple serpent heads. It typically has three heads but seven- and 12-headed varieties can be found. *Balauri* usually live in lakes but can fly when ridden by certain sorcerers (with demonic pacts and the ability to affect the weather). Small varieties live in wells and can pull people into the well (usually children, who sometimes make a game of approaching a well and daring the monster

to pull them in, then running away before it can). Many are quite large and dwell in deep lakes and pools of water.

Fly: The *balaur* can only fly when mounted by a sorcerer with a demonic pact, at least 5 ranks of Handle Animal and Ride and can cast *command weather* or similar power. These *balaur* must be at least Huge to support the weight of a rider.

Multiple Heads: A *balaur* gets one attack per head with no penalty. A *balaur* can use the multiple opponents rules if it uses more than one head to attack a single character. No more than four heads can attack a single hero.

Tempest: Once per day, a *balaur* can use the *command weather* spell without the use of power points. Its storms last for 2d4 hours.

Terror of the Unknown: The Will save DC to resist Terror of the Unknown when encountering this creature is increased by +2

Baobhan Sith

Medium Undead (augmented humanoid) Cimmerian (3rd barbarian/ 3rd temptress)

Climate/Terrain: Cimmeria, Border Kingdom

Organization: Solitary, pair, or gang (3-5)

Initiative: +11 (+5 Dex, +6 Ref)

Senses: Listen +3, Spot +9

Languages: Cimmerian

Dodge Defence: 19 (+3 level, +5 Dex, +1 dodge)

Parry Defence: 15 (+2 level, +3 Str)

Hit Points: 39 (6 HD)

Saves: Fort +4, Ref +11, Will +8

Immunities: as Undead

Speed: 30 ft.

Melee: Slam +10 finesse (1d8+3, plus draw blood unless opponent is armoured)

Base Atk+5 Grapple: +8

Magic Attack: +11 (+3 level, +8 Cha)

Power Points: 5 (2 base, +3 Wis; 10 maximum)

Sorcery: Hypnotism: *entrance*



Abilities: Str 17, Dex 21, Con —, Int 11, Wis 16, Cha 27

Special Qualities: Undead, Cimmerian traits, fearless, track, versatility (-2 penalty), bite sword, crimson mist, trap sense +1, endurance, comeliness, savoir-faire, seductive art +1 (included in skills below), compelling performance 1/day, secret art (*sorcery*), draw blood, dance of death

Feats: Acrobatic, Agile, Combat Reflexes, Dodge, Fighting-Madness, Mobility, Performer, Skill Focus (perform (dance))

Skills: Balance +7, Bluff +21, Climb +11, Diplomacy +23*, Escape Artist +7, Gather Information +14*, Hide +7, Intimidate +9, Jump +5, Knowledge (local) +2, Knowledge (rumours) +2, Move Silently +24, Perform (dance) +33*, Sense Motive +14, Spot +19, Survival +8, Tumble +10

Advancement: By character class (usually temptress)

* includes +2 bonus for comeliness quality.

A *Baobhan Sith* (pronounced *bavaan shee*) is a Cimmerian female vampiric spirit found in remote and mountainous regions, far from reminders of what they once were. They are tall and lithe, fair and sensual, yet cruel and carnal. They long for love but are cursed to draw blood whenever they touch another.

The statistics above are based on a 6th level (3rd barbarian/ 3rd temptress) Cimmerian outcast, using the following base ability scores: Str 13, Dex 15, Con 9, Int 11, Wis 14, Cha 17. Her Cimmerian heritage grants her a +2 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks made in any cold hills and mountains; these are included in the statistics offered here. In addition, she suffers from the -2 penalty to Diplomacy and verbal-based Bluff scores; the Diplomacy statistic offered here reflects this penalty but the Bluff score does not.

Creating a Baobhan Sith

'*Baobhan sith*' is an acquired template that can be added to any Cimmerian female, referred to hereafter as the base creature.

A *baobhan sith* uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead (augmented humanoid). Do not recalculate base attack bonus, saves or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Speed: Same as the base creature.

Dodge/Parry Defence: Same as the base creature.

Damage Reduction: None

Attack: A *baobhan sith* retains all the attacks of the base creature and also gains a slam attack if it did not already have one. If the base creature can use weapons, the *baobhan sith* retains this ability. A creature with natural weapons retains those natural weapons. A *baobhan sith* fighting without weapons uses either its slam attack or its primary natural weapon if it has any. A vampire armed with a weapon uses its slam or a weapon, as it desires.

Damage: *Baobhan sith* have slam attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the vampire's size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Size	Damage
Small	1d6
Medium	1d8
Large	2d6

Base Magic Attack: As a scholar based on the *baobhan sith*'s Hit Dice. Note that base power points (if any) is unchanged.

Special Qualities: A *baobhan sith* retains all the special attacks and qualities of the base creature and gains those described below. Saving throws have a DC set by the *baobhan sith*'s magic attack roll unless noted otherwise.

Draw Blood: Her very touch draws blood from the flesh. Touched victims must make a Fortitude save set by her magic attack roll or suffer fatigue from blood loss (1 point of Con damage). Armour generally prevents this attack, unless she can touch the skin specifically (unarmoured arms, unvisored faces and so on). Con damage is regained at one point per day of rest.

Dance of Death: During this dance a helpless or *lured* victim's blood will be absorbed by the *baobhan sith* through the skin. She will touch and caress the victim during this dance, drawing out the victim's blood. This dance can take many different forms, including many sexual forms (a *baobhan sith* procreates by mating with the victim as she draws out his blood). This dance is harder to resist than just a mere draw blood touch attack (+2 on the Fortitude save DC), however, the victim gains a saving throw each round of the Dance. The Dance of Death draws 1d4 points of Constitution drain each round. On each such successful attack, the vampire gains 5 temporary Hit Points. In addition, the victim of a successful attack is exhausted the next day.

Lure: The *baobhan sith* can lure people to her lair. Anyone the *baobhan sith* targets must succeed on a Will saving throw or fall instantly under the *baobhan sith*'s influence as though by a *domination* spell. The ability has a range of 30 feet. A victim of this power can be targeted with the dance of death.

Undead: An undead creature possess the following traits (unless otherwise noted): no Constitution score; darkvision out to 60 feet; immunity to all mind-affecting effects; immunity to poison, sleep effects, paralysis, stunning and disease; not subject to critical hits, nonlethal damage, ability drain or energy drain; immune to damage to its physical ability scores (Strength, Dexterity and Constitution), as well as to fatigue and exhaustion; cannot heal damage on its own; immunity to any effect requiring a Fortitude save (unless the effect also works on objects or is harmless); uses its Charisma modifier for Concentration checks; proficient with its natural weapons and all simple weapons; not proficient with armour or shields; undead do not breathe, eat, or sleep.

Abilities: Increase from the base creature as follows: Str +4, Dex +6, Int +0, Wis +2, Cha +10. As an undead creature, a *baobhan sith* has no Constitution score.

Skills: *Baobhan sith* have a +8 racial bonus on Bluff, Diplomacy, Move Silently, Perform (dance), Sense Motive and Spot checks. Otherwise, skills are the same as those of the base creature.

Feats: *Baobhan sith* gain Acrobatic, Combat Reflexes, Dodge, Mobility and Lightning Reflexes, assuming the base creature meets the prerequisites and does not already have these feats.

Environment: Any, usually the same as the base creature.

Organization: Solitary, pair, or gang (3–5)

Advancement: By character class.

Corruption: As base creature +4.

Baobhan sith and Codes of Honour

Baobhan sith may never have codes of honour. A *baobhan sith* who had a code of honour in her previous life immediately loses it on becoming a *baobhan sith* and may never regain it.

The Curse of the Werewolf

Werewolves are covered in *Conan the Roleplaying Game*; however, one important aspect to the werewolf legendry as written by Robert E. Howard was not included. To reflect Robert E. Howard's addition to werewolf lore, all werewolves in *Conan the Roleplaying Game* should have the following special quality:

Curse of the Werewolf: If a werewolf is slain as wolf, then he is slain; but if

he is slain as a man, then his ghost will haunt his killer forever. Sometimes the ghost possesses the slayer and turns the slayer into a werewolf.

Bitang (Werewolf, Brythunian)

Medium Magical Beast (Human, Shapechanger)

Climate/Terrain: Any forest, hill, plains, and mountains

Organization: Solitary

Initiative: +6 (+2 Dex, +4 Ref)

Senses: Listen +11, Spot +9, low-light vision, scent

Dodge Defence: 15 (+3 level, +2 Dex)

Hit Points: 38 (5 HD+10); **DR** 2

Saves: Fort +6, Ref +6, Will +2

Speed: 50 ft.

Melee: Bite +7 finesse (1d8+2/ AP 1)

Base Atk+5 **Grapple:** +3

Special Attacks: Trip

Abilities: Str 14, Dex 15, Con 15, Int 10, Wis 12, Cha 9

Special Qualities: Shape-change, curse of the werewolf

Feats: Alertness, Stealthy, Track

Skills: Hide +6, Listen +11, Move Silently +7, Spot +9, Survival +2

Advancement: By character HD

In Brythunia (and some bordering regions, especially in northern Corinthia), children born out of wedlock typically are doomed to become monsters, usually *strigoi vii* but a seventh child born out of wedlock becomes a *bitang* or werewolf. They usually begin involuntarily changing into wolves on nights of the full moon when they hit puberty. A *bitang* rarely remembers its activities as a wolf.

When the *bitang* is not under the influence of the full moon, it has normal human statistics (often as a *strigoi vii*) but when the full moon is in the sky, use a wolf's statistics modified for the character's level and as a magical beast (i.e. a 5th level character turns into a 5 HD wolf; it remains Medium-sized but gains 1d3 points of Charisma and 3d6 points of Intelligence. All single ability score increases for increasing HD are applied to Strength). The statistics found above is the wolf form of a 5th level character. The werewolf does not retain character class abilities, feats and so on, while in wolf form.



A *bitang* gains the Stealthy feat as a bonus feat. A *bitang* does not follow the template of normal werewolves offered in *Conan the Roleplaying Game*.

Curse of the Werewolf: If a werewolf is slain as wolf, then he is slain; but if he is slain as a man, then his ghost will haunt his killer forever. Sometimes the ghost possesses the slayer and turns the slayer into a werewolf.

Trip: A werewolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: Werewolves receive a +4 racial bonus to Survival checks when tracking by scent.

Chesme (Turanian Demon)

Tiny Outsider

Climate/Terrain: Any land or underground

Organization: Solitary

Initiative: +10 (+3 Dex, +5 Ref, +2 Lightning Reflexes)

Senses: Listen +5, Spot +10

Languages: Demonic

Dodge Defence: 19 (+4 level, +3 Dex, +2 size)

Hit Points: 33 (6 HD +6); **DR** 1

Saves: Fort +6, Ref +10, Will +6

Immunities: Poison and Disease

Speed: 30 ft.

Melee: Claw +11/+6 finesse (1d6+1)

Base Atk+6/+1 **Grapple:** -1

Magical Attack: +5 (+3 natural, +2 Cha)

Sorcery: *Entrance, domination*

Abilities: Str 13, Dex 17, Con 13, Int 10, Wis 12, Cha 14

Special Qualities: Immunities, life drain, lure, manifest

Feats: Agile, Alertness, Lightning Reflexes

Skills: Balance +14, Climb +10, Diplomacy +9, Escape Artist +7, Hide +11, Intimidate +11, Jump +10, Listen +5, Spot +10, Swim +10, Tumble +12

Advancement: By character class (usually temptress)

A chesme is a spirit found in pools, wells and fountains. It takes the form of a cat. This diabolic spirit lures the young to their death in the water.

Combat

A chesme prefers subterfuge to direct combat, but can defend itself with its claws.

Immunities: Immune to poison and disease.

Life Drain: Once the victim is in the chesme's watery lair, it may start draining the life out of the victim. The victim must make a Fortitude save set by the chesme's Magic Attack roll each round he remains in the water or lose one point of Constitution. If Constitution ever drops below 0, the



demon has sucked out the victim's life force, killing him—the victim appears to have drowned. If the victim survives, then lost Constitution returns at the rate of one point per day.

Lure: Chesme can lure people to jump into wells or fountains. This ability supersedes a victim's normal ability to resist control when forced to take actions against their nature while under a *domination* spell.

Manifest (Su): As a standard action, a chesme can either leave Earth and return to its home place or appear on Earth. In either case, it manifests at the new location at the end of its action.

Draugr

Medium Undead (augmented humanoid) (6th level barbarian)

Climate/Terrain: Any cold land or underground

Organization: Solitary

Initiative: +7 (+2 Dex, +5 Ref)

Senses: Listen +10, Spot +19

Languages: Nordheimir, Cimmerian

Dodge Defence: 14 (+4 level, +0 Dex (because of armour))

Parry Defence: 24 (+2 level, +7 Str, +1 parry, +4 shield)
Hit Points: 39 (6 HD) **DR:** 13 (+4 base, +1 helmet, mail shirt, +8 scale hauberk)

Saves: Fort +5, Ref +7, Will +3

Immunities: All mundane weapons (optional)

Weaknesses: Decapitation, cremation, & burial at sea or on ice

Speed: 25 ft.

Melee: High quality war sword +13/+8 (1d12+8/19-20 x2/ AP 11)

Base Atk+6/+1 **Grapple:** +13

Magic Attack: +4 (+3 natural, +1 Cha)

Abilities: Str 25, Dex 15, Con –, Int 13, Wis 13, Cha 13

Special Qualities: Nordheimer traits, fearless, track, versatility (-2 penalty), bite sword, crimson mist, trap sense +2, endurance, uncanny dodge, mobility, die hard, animal madness, passwall, shapechange, sire, size/mass change, stench of decay, undead, weather control

Feats: Cleave, Fighting Madness, Great Cleave, Improved Bull Rush, Improved Overrun, Improved Sunder, Parry, Power Attack

Skills: Climb +7*, Craft (wood-carving) +10, Hide –10*, Intimidate +18, Jump +6*, Knowledge (local) +3, Listen +10, Move Silently –10*, Perform (story-telling) +3, Perform (poetry) +3, Profession (farmer) +3, Search +9, Spot +19, Survival +11 (* includes –13 armour check penalties)

Possessions: High quality war sword, horned helmet, mail shirt, scale hauberk, round shield, antler comb, silver bracelet, red-dyed worsted wool trousers, yellow-dyed worsted wool tunic, hide cloak, and work boots.

Advancement: By character class (usually barbarian)

Draugr are the revenants of Nordheimir. Surrounded by the miasma of decay, these supernaturally strong revenants can change their size and can even turn into mist to escape their graves. They are either jet black, blue-black or deathly pale. Once their victims are dead, they consume their flesh and drink their blood but they are not blood-suckers in the sense of the modern concept of vampirism.

The statistics above are based on a 6th level barbarian Nordheimir, an adult veteran of many wars, using the following base ability scores: Str 17, Dex 13, Con 15, Int 13, Wis 11, Cha 9. His Nordheimer heritage grants him a

+1 circumstance bonus to all Hide, Listen, Move Silently, Survival and Spot checks made in any cold land.

Haugbui

Draugr Variant: The *haugbui* is a draugr variant. Unlike regular draugr, the haugbui cannot leave its grave and rises only to defend its grave and its treasures. Forcing it out of its grave kills it should it prove to be immune to weapons. Haugbui do not have the passwall ability common to regular draugr.

Creating a Draugr

‘Draugr’ is an acquired template that can be added to any humanoid creature, referred to hereafter as the base creature.

A draugr uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to undead (augmented humanoid). Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Speed: Same as the base creature.

Dodge/Parry Defence: Same as the base creature.

Damage Reduction: 4

Attack: A draugr retains all the attacks of the base creature and also gains a slam attack if it did not already have one. If the base creature can use weapons, the draugr retains this ability. A creature with natural weapons retains those natural weapons. A draugr fighting without weapons uses either its slam attack or its primary natural weapon if it has any. A draugr armed with a weapon uses its slam or a weapon, as it desires.

Damage: Draugrs have slam attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below

according to the draugr's size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Size	Damage
Medium	1d8
Large	2d6
Huge	2d8
Gargantuan	4d6
Colossal	4d8

Magical Attack: A draugr's magical attack is equal to that of a scholar of the same HD.

Special Attacks: A draugr retains all the special attacks of the base creature and gains those described below. Saving throws have a DC set by the draugr's magic attack roll unless noted otherwise.

Animal Madness: Any animal grazing near a draugr grave is driven mad.

Passwall: The draugr can leave its tomb in the form of mist and can pass through wood, plaster, earth or stone but not through metal or other harder materials. It may pass through 10 feet, plus 5 ft. per 3 HD, of wood, plaster or stone. Anyone touching the draugr may pass with it, should the draugr be willing.

Immune to Weapons (optional): Some draugr are completely immune to mundane weapons. This is an optional ability. Should the draugr be immune to weapons, the only way to defeat it is to physically wrestle it into its grave. This symbolic victory satisfies the draugr and it ceases its hostility immediately, often remaining in its grave for years afterwards.

Shapechange: Draugr can use the *shapechange* spell. They can cast and maintain the power indefinitely but can only use the power on themselves. They often appear as cats, horses, seals and can even appear as inanimate objects, such as sea-weed or moss-covered stones.

Sire: Anyone slain by a draugr has a 50% chance of rising as a draugr themselves in 1d4 days.

Size/Mass Change: The Draugr is noted for its ability to change its size (and in some cases just its mass). Draugr victims are usually found utterly crushed. Tales are told of draugr who appear as a cat, sit on a sleeping victim's chest and slowly grow heavier and heavier until the victim's chest caves in from the weight. Each time this action is taken, the Draugr increases his size and/or mass by one step. Each step of size gains the Draugr a +8 increase to Strength, a +4 bonus to Grapple and a -2 penalty to Dexterity. The increase from Medium to Large increases DR by +2, and Defence and Base Attack take a -1 penalty. The increase from Large to Huge grants a +3 bonus to DR and a -1 penalty to Defence and Base Attack. The increase from Huge to Gargantuan affords a +4 bonus to DR and a -2 penalty to Defence and Base Attack. Note that Parry Defence benefits from the increases in Str in addition to taking the Defence penalties.

Stench of Decay: A draugr reeks of decaying flesh. Living creatures within 10 feet of the draugr become nauseated. This condition lasts as long as the creature is in the draugr's vicinity and for 1d4+1 rounds after it leaves. (Roll separately for each nauseated character.) Any creature that succeeds on its Fortitude save but remains within 10 feet of the draugr must continue to save each round on that creature's turn.

Undead: An undead creature possess the following traits (unless otherwise noted): no Constitution score; darkvision out to 60 feet; immunity to all mind-affecting effects; immunity to poison, sleep effects, paralysis, stunning and disease; not subject to critical hits, nonlethal damage, ability drain or energy drain; immune to damage to its physical ability scores (Strength, Dexterity and Constitution), as well as to fatigue and exhaustion; cannot heal damage on its own; immunity to any effect requiring a Fortitude save (unless the effect also works on objects or is harmless); uses its Charisma modifier for Concentration checks; proficient with its natural weapons and all simple weapons; not proficient with armour or shields; undead do not breathe, eat, or sleep.

Weakness (Decapitation, Cremation, & Burial at Sea): The surest way to get rid of a draugr is to cut off its head, burn it and spread the ashes over a large body of water or ice.

Weather Control: Draugr's can control the weather. The draugr summons a terrible storm, as if it had cast *command weather*. The storms of the draugr are typified by dark skies and lashing rain (or snow).

Abilities: Increase from the base creature as follows: Str +8, Dex +2, Int +0, Wis +2, Cha +4. As an undead creature, a draugr has no Constitution score.

Skills: Draugrs have a +8 racial bonus on Climb, Intimidate, Jump, Listen, Search, and Spot checks. Otherwise, skills are the same as those of the base creature.

Feats: Draugrs gain Improved Bull Rush, Improved Overrun, Improved Sunder, Parry and Steely Gaze assuming the base creature meets the prerequisites and does not already have these feats.

Environment: Any, usually the same as the base creature.

Organization: Solitary, pair, or gang (3–5).

Advancement: By character class.

Corruption: As base creature +4.

Korrigan

Medium Monstrous Humanoid (Aquatic)

Climate/Terrain: Wooded lake areas, esp. in the Tauran

Organization: Solitary, pair, or coven (3-13)

Initiative: +6 (+4 Dex, +2 Ref)

Senses: Listen +3, Spot +3

Languages: Korriganish, Aquilonian

Dodge Defence: 16 (+2 level, +4 Dex)

Hit Points: 33 (6 HD+6)

Saves: Fort +4, Ref +6, Will +5

Speed: 40 ft., swim 40 ft.

Melee: Unarmed strike +10/+5 finesse (1d4+3 non-lethal)

Base Atk+6/+1 **Grapple:** +9

Sorcery: Curses: *lesser ill-fortune*, *ill-fortune*, *doom*; Necromancy: *raise corpse*, *the dead speak*; Hypnotism: *entrance*, *domination*

Magical Attack: +8 (+3 natural, +5 Cha)

Power Points: 9 (18 maximum)



Abilities: Str 16, Dex 18, Con 14, Int 12, Wis 17, Cha 20

Special Qualities: Doom, foretell, natural sorcery

Feats: Athletic, Fleet-footed, Skill Focus (swim)

Skills: Climb +5, Diplomacy +8, Hide +10, Intimidate +8, Move Silently +10, Swim +17

Advancement: By character class (usually scholar or temptress)

A korrigan is a female water spirit from the Tauran. Descended from untold generations of Corrupt sorceresses, they haunt lakes in wooded regions of the Tauran, seeking lovers. They attempt to seduce and mate with anyone who drinks from their well, pond, spring or other sacred water. They are beautiful and have gorgeous hair they love to comb. When angered, their eyes turn red.

Korrigan despise Mitraism and its trappings and consider the Epemitreus to be their eternal foe, for the Mitrans of the Tauran have driven the korrigan from their original homes to the remote and forgotten regions of the land. While most live around fountains and pools, some live near the strange dolmans and curious monoliths scattered throughout the Tauran.

A korrigan may appear alone near a desolate body of water or several may appear, dancing in the moonlight around the water. They sometimes kidnap beautiful little children (usually female) and raise them as their own—blonde haired children are the most likely to suffer this fate. In some tales, the korrigan are cannibals and eat the children. They are also apt to kill those who fall in love with them, refusing to leave them alone after the korrigan is done with them.

Combat

A korrigan is not particularly disposed toward melee combat, preferring to use her wiles or magic. She is not proficient with any weapons and is not particularly trained in unarmed combat, either. Those korrigan taking levels in classes (probably scholar or temptress) become proficient in whatever weapons are appropriate for those classes.

Doom: If a chosen lover refuses to sleep with a korrigan, she pronounces her doom upon the person, announcing he will die in three days. The victim must make a Fortitude save (DC set by the korrigan's magic attack roll). With failure, he contracts a deadly form of dropsy, which causes his tissues to fill with fluids and he becomes fatigued on the first day. Each day, he swells up more and more with fluids, becomes exhausted and starts losing Constitution at the rate of 1d4 points per day. This can lead to death. One Fortitude saving throw may be made per day. Lost Constitution then recovers at the rate of one point per day if a recovery is made.

Foretell: As a spirit, a korrigan can divine the future. Whether she does this or not for a character depends on whether or not that character is willing to have sex with the korrigan or otherwise meet her price (sometimes the korrigan requests a pretty female child, especially from ugly persons whom she does not want to sleep with). Divinations are always veiled in symbolism and cryptic clues, though.

Natural Sorcery: A korrigan has good base magic attack bonus because of her sorcerous heritage. Use the scholar's base magical attack bonus when

increasing her Hit Dice or giving her class levels (regardless of class). She has 6 base power points.

Leanan Sidhe

Medium Outsider (demon)

Climate/Terrain: Cimmeria, the Border Kingdom, Nordheim

Organization: Solitary

Initiative: +6 (+1 Dex, +5 Ref)

Senses: Listen +19, Spot +19, darkvision 60'

Languages: Demonic, Atlantean, Cimmerian, Nordheimir

Dodge Defence: 16 (+4 level, +1 Dex, +1 dodge)

Hit Points: 33 (6 HD+6)

Saves: Fort +6, Ref +6, Will +7

Immunities: Poison and Disease

Weakness: Refusal

Speed: 30 ft.

Melee: Slam +7/+2 finesse (1d4+1)

Base Atk+6/+1 Grapple: +7

Special Attacks: Early death, mad corruption, love puppet

Magical Attack: +11 (+3 natural, +8 Cha)

Abilities: Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 26

Special Qualities: Immunities, manifest, ethereal, inspiring, song of valour

Feats: Dodge, Persuasive, Skill Focus (perform (sing))

Skills: Bluff +19, Concentration +10, Diplomacy +12, Disguise +17, Escape Artist +10, Hide +10, Intimidate +19, Listen +19, Move Silently +10, Perform (sing) +20, Search +12, Spot +19, Survival +2

Advancement: By character class (usually temptress)

A *leanan sidhe* (lee-anin shee) is a vampiric spirit of Cimmeria. She, for a leanan sidhe is always female, is tall and lithe, fair and sensual. She longs for love but is cursed to slowly kill or drive insane those they love. Any brilliant artist who dies young is said to be the victim of this malicious spirit.

Ethereal: A *leanan sidhe* is incorporeal, silent and invisible to everyone but her beloved. To the object of her affections, she is both material and visible. This makes her difficult to attack by anyone other than her beloved.



Inspiring: While she is with the object of her affections, he is inspired to create works of art. This can be acting, poetry, paintings, sculpting, weaponsmithing, writing, oration or whatever. Any relevant untrained craft or perform skill gains a +2 bonus on the attempt; any relevant trained craft or perform skill he automatically takes 20 when the check is made and those exposed to his work cannot help but to admire his genius.

Early Death: The *leanan sidhe* is doomed to harm the one she loves due to her restlessness. Anyone who accepts a *leanan sidhe's* love immediately is

fatigued all the time – no rest restores the character to health and activities which would fatigue a normal character exhausts the victim. While the victim becomes an artistic genius, his life is doomed to be short. She feeds on his life force even as she gives him her gifts. Those who are cursed by this spirit heal at half the normal rate, suffer +1 damage to any damage taken, and any Healing checks performed on them are made with an additional –2 penalty until they either die or get rid of the vampire spirit. Once dead, she takes his soul to the otherworldly realm of Crom and his ilk. The only way to escape her is to find someone else for her to love—and eventually kill.

Immunities: A *leanan sidhe* is immune to all poisons and diseases, including magical versions.

Mad Corruption: Associating with a *leanan sidhe* is cause for Corruption saves, which often lead the character into madness.

Manifest: As a standard action, a *leanan sidhe* can either leave Earth and return to her home place, or appear on Earth. In either case, she manifests at the new location at the end of her action.

Love Puppet: If the victim of a *leanan sidhe* accepts her love and returns affection as well, she may thereafter manipulate him as though she had cast *dominate*, although he can only resist her with difficulty (–4 on the saving throw) and there is no limit to the level she can affect. She can cast and maintain the power indefinitely but may only affect one target at a time. Further, the victim suffers the Early Death effect.

Song of Valour: If the *leanan sidhe* sings, she can give a target a boost of 1d6 points to up to four ability scores. She can cast and maintain the power indefinitely (by continuing the song) but may only affect one target at a time.

Weakness (Refusal): The *leanan sidhe* attempts to convince her chosen one to love her in return, possibly through diplomacy or even intimidation. If he can manage to refuse such a beautiful spirit, she must be his slave and do all that he asks—other than leave him. She still gives him inspiration but he does not suffer the Early Death effect or Mad Corruption. But should he ever come to love her in truth and then he is doomed.

Skills: *Leanan sidhe* have a +8 racial bonus to Listen and Spot.



Lidérc (Brythunian Demon)

A *lidérc* is a category of several tempting Brythunian demons. There are three types of Brythunian *lidérc*: the *csodacsirke*, the *földi ördög* and the *ördögszeret*.

Csodacsirke

Medium Outsider (demon)

Climate/Terrain: Brythunia and surrounding regions

Organization: Solitary

Initiative: +7 (+2 Dex, +5 Ref)

Senses: Listen +11, Spot +11, darkvision 60'

Languages: Demonic, plus the native language of her master

Dodge Defence: 17 (+4 level, +2 Dex, +1 dodge)

Hit Points: 33 (6 HD+6)

Saves: Fort +6, Ref +7, Will +7

Immunities: Poison and Disease

Weakness: Hollow tree, impossible task

Speed: 30 ft.

Melee: Slam +8/+3 finesse (1d4+1)

Base Atk+6/+1 Grapple: +7

Special Attacks: Lidércnyomás

Magical Attack: +11 (+3 natural, +8 Cha)

Abilities: Str 13, Dex 14, Con 13, Int 16, Wis 14, Cha 26

Special Qualities: Immunities, shape-change, wealth

Feats: Negotiator, Persuasive, Skill Focus (diplomacy)

Skills: Bluff +19, Concentration +10, Diplomacy +17, Disguise +17, Escape

Artist +11, Hide +11, Intimidate +19, Listen +11, Move Silently +11,

Search +12, Sense Motive +13, Spot +11, Survival +2

Advancement: By character class (usually temptress)

The *csodacsirke* is the product of an egg laid by a black hen but hatched through the warmth of a human being (usually by placing it under an armpit) or hatched under a manure pile. If, as it hatches, a *demonic pact* spell is cast, then the resulting *lidérc* is then bound to the human who hatched it (or placed it under the manure pile) and becomes the person's lover.

It takes the form of a beautiful male or female and it has both good and bad qualities. The *csodacsirke* makes its owner rich, but it also sucks out all of his or her blood and vitality over time, eventually killing the owner.

In Nordheim, a variant is known as the *mara*. Instead of being a product of an egg, like a *csodacsirke*, the *mara* is a troll but the abilities and traits are unchanged.

Immunities: A *csodacsirke* is immune to all poisons and diseases, including magical versions.

Lidércnyomás: *Lidércnyomás* is the favourite attack of the *csodacsirke*. When its master falls asleep, the *lidérc* puts him into a slumber such that no activity performed by the *lidérc* awakens him. It sits on its human lover at night while it drinks its blood and/or life force. The pressure of the body squatting on its lover causes nightmares. The *csodacsirke* makes a magic attack roll opposed by the victim's Will save. With success, the victim loses 1d6 points of Constitution. If Con ever drops below a d4, the *lidérc* has sucked out the victim's life force, killing him (although the monster rarely goes this far with a victim, often giving him some time to rest between feedings). The victim must be asleep for the *csodacsirke* to perform this attack and the victim does not awaken for the duration. In addition, while suffering from lost Constitution, the victim is considered fatigued.

Assuming the victim survives, lost Constitution returns at the rate of one die per day of rest. The master of a *csodacsirke* may well become rich (see Wealth below) but he always remains tired and/or sickly.

Shapechange: The *csodacsirke* can appear as a gorgeous person or a fine looking chicken at will. It cannot (or will not) speak in chicken form but has access to all of its powers and weaknesses otherwise.

Weakness (Hollow Tree): The *csodacsirke* is helpless if it is locked or trapped inside a hollow tree. It agrees to anything to get out.

Weakness (Impossible Task): If the *csodacsirke* agrees to do an impossible task, the bond between it and its master is broken.

Wealth: The *csodacsirke* hoards gold and can almost sense its presence. The demoness is skilled at negotiating and negotiates in favour of its master, eventually making them wealthy. Money sometimes seems to come out of nowhere. Anyone owning a *csodacsirke* gains the Wealth class ability of the noble class within a month (or double the benefit of his Wealth ability if it is already possessed). The next year, the owner's wealth increases and he gains a 200 sp bonus after the first year—if he survives that long. Every year thereafter, his income increases by 200 sp per year. Severing the bond with the *csodacsirke* ends the existence of this wealth. Bad luck follows, and the fortunes made are quickly lost.

Földi Ördög (Temporal Devil)

Tiny Outsider (demon)

Climate/Terrain: Brythunia and surrounding regions

Organization: Solitary

Initiative: +9 (+4 Dex, +5 Ref)

Senses: Listen +11, Spot +11, darkvision 60'

Languages: Demonic, plus the native language of its master

Dodge Defence: 21 (+4 level, +4 Dex, +2 size, +1 dodge)

Hit Points: 27 (6 HD)

Saves: Fort +5, Ref +9, Will +7

Immunities: Poison and Disease

Speed: 30 ft.

Melee: Claws +12/+7 finesse (1d4–3)

Base Atk+6/+1 Grapple: –5

Sorcery: *Warding, greater warding, conjuring, deflection, and domination;*



plus can teach 1d4 additional styles

Magical Attack: +8 (+3 natural, +5 Cha)

Abilities: Str 5, Dex 18, Con 11, Int 16, Wis 14, Cha 20

Special Qualities: Extraordinary feats, immunities, manifest, soul ownership, wealth

Feats: Negotiator, Persuasive, Stealthy

Skills: Bluff +16, Concentration +9, Diplomacy +11, Escape Artist +13, Hide +15, Intimidate +16, Listen +11, Move Silently +15, Search +12, Sense Motive +13, Sleight of Hand +13, Spot +11, Survival +2

Advancement: By character class (usually scholar or temptress)

This *lidérc* is a Brythunian demon that barter wealth and power in exchange for one's soul. Known as a *földi ördög*, it appears as a tiny devil. A *földi ördög* is usually found by 'accident' somewhere after it is summoned with a magic spell.

To summon this particular *lidérc*, one kills a cat, puts an egg from a black hen into the eye sockets and buries the whole under a mound of horse manure. After a *demonic pact* spell is cast, the demon is born from the rotting mess in a few days or weeks, and it hides itself. The little demon is 'found' by the summoner in a bottle, perhaps in a pocket or a box or other areas of containment.

When found, it offers wealth if the person befriends it. If the person accepts, the *földi ördög* travels around with its new owner, granting marvellous powers and wealth wherever they go. Unfortunately, accepting the bargain means the powers of Hell gets the person's soul.

Extraordinary Feats: Whenever the master of the *földi ördög* needs to do something in a big way and there are (or will be) witnesses, the *földi ördög* can grant its master automatic 20s on rolls. The demon does not do this for everything, just when people need to be impressed.

Immunities (Su): *Földi ördög*s are immune to all poisons and diseases, including magical versions.

Manifest (Su): As a standard action, a *földi ördög* can either leave Earth and return to its home place or appear on Earth. In either case, it manifests at the new location at the end of its action.

Sorcery: A *földi ördög* knows the following spells: *warding*, *greater warding*, *conjuring*, *deflection* and *domination*. It can also teach 1d4 additional styles in addition to these spells.

Soul Ownership: In exchange for its powers (Extraordinary Feats and Wealth), the *földi ördög* takes possession of its owner's soul upon the owner's death. He has effectively sold his soul to the Devil. This effectively poisons the soul and the victim must take a point of Corruption every year afterwards.

Wealth: The *földi ördög* creates wealth for its owner out of nowhere. Anyone owning a *földi ördög* gains Wealth class ability of the noble class within a week (or double the benefit of his Wealth ability if it is already possessed). The next year, the owner's wealth increases and he gains a 200 sp bonus after the first year—if he survives that long. Every year thereafter, his income increases by 200 sp per year. Severing the bond with the *földi ördög* ends the existence of this wealth. Bad luck follows and the fortunes made are quickly lost—and the character's soul is *still* forfeit.

Ördögszeret (Succubus/Incubus)

Medium Outsider (demon)

Climate/Terrain: Brythunia and surrounding regions

Organization: Solitary

Initiative: +7 (+2 Dex, +5 Ref)

Senses: Listen +11, Spot +11, darkvision 60'

Languages: Demonic, plus the native language of her master

Dodge Defence: 17 (+4 level, +2 Dex, +1 dodge)

Hit Points: 33 (6 HD+6) DR 5

Saves: Fort +6, Ref +7, Will +7

Immunities: Poison and Disease

Weakness: Cockcrow, garlic, incense

Speed: 40 ft., fly 60 ft.

Melee: Claws +10/+5 (1d8+4/ AP 5)

Base Atk+6/+1 Grapple: +7

Special Attacks: Life drain

Magical Attack: +11 (+3 natural, +8 Cha)

Abilities: Str 18, Dex 14, Con 13, Int 16, Wis 14, Cha 26

Special Qualities: Immunities, manifest, shifting scotomas

Feats: Negotiator, Persuasive, Run

Skills: Bluff +19, Concentration +10, Diplomacy +14, Disguise +17, Escape Artist +11, Hide +11, Intimidate +19, Listen +11, Move Silently +11, Search +12, Sense Motive +13, Spot +11, Survival +2

Advancement: By character class (usually temptress)

This *lidérc* is a nocturnal Brythunian demon similar to the succubus or incubus, except that the *ördögszeret* is male, female, beast and light all at once; it exists in all of its forms simultaneously. Instead of shape-changing, it uses its magic to simply allow a person to see one form at a time and can shift that person's viewpoint at will. Folklore insists no one can outrun one of these foul demons.

The *ördögszeret* resides in graveyards, looking for the despondent to prey upon. It takes the form most likely to allow it to feed. Sometimes it takes the form of a recently deceased loved one; sometimes it just takes the form of a sympathetic stranger or friend.

The *ördögszeret* can fly, sprinkling flame behind it. It can then enter houses through chimneys, chinks in the wall or even key holes. When it enters and exits a house, one can see a tell-tale splash of flames and the walls in the house become dirty. Most of the time, when flying, it appears to others as a point of light with a trail of fire.

Combat

In combat, the *ördögszeret* shifts its point of view instantly into that of some sort of beast and attacks with its claws.

Claws: Str+d6 when in animal form.

Immunities: An *ördögszeret* is immune to all poisons and diseases, including magical versions.

Life Drain: These foul creatures love their victims to death. Their victims die of exhaustion. Physical love (kissing, love making, hand-holding, whatever the *ördögszeret* wants to consider an attack) drains the life force out of their victims. The victim must make a Fortitude save roll or lose 1d4 points of Con. The first successful attack also fatigues the victim; a third successful attack exhausts the victim. If the victim survives, he recovers one point of Constitution per day of rest. Each point of Con it drains allows the

ördögszeret to add one point to any one of its ability scores for 24 hours.

Manifest: As a standard action, An *ördögszeret* can either leave Earth and return to her home place or appear on Earth. In either case, she manifests at the new location at the end of her action.

Shifting Scotomas: The *ördögszeret* exists as a male, a female, an animal and a shining point of light all at once. Instead of actually transforming physically, it only allows a viewer to see one aspect at a time, being made blind to the other aspects. The *ördögszeret* can shift a person's viewpoint of its aspect at will as a free action. Different people in the same room can see different aspects of the *ördögszeret*. The *ördögszeret* can shift views at the speed of thought. It often takes the form of a dead loved one in the mind's eye of the bereaved.

Weakness (Cockcrow): The *ördögszeret* must flee at the sound of the first crow of a rooster in the morning. No one knows where it goes but it is never seen during the day.

Weakness (Garlic): Garlic repels a *ördögszeret* and forces it to go away if the holder makes a magic attack roll against the demon's Will save.

Weakness (Incense): The *ördögszeret* never enters a home that is burning incense or birch branches.

Pricolici (Undead Werewolf)

Medium Undead

Climate/Terrain: Any land or underground

Organization: Solitary

Initiative: +8 (+3 Dex, +5 Ref)

Senses: Listen +11, Spot +17, low-light vision, scent

Dodge Defence: 17 (+4 level, +3 Dex)

Hit Points: 39 (6 HD); DR 6

Saves: Fort +5, Ref +8, Will +3

Speed: 50 ft.

Melee: Bite +13/+8 (1d8+7/ AP 8)

Base Atk+6/+1 Grapple: +13

Special Attacks: Trip



Abilities: Str 25, Dex 16, Con —, Int 11, Wis 13, Cha 11

Special Qualities: Undead

Feats: Alertness, Run, Stealthy, Track

Skills: Hide +7, Listen +11, Move Silently +16, Spot +17, Survival +4

Advancement: By character HD

A *pricolici* (pl. *pricolici*) is a revenant returning from the grave in wolf form. Those who are not *strigoi vii*, yet lead malevolent and violent lives are doomed to come back as a *pricolici*. They return from the dead so they may continue to wreak havoc among their fellow men. They are evil and have a taste for human flesh. Unlike many werewolves, the *pricolici* cannot change forms—the human soul simply takes the form of a large wolf or dog after death and remains in that form. They prefer to attack solitary figures and they are completely silent.

A pricolici does not have any particular weakness toward silver, is not reliant on the moon in any way (although it is most active at night) and does not infect its prey with lycanthropy. Pricolici are most commonly found in Brythunia and regions along its borders.

To create a pricolici, use a wolf's statistics modified for the character's level and as an undead (i.e. a 5th level character turns into a 5 HD wolf; it remains Medium-sized, but gains +10 points of Strength, +4 points of Charisma and +8 points of Intelligence but loses its Constitution. Also, apply all single ability increases to Strength). A pricolici uses the base attack bonus and dodge defence of a barbarian of the same level. The statistics found above is the wolf form of a 6th level character. The undead werewolf does not retain character class abilities, feats and so on, when it rises from the grave. A pricolici gains the Stealthy feat as a bonus feat.

Trip: A pricolici that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Undead: An undead creature possess the following traits (unless otherwise noted): no Constitution score; darkvision out to 60 feet; immunity to all mind-affecting effects; immunity to poison, sleep effects, paralysis, stunning and disease; not subject to critical hits, nonlethal damage, ability drain or energy drain; immune to damage to its physical ability scores (Strength, Dexterity and Constitution), as well as to fatigue and exhaustion; cannot heal damage on its own; immunity to any effect requiring a Fortitude save (unless the effect also works on objects or is harmless); uses its Charisma modifier for Concentration checks; proficient with its natural weapons and all simple weapons; not proficient with armour or shields; undead do not breathe, eat or sleep.

Skills: Pricolici receive a +8 racial bonus to Survival checks when tracking by scent. Also, they receive a +8 racial bonus to Move Silently and Spot.

Rusalka

Medium Undead (augmented humanoid) Brythunian (6th level temptress)

Climate/Terrain: Any land or underground

Organization: Solitary

Initiative: +7 (+2 Dex, +5 Ref)

Senses: Listen +3, Spot +3

Languages: Brythunian

Dodge Defence: 15 (+3 level, +2 Dex)



Hit Points: 39 (6 HD) **DR** 4

Saves: Fort +2, Ref +7, Will +12

Immunities: as Undead

Weaknesses: Dry hair, garlic, offerings, religious icons

Speed: 30 ft.

Melee: Unarmed Strike +7 (1d4+3 non-lethal)

Base Atk+4 **Grapple:** +7

Magic Attack: +8 (+1 level, +7 Cha)

Special Attacks: Circle dance, drowned in her arms, laugh of death

Abilities: Str 17, Dex 15, Con –, Int 13, Wis 25, Cha 24

Special Qualities: Undead, adaptability (Perform (sing), Diplomacy),

comeliness, savoir-faire, seductive art +2, compelling performance 2/day, secret art (*entertainer*), seductive savant (perform), binding contract, song of seduction

Feats: Acrobatic, Agile, Improved Grapple, Improved Unarmed Strike, Performer

Skills: Balance +15, Bluff +15, Diplomacy +21, Escape Artist +4, Gather Information +18, Intimidate +9, Knowledge (local) +3, Jump +14, Perform (dance) +21, Perform (sing) +23, Swim +20, Sense Motive +18, Tumble +14

Advancement: By character class (usually temptress)

In most stories, the *rusalki* are nocturnal Brythonian ghosts of women who died prematurely, violently and near or in water; most often the women died by their own hand because a lover left them or they found out they are pregnant out of wedlock. Some *rusalki* are the ghosts of children drowned by their mothers because they were born out of wedlock. If the spirit is a suicide, the *rusalka* is wholly malevolent; otherwise, they may be only seeking revenge for their death and may help those who are seeking the same end against the same person.

Regardless of their origin, the *rusalka* lives at the bottom of a body of water, coming out at night to seduce men to come live with them. At night, she climbs trees, docks or goes out to dance in fields or meadows. *Rusalki* may appear singularly or in groups. If they are not dancing and singing, they are often encountered combing their hair and singing.

The *rusalki* have different appearances in different areas. If the land is warmly fertile and hauntingly beautiful, the *rusalki* usually are pale, nude beauties, often without visible pupils (although some have green eyes that glow with feral intensity). This *rusalka* is stunningly beautiful, everything the victim wants in a lover. In the colder northern regions of Brythunia, the ghost is as ugly as a hag and extremely hirsute. Regardless of her overall appearance, her hair is always wet.

To create a *rusalka*, change the character to an Undead (augmented humanoid) and give her a +6 bonus to Strength, a +8 bonus to Wisdom and a +10 bonus to Charisma. In addition, *rusalki* have a +8 racial bonus to Swim. The *rusulka* offered here is based on a 6th level Brythonian temptress.

Variants: The *rusalki* of babies and children never attempt to seduce men by song and dance. Instead, the ghost of the murdered baby comes out of the

water at night to wander the fields and forests. When the ghostly child finds a person (male or female), the *rusalka* asks to be given a curious water ritual so it can rest in peace. The child leads the person to water in order to drown the person as they were drowned.

Circle Dance: The *rusalki* can lure men to dance with them in the night. The dance acts as the *dominate* spell but with no HD or level limits. She can cast and maintain the power indefinitely but may only affect one target at a time. If more than one *rusalka* is dancing, the target takes a -1 penalty to his saving throw for each additional *rusalka*. Once ensnared, she dances with the man, forcing him to make a Fortitude each hour or the victim becomes fatigued. The next save causes the victim to become exhausted. Once he is exhausted, she leads him to her lair and drowns him, the whole while promising to love him forever.

Drowned in Her Arms: Escaping a *rusalka* who is taking a victim under the water is difficult. If she grapples her victim, his Strength or Escape Artist roll is made with a -4 penalty.

Laugh of Death: Those who hear a *rusalka* laugh is likely to die soon unless they can beat a Will save against the *rusalka*'s magical attack roll. Those who fail cannot use Fate points for the next 30 days, all saving throws are made at -4 and any Heal checks performed on them are made with an additional -6 penalty.

Songs of Seduction: Other than baby *rusalki*, a *rusalka* can sing beautifully, charming her victim. The song acts as a *dominate* spell.

Undead: An undead creature possess the following traits (unless otherwise noted): no Constitution score; darkvision out to 60 feet; immunity to all mind-affecting effects; immunity to poison, sleep effects, paralysis, stunning and disease; not subject to critical hits, nonlethal damage, ability drain or energy drain; immune to damage to its physical ability scores (Strength, Dexterity and Constitution), as well as to fatigue and exhaustion; cannot heal damage on its own; immunity to any effect requiring a Fortitude save (unless the effect also works on objects or is harmless); uses its Charisma modifier for Concentration checks; proficient with its natural weapons and all simple weapons; not proficient with armour or shields; undead do not breathe, eat or sleep.

Weakness (Dry Hair): If a *rusalka*'s wet hair ever dries, the ghost departs forever, taken to whatever Hell will have her.

Weakness (Garlic): A *rusalka* is repulsed by garlic and will not approach within 10 feet of a hero holding some, unless her Will save beats his magic attack roll.

Weakness (Offerings): The *rusalka* has a fondness for offerings left for them, especially ribbons, flowers, fruit, cakes and other friendly gifts. To attack someone who has left such an offering recently, she must make a Will save against magic attack roll of the one who left the offering.

Weakness (Religious Icons): A *rusalka* cannot approach closer than 10 feet to a religious icon and cannot use her powers to affect the holder unless her Will save beats his magic attack roll.

New Feat

Strigoi (General)

Your character is considered a living vampire.

Prerequisites: Can only be taken at character generation. A person from Brythunia or bordering regions born with a caul, a tail or simply born out of wedlock is known as a strigoi and may take this feat. The child of a woman who did not eat salt during her pregnancy is likely to become a strigoi. If a pregnant woman is looked at by a *strigoi mort*, her child becomes a strigoi.

Benefit: You may increase your magical power by sending his soul out at night in insect form. In this form, you may suck the blood and/or life force (as a vampire or strigoi mort) out of living things. However, you are extremely vulnerable to attack while feeding; any physical attack causes damage to the sleeping physical body but your soul has no physical body present to defend itself with - you have a Dodge Defence of 18 (10 base +8 size) and your massive damage threshold is only 5 points instead of 20. For this reason, most strigoi vii usually feed on infants or livestock. Each point of Con damage you inflict on a victim (or victims) in a night increases your power point total by +2 (until your maximum is reached). Further, if anyone (other than the victim) witnesses you feeding in this manner, that person has the power to forever end this feat's benefits for you. If the witness exposes you in public, the benefits of this feat forever goes away and you suffer a permanent -2 penalty on his Magic Attack rolls.

When you die you automatically rise again as a strigoi mort (even if exposed and the feat was lost).

Notes: You also begin play with 1 point of Corruption. You are extremely allergic to garlic. Also, you can send your soul out at night in a ghostly form to speak to other strigoi vii (the plural of strigoi), strigoi morti, and demons. Many strigoi vii gain their sorcerous training in this manner. *All* strigoi vii are compelled to meet at midnight on the autumnal equinox and the spring equinox for curious rites of an unholy nature; failure to comply gives you a powerful Obsession to meet at the next equinox.

Strigoi Mort (Vampire, Brythunian)

Medium Undead (augmented humanoid) (5th scholar/3rd soldier)

Climate/Terrain: Any land or underground

Organization: Solitary

Initiative: +10 (+2 Dex, +2 Ref, +2 Lightning reflexes, +4 imp. Init.)



Senses: Listen +10, Spot +10

Languages: Brythunian, Nemedian, Turanian, Demonic

Dodge Defence: 14 (+2 level, +2 Dex, +1 dodge)

Parry Defence: 20 (+3 level, +6 Str, +1 parry)

Hit Points: 52 (8 HD) DR 6

Saves: Fort +4, Ref +6, Will +7

Immunities: As undead, plus cannot be killed except in its grave

Weaknesses: Cremation, decapitation, garlic, grave, millet grain, stake through the torso, sunlight

Speed: 30 ft.

Melee: High quality greatsword +12/+7 (1d10+1d8+9/19-20 x2/ AP 11)

Base Atk+6/+1 Grapple: +12

Magic Attack: +7 (+2 level, +5 Cha)

Sorcery: Curses: *lesser ill-fortune*, *doom*, *ill-fortune*; Hypnotism: *entrance*, *hypnotic suggestion*; Necromancy: *raise corpse*, *the dead speak*

Abilities: Str 22, Dex 15, Con —, Int 14, Wis 11, Cha 21

Special Qualities: Hyborean traits, sorcery (3 styles), 3 advanced spells, 1 bonus spell, scholar, background (independent), base power points, knowledge is power, +2 power points, iron will, formation combat (*heavy infantry*), poltergeist, psychic drain, sire, undead

Feats: Alertness, Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Initiative, Improved Sunder, Lightning Reflexes, Parry, Power Attack, Ritual Sacrifice, Strigoi

Skills: Bluff +21, Diplomacy +13, Handle Animal +11, Hide +10, Intimidate +16, Knowledge (arcana) +10, Knowledge (local) +4, Knowledge (nature) +6, Knowledge (nobility) +6, Knowledge (rumours) +5, Knowledge (warfare) +13, Listen +10, Move Silently +10, Perform (ritual) +16, Ride +6, Search +18, Sense Motive +16, Spot +10

Possessions: High quality greatsword, course knee-length wool tunic corded about the waist with a belt made with linked octagonal metal pieces, white fur-lined brais with stocking like chausses, rattle.

Advancement: By character class

The Brythunians call their vampires *strigoi morti* (*strigoi mort* for a singular vampire, *strigoaica moroica* for females). These vampires are revenants. They

do not typically drain a person's blood like the common vampire; instead, they are psychic vampires, draining a person of vital energies. They are less powerful during the day but otherwise sunlight is not fatal to *strigoi morti*.

A *strigoi mort* typically attacks its own family and livestock first, before moving on to others in the village. Mothers return for their children and husbands attack their widows. The 'attack' is rarely obvious. A returned mother comes and comforts her children and may even make love to her husband, draining them all of life slowly but surely. *Strigoi morti* husbands may impregnate wives and lovers (the children of a *strigoi morti* is always a *strigoi* or living vampire). *Strigoi morti* are often believed to have insatiable sexual appetites. The visits may be remembered as a dream if the victim cannot handle the thought of the dead returning.

A *strigoi mort* attacks cows by drinking their milk, leaving them with none and eventually the animal sickens and dies.

If the vampire is not destroyed, it may even move on to other villages (after all of its loved ones and acquaintances are dead) or countries—and since it is unknown in far parts, it could even re-enter society, something it cannot very well do in its home village. If a *strigoi mort* survives for seven years after it first rises from the dead, it loses its need to return to its grave and can pass for a living being. Some Brythunians believe *strigoi morti* eventually even loses its need to feed on humans and animals over time.

Brythunian vampires are usually only active between the autumnal equinox and the spring equinox. On those two dates, all *strigoi morti* and *strigoi vii* (living vampires; see below) gather for strange and curious rites of unknown purpose.

One becomes a *strigoi mort* if one lived as a *strigoi vii*, lives a wicked life and dies unrepentant, dies an unnatural death (suicide, or death by sorcery), dies unmarried, is the seventh child of the same sex in a family or was attacked by a *strigoi mort*. Further, if a person's corpse is walked over by cats, that person is doomed to rise again as a *strigoi mort*.

Strigoi morti speak any languages they knew in life. *Strigoi morti* who, as sorcerers or as former werewolves, can shape-change into wolves are called *vârcolac* in Brythunia.

The statistics above are based on a 5th level scholar/3rd level soldier Brythunian *strigoi*, an unholy warrior who fought in several campaigns against invading Nemedians and Turanians but learned sorcery at the feet of fellow *strigoi vii*

and *strigoi morti*. He finally fell in battle but returned from the grave. This sample *strigoi mort* used the following base ability scores: Str 16, Dex 11, Con 13, Int 14, Wis 9, Cha 17.

Creating a Strigoi Mort

'*Strigoi mort*' is an acquired template that can be added to any humanoid creature, referred to hereafter as the base creature.

A vampire uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead (augmented humanoid). Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Speed: Same as the base creature.

Dodge/Parry Defence: Same as the base creature.

Damage Reduction: 6

Attack: A *strigoi mort* retains all the attacks of the base creature and also gains a slam attack if it did not already have one. If the base creature can use weapons, the *strigoi mort* retains this ability. A creature with natural weapons retains those natural weapons. A *strigoi mort* fighting without weapons uses either its slam attack or its primary natural weapon if it has any. A vampire armed with a weapon uses its slam or a weapon, as it desires.

Damage: *Strigoi morti* have slam attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the vampire's size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Size	Damage
Small	1d6
Medium	1d8
Large	2d6

Special Attacks: A *strigoi mort* retains all the special attacks of the base creature and gains those described below. Saving throws have a DC set by the *strigoi mort*'s magic attack roll unless noted otherwise.

Poltergeist: *Strigoi morti* can animate common house-hold items, creating a poltergeist-like effect. This is similar to the animate statue spell found in *Conan: Secrets of Skelos* (also in *Conan: Scrolls of Skelos*) or the *telekinesis* spell found in *Conan the Roleplaying Game*.

Psychic Drain: Brythunian vampires are rarely immediately fatal with their attacks, as fatalities lead people to hunt for them, and deprive them of food. The victim (which can include animals) must make a Fortitude save (set by the vampire's Magic Attack roll) or take 1d4 points of Constitution drain with each attack. On each such successful attack, the vampire gains 5 temporary Hit Points. This attack can be made in any number of ways: kissing, love-making, caressing, conversing or even just making eye-contact. The more intimate and/or trusting the encounter is with the victim, the higher the difficulty the victim has in resisting the drain. In other words, fighting the drain after just making eye contact is easy (+2 modifier to the Fortitude save) but fighting it off when making love to the *strigoi mort* is extremely difficult (-4 penalty to the Fortitude save). In addition, the victim of a successful attack is exhausted the next day. Each week between the autumnal equinox and spring equinox that passes without feeding causes the *strigoi mort* to become fatigued (at night) or exhausted (in daylight). They do not need to feed between the spring and fall as they are rarely active in these months. In addition, vampires kill plants they touch.

Sire: Anyone slain by a *strigoi mort* has a 50% chance of rising as a *strigoi mort* themselves in 1d4 days.

Undead: An undead creature possess the following traits (unless otherwise noted): no Constitution score; darkvision out to 60 feet; immunity to all mind-affecting effects; immunity to poison, sleep effects, paralysis, stunning and disease; not subject to critical hits, nonlethal damage, ability drain or energy drain; immune to damage to its physical ability scores (Strength, Dexterity and Constitution), as well as to fatigue and exhaustion (except as noted); cannot heal damage on its own; immunity to any effect requiring a Fortitude save (unless the effect also works on objects or is harmless); uses its Charisma modifier for Concentration checks; proficient with its natural

weapons and all simple weapons; not proficient with armour or shields; undead do not breathe, eat, or sleep.

Special Qualities: A *strigoi mort* retains all the special qualities of the base creature and gains those described below.

Immunities: In addition to the usual undead immunities, a *strigoi mort* cannot be permanently laid to rest except when in its grave (or the grave of a suicide).

Weaknesses: A *strigoi mort* has the following weaknesses:

Cremation: If a vampire has been staked and decapitated, yet still continues to prey upon the village, the body can be cremated. There are no reports (yet) of a vampire surviving cremation.

Decapitation: To destroy the vampire, its head must be decapitated *after* the body is staked. This usually works to destroy the vampire (it must make an opposed Will save against the one staking it to survive; if its Will roll is higher, it survives). If the decapitation happens *before* the staking or if the vampire is simply strong enough to exist afterwards anyway, it continues its attacks (often as a life-draining ghost). If the vampire survives the decapitation, the body must be exhumed again and cremated.

Garlic: It will not approach within 10 feet of garlic.

Grave: A *strigoi mort* can only be killed in its grave. For the first seven years, it must return to its grave and rest at least once per day or it suffers from fatigue the following day (and will be exhausted in daylight instead of merely fatigued). After seven years, the *strigoi mort* must still rest in a grave (not necessarily its own) from Friday night until Sunday morning. The vampire must rest in the grave of a suicide if not using its own grave. Many vampires go to great lengths to take their native soil with them when leaving their home so they have a place to rest.

Millet Grain: A *strigoi mort* must make a Will save (DC 18) or stop and eat (or count) all millet grains when it encounters them. Some people, if they cannot stomach staking and decapitating a vampire, roll the vampire over in its grave and sprinkle millet grain in the coffin. The vampire must painstakingly eat each grain before it can rise again. Some sprinkle millet grain over a threshold or even over a graveyard to keep the vampire busy.

Stake Through the Torso: A stake (of any material) impaled through its torso, usually through the heart or navel, such that it passes through the body and into the grave, keeps the vampire from getting up again. Long stakes can also be driven into the grave of a suspected vampire so that he impales himself when rising. The *strigoi mort* must make a Fortitude save versus the damage+10 to be able to remove the stake (which may have additional penalties if the coffin was reburied and there is little room to maneuver in order to get the stake out). So long as the stake is passed through the body and the ground underneath, the vampire cannot leave its grave.

Sunlight: A *strigoi mort* is fatigued in sunlight, but the sunlight is not fatal. *Strigoi morti* may not use their psychic drain power in the sunlight. At nightfall, the effects of fatigue is relieved.

Abilities: Increase from the base creature as follows: Str +6, Dex +4, Int +0, Wis +2, Cha +4. As an undead creature, a *strigoi mort* has no Constitution score.

Skills: *Strigoi morti* have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive and Spot checks. Otherwise, skills are the same as those of the base creature.

Feats: *Strigoi morti* gain Alertness, Combat Reflexes, Dodge, Improved Initiative and Lightning Reflexes, assuming the base creature meets the prerequisites and does not already have these feats.

Environment: Any, usually the same as the base creature.

Organization: Solitary, pair, or gang (3–5)

Advancement: By character class.

Corruption: As base creature +4.

Strigoi Morti and Codes of Honour

Strigoi morti may never have codes of honour. A *strigoi mort* who had a code of honour in his previous life immediately loses it on becoming a *strigoi mort* and may never regain it.

Vampire Variants

In addition to the Strigoi Mort offered in this article, the Hyborian age has many vampire variants. Instead of making up detailed statistics for each when they usually only vary in minor aspects, a short summary is offered here.

Nemedian Vampire: Use any vampire template, except it resembles a zombie in physical appearance and has the Stench of Decay special quality.

Callicantzaros (Corinthia): Same as Vrykolaka, except Claws (Exceptionally Long).

Gast (Nordheim): A skeletal revenant, use standard vampire statistics but remove any blood-drinking or life-draining abilities. Add Claws (Exceptionally Long), Fighting Madness, and Cause Disease.

Gjenganger (Nordheim & Hyperborea): Use standard vampire statistics but remove any blood-drinking or life-draining abilities. Add Fighting Madness. They kill via mundane methods. For variety, some have the Cause Disease power and a few have the *Dodningeknip* power.

Mulo (Border Kingdom): Use any other vampire and add Invisible to All but Victim.

Nachzehrer (Nemedi): Use any vampire but it eats corpses as a ghoul instead of draining blood. They can shapechange into pigs, and often ring bells at night, murdering those who hear them. Some can bring death to those its shadow falls upon (similar to the mete death ability of the Ankou).

Obour (Koth): Ill Health, Life Drain, Physical Form, Undead, Weakness (Bottle of Blood), Weakness (Hawthorne Branch), Weakness (Icon), Weakness (Nude Virgin on Horseback), Weakness (Rose Garland)

Okostnik (Koth, Khauran): Ethereal, Ill Health, Life Drain, Physical Form, Undead, Weakness (Bottle of Blood), Weakness (Hawthorne Branch), Weakness (Icon), Weakness (Nude Virgin on Horseback), Weakness (Rose Garland)

Erestuny (North-Western Hyrkania): Use the standard vampire or the Strigoi Mort; add Weakness (Stake through Heart), Weakness (Fire). Note that the Stake through Heart must be made of Aspen wood.

Ustrel (Koth): Ethereal, Ill Health, Life Drain, Undead, Weakness (Bottle of Blood), Weakness (Hawthorne Branch), Weakness (Icon), Weakness (Nude Virgin on Horseback), Weakness (Rose Garland)

Vrykolaka (Corinthia, eastern Koth): Claws, Ill-Health (optional), Fighting Madness, Limited Invisibility, Lidércnyomás (optional), Poltergeist, Sire, Undead, Weakness (Cremation), Weakness (Saturday)

Variant Special Qualities

Here is a list of special qualities and attacks associated with vampires and their variants. No vampire will have them all but by mixing and matching you can produce unique vampire variants.

Claws: Instead of a slam attack, this vampire uses a slashing claw attack. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the vampire's size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Size	Damage
Small	1d8
Medium	1d10
Large	2d8

Claws (Exceptionally Long): See the Claws attack, but with 18-20 critical range.

Cause Disease: Some vampires can cause disease through their touch or bite. Anyone touched must make a Fortitude save against the vampire's magical attack or acquire a disease (can be any disease the Games Master chooses or it can act as a contagious form of *black plague*).

Change Form (Swarm): As an action, a vampire can change into a swarm of bats, rats or insects. Changing back into humanoid form requires another action. The swarm uses regular swarm stats.

Dødningeknip: Dødningeknip is the 'Dead Man's Pinch.' Usually associated with Nemedian, Hyperborean and Æsir water spirits, it is occasionally said to belong to powerful Gjenganger revenants. Any bare flesh touched by the revenant turns black, sinks in and dies. Anyone touched must make a Fortitude save opposed by the Gjenganger's magic attack roll or gain a lose 1d6 points of Con, Str or Dex (as appropriate to where the character was touched; damage can be combined across these statistics, but cannot exceed 1d6 total points per attack).

Ethereal: The vampire rises out of its grave as an invisible spirit. It is both invisible and immaterial and can only be harmed by magical attacks. It may make Life Drain attacks while in spirit form.

Flight: Flying vampires may produce bat-like wings or fly without any visible means of propulsion. It flies at twice the speed it can walk.

Ill Health: The vampire's presence in a community or region weakens people's ability to fight off illness once it rises from the grave. Anyone in the region where a vampire is feeding often falls sick. Any actual illness one is exposed to while suffering this effect gains a -4 penalty to the saving throw.

For every day characters are in a community or region suffering from vampire attacks, they must make a Fortitude roll. Each failure results in the character becoming fatigued (or even exhausted if already fatigued). The Games Master determines the range or area impacted by this passive power based on the needs of the plot.

Player Characters suffer no more than exhaustion from being in this area. Exhausted Non-Player Characters must roll a Fortitude save once per week ever after or die.

Some Vampires walk through a village or city at night and call out the names of people who are going to die within three days of illness. This is a manifestation of this ability.

Fighting Madness: A vampire gains the Fighting Madness feat.

Invisible to All but Victim: This vampire is invisible and incorporeal to everyone except its current victim(s). Dhampirs (half-vampires) can also see them.

Life Drain: The vampire primarily feeds off of livestock, especially sheep or cattle but can attack humans if it wants. Most vampires consider direct human attacks to be risky but may go after an unprotected child if one presents itself. It may only feed on life forces when in its ethereal spirit form. Anyone touched by the vampire is drained of life force, dealing 1d4 points of Constitution damage each time the character is touched. On each successful drain, the vampire gains 5 temporary Hit Points.

Some vampire variants cause this simply by calling out a person's name within hearing distance of said person.

Limited Invisibility: Anyone who has the does not believe in vampires or the supernatural cannot see a vrykolaka, although it can certainly see him.

Lidércnyomás: When its victim falls asleep, the vampire puts her into a slumber such that no activity performed by the vampire awakens her. It sits on its human lover at night while it drinks its blood and/or life force. The pressure of the body squatting on its lover causes nightmares. The vampire makes a magic attack roll opposed by the victim's Will save. With success, the victim loses 1d6 points of Constitution. If Con ever drops below a d4, the vampire has sucked out the victim's life force, killing him (although the monster rarely goes this far with a victim, often giving him some time to rest between feedings). The victim must be asleep for the vampire to perform this attack and the victim does not awaken for the duration. In addition, while suffering from lost Constitution, the victim is considered fatigued.

Assuming the victim survives, lost Constitution returns at the rate of one die per day of rest.

Numbness of Limb: The vampire is not only strong but can permanently leave a strongly held limb numb. As the years pass, only a bit of feeling ever really returns to the grasped limb.

Physical Form: Some vampires can assume a physical form (its body remains in its grave, most times but sometimes it can manage to animate its old body) and live among humans and even produce children. It can eat normal food,

but often goes out in spirit form to feed on life forces at night. Its family is protected from the Ill Health power. Scholars debate whether all of these monsters have this ability (and choose not to use it) or if only some have it.

Poltergeist: A vampire can animate common house-hold items, creating a poltergeist-like effect. They often use this to destroy property and scatter food.

Resurrection: A vampire with this power can be brought back from the dead. A pint of blood poured over the ashes (usually by a loyal minion) returns the vampire to life in 1d6 rounds. Another method is to remove the stake from the bones of the vampire.

Seduction: Commonly possessed by female vampires. Male characters wishing to attack the vampire do so at -4 to his attack roll unless they succeed at a Will save vs. the vampire's magic attack roll.

Sire: Anyone slain by a vampire has a 50% chance of rising as a vampire themselves in 1d4 days.

Stench of Decay: Many vampires reek of the grave and rotting flesh. Living creatures within 10 feet of the vampire become nauseated. This condition lasts as long as the creature is in the vampire's vicinity and for 1d4+1 rounds after it leaves. (Roll separately for each nauseated character.) Any creature that succeeds on its Fortitude save but remains within 10 feet of the draugr must continue to save each round on that creature's turn.

Wall Walker: The vampire may move along any solid surface at its full movement rate. Many can also run without penalty, even when hanging upside down.

Weakness (Bells): The ringing of bells is painful to a vampire. The vampire must make a Will save each round bells are ringing (save DC set by the bell ringer's magic attack roll) or suffer a -2 penalty to all actions that round.

Weakness (Bottle of Blood): The vampire often cannot resist blood. If chased by a vampire-hunter into a bottle filled with blood, it drinks the blood, giving the vampire hunter time to seal the bottle and trap the vampire. If the bottle is thrown onto a fire with the vampire inside, the vampire is destroyed. The vampire must be in spirit form to be chased into a bottle.

Weakness (Cremation): A vampire can possibly be stopped by the normal means one stops a vampire (stakes, decapitation and so on) but these means do not guarantee the vampire stops its nocturnal prowls. Only cremation is a sure method to lay these monsters to rest.

Weakness (Grain, Seeds or Nets): Certain vampires suffer from an obsessive-compulsive disorder. When they come within 5 feet of grain or seeds sprinkled on the ground or a net (laid out or hanging), they must make a Will save (set by the magic attack roll of the person who laid out the trap) or be compelled to count the grain, seeds, or knots in the net. Treat the vampire as being shaken for the duration.

Weakness (Hawthorn Branch): If the vampire's corpse is staked through the heart with a hawthorn branch, then it cannot come out and feed—or assume physical form. If the corpse is then burned on a pyre of hawthorn branches, the vampire is destroyed. The vampire does not have to be present (in ethereal or physical form) for this to work—only the corpse needs to be present.

Weakness (Herbs): Although garlic is common in Western myths, vampires can also be affected by holly and juniper. A vampire suffers a –2 penalty to all actions against a character displaying the herb.

Weakness (Icon): The vampire runs from religious icons, particularly the icons of saints. A vampire suffers a –2 penalty to all actions against a character displaying the icon. Further, a religious icon in the hands of a dzhadhiya (professional Brythunian vampire hunter) can be used to identify the grave of

the monster, for if it trembles when held over a grave; the occupant (whether or not it is present) is a vampire.

Weakness (Invitation Only): Vampires cannot enter a private dwelling without being invited. They may enter public domains as they please.

Weakness (Name Requirement): The vampire must choose a name that is an anagram of its real name, should it decide not to use its real name.

Weakness (Nude Virgin on Horseback): If a nude, virginal teen girl is mounted on a horse, she can find the grave of a vampire by riding through a graveyard. Any grave the horse refuses to cross is the grave of a vampire.

Weakness (Rose Garland): If a vampire's coffin is chained with a garland of roses, then the vampire cannot rise out of the coffin to afflict the living.

Weakness (Saturday): A vampire must rest in its grave on Saturday. Even those that manage to marry and raise a family must go to its grave each Saturday, spending the entire day and night there. When found in its grave it often begs for mercy.

Weakness (Shroud): A vampire who loses its shroud cannot return through the earth to its grave. Often these vampires hide their shrouds upon exiting their tombs, taking them up again when it is time to enter again into the soil.

Weather Control: Some vampires can control the weather as per the spell *weather command*.

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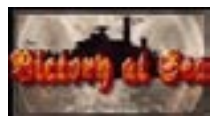
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Age of Dreadnoughts - A Word from The Admiral

Expanded Designers Notes

By David Manley



This month sees the release of “Age of Dreadnoughts”, the latest in MGP’s “Victory at Sea” series. AOD precedes VAS and covers the naval actions of the Great War, from 1914 to 1918. At first I thought a WW1 version of Victory at Sea would seem to be a simple exercise. After all, it’s just the same as WW1 but without so many aircraft and submarines, right? That was the message that was writ large on the Mongoose forum and other places when the project was first discussed. At a simple level that’s not too far from the truth but digging deeper reveals that, like battleships themselves, whilst outward appearances give that impression once you get inside and look is a bit more detail the differences are rather more complex.

In many regards the differences boil down to control – fire control and fleet control. The former necessarily drives AoD to a change of scale. Effective engagement ranges were significantly less in the dreadnought era than they were in WW2. Whilst, in many cases the weapons were the same or similar (the British 15” gun of WW1 was, apart from improvements to the gun mount that allowed an increase in range, the same weapon that armed Hood, Queen Elizabeth and Renown in WW2 and was regarded as one of the finest naval weapons ever built), fire control limitations meant that effective gunnery duels were limited to less than 20,000 yards. Gunnery was a purely visual affair, with a great strain placed on the

spotting teams and perhaps even more so on the teams of operators who plotted the track of the firing ship and her target on primitive fire control computers. Fleet control was a much harder proposition for an admiral in 1917 than it was for his counterpart in 1939. Wireless was limited to Morse transmissions with transmission times for messages from ship to ship measured in minutes (it typically took 8 -10 minutes for a signal to be passed from a ship’s captain to his counterpart on another vessel in company). Tactical control therefore relied on flag and lamp transmissions that would not have been largely out of place in the age of sail and was therefore severely limited in comparison with operations two or three decades later. This led to the development of the command and control rules which, if used, will impose some pretty severe limitations on what our on-table admirals can and cannot do. These restrictions are not of course to everyone’s tastes and so they are included in AoD as advanced rules. Many players will find being saddled with the sort of command and control limitations that their real world equivalents had to endure to be far too constricting – that said they are well worth using and will give you a better insight into the many headaches that a WW1 naval commander would have faced.

Armour thicknesses, speed ranges and ship displacement ranges have all had to be changed to better allow distinctions between ship types

to be represented. Armour is also based on a slightly more scientific basis than VAS, using belt thickness or (in the case of some pre-1900 types) the thickness of protective decks over machinery spaces rather than the “greatest thickness” approach in VAS which resulted in a few anomalies. Target Numbers have been restricted to two groups (6 and 5+), with destroyers and other small craft having target numbers of 6 and everything else having a 5 (analysis of hit rates shows that was where the real distinction lay, and that further division of larger battleships and battlecruisers was not supportable within the confines of a d6 based system – as an aside there were hopes of moving to a d10 based system but this was a change too far for MGP).

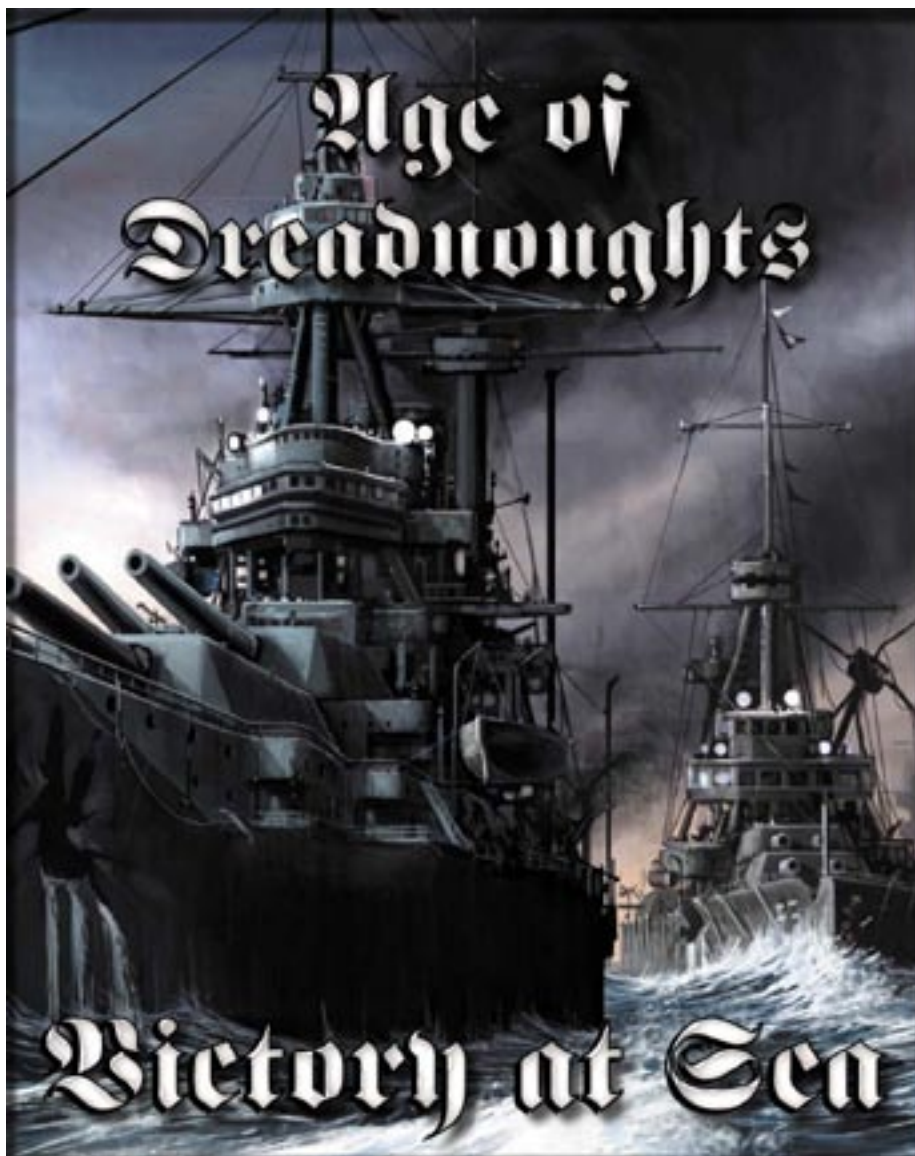
Other changes over VAS were aimed at increasing the realism in the rules without increasing the complexity. VAS players will find that ships turn much faster in AOD but this reflects their actual ability much better than the original rules. Torpedo hit rates are much closer to their historical levels of effectiveness – but the results can be devastating (you won’t see battleships shrugging off ten or more hits in these rules). Undersea warfare is another area that has changed from VAS. There were no “fleet submarines” in the Great War (with the exception of the RN’s “K” Class which were in concept too advanced for the technology of the time to handle). Subs did not operate with the fleet, instead being deployed by their respective admiralties in positions where



they may do something to support the activities of their surface brethren. Sometimes this worked; more often it did not, especially where attempts were made to combine submarine operations with surface actions. Instead, admiralties found greater success in deploying subs along likely routes of passage rather than trying to guess where a battle may take place. Fleet commanders therefore had no control over submarine forces and in AoD neither do the players. Submarines have disappeared as discrete units and are instead managed more along the lines of “wandering monsters”, potentially popping up at random times in an attempt to influence the battle. This is closer to the manner in which they operated in WW1 (and to be honest in WW2 – the days of the fleet submarine would not come until the advent of the Cold War). Aircraft were originally to have been deleted completely from the rules but a change of heart brought about by thoughts of the various seaplane conversions built by the British, Germans and Russians in particular led to a rethink and they have since been restored and joined by coastal airships and zeppelins. They are necessarily weak, but allow players to cover some unusual forces and actions, and also serve a very useful purpose in scouting.

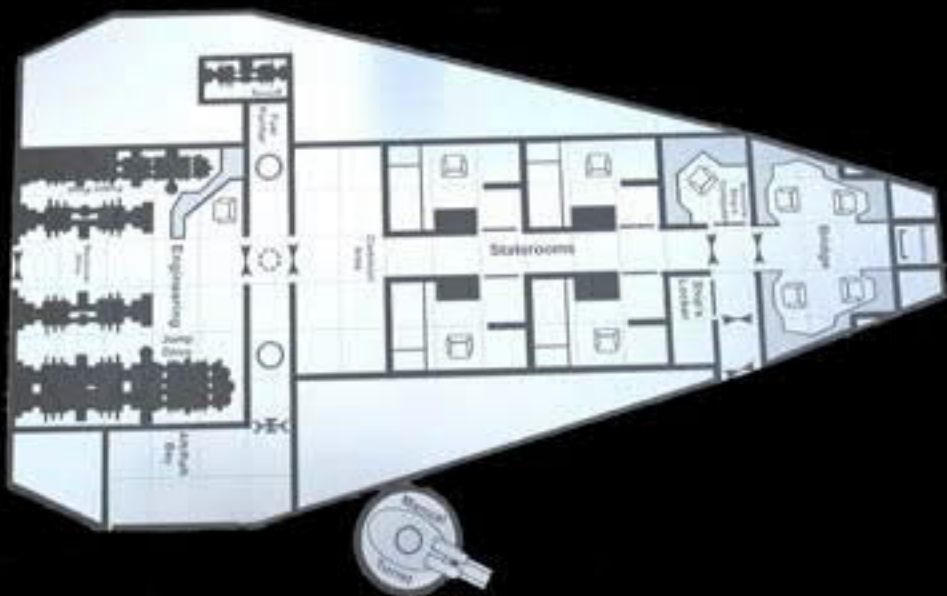
Which reminds me – scouting has been included as a useful pre-game option. Players can deploy their light forces to attempt to scout out the enemy. Successful scouting gives a tactical advantage in the opening stages of the battle, but ships deployed on scouting duties may take some time to reach the area of battle, so their detachment on these duties has to be balanced against that and used with skill. Another simple mechanic to give players a taste of the problems their historical counterparts had to face.

The result is something that I hope builds on the foundation of VAS and captures the flavour of dreadnought naval warfare, whilst retaining the simplicity of the original system. I hope you like it.

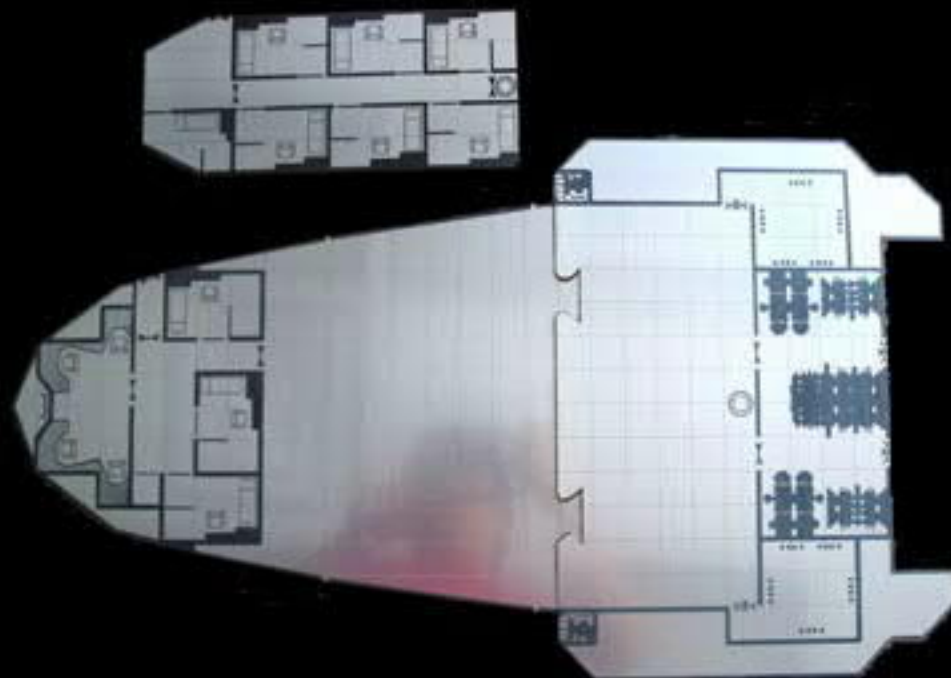




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Exotic Weapons



By Carl Walmsley

The new *Dragon Warriors* rulebook provides statistics for most common medieval weapons. However, players often enjoy letting their characters get hold of more unusual implements of war. Presented here is a selection of more esoteric weapons, from various periods of history and from a range of cultures.

This article also introduces some optional rules that cover the particular quirks of different weapons. This adds another level of complexity to combat, more accurately reflecting the strengths and weaknesses of these armaments.

The cost of all weapons is given in florins and assumes that the purchaser is within a region where a particular weapon is usually available. If this is not the case, the cost may be considerably higher.

Note that whilst several of the weapons presented here have the ability to parry blows, a character may only use one weapon to defend against any single attack.

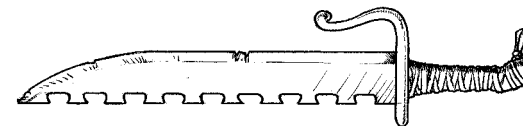
Gentlemen's Weapons

Weapon	Damage	Special	Cost
Cup-hilted Rapier	(d6, 3 points)	Fast, Parry	50
Sword Breaker	(d4, 3 points)	Swordbreaker	40

Cup-hilted Rapier

In the 16th Century the rapier became the weapon of choice for a gentleman – a badge of status that bespoke his rank to all who crossed swords with him. The cup-hilted version of this weapon strikes a balance between the elegance of the court and the practicalities of the battlefield.

Fast – When wielding this weapon a character is considered to have a Reflexes score 2 higher than normal for determining the order in which he strikes in combat.



Sword Breaker

Parry – when fighting an opponent armed with a Gentlemen's Weapon, the character may parry as though he is armed with a shield. This ability is negated if the character is carrying a shield.

Sword Breaker

These jag-toothed daggers are designed to be held in a fighter's off-hand and used to trap an opponent's weapon – either disarming him or even snapping his blade.

Sword Breaker – when fighting an opponent armed with a one-handed blade (sword, dagger and so forth), the character rolls 1d10 for any blow that is struck against him. On a roll of 1, he traps the blade and may either break it or pull it from his opponent's grip. In the latter case, the weapon falls at the opponent's feet.

Note that a character armed with both a rapier and a sword Breaker may only attempt to parry with one of his weapons.

European Weapons

Weapon	Damage	Special	Cost
Hand and a half sword:		Versatile	60
One-handed	(d8, 4 points)		
Two-handed	(d8, 5 points)		
Quillon Dagger	(d6, 3 points)	Parry	20

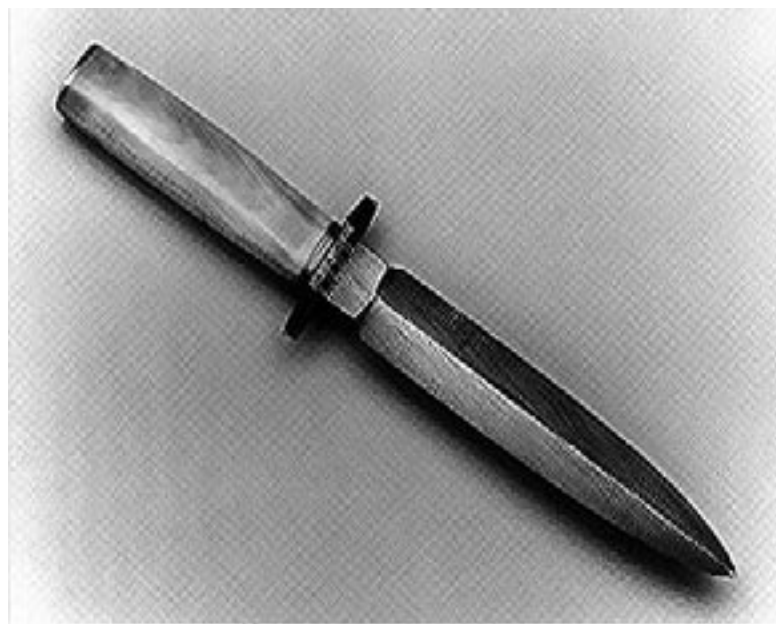
Hand and a half sword

Also known as bastard swords, these long, thin-bladed swords are used for thrusting at an enemy. They can be wielded either one or two handed thanks to the long-hafted design that provides balance and a number of ways to grip the weapon.

Versatile – this sword can be wielded with either one or two hands: the former providing the chance to carry a shield or second weapon; the latter delivering more forceful blows. Only a character with STRENGTH 11 or higher can wield this weapon one-handed.

Quillon Dagger

These heavy daggers, equipped with a large crossguard – or quillon – provide a warrior with greater protection. Some combatants choose to carry such a weapon in their off-hand, sacrificing the better protection of a shield for the security of a spare blade.



Quillon Dagger

Parry – though too small to parry larger weapons, a quillon dagger can be used to turn aside blows from one handed blades. Each time a blow is struck against the character roll a d10. On a roll of 1, the blow is caught on the quillon and deflected.

Eastern Weapons

Weapon	Damage	Special	Cost
Katana		Versatile	250
One-handed	(1d8, 4 points)		
Two-handed	(2d4, 5 points)	Parry	
Wakazashi	(1d8, 4 points)	Parry	150
Naginata	(1d8, 4 points)	Whirling Attack	30
Yataghan	(d4+1, 4 points)	Cavalry sweep	35
Shamshir	(d2+2, 4 points)		30
Katar	(d6, 3 points)	Mail Splitter	30

Katana

Amongst the finest cutting weapons ever made, katanas symbolise the power, authority and skill of the samurai. Requiring exceptional skill and patience to manufacture, they are both extremely rare and expensive to purchase.

A katana can be wielded using either one or two hands, though it is only when employed with a two-handed grip that a katana acquires the exceptional precision and power for which it is known.

Versatile – a katana may be wielded either one or two handed. Only a character with STRENGTH 10 or higher may use a katana one-handed.

Parry – During the manufacture of a katana only the cutting edge is water-cooled to full hardness. The soft back of the blade – the *mune* – remains far more flexible and can be used to parry. A character wielding a katana two-handed is also treated as though carrying a shield and may parry in exactly the same way.

Wakazashi

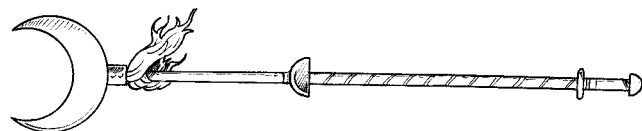
In many ways a smaller version of a katana, these Japanese shortswords were often carried as a second weapon by samurai. Typically, when a samurai entered a home, etiquette dictated that he left his katana outside but he was free to retain his wakazashi.

Parry – A character wielding both a wakazashi and a katana is treated as though carrying a shield and may parry in exactly the same way.

Naginata

Fashioned with a large, curved blade affixed to a long wooden shaft, this polearm was in many ways similar to a glaive.

Whirling – Employed to great effect by eastern monks, the naginata may be whirled about to create a web of steel that will fend off many opponents at once. A character armed with a naginata is considered to have a DEFENCE 2 higher than usual when facing multiple enemies. Note that the character must still divide his DEFENCE between the opponents he is facing as normal.



Naginata

Yataghan

These curved sabres were employed to good effect by Turkish cavalymen between the 16th and 19th centuries. They have a single razor-sharp edge that is swept forward toward the target, before arcing back near the tip. Though unsuited to hacking through metal armour, they pierced flesh and bone with terrifying efficiency.

Cavalry Sweep – when employed from horseback, the wielder is treated as though his REFLEXES is two higher than normal for determining who strikes first in combat.

Shamshir

Also known as a scimitar, this curved blade is perfect for slicing through light armour and inflicting savage wounds. Against heavily armoured foes – which were rare in the desert kingdoms where it saw use – it is of limited use, however.

Katar

A punching dagger with long arms that rested above and below the forearm, the katar found regular use in India. By holding the cross-bar grip that links the arms, a warrior is able to drive home the sharp point which extends from his fist. Many katars have reinforced tips specifically designed to punch through the links in mail armour.

Mail Splitter – when rolling to see if his blow penetrates an opponent's armour, the character may roll twice and choose the higher whenever attacking a target in mail armour.

Crushing weapons

Weapon	Damage	Special	Cost
Flanged Mace	(d8, 4 points)		20
Horseman's hammer:			25
Flat head	(d6, 3 points)	Stun	
Pick	(d6, 4 points)		

Flanged mace

By extending spikes – or flanges – from the head of a mace, these weapons are able to focus the force of a blow into a smaller area and cause greater damage.



A flanged mace is able to crush bone and rupture muscle even through layers of armour.

Horseman's hammer

The twin head of this weapon is tipped with a flat head designed to stun adversaries and a sharp pick to finish them off.

Stun – when striking from horseback a warrior has a 1 in 6 chance to stun his opponent, rendering him unable to attack for one round. He may defend as usual.



Arrows

As the bow became not just a tool for hunting but a weapon of war, a variety of arrowheads were developed – each with a specific function and target on the battlefield. The statistics below assume the use of a normal bow. The listed cost is for six arrows.

Weapon	Damage	Special	Cost
Bifurcated Arrow	(d3, 5 points)	Inaccurate	5
Bodkin Arrow	(d8, 3 points)		6
Barbed Arrow	(d6, 4 points)	Barbed Head	4

Bifurcated arrow

This is a U-shaped arrowhead designed to inflict not one but two wounds. These multiple wounds are extremely painful, cause greater blood loss and take longer to heal.

Inaccurate – a bifurcated arrowhead is not very aerodynamic. As a result the effective range of these arrows is halved.

Bodkin Arrow

These narrow arrowheads are designed specifically to punch through mail and plate armour. They inflict slightly less damage, as the injuries they cause are a little smaller – and the arrow may be more easily removed.

Barbed Arrowhead

These arrowheads are fashioned in such a way that they become lodged inside the body of their target. Any attempts to remove them tend to cause further damage, not to mention great pain to the target.

Barbed – removal of a barbed arrowhead causes a further point of damage unless the character doing so can roll equal to or under his REFLEXES on a d20.



Barbed Arrow

Missile Systems Defence Boat (MSDB)

TRAVELLER

A new ship for *Traveller* by Bryan Steele

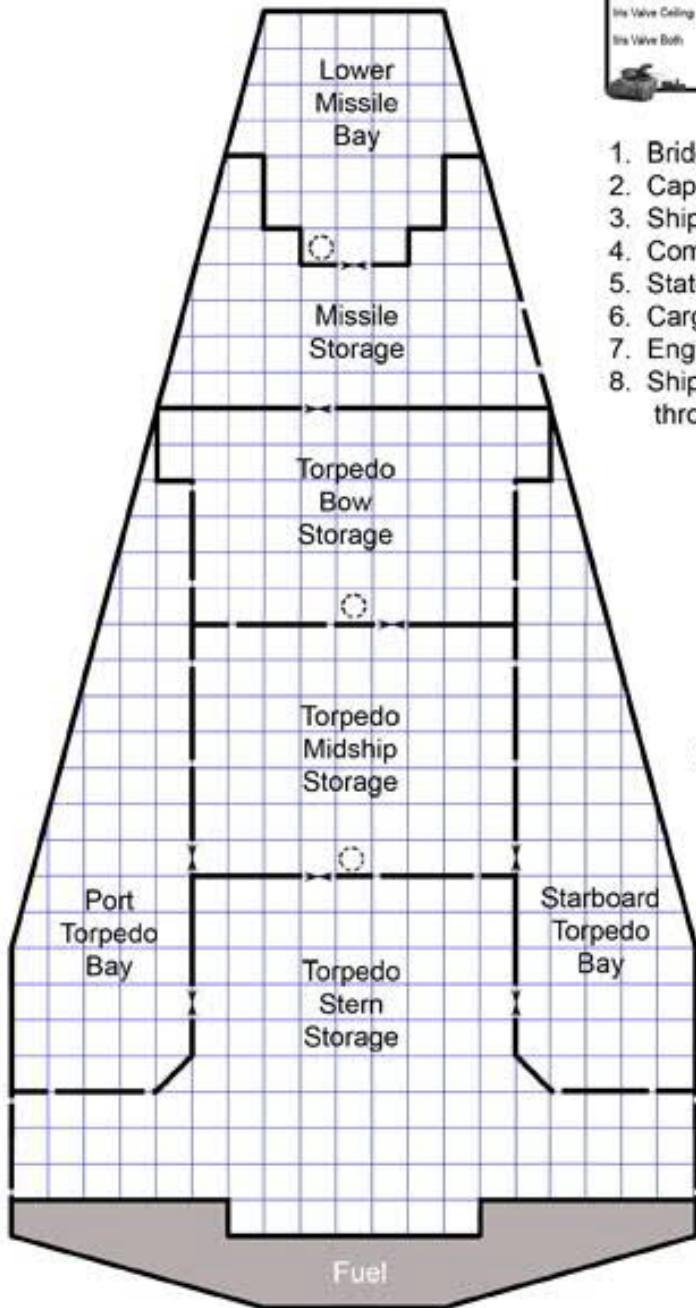
TRAVELLER

The MSDB is rarely left to its role without a decent amount of fighter or escort presence. It is an offensive powerhouse, launching waves of missiles and torpedoes into multiple targets with impunity. It is heavily reliant on its ammunition stores and MSDBs without proper fleet resource support will quickly become little more than flying targets.

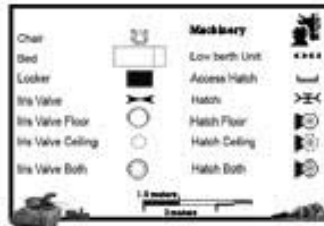
The normal crew consists of the captain, pilot, 2 engineers and 5 gunners.

Missile Systems Defence Boat			Tons	Price (MCr)
Hull	500	Hull 10		32
		Structure 10		
Armour	Crystaliron	8 pts	50	12.8
No Jump Drive			-	-
Manoeuvre Drive Q		Thrust 6	29	60
Power Plant Q		Rating 6	46	120
Bridge			20	2.5
Computer	Model/3fib	Rating 15		3
Electronics	Advanced	DM +1	3	2
Weapons	Hardpoint #1	Missile Bay-9	31	24
		Torpedo Bay-9	31	24
	Hardpoint #2	Torpedo Bay-9	31	24
		Triple Turret	1	4.3
	Hardpoint #3	(Beam Laser-8 x3 accurate)	1	3.25
	Hardpoint #4	Triple Turret		
	Hardpoint #5	(Missile Rack x3)		

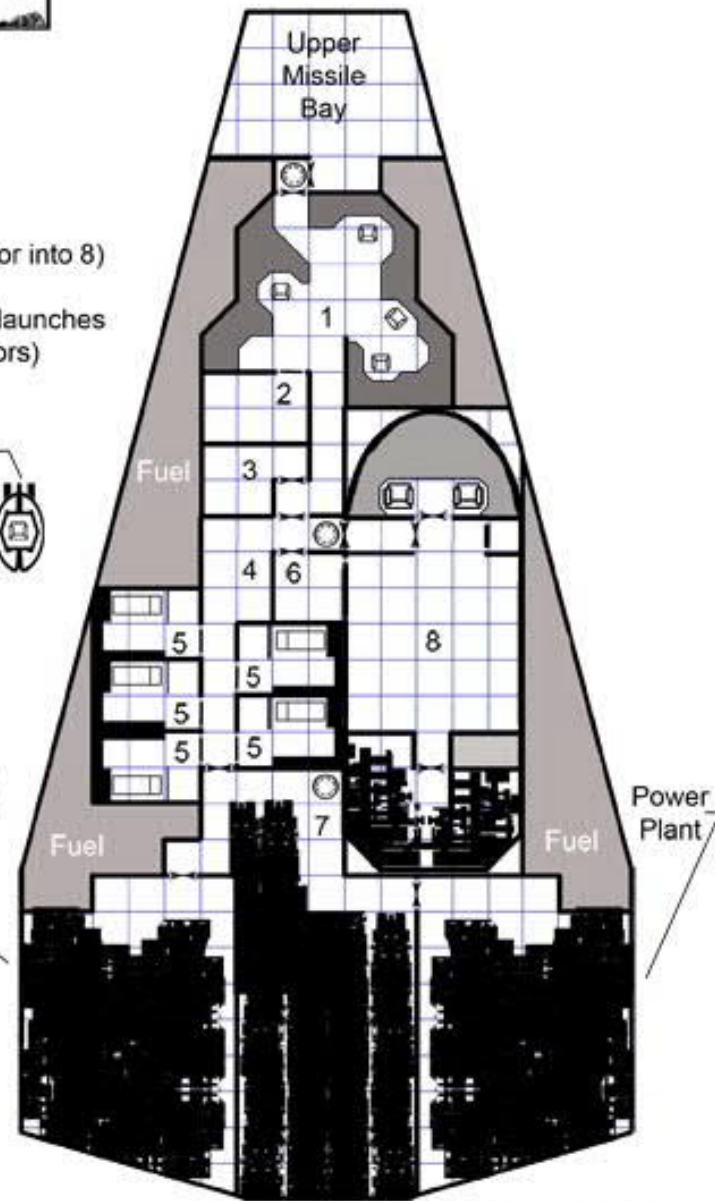
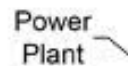
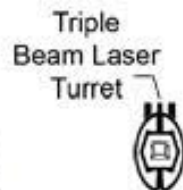
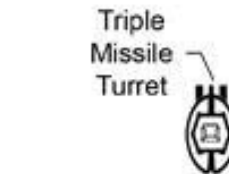
Missile Systems Defence Boat			Tons	Price (MCr)
		300 Standard Missiles	25	
		48 Basic Torpedoes	120	
Fuel	60 tons	Four weeks of operation	60	
Cargo	2 tons		2	
5 Staterooms			20	2.5
Extras	Fuel Scoops			1
	Ship's Boat		30	17.694
	Fuel Scoops			1
Software				-
	Library			-
	Intellect	Rating 10		1
	Fire Control/3	Rating 15		6
				0.0284
Life Support Cost (monthly)				0.010
Total Tonnage & Cost			500	



Weapons Deck
(level 1)



1. Bridge
2. Captain's Office
3. Ship's Locker
4. Common Area
5. Stateroom
6. Cargo Bay (has door into 8)
7. Engineering
8. Ship's Boat Berth (launches through ceiling doors)



Command Deck
(level 2)

Systems Defence Command Frigate (DCF)

A New ship for *Traveller* by Bryan Steele

TRAVELLER

Using advanced technologies on the original defence frigate chassis, the DCF is at its best service at the centre of a small defence picket or fleet, running all of the actions of the system's defence from its high tech command and control (which replaces the hangar bay of the more common defence frigate). It is jump capable, with these normally being part of a subsector Navy which are then often 'lent out' to planetary navies that need such a starship to coordinate the system's defences.

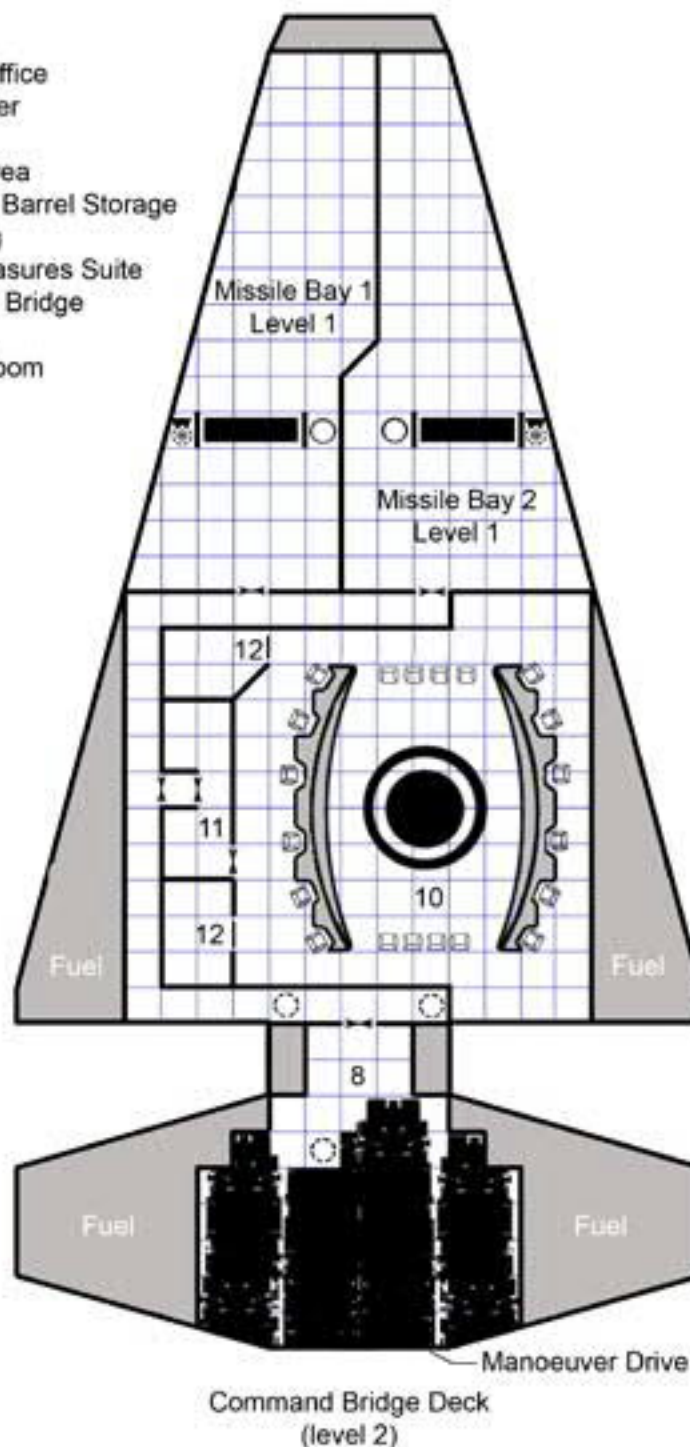
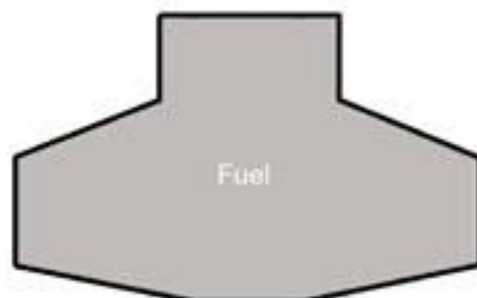
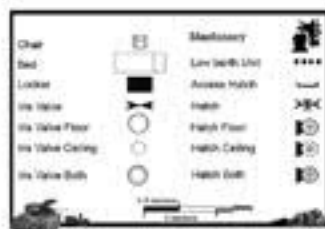
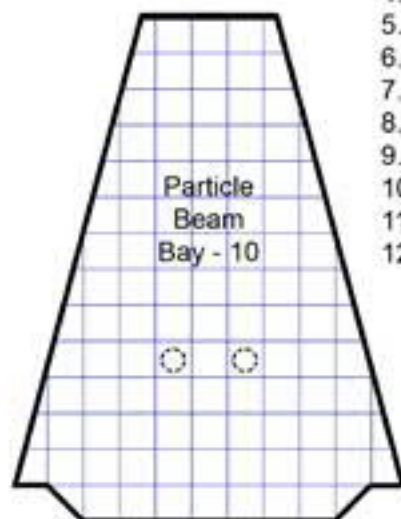
The normal crew is the captain, pilot, navigator, 3 engineers, 8 gunners and 5 flag staff

Systems Defence Command Frigate			Tons	Price (MCr)
Hull	800	Hull 16		80
		Structure 16		
		Streamlined		8
Armour	Crystaliron	8 pts	80	32
Jump Drive G		Jump 2	40	70
Manoeuvre Drive R		Thrust 5	31	64
Power Plant R		Rating 5	49	128
Bridge			20	4
		Command Bridge	80	6
Computer	Model /5 fib	Rating 25		15
Electronics	Counter-measures Suite	DM +4	7	6

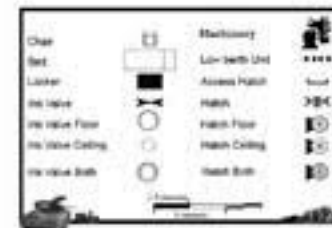
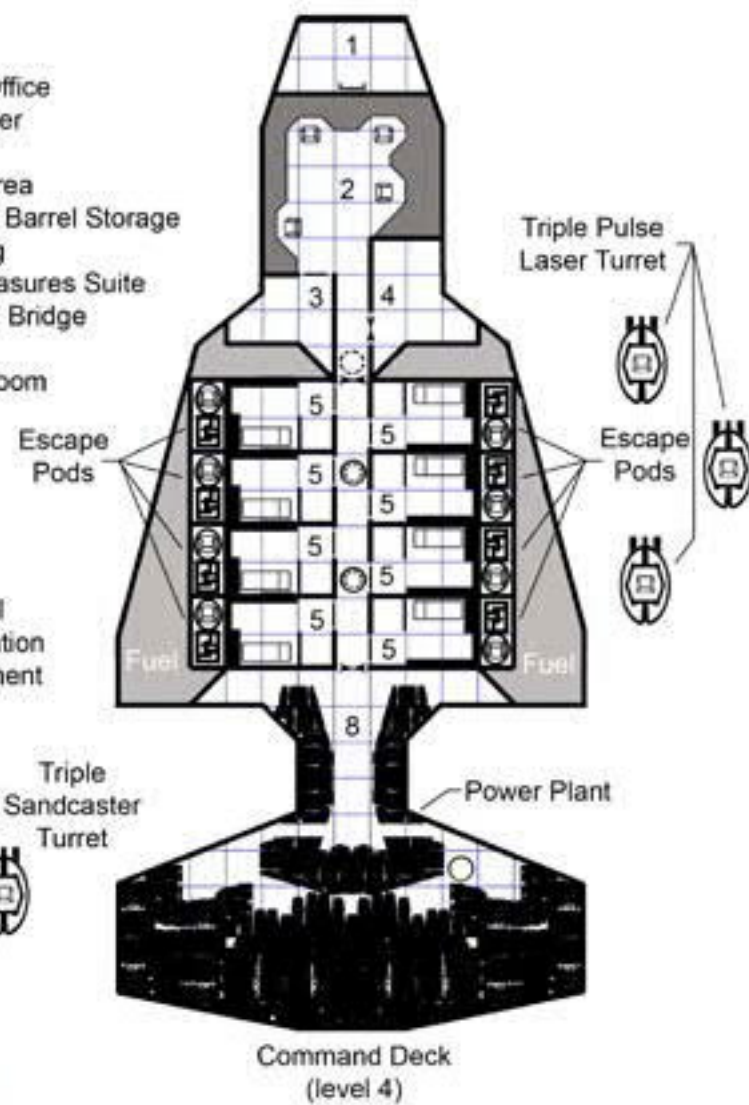
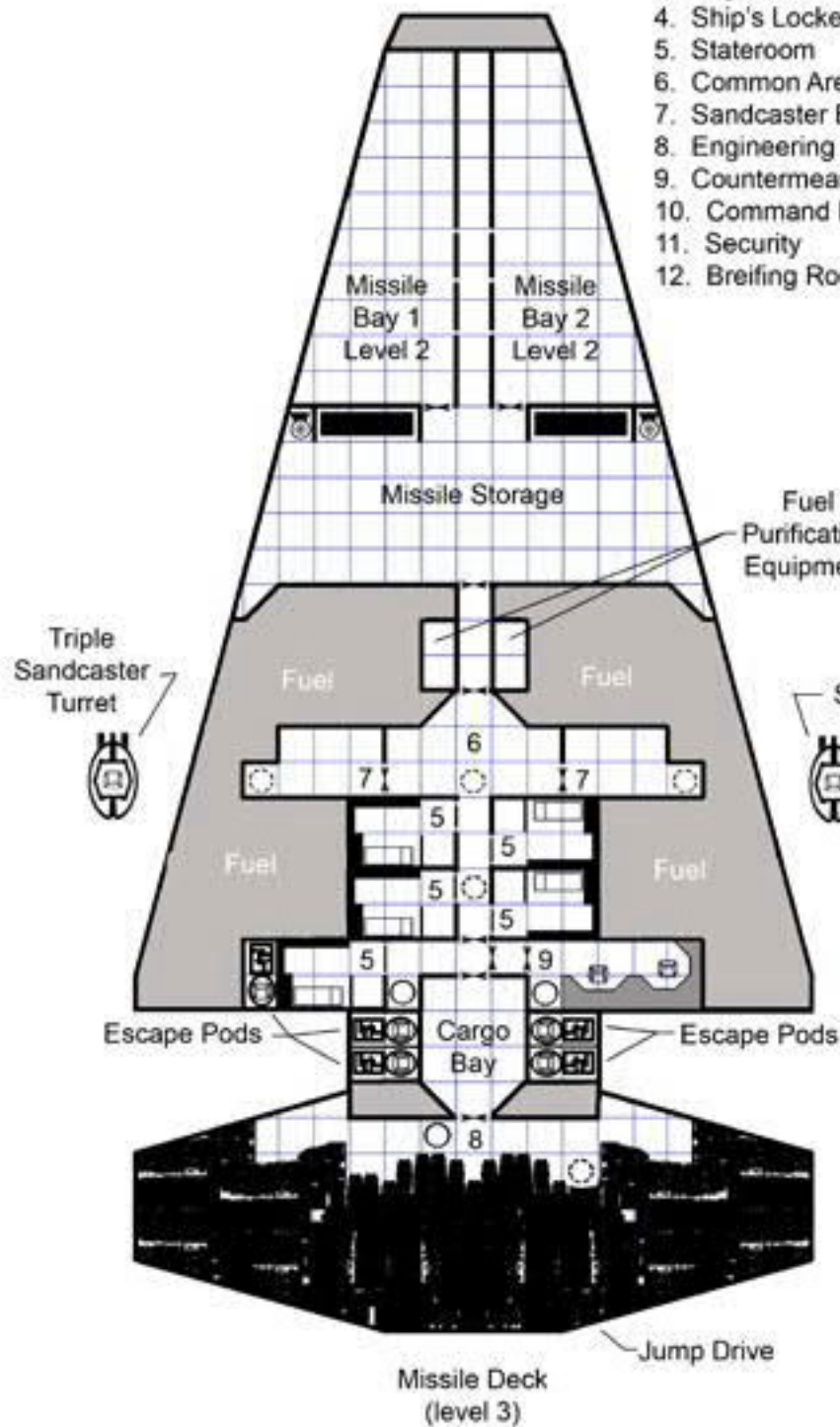
TRAVELLER

Weapons	Hardpoint #1	Particle Beam Bay-10 (High Yield)	51	25
	Hardpoint #2	Missile Bay	51	12
	Hardpoint #3	Missile Bay	51	12
	Hardpoint #4	Triple Turret (Pulse Laser-9 (accurate)	1	2.875
	Hardpoint #5	x3)	1	2.875
	Hardpoint #6	Triple Turret (Pulse Laser-9 (accurate)	1	2.875
	Hardpoint #7	x3)	1	1.75
	Hardpoint #8	Triple Turret (Pulse Laser-9 (accurate)	1	1.75
Ammunition		Triple Turret (Sandcaster x3)		
		Triple Turret (Sandcaster x3)		
		420 Standard Missiles	35	
Fuel		120 Sandcaster barrels	6	
		One Jump 2 – Four weeks of operation	224	
Cargo	3 tons		3	
13			52	6.5
Staterooms				
Extras	Escape Pods	13 Pods	13	2.6
	Fuel Scoops		-	1
	Fuel Processor	40 tons per day	2	0.1
Software	Manoeuvre/0			-
	Library			-
	Intellect	Rating 10		1
	Evade/2	Rating 15		2
	Fire Control/4	Rating 20		8
	Jump Control	Rating 10		-
Maintenance Cost (monthly)				0.0413
Life Support Cost (monthly)				0.026
Total Tonnage & Cost			800	495.325

1. Avionics
2. Bridge
3. Captain's Office
4. Ship's Locker
5. Stateroom
6. Common Area
7. Sandcaster Barrel Storage
8. Engineering
9. Countermeasures Suite
10. Command Bridge
11. Security
12. Breifing Room



1. Avionics
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4. Ship's Locker
5. Stateroom
6. Common Area
7. Sandcaster Barrel Storage
8. Engineering
9. Countermeasures Suite
10. Command Bridge
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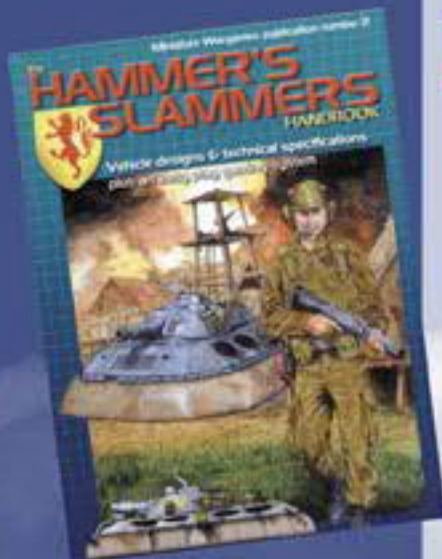
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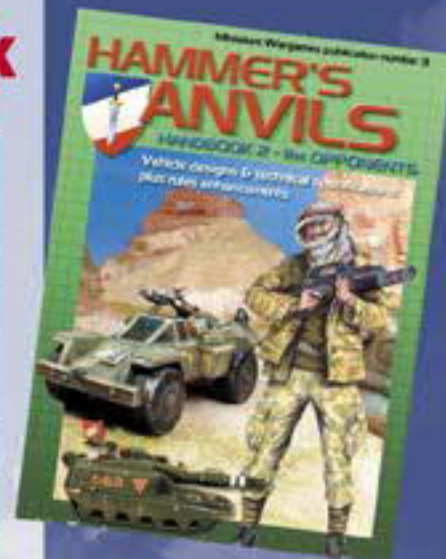
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