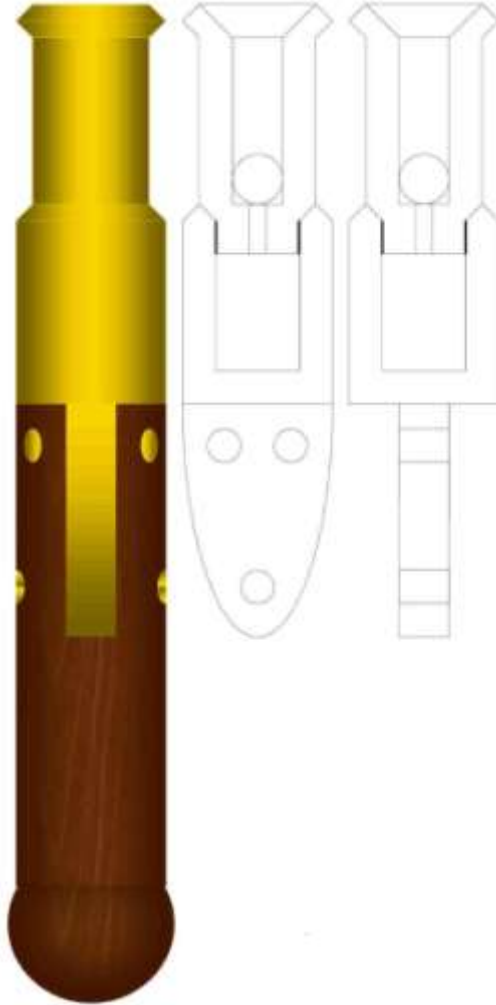


FRIAR'S ALMANAC

ISSUE ONE

MOON OF BROKEN SWORDS



FRIAR'S ALMANAC

ISSUE ONE

MOON OF BROKEN SWORDS

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Cover: 'Light Steam Kolben' By Sean .R. Meaney

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A YELLOWDINGO ATE MY BABY

I THINK JAMES JACOBS WAS
LOOKING FORWARD TO BEING
WAYLAID BY MY GOBLIN
MINIONS.

(Pathfinder, Paizo Publishing) Interview by Sean Meaney

Was the decision to remain with D&D 3.5 rather than pick
up D&D 4E the right one?

For Paizo, yes—the decision to remain with 3.5 and update the rules to the Pathfinder Roleplaying game was the right one. It was also, honestly, the ONLY choice we had. Paizo's a big company, and we couldn't afford to go for months and months without releasing product while we geared up for a switch to 4th Edition and the wait for things like the GSL to be finalized. It would have killed the company, I fear, to do something like that. Furthermore, by going with the Pathfinder Roleplaying Game, we're now finally fully in charge of our own fates, free to find success or failure based solely on our own choices and decisions. That's very liberating and welcome to me! - JAMES JACOBS

Pathfinder was put through some serious BETATESTING.
Did it amount to any real improvements in the game?

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The playtest of the Pathfinder rules did amount to improvements. Not only did it help us focus our design efforts on places where the rules really needed some attention, but it let us know when we'd gone too far with changes. And also, keeping folks involved and informed helped to foster a sense that it was EVERYONE'S game, not just ours. It's foolish, I think, to ignore what your customers want, and the playtest was a great way to find out what folks liked and didn't like. - JAMES JACOBS

Is the Pathfinder Manual Print Edition everything you hoped for?

The final end result of the Pathfinder Core RPG is something that I'm very, very proud of. I think it's one of the best-looking RPG books out there; the binding seems strong; the layout is beautiful; the rules are solid. There's a few errors and typos here and there, of course, but considering the book's size and scope there a (thankfully) very small amount of errata to cope with. I'm quite pleased with the book! - JAMES JACOBS

Lets talk Comics, Anime, and Movies: Does Paizo have something 'in mind' or are they still on the 'to do' list?

We've tried publishing a few comic compilations (Downer and Zogonia) in the past, but they haven't done all that well for us. We haven't done anything in anime or movies yet. Honestly... these are such different business models and industries that I doubt very much that Paizo itself will do much at all there anytime soon. It's FAR more likely that we'd license Golarion content out to other companies interested in making comics or anime or movies... although nothing's been announced yet. - JAMES JACOBS

How is Seoni and has she forgiven you for the Cheesecake Christmas Calender?



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Seoni's doing fine. The Cheesecake Christmas picture was actually her idea, in fact! - JAMES JACOBS



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Event of a Moon

HELL BREAKS LOOSE IN CAPITOL

(All systems) Article by S.R. Meaney

What began as a series of gruesome killings in the Brynstan district involving unnamed victims who apparently were adorned head to toe in tattooed script of an unknown foreign language soon escalated into the Abduction of the Princess Winfried and a number of Highborn ladies from an assortment of other lesser Monarchies scattered across the Dragons head Peninsula by members of the Leviathan Cult. This terrible chain of events reached its crescendo when the King's Astronomer declared that the Constellation of Stars known as the Eye of the Dragon had opened.

Investigators for the Crown now believe that these events are linked to the appearance soon after of the Demon Tower that now dominates Brynstan Hill and casts its maleficent shadow over the city. Fiends now prowl the fog drowned streets and alleys of our great capital, Scurry over our rooftops, and crawl through sewers and tunnels beneath our feet. Clerics of the Seven Gods have fallen ill and are unable to produce healing magic.

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In light of these terrible events the Brynstan district is now declared off limits, the Population there ordered to evacuate. Anyone visiting the city is warned to avoid the Brynstan district at all cost and heed the directions of the City Guardsmen.

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DM Briefing: The Capital City becomes a nest to evil inter-dimensional creatures centred on a Living Tower in the Brynstan District which seems to have crossed over into this reality from another plane of existence.

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Advertisement for auction-based pricing. The central image shows a horned warrior in full plate armor, holding a sword and a shield. The text is in a stylized, gothic font.

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GOBLIN POETRY INVITATIONAL

The Goblins

(Poetry) Article by Sean Meaney

CANTO 1

*Chum! Chum! Chum!
I see a forest burning!
Chum! Chum! Chum!
Burning with a Yearning!
Chum! Chum! Chum!
The farmers are alarmed!
Chum! Chum! Chum!
The Goblins are armed!
Chum! Chum! Chum!
The Crops are Ablaze!
Chum! Chum! Chum!
There is a Smokey haze!
Chum! Chum! Chum!
The Hounds are circling!
Chum! Chum! Chum!
Movement in the Dark!
Chum! Chum! Chum!
Shadows in the Smoke!
Chum! Chum! Chum!
What will we do?
Chum! Chum! Chum!*

CANTO 2

*Chum! Chum! Chum!
The Wheat field is burning!*

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Chum! Chum! Chum!
The Forest is Charcoal Black!
Chum! Chum! Chum!
The Elves are on the warpath!
Chum! Chum! Chum!
The Fire-hound isn't coming back!
Chum! Chum! Chum!
The Kobold's in an angry Rage!
Chum! Chum! Chum!
His rear is an unsightly singed!
Chum! Chum! Chum!
The Farmers are all huffy!
Chum! Chum! Chum!
Their thatch is all ablaze!
Chum! Chum! Chum!
But the Golems are a moving!
Chum! Chum! Chum!
Are these the Goblin's last days?
Chum! Chum! Chum!

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About a Dungeon

EXPLORING DUNGEONS

(All systems) Intro by James Holloway, article by S.R. Meaney

"The wizard calls out magical words of power and a beam of energy blasts from his hands hitting the wall in front of him. The wall sparks and shudders and a moment later a passage is opened next to the locked iron door that is warded against magic. The wizard's grin of triumph is short lived though as he first hears a groan and then watches as the ceiling shudders and shakes..."

Are you tired of your players simply bashing in every door, statue, and pillar in a room just because it might be trapped? Well be tired no more. The rules of subsidence are here to punish your players for meta-game thinking. When they bash in a pillar or disintegrate a wall they can actually cause the dungeon they are in to collapse. Here is how...



SUBSIDENCE

Subsidence is defined by the cross-sectional width of a cave

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divided by its height below surface.

*100% Subsidence: Width of Cave/Cover depth=1.1-1.4**

*10% Subsidence: Width of Cave/Cover Depth=0.1-0.5**

*This range depends on the rock type. The high thresholds are more likely granite, midway is sandstone and limestone, while the low end of the scale is dirt/gravel.

That means that a cave with a 50' cross section sitting below 20' of rock has a value of 2.5 (well in excess of 100% Subsidence): Such a cave began to transfer the effects of subsidence to the surface back at 10% so the ground will be sagging and unless this chamber is propped up with columns it will collapse like a sinkhole.

Likewise a 10' wide tunnel below 20' of rock has a value of 0.5 (at the upper limit of 10% subsidence). Here the stress of failure has reached the surface - Fine cracks that will probably not be visible at the surface due to topsoil.

REDUCING SUBSIDENCE TO 10%

Columns are rarely introduced after the effect. Standard Practice requires a column to be cut from the existing rock strata and left behind undisturbed by mining and excavation.



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Column Width = 0.12 x cover depth

Goaf (space between columns) width = 0.6 x cover depth.

What does it mean? Our 50' cross-section cave above can be reduced to a subsidence of 10% by including at time of construction columns to support the ceiling.

Column Width: $0.12 \times 20' = 2.4'$

Column Spacing: $0.6 \times 20' = 12'$

A chamber supported by 2.4' wide columns spaced 12' apart. Inflict some damage to those columns (beyond the damage inflicted by the existing subsidence) and the entire Dungeon will have to be tested (%percentage roll for each chamber and corridor) as to whether it has collapsed with the mountain coming down on the Adventurers.

SUBSIDENCE AT THE SURFACE

When Subsidence exceeds 10% it begins to show at the surface.

To determine the Surface Area Affected by Subsidence, you must take a 35 degree angle from the bottom of the workings edge. This means that even Rock that doesn't overlap a collapsed/failing Cave will be showing failure. The Actual depth of collapse at surface is 80% of actual cave height into

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which the rock may collapse.

Subsidence = 0.8 x cave height

*Cave-edge collapse radius = SIN 35 degrees x depth of cave
bottom*

So our 50' cross section cave with its 15' high chamber will if and when it collapses create a 12' deep sinkhole with signs of subsidence out to (SIN 35 degrees x 35') = 20' beyond the area of the cave (effectively the 50' cave left a hole 90' across - slopping down into a 12' deep, 50' wide pit).

SURFACE SIGNS OF SUBSIDENCE

As subsidence progresses toward 100% the effects of subsidence are transferred to the surface with increasing severity.

10% <-----> 100%

Cracks - Sagging - Depression Bowl*

Cracks - Fissures - Chimneys*

Cracks - Block separation - Terracing*

Cracks - Sagging - Sinkholes*

*Cracks are not always visible at the surface due to topsoil

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SUBSIDENCE, TIME & MAGICAL TUNNELLING



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As a mine is increased through mining it becomes increasingly unstable due to the natural failure over time. The rate of failure over time is determined by a curve associated with the rate at which mining occurred.

A tunnel cut slowly by Dwarves might progress toward a natural failure over years or even centuries. Whereas the use of Disintegrate to dig your way through is considered an instantaneous advance which means the natural progression toward failure is instantaneous.

The use of Disintegrate to tunnel instantly pushes the rock structure to 100% before adjusting to its new subsidence value (ex-removal of a 10' x 10' x 10' cube below 10' of rock by disintegrate requires a check against the cave's new 10% subsidence because of the instantaneous stress change).

Our 50' cross-section cave might progress to 100% subsidence over eight years but the instant someone uses a Disintegrate spell to tunnel through a wall, the section may collapse as a block or separate from the old cave as a stress boundary fissure or chimney.

APPLYING CAVE SUBSIDENCE TO PITS



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It means that any unreinforced Pit wall will fail out to 35 degrees from bottom of any pit with 11' of width per 10' of depth burying anyone who dares enough to dig below 5' depth x physical height.

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REAL MEDIEVAL STUFF

Everyday medieval activities require the presence of certain resources in the community

(All Systems) Article by Sean Meaney

WHITEWASH (**Ingredients:** 30 lb burned rock lime, 1 gallon milk, 1lb salt, 1/2 lb zinc sulphate; **Blackwash:** charcoal; **Method:** dissolve Zinc Sulphate, Lime, and Salt in water, add to Milk, chemical heating occurs, mix to thin cream; **Use:** apply wash while hot).

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DOOMESDAY BOOK

WALLESGRAVE MANOR

(All systems) Article by S.R. Meaney

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"...the manor of Wallesgrave with all its appurtenances and sixty acres..."

Description

This is a Knight's Estate. It supports a Knight, His Warhorse, Family, five Servants, and Livestock. A sixty acre estate functioning on a three field rotation. Each field is then defined as $19\frac{1}{2}$ acres. This leaves some $18\frac{1}{2}$ acres upon which the manor house, Barn, Servants Residence and Vegetable gardens are located. It does however provide for little else. Such a Knight might be considered little more than a Peasant Farmer by wealthier European Knights with their multiple villa estates.

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Calculating the Produce of an Estate

Three fields in rotation ($3 \times 19\frac{1}{2}$ acres)

A field of Barley, Oats & Rye ($3 \times 6\frac{1}{2}$ acres)

$6\frac{1}{2}$ acres of Barley @ $63\% = 6.5 \times 28 \text{ bushels} \times 0.63 = 114\frac{2}{3}$

bushels: 5733lb barley grain, 24422lb barley chaff.

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68½ acres of Oats @ 63%=6.5x24 bushelsx0.63=98½1/4

bushels: 4914lb oats grain, 20933lb oats chaff.

68½ acres of Rye @ 63%=6.5x30 bushelsx0.63=122½3/4

bushels: 6142½1/2lb rye grain, 26167lb rye chaff.

Seed to the next sewing: Barley (325lb), Oats(325lb),

Rye(325lb)

Grain available: Barley (5408lb), Oats (4589lb), Rye(5817lb)

Chaff available: Barley chaff (24422lb), Oat chaff (20933lb), Rye chaff (26167lb)

A Sheep Herd on the rest (2x19½1/2 acres)

39 acres/3=13 sheep x 0.63=8 sheep (7 ewes & 1 ram)

8 sheep @ 2½1/2lb=20lb wool

7 ewes @ 180 days per year @ 1/4 gallons milk=315 gallons.

315lb x 10.31 x (5/43.25) = 375lb cheese

2 sheep (4 year old sheep) slaughtered each year for meat @

77lb x 2=154lb mutton sausage

2 sheep (slaughtered) providing 2 leather hides

Sheep product available: Wool (20lb), Cheese (375lb), Mutton

Sausage(154lb), Leather Hides(2)

The Manor on a remaining 18½1/2 acres

A Manor house and buildings (1/2 acre)

A Vegetable Garden & Grounds (1 acre)

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1/2 acre vegetable garden of Turnip x 25 ton/acre @ 63%=7.875

ton

1/2 acre running 10 chickens freerange(9 hens & cock)=9 @

180 eggs/year=1620 eggs/year

(3) pigs on vegetable scraps, some chaff, and grain

Calculating the Consumption of an Estate

Fuel from woodlot beyond the estate boundaries

The estate requires some 150,000lb firewood/year. 78;1/2 acres

per year x 100 years to achieve regrowth=750 acres of forest.

Thatch for roofing: 118;2/3 tons of Rye thatch is available

Feeding the Warhorse and draft animals

3x50lbx52weeksx7days=54,600lb (207 bushels of oats/grain & chaff)

Ryebread: 5817lb/50lb=116.34 bushels x 73 loaves/bushel=8492 loaves

Weak Ale: 5408lb/12lb=450 gallons (2 Tuns (216 gallonsx2) of weak ale).

SWINFIELD VINYARD

...Ledbury which yeilded Bishop Swinfield seven Tuns of white wine...

Description



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This is a Vineyard owned by Bishop Swinfield that has the capacity to yield seven tuns of white wine. At 2d./gallon this is a potential income of 12 Pounds, 2s., 8d before servants wages and support.

Defining a Vineyard

We Know the produce is seven tuns of white wine.

Tun=216 gallons, 7x216 gallons=1512 gallons

$1512/5=302.4$

$302.4 \times 85\text{lb}=25704\text{lb}$ white wine grapes

A ten row vineyard-acre yields $2\frac{1}{2}$ ton of grape

Assuming 83% yield

$(25704/83) \times 100=30,968\text{lb}$

$30968/2240=13.825$ ton

$13.825/2.5=5\frac{1}{2}$ acres

This is a $6\frac{1}{2}$ acre vineyard with $\frac{1}{2}$ acre for a winery and servants living off a vegetable garden.

OMBERSLEY TENNANT FARM

...nineteen and a half acres, mostly wheat, but also rye, oats, and vetch...

Description

This is a tenant farm of $19\frac{1}{2}$ acres, mainly wheat, rye, oats, vetch. The farmer also has some twenty geese, five pigs, a cock

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with four hens, two oxen, and a cow. There are also three cart loads of firewood that represent access to a woodlot beyond the limits of the tennant farm.



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Defining a Tennant Farm

Three fields in rotation (3x6 acres)

Wheat on fallow ground

6 acres of Wheat @ 63%=6x36 bushelsx0.63=136 bushels: 6800lb grain, 28968lb chaff.

Grain available: Wheat(6800lb)

Chaff available: Wheat chaff(28968lb)

Rye, Oats, and Vetch on stubble ground

2 acres of Oats @ 63%=2x14.4 bushelsx0.63= 18 bushels: 900lb oats grain, 3834lb oats chaff.

2 acres of Rye @ 63%=2x 18 bushelsx0.63= 22&1/2 bushels:

1125lb rye grain, 4792lb rye chaff.

2 acres of Hay @ 63%=2x5 tonsx0.63= 6.3 ton of Hay.

Seed to the next sewing: Wheat(300lb), Oats(100lb),

Rye(100lb)

Grain available: Rye(1125lb), Oats(900lb)

Chaff available: Rye chaff(4792lb), Oat chaff(3834lb), Hay(6.3 ton)

The Farm house on a remaining 1&1/2 acres

A farm house and buildings (1/2 acre)

A Vegetable Garden & Grounds (1 acre)



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1/2 acre vegetable garden of Turnip x 25 ton/acre @ 63%=7.875

ton

1/2 acre running 5 chickens freerange(4 hens & cock)=4 @ 180

eggs/year=720 eggs/year

(5) pigs on vegetable scraps, some chaff, and grain



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CIVIL WORKS

Realistic Medieval Road Information

(All Systems) Article by Sean R. Meaney

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As Dungeon Masters we are always on the look for realistic civil works data that we can apply to the empire building fantasies of our players.

Find here an accurate estimation of quarrying the stone for a stone-paved road:

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ROAD, STONE PAVED

| | |
|-------------------------|---|
| DESCRIPTION | <i>Stone Paved Road</i> (1 Mile x 20' wide x 1' thick) |
| COST TO QUARRY MATERIAL | 25,080gp/mile |
| TIME TO QUARRY MATERIAL | 1 year/mile |
| QUARRY WORKERS REQUIRED | 45 |



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THE BRYNRYFE CAMPAIGN

PART 1: 100 CASES OF WRITERS BLOCK

(All systems) article by S.R. Meaney

The Idea is to get down on paper or Laptop the hundred ideas that are cluttering your creative machine and thereby stopping you from getting into building the framework of the Campaign setting that you will nail all these ideas to.

ONE HUNDRED IDEAS

1. Post Roman Empire Barbaric Europe Influences.
2. A Monastery on the Snowline of a Mountain.
3. Scattered ruins of an Empire.
4. The Fortress of Kites — An ancient citadel of fired bricks. The Citadel sat by a river and served as a residence to a Warlord who first established the regime some millennia ago.
5. The Village of Midden — A village, employed mostly in charcoal production for the current Capital (Cabidos — the Seaward Stairs) of the existing Kingdom. It is built on the ruins of the Fortress of Kites (above the original brick cistern foundations).

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6. The Lantern Bearers — An Order of Paladins who do not use weapons other than wooden cudgels. They police the night, keeping evil at bay.
7. Irongate — A Town in a Mountain Pass that is dominated by a huge Iron wheel-Gate blocking the Pass. The gate itself is scribed with the only known magic spell (Magic Missile - unfortunately no one knows how to read magic or cast spells — the Primer being lost).
8. Ruins of Castle Burkwart — Overlooking the Valley of Kailsrun and the Village of Lower Burkwart, the old ruins are little more than pulled down stone being harvested for major buildings in the village. In the Dungeons, there is a secret (The Primer of Magic is scribed on ancient stone walls and a year of study by anyone with Intelligence of 13+ will allow the First level Wizard Class).
9. Puritan Humans — Racial/Religious Purists devoted to the Word of Os (God of Man). They are devoted to the Extermination of the Dwerf (Elf, Dwarf, and Halfling), The Ku (Kobolds, Goblin s), and the Mael.
10. Dwerf — Half-Fiend Fae: Elves (The Albho), Halfings (The Hob), and Dwarves (The Dwerf).

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11. The Guilds — Merchants, Thieves, Artisans, and Craftsmen have made settlement in the rural land away from the Church ruled Capital allowing for considerable growth of the Kingdom.
12. The Anti-Fae Guild — Saw Cool artwork referring to an Anti-Fae Guild. So the Anti-Fae Guild is a secret organization (Human's Only Guild of Dwerg Hunters (assassins mostly)). They are secretly opposed by the Lantern Bearers who operate a thin line as Keepers of the Public Peace.
13. The Vagar — They who wander
14. The Seguir — They who follow
15. The Wiche — The Salt People
16. The Vayn — The Vine People
17. Humans will have access to Wizard (Wicche), Thief (Ghelt), Cleric (Yaga), and Fighter (Arkw) classes (although the names will be distinctly setting oriented). The Dwerg (Arkw, Crusader (Ar Yewo)), the Albho (Forester (Ar Weik)), the Hob (Arkw).
18. The Mael — The bad people. Werewolves, pretty much all the other NPC races capable of being considered sentient outcasts.
19. Os, God of Men — Os came upon the scene several thousand years ago and slew one of the Dwerg Fates

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- (an Immortal of Law) Unfortunately, Os, rather than take the roll as lord of the Dwerf who were lawful (thus keeping the balance) compelled Man to hunt down all Dwerf and exterminate them.
20. The Fate of the Dwerf — Since the Destruction of the Lawful Fate, Many Lawful Dwerf worship the Stone (Avestan). Consequently they are Philosophically Lawful Crusaders. Because it drew on LAW, CHAOS was strengthened by it. The Fate of Chaos found some refuge there and Life flourished in that place, but Norn's Fate is sealed.
 21. Settlement Population Alignment — Alignment of Settlements is now: [Government | 50% Populace | 25% Populace | 12.5% Populace | 6.25% Populace | 3.125% Populace | 3.125% Remainder]
 22. History of Norn — NORN is an isolated world outside the known Dwerf Imperium, It was founded a few millennia back when a Mile long Slave Barge (Spell-jammer) was attacked by Pirates and crashed with a thousand Slaves and slavers onboard. The *Titania* was bound for the Inner Sphere. The Dwerf Slavers became hunted outcasts as Humans pushed them away.
 23. Armillary of Norn — A chart of the planetary system.

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24. Bhelgat — The Kingdom of *Whitegoat*. A Dwerg Kingdom in the Mountains. Notorious for its Snow White Mountain Goats harvested for Fine white Wool, Yoghurt, and Cheese. (They export cheese — the wool is considered sacred and not for lesser peoples). A monastic-religious people, It is a single Citadel on the snowline with 'farmers' in huts across its entirety. In the Mountains of ice at its high end, the Mines reveal the truth of this Monastic kingdom.
25. Village = Byr, Ham, Pag, Teg
26. Avestan, the Worshipped Stone - considered the patriarchal god, is the god of the old monotheist church of the empire.
27. Tig, God of Sky and War.
28. Thunarr, God of Thunder
29. Ker, Goddess of Fertility & Agriculture.
30. Ner, Goddess of Fertility & Water.
31. Vanr, God of Fertility
32. Wat, The Mad God
33. Norn — The Goddess of Fate, also 'the Whisperer'
34. Astu — Goddess of Towns, Guilds, and Crafts
35. Os, God of Demons (considered thus because Os is more of a Spirit entity).
36. Kel — Goddess of the Underworld



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37. Kel: The hidden world (sometimes referred to as the UNDERWORLD although Kel is where all the gods dwell while the UNDERWORLD beneath the earth is the demesne of the Goddess Kel).
38. Adrar Mountains, land of the Thole
39. BrynStan – The Burning Stone (Coal) is mined as an alternative to firewood.
40. Currency – Florin (imperial coin/silver), Guilder (guild coin/gold)
41. Ryfe – The rift storm that burns the sky at the end of each year.
42. Shattered Moon – The moon was destroyed at some point and is a clutter of chunks in orbit. Some are home to 'Spelljammers'.
43. The Underworld – this realm of darkness extends in all direction without limit. The Surface above is separated from that which is 'further down' by giant spheres of mithril that serve as bearings allowing the 'hollow world' to move separate to the outer world.
44. Roads of the fallen empire stretching across the land – forgotten to the past.
45. The Unification War predating even the Empire, this pivotal event marks the first moment of the Imperial Calender

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46. The Ku — Kobolt and Gobelin
47. Servitor Race of the Ancients: Yeti, Sasquatch, Abominable Snowmen, Bigfoot, Wendigo
48. The Vampire trail — a network of Old keeps linked by subterranean tunnels carved deep beneath the lands and seas to allow the free movement of the Vampires.
49. Gargantuan Giant Beetles / Grasshoppers as War-mounts for the Ku.
50. The Brynryfe (Burning Rift) Setting — A post Monotheistic Roman Empire medieval setting.
51. Iron wheel — a Dwarf Fortress with a giant iron waterwheel at a Waterfall that pours directly into the Sea. The Port itself is directly below the Waterfall and the wheel.
52. The War Turtle — a Wooden Tank with a dozen port holes allowing Crossbowmen to fire in all directions from Cover. Invented by the Guild Artisan Crysal Wulf. In the year three hundred and twenty one for the Patrician of Meduna City.
53. Meduna — The once imperial capital is now a Guild City devoted to trade. It is central to all trade on the west coast.
54. Cabidos — Capital of the Kingdom of Luskwalde. It is here in the Imperial Barrow, above the Seaward Stairs



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- that the first Barbarian King of Luskwalde established his Citadel.
55. Guild Artisan Crysal Wulf — Inventor of an assortment of contraptions, from the Woodcut Printery, the Watermill, to the Armoured Tank.
 56. Ships sail the KHAOS SEA between worlds by shackling a Demon to a ship's prow as a figurehead.
 57. Great subterranean aqueduct beneath a desert brings water to the BLACK CITY.
 58. The KHAOS SEA is infinitely deep. The Worlds and Moons that are to be found there are little more than Islands with shallow waters by comparison.
 59. The Leviathan that swims the KHAOS SEA is known by many names like TIAMAT, DAGON, and an assortment of other names yet these are purely the madness of those who encountered the LEVIATHAN and had no understanding of what they saw other than insanity and confusion.
 60. OGRE — Man-eating Giant
 61. KEL is the Hidden World. Yet the subterranean tunnels of the Ku interconnect through it, and the twilight Forests of the Dwerg flourish there beyond the edge of reality. Is it the hidden world? Or is it a boundary between Men and Gods?



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62. The Vrindi Uplands are slowly sinking into the Ocean. These events will begin with earth tremors across a region in which the PCs will start out.
63. Player Participation in the creative process -The players will play the roles of various animals and fight each other in a tournament. The victor of the Battle will become a God of the setting. The these Totem tournaments will be held for each of the twenty regions to determine who has the most sway and over which regions.
64. The Spire of storms — It is here at the South Pole, deep in the eternal darkness of *Shadows-cast* that the World's weather is determined by the interaction of Elementals. It is here that the Lantern Bearers explore the first City, Logopolis: Dead yet Sleeping
65. The Constellations are as Watchtowers against the Chaos of the Void
66. VOIDSPACE — out past the orbiting Star of our world centric star system, is A Void.
67. Patricians and Princes — Most cities are independent states ruled by a Prince or Patrician.
68. The Manuscript of Pankothet — An immortal artefact that appears tattooed on the Skins of Living Beings one Page a millennium. Each Page describes a new

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- magic Spell or a magic Item with instructions on how to enchant or craft it. Consequently there is something of an arms race to acquire these 'pages' resulting in the secrets concentrated in a few hands and thus a monopoly on the knowledge.
69. Dunsmyre — The Great Capital of the Dragon's Head peninsula and Original Capital of the Empire.
 70. The Future of Dunsmyre — The City is rocked by a series of events culminating in the appearance of the Demon Tower on Brynstan Hill in the Brynstan Dystrict. The city is inundated by Evil.
 71. Spell scrolls for clerics are on Carved Sticks of Bone from the previous Clerics of their Immortal. Clerics will thus use 'Prayer-books' that they must pray over to activate a spell written in the book of bones. This means spells are a lot rarer.
 72. The 'Lantern Bearers' must cast their spells from within ten feet of their Lantern — this is their holy symbol.
 73. Technology in the Empire was well developed and as a consequence there are always artefacts of that age — from the Gas Street Lanterns of the Capital that burn a 'Poisonous Miasma' produced through digestion of

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- waste in sewer 'U-Bends' designed to feed subterranean gas storage chambers.
74. New Armour: Ribbed Leather - provides an exoskeleton against physical impact (Leather + 1AC bonus v Impact), ribbed is common in the Aristocracy. Coined Leather —Coins sewn on Leather provide a protection against arrows (Leather + 1AC bonus v Missile), coined is common with barbaric peoples.
75. All Buildings have a Kel aspect (an otherworld existence where Dwerg may reside in concealment of reality) Entry by the Sinister as opposed to the Main door might reveal a tap room filled with Wizards and Trolls rather than mortal folk.
76. Other Dwerg (Troll, Giant); DWERG — TROLD | GEANT
77. The Gnomus — Elemental Creatures of the Earth Element.
78. Naming conventions of the Dwerg — [Clan name] kel [Name]. ex. Yskyny kyl Dyrny (Durani of the Hob clan Askani).
79. Language conventions — The Hob replace a, e, i, o, u with y; The Albho do not pronounce letters 'a' and 'e' and replace them with the partition symbol '. The true Dwerg only use the letter 'e' — a, i, o, u are replaced by

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- j. The Troid and the Geant replace the letters 's' and 'i' with 'f'.
80. Dwerf Clans Names Prefix: Ask-, Bet-, Call-, Dross-, End-, Fall-, Gate-, Hind-. Suffix: -peel, -ani, -ya, -finn, -skora, -belym, -xin, -skyne.
81. The Writing of the Ku – The Ku are moving backward through time. Because their writing is a knot on a string, it has never been understood why or how the language worked. It is simply by untying the knot that they release the memory of an event but they tie a new knot before doing so that others may not go where they go.
82. The Mirrors of the Ku – The Ku truly understood the nature of the chaos between worlds. They crafted mirrors that held the ability to show that which was there. Invisible, Extra-planar, even the secret realm of Kel could all be seen in the mirror.
83. The Asteroid belt is frequented by Pirates with spell-jammers powered by Sails made from the Red wings of Gargantuan Space-faring Dragonflies.
84. Plagues are incurable simply because a virus is a living organism and only a death spell can slay such a living organism. Unfortunately only those capable of



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- surviving a Death spell are capable of surviving the cure.
85. The NECROMANCER has a role in society where it is there task to slay the virus that contaminates food with Death magic.
 86. The NECROMANCER has a role as one who handles bodies, prepares Tombs and crypts.
 87. Plague outbreaks will often be associated with wagon loads of dead (mostly children and the weak). Horror and tragedy are central to the realism and feel of the campaign setting.
 88. Other realistic concepts will be subsidence in dungeons, economic rules, ect.
 89. The Experience Progression of the PC can be made up if the Player writes a short story describing g events of his/her character.
 90. The Signal Bells — A monastic order has built mountain top temples where bells are used to signal between the various temples.
 91. The Mountain of Stan — A cult of Godless Dwerg have been quarrying a Mountain in search of its Heart-stone.
 92. An Artefact can be enchanted by Sacrificing one's self.



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93. A 20th level wizard can enchant a flying vessel or Castle.
94. The Nine — An organization of Villains devoted to testing Heroes to their very limit for some unknown greater Purpose.
95. The NINE work through Agents and Representatives to employ Minor Villains to their purpose.
96. Spelljammer technology is yet to be discovered so what is available is primitive alternative tech.
97. The technology of sewers is long forgotten to the Empire of the past. Modern communities are polluted and filled with disease while old cities have broken down sewer networks that are poorly maintained and patched.
98. Books are unique. Price Range 1,000gp — 10,000gp
99. Knowledge is a National secret — Anyone smuggling 'scientists' or books could face death. Clerics are ever watchful for the theft and movement and discovery of knowledge.
100. Magic must be rediscovered — The Primer is needed to learn and use spells which are scattered world wide.



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TWENTY DUNGEON ARCHETYPES

Many Different Types of Dungeons

Exist

(All Systems) Article by Sean R. Meaney

"Dargo, What is it?" Alphertani the Sorceress held the burning torch aloft in a desperate need to keep the narrow tunnel lit as she conversed with her companion.

"There is something in here with us..." Dargo hoisted his short sword.

"Of course there is! This is a dungeon." Alphertani smiled. "You had me worried."

"It followed us in..."

"He wouldn't!" Alphertani went pale at the thought they had been set up.

The Burning torch rippled with a change in air pressure in acknowledgement of the fact that Lord Teguin had just played them for entertainment.

We all remember the Minotaur Labyrinth beneath the Citadel at Knossos into which a young hero ventured. That was just one of many kinds of Dungeons. Here is a selection of twenty.

1. **The Cell:** Existing entirely within the mind of the victim, this dungeon is filled with every possible fear harboured by the Adventurer.
2. **Dorian's Cave:** This cave harbours a dark secret. It feeds off you taking more and more the longer you dwell within its depths.

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3. **The Bunker:** A fortified position overlooking the outside world where the enemy stands, you only discover too late that the Evil without is nothing compared to the evil further in.
4. **Containment Failure:** This is the all terrible laboratory harbouring a dark virus that has got loose along with an army of Zombie infected.
5. **The Feeding Tube:** This Dungeon seems little more than a funnel designed to direct potential food into the maw of some terrible super-entity like Dagon, lord of the Sea.
6. **Maze-works:** A confused network of tesseract rooms and stairways that wind in all directions forever.
7. **Oublette:** A deep dark hole with the only way in or out the trapdoor in the ceiling. Something that can only be opened from the outside.
8. **Mirror-land:** Every mirror you pass through is a dimensional portal into a new Universe.
9. **Cube:** This moving room is one of many shifting through a three dimensional lattice. Only when the Rooms are in Particular positions do they seem to have traps that activate.
10. **Hellgate:** A door between the normal world and Hell itself. Worse still, the Hellgate can only be locked from the inside.

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11. **The Collapse:** The Hewn or Natural Cave network is a terrible and dangerous place where Subsidence has made survival a problem.
12. **Cheese and the Hamster:** The Adventurer is the prey being stalked by a 'worst case scenario' predator.
13. **Infestation:** Similar to Cheese and the Hamster, this is an overwhelming number of the nasty monsters which if not stopped, will only get worse.
14. **The Prison:** This is a vast Dungeon filled with prisoners and guards. Escape is almost impossible.
15. **Sewer:** Deep beneath the city is a vast network of tunnels filled with crocodiles, rats, snakes, and faecal matter.
16. **The Cistern:** A vast water-store beneath a Metropolis that has secret vaults and aquatic beasts. All of which can only be reached by a small rickety rowboat.
17. **The Necropolis:** A Catacombs of the dead and Undead.
18. **The Tunnel:** Cut through the Earth, it serves as a link to some otherwise inaccessible far off place.
19. **Underdark:** This is a vast network of natural and hewn caves, caverns, tunnels, seas, and rivers extending far beneath the earth.



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20. **Hollow World:** This Cavern is so large it has its own Sun at the centre of the world.



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CHARACTER DEVELOPMENT

THE NON PLAYER CHARACTER

(All D&D editions) article by S.R. Meaney



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"It's Prove the Moneylender...you haven't seen me!"

The NPC has been notoriously ill-developed as a consistent party in the D&D game. While monsters have in-depth exploration of their ecologies, the NPC is little more than a set of stats, light background, and perhaps some character traits to fill out the wading-pool of NPC personality.

Abilities are personality

Asaeran the Sworder has literally fought for survival all his life and his physical abilities and combat cunning are a record of that life. He certainly isn't a public, noisy personality, but in battle, his scared body and severed tongue are of little importance as he destroys his enemies.

Race is personality

The Halflings are physically a small people. While they were treated as children as far back as their earliest contacts with humans, they have nothing but contempt for the assumption. They survived the darkness and fought for their



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own place in the world and expect to be treated as equals or better. For Asaeran the Sworder, being short simply provided him with a better view of his enemy's underbelly.

Character class is personality

Becoming a Fighter had more to do with circumstance than choice. For Asaeran it was 'do or die'. While he wonders what being a farmer, or a wizard, or a cleric would be like, he is a fighter: a disciplined warrior, a master of his weapons and environment, and whether it is the condition of his weapons, the behaviour of those around him, or the slightest unexpected noise, Asaeran is constantly focused on the real world.

Level is personality

The pit fighters of Wardenclwyffe do not leave the pits until they are adults. Consequently they will have fought and survived many times over before they are released as warriors with names.

Alignment is personality

Whether Law, Order, and Organization. Chaos and the Government of one, or Good, Neutral, or Evil; Alignments are all aspects of the Psychological Personality. They are based

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in the education of the individual and the experiences of a lifetime.



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History is personality

While the Halfling people have a long history in peaceful farming, things have changed. For nine centuries one war mongering tyrant and his army after the next have marched across the Halfling lands looting and burning on the way to someplace important. Famine, pestilence, and war have shaped the Halfling People.

Asaeran the Sworder is considered by outsiders an agrarian hick turned child soldier, but being raised in the fight pits of Wardenclyffe from childhood have defined him physically and psychologically in a way that makes him something terrible and furious.

Who is the NPC?

The NPC will be a combination of all the aspects that you find on the character sheet, not just a one word character trait. For Asaeran, A fighter who has not seen outside the fight pit since he was a child, He is strong, agile, healthy, and distinctive (S16, D15, C13, I12, W13, CH5). He values life and has terrible nightmares about his childhood (his most prominent is being attacked by a wolf while he slept in the corner of a pit – and only to kill a little puppy) His fighting prowess is great (level 5), and he is focused on discipline and survival. He is a Halfling with personal and cultural history and knows it is a tactical advantage. But he is also



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unexperienced with life in the wider world. He is Neutral. He hates the anarchy of his culture and despises the cruelty and destruction of life but also values it for the order and stability that it has granted his people.



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Personality Gallery

Moragan Leafai

(D&D 4th Edition) Article by James Holloway

"A fertile glade with tall aspens and broad oaks is what Moragan Leafai calls home. She glides across the crackling fall ground with nary a sound. Her still living willow staff taken from an ancient weeping willow outstretched in her slender hands. Her Eladrin features looking almost too soft. She stands straight-backed in her white dress with gold filigree running in patterns of leaves and trees. Her eyes pierce yours with a very intense stare..."

Moragan leafai is a protector of the wilderness. She chooses not to fight unless there is a great need. Instead she finds adventurous people that are willing to fight on her behalf. If she is attacked she uses her powers to slow down and stop pursuit as she escapes.

She is able to advise and send message to anyone using some of her utility powers and rituals. Thus she makes a great NPC for giving a party an adventure hook. She likes being mysterious and seemingly appearing out of nowhere, then slipping away when no one is watching.



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Name: Moragan Leafai

Race: Eladrin

Class: Druid 9

Build: Guardian Druid

Primal Aspect: Primal Guardian

ABILITY SCORES

Str 10, Con 13, Dex 13, Int

16, Wis 18, Cha 14.

AC: 22 Fort: 15 Reflex: 18 Will: 20

HP: 65 Surges: 8 Surge Value: 16

SKILLS

Insight +13, Nature +13, Perception +15, Arcana +14, Heal +13

FEATS

Ritual Caster, Improved Initiative, Fey Escape, Alertness,

Defensive Mobility, Expert Ritualist

POWERS

At-Will

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Flame Seed, Thorn Whip, Grasping Claws



Encounter

Twisting Vines, Call Lightning, Swirling Winds

Daily

Wind Prison, Wall of Thorns, Entangle

Utility

Obscuring Mist, Black Harbinger

ITEMS

Ritual Book, Summoned Feyweave Armor +4, Earthroot Staff

+2, Potion of Healing (heroic tier) (3)

RITUALS

Animal Messenger, Create Campsite, Water Breathing, Share

Husk, Remove Affliction, Raise Dead, Tree Stride, Ironwood,

Fey Passage, Commune With Nature, Call Wilderness Guide,

Speak with Nature, Animal Friendship, Travelers' Feast, Tree

Shape, Bloom

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TWENTY ADVENTURE IDEAS

Adventure is the Essence of Fantasy Role-playing

(All systems) Article by S.R. Meaney

Avril the Swordsman stared at the notice board.

Goblins raiding villages east of here — bounty of 5gp per head,

Farmers saw a Dragon in the Agricultural heartland — contact

Baron Thurgood in Deepwell, Merchants looking for Caravan

Guards - Contact the Merchant Guild.

"Bugger it!" Avril turned and headed back to the Inn.

Tired of the same old thing? Looking for something

new? Enquire within...

1. THE DOOMWHEEL

"By the gods what is that thing?" Blackdragon and his companions watched from murderer's hill as a mile high wheel of ironwood rolled across the distant Cinderland community of Urglin crushing it.

Lillith fell to her knees in shock.

"My family..." She reached out toward the destroyer with a hand.

Blackdragon gripped her hand.

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"No time. We need to get to Hester's Well before Sun-up."

The Stationary engine belched steam in agreement.

DM Briefing: The Doom-wheel is a terrible steam engine and mobile fortress of ironwood powered by some four hundred and twelve Kobold Druids (each level 13+) bent on exterminating all those who have caused damage to the environment.

2. THE SWARM MASTERS

Cintra Bristol woke to the screams and found herself tied down.

"What?" Her body was bound up in some web cocoon...

A scream came from right next to her and she struggled to turn her head to look.

A large Brain-worm was working on the twitching corpse of her faithful companion animal "The Jade".

Beyond "The Jade" were a hundred Villagers from Sandpoint; most dead and some about to be - the screams mixed with an unfamiliar screeching. They were trapped in the terrible web-hive that had descended on their community during the night.

A shadow loomed over her. It was a faceless creature. It held a Brain-worm which it placed on her head.

Cintra Bristol Screamed with terror.



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DM Briefing: During the night, a flying Web-hive belonging to the Swarm Masters (Doppelgangers) descends on the sleepy village the PCs are spending the night in. The Doppelgangers supported by their assorted Parasite and insect Aberrations capture and devour the locals.

3. THE HARVESTER

Kobold Cleaver waded through the March with the thought of Orc Pie on his mind.

A Cone of Light illuminated him from above.

"Oy? Hoozat?" He struggled to locate the source.

"I wonder if they'll have Orc Pie?" Kobold Cleaver found himself lifted out of the mire and into the sky.

DM Briefing: Lone travellers are being abducted by a 20th level wizard collecting parts for his army of flesh golems. The wizard is in a flying wooden sphere fifty feet diameter.

4. THE CRATER'S HEART

Kruleaide watched as the red star fell from the sky and went down near Thistletop.

"Looks like someone got their wish..."

DM Briefing: A Red Heartstone falls from the sky near Thistletop. Any who visit the crater are attacked by their twin



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(a duplicate of opposite alignment) in a battle to the death. If they perish, the new becomes the old and the deceased vanishes. The Heartstone is buried some twenty feet below the surface and if dug up will have a radius of effect equal to 1 mile.

5. THE GAUNTLET

Elric struggled across the hot sands.

"Water! I need water!" He found a gauntlet. It had obviously been there for a while.

"Yeesh!" Elric shook the bones out and began to dig into the sand with the open end.

It was certainly worth the try.

DM Briefing: The PCs discover a silvery Plate gauntlet in the middle of nowhere. The Gauntlet is apparently non-magical yet when worn will graft itself to the wearer. In time the armour will spread across the wearer's entire body becoming silvery full-plate armour. The armour is alive — a living parasite. Only a wish can separate the armour from its host.

6. THE WARPHUNTER

The village festival was well into the evening when the storm hit. An electrical strike widened and from it emerged a terrible



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fiend restraining a hound.

"Wow! They went all out this year!" The blue Eyed Paladin at the end of the table stared at yellowdingo and shook his head.

DM Briefing: Emerging from a Gate in an electrical storm, a Half-Fiend/Elf named Tharg-ul-takt and his tracking hound (a bound and tormented Blinkdog), are hunting for Artefacts and major wondrous items so he can extract the life force embedded in them by their crafters.

7. THE SHIP

"What's that?" Franco reigned in his horse on the desert sands.

"What's What?" Dalwin pulled up next to him.

"That. There. The thing about a mile long looks like an upturned ship hull."

"Oh That! I'd say it's the up turned hull of a mile long ship in the middle of the desert." Delwin nodded.

"Just so we are clear." Franco nodded.

DM Briefing: The PCs discover the upturned hull of a mile long hundred feet wide ship with ten levels in the middle of the desert.

8. THE MISTS

Franco watched from the Tavern roof as the wall of mist fell



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down Mount Suaro and spilled onto the distant edge of the lake - rolling across its surface like an avalanche a mile high he could only stare at in awe of its power. He had never seen anything like that before.

Franco looked down at the crowded feast-hall below him and tried to get some-ones attention.

"You really got to see this."

The Fisherman Subedo looked up at the lad now standing on the roof above him. He could only wonder what the boy was pointing at as he turned his head to look down toward the fishing boats.

A wall of white smoke was rapidly devouring the lake.

"Madre!"

DM Briefing: A terrible mist descends across the lands. It provides an otherworldly connection allowing planar creatures to exist anywhere the mists have spread. The Mists have spilled from a broken Dimensional gate seal in a temple in the mountains. Apparently Adventurers have breached the wrong Seal to the wrong hell and this part of the world is going to pay for it.

9. THE HUNGRY REEF

"What the Turnip do you mean you didn't notice the reef?"

Captain Kruleaide gripped his first mate by the tunic and



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looked in his haunted eyes.

"They had my children... They were out there on the water with my children."

"What is wrong with you man?" First Mate Durn was crying.

"Out there. They killed my children..." Durn pulled free and went over the side cutting his own throat.

"Durn!" The first mate was gone and the ship was grounded on a reef.

Captain Kruelaide knew that what ever it was that had lured Durn to his doom would not be kindly to the rest of the crew.

DM Briefing: An undead Brain coral influences the crew of a ship to run onto its reef. It has some mental ability and is able to manipulate minds by tormenting victims with ghosts.

10. THE ARCHIVE OF BONE

"Archivist Seph-ir-oth, we must now seek the fishing village of Sandpoint. The people there may know of what we seek."

Archivist Seph-ir-oth nodded in agreement at Scholar Sil-Ith-Nurr.

"Yes. We will bring up the hounds and seek out their graveyards tonight."

DM Briefing: A ship of bone almost a thousand feet long and a hundred feet wide crewed by Lamia runs aground on a

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coastline. The ship is a storehouse of the dead which the Lamia Clerics have been using to learn information from. They have an extensive library of three thousand corpses and are looking for more. They lead a raid on the graveyard of the local community harvesting all the dead. Hounds are half fiendish elves.

11. THE IRON MAN

Nick Logue looked up from his turnips. There was a distant rumble of thunder.

Coming out of the clouds was a terrible fireball.

"Sue! Save the cooking pots!" Farmer Logue Screamed as he ran.

"What?" Sue leaned out of the straw hut farmhouse to find what Nick was yelling.

The fireball devoured the farmhouse on impact throwing Sue toward the Turnip Field.

Nick ran to her.

As the dust settled the huge object unfolded becoming a gargantuan Iron man.

"Well I'll be a..." Turnip farmer Logue and his lady Sue were crushed beneath an iron foot.

"THE WEAK SHALL PERISH." The voice boomed.

The iron man walked toward one of the other farmsteads.

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DM Briefing: A gargantuan Iron Man falls from the sky. It begins crushing the local populace and destroying their farms.

12. WHALEHUNTER

"Faster! Ya! Ya!" Now standing in the Wagon, Jacob pushed the horses to all haste.

It soared overhead in all its majestic horror, banked, turned, and came down the road toward him with its great mouth open as though it were feeding on a great shoal of fish.

James Jacob could only watch as the ghostly whale sailed out of the sky and swallowed his horses whole.

DM Briefing: The adventurers encounter a Gargantuan Ghost Whale that flies through the sky devouring everything. It is an unusual encounter in that it happens overland.

13. HEROES ON THE DAY

"For Deeds above and beyond the call of Duty to the Monarchy!" Baron Thurgood held the Medallion aloft before the gathered crowd and turned toward its deserving recipient. Patriarch Jernlo looked out over the gathered crowd of ten surviving Guardsmen as Baron Thurgood placed the Medallion of Bravery around his neck and applauded the way he sent a hundred of his Watchmen to rescue Princess Lavine from the



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Bandits who Seized her Palanquin on the Kings Road.



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DM Briefing: A Hundred Guardsmen (the PCs amongst their numbers) are sent to rescue Princess Lavine from Bandits who have taken her Palanquin on the Kings Road.

14. THE WHEELQUARRY OF DUUM

Blackdragon stared at the great slot cut in the side of the mountain from which led the wheel-track of crushed and fused Glass.

"I think this is where they built the Doomwheel."

"You think?" Lillith stared at Blackdragon in anger.

Blackdragon ignored the slight. He knew she was angry because he had stopped her at Urglin and dragged her to the safety of Hester's Well.

They began their ascent toward the Wheel-quarry. With hope they would find its secrets.

DM Briefing: Penetrating the Wheelquarry of Duum (where the Granite wheel was quarried for the Doomwheel) is no mean feat. While some four hundred and twelve Kobold Druids (each 13+ levels) are now aboard the Doomwheel, numerous minions and creatures associated with the previous occupation



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by those four hundred and twelve name-level Druids dwell in the currently 'abandoned' Quarry within the mountain.



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15. THE CODEX OF INFINITE PLANES

As they indulged themselves in the Summer festival, Dalwin and Gergim were soon confronted by the traditional burning of a Giant straw man...then as it was engulfed in fire, it was as though the pop and crackle of the burning ceased and the world around them went silent.

*A deep singing in an unknown throat soon became a voice:
"...and the two strong slaves lifted it from the back of the Beast.*

Thereupon I commanded the Brazen Portals to be brought low, and they were wrenched from their hinges and rang upon the stone. The Efreet howled in fear and fled when I caused the page to be read, and the Beast passed into the City of Brass. Now was I, Tzunk, Master of the Plane of Molten Skies. With sure hand I closed Yagrax's Tome, dreading to..."

Fire arced from its eyes in a blinding flash and the beam seemed to strike an assortment of villagers in the celebrating crowd.

The sound of the normal world returned and the celebration

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continued uninterrupted except by a few and then more drifting away from the crowd.



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DM Briefing: The Voice described the Codex of Infinite Planes. The 99 villagers struck by light will be dead before the celebration ends. Each is now scribed with one of the 99 damned pages from the Codex of Infinite Planes, head to toe. Someone has attempted to destroy the Artefact and Failed. It has hurled itself across Possibility the only way it could. Now anyone examining the skin of a victim has 1% chance (per "Page" examined) of meeting with a terrible fate - beginning with the Mortician/Cleric inspecting the Bodies.

16. PASHA'S WOLVES

Dewer was dragged from his cell out onto deck and dropped at the feet of the ship's Captain.

"Here is your choice. Die or Join the Crew." The sound of fingers snapping together were quickly followed by Dewer being dragged toward the edge of the ship.

"I'd rather Die!" Dewer found himself instantly hoisted over the edge and into the water.

Cocheta could only listen in horror as her friend began screaming at the furious attack of leeches.

"I'll join." Pasha smiled.



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"Welcome aboard."

DM Briefing: The PCs are recruited into the crew of the Savage Pirate Pasha.

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17. EVERY DOG HIS DAY

Bailiff Yano leaned on his Greatsword and smiled at the gathered elves.

"It has come to the attention of Baron Alvard De Johns that you have failed to pay taxes to the De Johns Family for the last five hundred years."

"Who?" Luca Sapwood stood up from examining his latest crop of Potatoes, his compatriots with him.

"Baron Alvard De Johns! His Family have held claim over these lands for many centuries. And you elf pig have failed to pay Tax!"

Sapwood shook his head in ignorance.

Emile Sapwood clicked with awareness.

"You remember...that bandit chap with the horses...we cemented his skull into the stonework above the fireplace about fifty years after the wretch burned down the Barn." Luca remembered pointing a finger and focused his attention on the fellow with the Sword.

"Cepio the Degenerate! I guess he changed the family name."

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"Barons you say...well! well!. They have come a long way from baby raping bandits..."

DM Briefing: Someone shows up to collect tithe on the PC's Potato farm for their last five hundred years of untaxed bliss.

18. FERRIS'S WHEEL

Derwood stared at the great iron wheel with suspended seats that towered over the festival.

"The Ferris built it." Jain Harow joined her companion.

"Yep!" Ferris Sanna Jeroni smiled at her handiwork.

"And I'll pay you a copper piece a ride, all you have to do is walk up the perpetual staircase on the Hamster deck and go and stop when I blow the whistle."

"What's a Hamster?"

"Nuthin. Its just a Gnomish term..."

DM Briefing: At a Holyday Festival at Sandpoint a Ferris offers rides on a Ferris's Wheel. During the festival the wheel opens a vortex and a hundred furry giant rodents descend on the festival.

The Ferris pleads innocent of the sorcery and it is up to the PCs to find out where they came from and who did it.



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19. VILLAGE WATCHDOG



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The instant Kaver the Mercenary entered the Village tavern he found himself confronted by weapons. In the Dark of the Taproom, he could just make out the pale form of a young woman suspended from the ceiling in a cage. Was she pointing at him?

"We don't like your kind here!" The Barkeep was insistent.

DM Briefing: A half elf Paladin is kept in a Cage suspended from the ceiling of the Village Tavern as a Watchdog against evil.



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20. THE BEAST

Adel the Monk hurried down the carved timber clad corridor toward the Chapel. Being late for morning prayers was a serious failing in a young monk. A noise: Sssss!

The barbed appendage swung down from the darkness and skewered Adel through the back lifting him off the ground. Adel drowned in the moment of his death as he came face to face with a horror the likes of which he had never know in any of his holy books.

DM Briefing: A terrible creature begins hunting Monks in a



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Monastery located within a crowded city. The Monastery has eight floors and is Heavy timber and stone.



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Skill Conduit Contest

How Skill Conduit Contests Work

(D&D 4th Edition) article by James Holloway
(Skill conduit contest rules reprinted with permission from
Dark Spire©)

"The dwarf reaches upwards willing his hands to close on rock after rock as he scales the barren cliff side. He reaches up and without thinking begins to pull himself up. Suddenly scree and rocks tumble down and he loses a handhold on one of the rocks. With willpower alone he reaches upward and grasps the edge of a tree root pulling him to safety."

Skill challenges are best used when the outcome is along a single line, or when a DM wants to fast forward through what could be an arduous storytelling experience. The reason they are not good to use in all situations is that they almost completely randomize what can be a very dynamic and interesting storytelling mechanic.

Here is how to use a skill conduit contest to make the process seem more dynamic while still giving the characters options and choices and plenty of roleplaying opportunities.

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First decide on the goals. Usually it is best to have at least three different outcomes. For example for climbing a treacherous cliff in the baking heat of the sun would have as outcomes:

- Fall down and have to start over
- Climb up the cliff fast
- Climb up the cliff slow

Once we have determined our outcomes we then decide on appropriate skills. Usually you want skills that everyone can excel at or you want to set the DC low enough that an untrained character with a low ability score of that level has at least a 50% chance of succeeding for level 1 this would be a -1 bonus so 50% chance would be a DC of 9. You can increase or decrease this to simulate an easy or difficult challenge. Let the players choose which skills to use each round of the skill conduit contest. For our level 1 example we will use the following skills:

- Athletics DC 15
- Acrobatics DC 16
- Endurance DC 11

Now we must come up with several situational modifiers, you want at least one or two of these:

- Due to the sun splashing down each player that can't cool themselves gets a -2 to any check they make.

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- Small size characters or characters particularly adapted to climbing get a +2 to any check they make (this includes power usage to assist)
- Characters with ropes or other climbing gear get a +3 to any checks.

Next you come up with some situations that will happen to one or more characters either based on a requirement, or by choosing randomly between the characters:

- One random character grabs for a handhold and the rock or root pulls free and tumbles down. That character must make an immediate acrobatics check at DC 13 or lose a handhold. If more than one handhold is lost the character falls. All characters climbing below get a -1 to their next check because of the falling debris.
- The first character that fails a passive perception check grabs for a tree root only to realize that it is a snake. The snake makes an attack at +3 vs.

Reflex. If it is a hit the character must make an immediate saving throw or they lose their handhold. If a character loses more than one handhold they fall.



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On a hit the character takes 4 points of poison damage.



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After this we allow the players to have a few options based on which path they choose to take. This can be different for other contests but usually equates to a higher DC path that takes less checks, or a path that takes more checks but has a lower DC:

- Shorter cliff with less handholds — Increase the DC of checks by +4. Checks: 6
- Taller cliff with many rocky protrusions and roots — Decrease the DC of checks by -3. Checks: 8

Finally we set win conditions. These can be anything that you want, but usually they are something along the lines of no more than X failed checks in a row:

- Success no more than 3 failed checks in a row.
- Failure more than 3 failed checks in a row.

And that's how you create a skill conduit contest. For ease of use the complete challenge will follow:

Climbing a Cliff

"The cliff stretches up before you. There is a section of cliff that is shorter than the others, but seems much more difficult to climb and another area that seems much easier to



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climb but is much taller. The sun beats down on you beading sweat on your brow."

Level: 1

500xp

Skills: Athletics DC 15, Acrobatics DC 16, Endurance DC 11

Situations

Cool Down — Due to the sun splashing down each player that can't cool themselves gets a -2 to any check they make.

Adaptable Climbers - Small size characters or characters particularly adapted to climbing get a +2 to any check they make (this includes power usage to assist)

Prepared Climbers - Characters with ropes or other climbing gear get a +3 to any checks.

Circumstances

Loose Debris - One random character grabs for a handhold and the rock or root pulls free and tumbles down. That character must make an immediate acrobatics check at DC 13 or lose a handhold. If more than one handhold is lost the character falls. All characters climbing below get a -1 to their next check because of the falling debris.

Once Bitten - The first character that fails a passive perception check grabs for a tree root only to realize that it is a snake. The snake makes an attack at +3 vs.



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Reflex. If it is a hit the character must make an immediate saving throw or they lose their handhold. If a character loses more than one handhold they fall. On a hit the character takes 4 points of poison damage.

Conduits

Shorter cliff with less handholds — Increase the DC of checks by +4. Checks: 6

Taller cliff with many rocky protrusions and roots — Decrease the DC of checks by -3. Checks: 8

Victory Condition

No more than 3 failed checks in a row. If a character fails more than 3 checks in a row they tumble to the bottom and lose 1 healing surge.



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A Homebrew Magic Item

Boots of Stability

(D&D 4th Edition) Article by James Holloway

"The cackling wizard waved his hand causing a great

wind to pick up and throw dust swirling through the air.

Expecting to see the halfling flung across the room he was

surprised to see the halfling slide a few feet while covering his

face with his arms..."

Boots of stability

Level 3

"Your slide is lessened by several feet."

Item Slot: Feet 680gp

Property: Reduce push effects of powers that target you by 1 (minimum 1).

Power (Daily): immediate interrupt. You can choose to be pushed only 1 square regardless of the effect of a push.



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Fascinating Talent

Flare

(D&D 4th Edition) Article by James Holloway

"The wizard throws up his hand just as the Orc is bringing his axe to bear. A flash of blinding light throws the orcs aim off as the wizard retreats behind his warrior friend..."

Flare

Wizard Attack 1

"A flash of light momentarily distracts your enemy."

At-Will ♦ Arcane, Radiant

Standard Action

Close

Target: One adjacent enemy

Attack: Intelligence vs. Reflex

Hit: 1d4 + intelligence modifier radiant damage.

Effect: The target is blinded until the end of your turn.



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Letters from the Editors

Some perspective from Lokiare

(Letter) Article by James Holloway

Well this is our first issue of Friar's Almanac we hope you enjoy it. One of the main reasons I've decided to help put out the Friar's Almanac was that other magazines like Dungeon© and Dragon© magazines just didn't have the kind of crunch to keep me interested. Sometimes they were more than 50% previews of other Wizards of the Coast© products, other times they had campaign specific articles that for my purposes were just wasted pages. That's not to say they put out bad material because they don't. It's that it is geared toward a specific audience and people like me are just not part of that audience.



will also
of the Coast©
think. Yes you

The adventures in
Dungeon© magazine for the
most part are "Dungeon
Delves" or what we used to
call them back in the old
editions "Hack-n-Slash"
dungeon crawls. While there
is nothing wrong with a
good "Dungeon Delve" every
once in a while they are just
not that much fun every time
you play. We are committed
to bringing you content each
lunar cycle that you can use in
ANY campaign setting. We
try to take a look at other Wizards
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the products and tell you what's broken, what's good, and what's not. We want to take a look at 3rd party products as well and review them. So if you have a 3rd party product that you want reviewed send us a copy and we'll review it and throw an article in next cycles magazine.

This is James Holloway saying keep roleplaying and rollplaying balanced til next cycle!

Lokiare
James Holloway

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Character Creation

Core Race and Core Class combinations

(D&D 4th Edition) Article by James Holloway

There is no denying that certain combinations of the core races and classes make great characters. I know a lot of players like to mix and match just to see what happens or to create a roleplaying "challenge", but for the rest of us we kind of like our characters to be effective in combat and other situations. So here we will take a look at some good combinations and explain why they are good.

Dragonborn

If you look at the PLAYERS HANDBOOK[©] you can see that Dragonborn are good at the warrior, paladin, and fighter classes. This is obviously just matching their ability score bonuses with the primary ability scores of the classes.

Let's take a second look though. Why wouldn't a Dragonborn make a good Warlock? The answer is they would make great Warlocks. They not only get an attack bonus when bloodied, they get a bonus to their healing surge value as well as a minor action area attack that can be enhanced with feats. A Warlock's primary ability is charisma which Dragonborn get a +2 bonus on character creation. The second ability that Warlocks need is constitution, which happens to enhance a Dragonborn's healing surge value, and some of the Warlock's powers use constitution for secondary effects. This means the

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Dragonborn could put their two highest scores in charisma and constitution and have a very good Warlock.

Dwarves

Dwarves make excellent Paladin's, Cleric's, and Fighters. This is again because the ability score bonuses of the Dwarf match the primary scores of the classes.

Again what other class can a dwarf do well in? How about a Dwarven Wizard? I know what you're thinking "my dwarf isn't going to be no Wizard", but why not. Their wisdom bonus matches one of the primary abilities of the wizard. They get more hit points which bolster the wizard's lower hit points. They get some weapon proficiencies which allow the wizard to use real weapons. They can use their Dwarven resilience to allow them to use a power, a move, and a second wind all in the same round. They also are difficult to push pull and slide which makes it much easier to stand behind the fighter. If you maxed out wisdom and got a +5 bonus from it and used Thunderwave, which has an area of blast 3, and pushed enemies back you would do it by 5 squares at first level which is pretty nice. Not to mention all of the other powers that has secondary effects from wisdom. Orb of imposition with a high wisdom is extremely nice since they subtract your wisdom modifier from their saving throw for effects that have saving throws. This means -5 at first level which drops the chance from about 48% success to 25% success. At the higher levels with a good Orb and pumping wisdom up at every opportunity you can almost drop that chance to 0%.



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Roleplaying

Meta-Game Thinking

(All systems) Article by James Holloway

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Why is meta-game thinking bad? Well let's first discuss what meta-game thinking is. I once had a player that decided to make his sword magnetic. He took a lot of hempen rope and rubbed it along the sword in a single direction. This caused the sword to become polarized and magnetic. Why would a medieval warrior resort to something like that? Sure they are not all brutish numbskulls, but where would a warrior pick up that kind of information. A wizard might know about something like that, but probably not. A warrior would have no clue. This in essence is meta-game thinking. Whenever a player brings knowledge to their character that the character couldn't possibly know is meta-game thinking. This could be as simple as knowing from other characters actions where a trap is, even though his character wasn't present when the trap was set off.

One way to discourage meta-game thinking is to just flat out say that the character couldn't possibly know that information. This is usually what happens in most cases. Some DMs find this to be a little on the cheap side though. Some of the best ways to discourage meta-game thinking is to encourage roleplaying. This helps put the player in the shoes of their character. Using phrases such as "what do you do?" are not the best way to encourage roleplaying. A phrase such as "Jorellen, you are surrounded by bats and blinded. A nameless fear creeps into your mind. What does Jorellen do?" encourages much more roleplaying than the previous question.

I always give out an experience reward for players that give up obvious game advantages for the sake of roleplaying. I once had a player that ran past two monsters and



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took opportunity attacks in order to save an innocent bystander from certain doom. I gave them a good experience bonus for that one. So giving experience can lessen the meta-game thinking.

Whether you just flat out refuse meta-game players their actions, ask roleplaying questions, or give experience for giving up game advantages you can curb meta-game thinking.



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Rollplaying

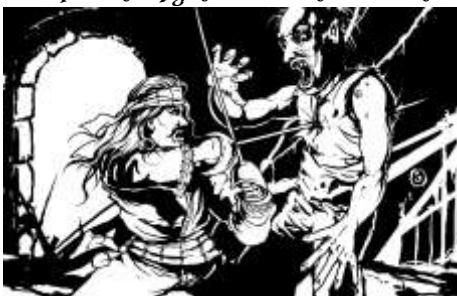
Useless and Useful powers

(D&D 4th Edition) article by James Holloway

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There are a lot of people that complain about the way certain powers are worded or designed. This is because after a few levels these at-will powers become nearly useless. An example is the fighters "Sure Strike" and the rangers "Careful



Attack" powers. At about level four or so these powers start to lose value. Around level seven they become completely useless. Your bonus from your level

makes more of a difference than the +2 bonus of these powers do. An average monster at level seven has an AC of 21. The attack bonus of a fighter at the same level is around (strength +4, 1/2 level +3, weapon proficiency +2, weapon talent +1, magic weapon +2) +12. So a fighter would need to roll a 9 on a 20 sided dice to hit the average foe. With Sure Strike the fighter only need a 7, but they are giving up their damage bonus of +6 in order to have just a slightly better chance of hitting. For the most part it is just not worth it. The ranger is even better off using Twin Strike each round instead of Careful Attack. A difference of 2 points to do a potential double amount of damage is a great trade off. How can we make these powers usable at any level?

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Allow me to show you. Replace those powers with these powers:

Certain Hit

You strike with precision but lose power

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength + 1/2 level or +2 whichever is greater vs. AC

Hit: 1[W] damage.

Increase damage to 2[W] at 21st level.

Vigilant Assault

You carefully wait for an opening in your enemy's defences before striking

At-Will ♦ Martial, Weapon

Standard Action Melee or Ranged weapon

Requirement: You must be wielding two melee weapons or a ranged weapon.

Target: One creature

Attack: Strength + 1/2 level or +2 whichever is higher vs. AC (melee) or Dexterity + 1/2 level or +2 whichever is higher vs. AC (ranged).

Hit: 1 [W] damage (melee) or 1[W] damage (ranged)

Increase damage to 2[W] (melee) or 2[W] (ranged) at 21st level.



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Electronic D&D

Rating system: (lowest) D4, D6, D8, D10, D12, D20 (highest)

Preview: inCombat4E, web based
combat tracker.

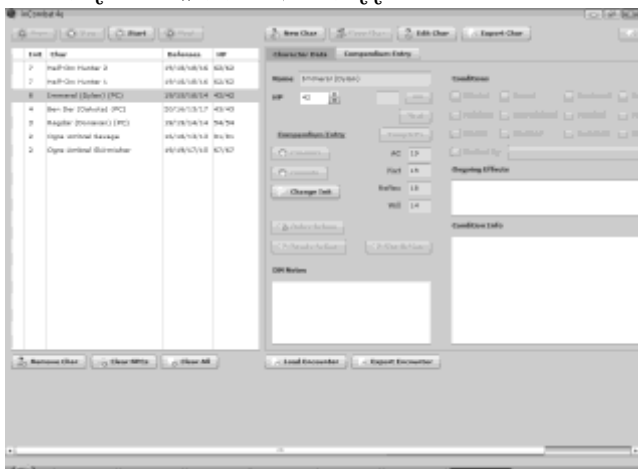
D12

(D&D 4th Edition) article by James Holloway

What kind of offerings do 3rd party developers have for *Dungeons and Dragons 4th Edition*? For the most part there are some ok software solutions out there, but mostly the things you find are not up to par. inCombat4E is not one of those products. Looking at Beta version 0.93 we see that inCombat4E is a web based combat tracker.

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At first glance you might say why would I need a combat tracker? In smaller battles it might not be apparent. In a larger combat with say seven to nine monsters fighting against a party of four to six players it can get difficult to manage. The Adobe Air application inCombat4E allows you to

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enter a number of characters and monsters. It then allows you to save them as an "encounter". You can load up multiple encounters at one time. So this allows you to easily load up your player's party, and any encounter you want with minimal difficulty.

You can set status effects, like blinded, with a click of a mouse. If you want to be reminded when to take them off there is a handy set timer button that allows you to set a reminder for just about anything. Included is the statistic tracking of each of the defences and hit points for each character and monster. inCombat4E shows you when you are bloodied or knocked out. When you are bloodied your name and statistics show up in red. When you are knocked out (0 or less hp) you have a line drawn through your statistics.

The program even allows you to re-order initiative by clicking a button and typing the new initiative. It tracks temporary hit points. It simplifies this by allowing you to tell the program how many hp to take off, and it takes it off the temporary first, and then takes it off the regular hp. You can see how many temporary hit points you have by simply looking at the statistics on the left. It shows it in the format "hit points + temporary hit points / maximum hit points".

inCombat4E even allows you to link directly the Wizards of the Coast compendium entries. Then later you can click the link and pull up that entry. This is a great application and it speeds up combat a lot. My personal experience is that it sped up my combat by at least 50%. So if you are looking for a way to speed up combat, keep track of everyone, and not have to worry too much about tracking the hit points of monsters and characters alike inCombat4E is the way to go. You can get it from <http://laughterforever.com/inCombat/>. It comes in a web only format, and an Adobe Air downloadable version for offline usage. I have to give this one a rating of D12 because it is very useful. It is still in beta and if a few more features can be added and a few bugs ironed out it might go on to earn a D20 (the highest rating).



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Review: Dungeons and Dragons Insider Character Builder

D6

(D&D 4th Edition) article by James Holloway

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The Dungeons and Dragons 4th Edition character builder is a very good attempt at creating a program that incorporates every aspect of Dungeons and Dragons 4th Edition into a software product. With this program you can create characters of level one to thirty with little or no problem. All of the options are available (assuming you have a subscription to Dungeons and Dragons Insider and keep the program updated) right up to the newest books that come out from Wizards of the Coast. This means you can add any official race, class, feat, power, class feature, item, ritual, or anything else you can think of.

It even calculates your attack and damage rolls based on which weapons you own. The character sheet is customizable and allows you to show or hide additional weapons for each power. It allows you to pick a portrait from a file which means you can choose from the stock photos or you can use custom images.

While this is great for Dungeon Masters and Players that want to use the rules exactly as they are, those of us that have third party products cannot easily incorporate them into the program. This means that the program won't incorporate any special modifiers or dice rolls to any of the powers or feats thus making this tool nearly useless for house rule players or players that use 3rd party products. Overall I'd have to give this one a D6 for usefulness because of the custom content issue and the monthly cost associated with updating it.



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Review: Dungeons and Dragons Insider Adventure Tools and Monster Builder D10

(D&D 4th Edition) article by James Holloway

The touted Adventure Tools have been the most recent focus of Wizards of the Coast programming efforts to date. They are meant to be a set of tools that allow players and DMs alike to create custom content and speed up games. They are supposed to help with running campaigns and keeping the information about those campaigns and adventures.

The first of the adventure tools is the Monster Builder. This tool allows you to look up every monster that has been put out so far and put it into a "holding pen" where you can drag and drop powers into custom monsters. You can also print out anything that you have in the holding pen be it monsters, powers, or anything else.

Some of the good things about the monster builder is that it allows you to create completely new monsters from scratch. It even goes so far as to calculate attack bonuses and damage rolls based on role and level. This alone makes this a time saver, but wait there's more. You can drag and drop powers from other monsters onto the new creature you are creating and it automatically re-calculates the attack bonuses and damage rolls.

Of course it is still in beta, so a few bugs are going to crop up. One such bug is when you type something into the attack bonus description box of a power and then later remove it. A set of parenthesis are left in the monsters description. Also special vulnerabilities and resistances show a '0' when they shouldn't as in "Resist 0 half damage from blunt weapons".

Overall though the product works very well and is a great asset to many DMs that don't want to have to recalculate

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their attacks when stealing powers from other monsters. Because it is still in beta I won't give it a higher rating than D10, but if those bugs are fixed and a few more features are added, I would be willing to give it a D12 rating.



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Fiend of the Age

Black Slime Worm and its Tendrils

(D&D 4th Edition) Article by James Holloway



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Black Slime Worm

Large natural Beast

Initiative +4

HP 208; **Bloodied** 104

AC 18; **Fortitude** 16; **Reflex** 17; **Will** 15

Speed 3

Action Points 2

Melee (Basic) **Body Slam** (standard; at-will)

The Black Slime Worm slams its body down on top of you.

Reach 2; +10 vs. AC; 1d10+4 damage.

Melee **Swallow** (standard; recharge 5) * see text

The Black Slime Worm tries to swallow you whole.

Reach 2; +10 vs. AC; 3d8+4 damage and makes a secondary attack.

Secondary Attack: +8 vs. Reflex; the target is swallowed. The target can use unarmed or one handed weapons to attack the Black Slime Worm. Each round the target remains swallowed they take 1d8+4 acid damage.

Tendril Regeneration (minor; recharge 4) * healing

The tendril begins to move again.

A Black Slime Tendril that was at 0 or less hp is revived at half hit points.

Alignment Unaligned

Skills Acrobatics +9

Str 12 (+3)

Dex 15 (+4)

Wis 6 (--)

Con 12 (+3)

Int 3 (-2)

Cha 6 (--)

Languages —

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Black Slime Tendril

Medium natural beast

Initiative +6

HP 70; **Bloodied** 35

AC 15; **Fortitude** 15; **Reflex** 16; **Will** 14

Speed 6

Action Points 1

(Basic) **Slime Whip** (standard; at-will; burst 10; one enemy in burst)

The slimy tendril whips outward slamming into an enemy.
+10 vs. AC; 1d10 + 3 damage.

Feed me (standard; recharge 6) * Force

The Black Slime Tendril slams into you forcing you closer to the Black Slime Worm.

+8 vs. Fortitude; 2d10+3 damage and the target is slid adjacent to the Black Slime Worm

Main Body Death (immediate reaction)

The Black Slime Tendril drops dead.

When the Black Slime Worm dies this Black Slime Tendril also dies.

Alignment Unaligned

Str 11 (+1)

Con 11 (+1)

Dex 20 (+6)

Int 2 (-3)

Languages —

Wis 5 (-2)

Cha 5 (-2)

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In Lands Where Chaos Reigns

Handling Campaign Events

(Any RPG) Article by Sean Meaney



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It is at this point that many Dungeon Masters find themselves in trouble. Many don't know how to keep track of group objects nor reason group-dependant event outcomes.

APPLYING A MESH

We apply a mesh to our campaign map linking every point of light including the small isolated locations that may have already fallen off the map. A temple buried millennia beneath a hill of dirt and trees thanks to a landslide far in the past may not seem like a point of light but it is as much a point of light as a cave behind a water fall and a fishing village on a stretch of isolated coastline. This allows us to use a simple hexagonal grid which we can lay over the campaign world.

We can also apply this mesh to a city and place on it the diverse buildings and locations relevant to an adventure.

POINTS ON A MESH

Just because a location is a point of light in a wilderness of chaos and darkness doesn't mean it is any safer. So we are free to pretty much put every location that is known and leave holes where anything could be going on because even a ruined castle can be safer than the village it overlooks. For the most part those points on the mesh are stationary but not always.

- The peatbogs located at the south-east end of Penn valley which conceal an entrance to the shrine currently buried



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beneath the hill beyond it.

- The point in muddy wood where the trail from the village of muddy meets the old road.
- The horse fair located outside the walls of Ryun (which can move to another settlement if Master Thaket decrees it).

OBJECTS IN MOTION

These are the source of those events that will affect all those points of light to be found sitting across your mesh. When they are interacted with during the ongoing campaign and under what grounds they will show up.

A CATAclySM COMMEtH

It is best to work backwards from the big picture, so let us look at the end of the World. Our cataclysm choice for the coming millennia of the campaign setting is the death of the Moon. Now we look at the role of the moon in our campaign setting. She keeps the tides moving in and out and the Werewolves get one night a lunar month to roam the country side; but what of our Cataclysm?

Something is hurtling out of the darkness of the heavens and it will collide with the Moon and destroy it utterly. The PCs will have front row seats to the destruction of their home world.

THE FALLOUT

This is the world affecting stuff that is going to happen in our campaign world as a direct consequence of the destruction of the Moon.

- Freed from the lunar cycle that has dominated their world



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since the beginning, Werewolves are now unleashed to transform freely every night. No longer will they be the enraged and rabid beast with little to no control over their actions.



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- Every night will become a Moonless night. This will make every night a night in which the forces of chaos are able to move about freely. The imbalance that once favoured Civilization is now balanced out. Chaos once again rules the night.

- The tides cease to function as the lunar cycle ends. From this point onward, oceans begin to stagnate and corrupt. This is going to be the basis for the emergence of a dark and corrupt sea-god later in the campaign.

There are many effects due to the presence of the Moon but these three will immediately exert themselves on the campaign world so they have the most relevance to the lives of the PCs.

LARGE OBJECTS ORBIT THE HUGE

Now that we have our world-shattering Cataclysm, we can look at the large objects in motion about our Cataclysm. These create change on our campaign.

- The Warlord of the Shad has been troubled for several months by dreams that he is going to be attacked by Werewolves in his bedchambers. He has decided to invade the Kingdom of Isolde and (having armed his Skeleton Woodsmen with Axes of Axe-stone) log the forest of Wolves in order to exterminate the Werewolf population that is known to dwell there. Secondly, all harvested wood found there will be converted to charcoal for use in the smelting of iron ore and the manufacture of iron weapons to fight the War he knows

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will come from his actions.

- The worshipers of the Stranger have roamed the world in search of the ancient temples that existed when the forgotten one was known. They know that the coming of the Stranger will not go unnoticed. A number have financed bounties and others have advocated the slaughter of known Witches (they have done this through agents in assorted churches and merchant houses over the last few centuries) creating a culture of religious paranoia and fear in many towns and villages. Witch burnings have been on a slow rise and what records there are describe most as children who have gone insane — a few spoke of dreams about wolf-men on a moonless night, others screaming, driven mad by the lack of sleep, but many more were simply the victims of hysteria.

THE SMALL ORBITS THE LARGE

The players will notice otherwise localized events are appearing on the mesh at odd moments and locations. Small objects are orbiting a larger object and every so often the larger object changes dropping these small objects onto the mesh where they create events related to their nature.

- Thanks to the war, werewolves have been pushed across the border into this kingdom because their forest has been cleared for firewood by the raiding army. They have attacked the village of muddy and the entire village is infected. They have come through muddy wood down the old road from Kailsford (the citizens there are still being terrorized by attacks). The werewolves have cut the old road at the north end where it passes through the Muddy-wood. Isolated Kailsford sits on the old road about halfway through the Muddy-wood.

- The kobolds sniffing around the peatbogs at the far end of Penn valley are looking for ancient weapons abandoned in the



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bog, they are resisting the presence of the werewolves in the Muddy wood (our local area — near the old road where it cuts north into Muddy-wood. They can become part of the PC's dynamic depending on how the initial interaction is handled. Good diplomacy may provide intelligence, trade, and even a future of relations. Violence on the other hand may provide may provide little more than a few very old bog-weapons. destroying the kobolds will remove their presence as a resistor to the activities of the werewolves in this region and will ultimately prove to be a problem at a later date when the pc's are too overcommitted to hold back the tide of evil on multiple fronts.

- Slavers have been active in the last few months just north of the river Kail. Currently they are planning to sweep up the old road, enslave the populace, and invade our local valley. They will then pull out all the stone plundered from the castle ruins to build some of the village buildings (in our village of pigpen) and rebuild the castle. There is enough stone to build a small castle, and they will use labourers to fell pines for the construction of a wooden wall and dirt palisade. The villagers will be located to a slaver stockade at the foot of the old quarry face below the castle.

- The green smoke coming from the ruins is Sherm the gnome is brewing green ale. He must brew the ale in the ruins for several reasons. Firstly because the village elders banned him from doing so in the village limits and secondly because of the green slime found a dungeon wall below the surface. PCs or some militia NPC may think that Sherm was acting with the slavers to draw off the militia. At the time of the attack. Sherm claims the ale has been ordered by a wizard living in a tower somewhere in the forest because his regular supply has been disrupted.

OBJECTS ORBITING THEMSELVES

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Of course there is always a group of objects orbiting a common centre where no such larger object exists. This can be seen as unrelated events interacting with each other to make it look like there is a larger conspiracy going on yet it can be the orbital debris of a previously functional object.



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- Bounty hunters looking for a single individual by the name of Kurr Arran begin raiding villages and interrogating their citizens. Someone has offered a bounty of a hundred thousand gold pieces for Kurr Arran to draw attention from the bounty on their own head.
- A farmer named Kurr Arran lives near the village of Pigpen (the name is common in these parts - one of the PCs is a cousin). He must be protected from bounty hunters who are moving through the region.

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- In the village of Dogwater, a man named Kurr Arran is killed and his head taken. Adventurers might be called in to investigate the murder.

CHANGE AND THE DEBRIS OF CHANGE

When an object changes, there are several important effects.

- That which it used to be collapses. This means it vanishes from the past, present, and the future. This can be seen as confusion in the part of soothsayers who were predicting a certain event and suddenly they no longer see that event in the future.
- It leaves behind debris which provides a connection to the moment of change. If this debris can be found in the past and future then a massive object might alter events by causing the



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object of the war to become a suborbital. An opportunity presents itself where a powerful individual might make the war their own and shape any changes to their own ends.

- Those left behind are effectively locked out of accessing the past before things changed and will only have access to the debris of possibility in the future. Perhaps an individual or group might sack a temple full of gold that avoided being sacked because the larger object changed direction.

- Small objects orbiting the large object might suddenly appear on the mesh as free objects or as a consequence of a direction change. Slavers might become free agents or the warlord might provide them with new resources consistent with the larger change.

RESISTANCE AND THE ALTERNATIVE

With the PCs thrust into a world of change, they are presented with a few options as to their own future in this world. They must make choices as to which side they are on because that is the nature of their situation. Resist the change that is happening or be prepared to accept it. In both cases there will be consequences to their actions, and their world will never be the same again.

RESISTING

Resisting these minor effects will only prevent them from happening locally. While they are unique to the larger cause, these events are recurring and will continue to emerge elsewhere. Overly large and successful resistance itself will change future events in the local area. The larger object will alter minor objects and sent them against the source of resistance but it also changes direction.



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- In response to victories against the slavers, a large band of raiders are sent to crush resistance in the Penn valley and claim the castle which is regionally significant to events yet to happen.

- Displaced peoples converge on this bastion of resistance seeking refuge and safety but they are not all coming for the same purpose. Some will be the worst and some the best.

- The kobolds seeing the help the characters gave them in cleansing their forest of the threat of lycanthropy may decide to become scouts for the PCs as long as they are in-charge of the region and find fair treatment and benefit from the ongoing relationship.

GOING WITH THE FLOW

Of course resistance is not always the path chosen. The PCs sensing the enslavement of the village might decide not to save the day. This can have consequences later.

- The party decide to flee for the coast and make their way to Ryun. The fact is that they might in the course of their adventures discover that the region is about to become involved in a war that they want nothing to do with.

- The party might make them-selves available to the slavers becoming a sub-orbiting object.

- The party might become a roving war-band like the many bandits and war-bands now at large in the Kingdom and find themselves classed as outlaws and Bandits — even to the point of being hunted by Bounty Hunters and Killers.

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AN INROAD TO ADVENTURE



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So there are a number of ongoing events in the Valley of Penn when the PCs start out. For the people of the Village of Pigpen, these events are for the most part seemingly ordinary events that might appear unrelated to each other or even larger more obscure events, yet they can be the tip of larger campaign icebergs, some of which have been in motion for a long time.

- Kobolds have been seen loitering near the peatbogs. Kurtis Strang (a peat digger) returned from the bogs yesterday complaining of Kobolds. A group of militia will be dispatched to the peatbogs to find out what they are up to and drive them off.
- An eerie green smoke has been seen coming from the ruins of castle Penn since the morning. A few militia reserves will be sent to investigate the ruins and make sure it isn't the Kobolds sniffing around the peatbogs.
- A child named Kaiya is turned into the wilderness as a witch by the village elders. She has been troubled by dreams that an elderly lady is murdered by a stranger in a tavern in some unknown village or town. A band of militia will be tasked with taking her by palanquin to a location beyond Muddy wood and abandon her on the old road.

DELVING DEEPER INTO THE CAMPAIGN

As the party (and others) move through points on the mesh they exert change on objects they encounter. Object shadows sit waiting to be interacted with while other events can already be underway and exerting their influence on the surrounding areas.



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- Visiting the town of Kailsford and putting a stop to the werewolf attacks can open the way for alternative events to reveal themselves. These events may well have been pushed aside or overshadowed by the presence of the werewolf. Perhaps a few of the werewolf killings were in-fact assassinations designed to take advantage of the situation.



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- Overthrowing the slavers and claiming the stronghold opens the prospect for population growth as people seeking safety and refuge (they are in fact changing direction in response to the existence of your stronghold) arrive.
- Aiding the kobolds in their fight against the werewolves occupying muddy wood and the village of Muddy (or having killed the kobolds, face these dangerous opponents without this unlikely support).

NEVER A CLEAN VICTORY

Ultimately once the larger event (the war) ends, these minor events will disperse leaving some residue of their passing. Either the war is successful or it fails.

- Numerous bandits made of displaced peoples will continue to roam the region even after a few have gone off to settle in safe areas with their accumulated wealth.
- mercenaries who feel that they have better prospects by not staying with the enemies who employed them, or departing for elsewhere when the local king is done employing their services might become free-roaming war-bands or settle in the area. Either way, they are free men who band together in unity and will resist a return to serfdom.
- Lycanthropy will never be gone, even when the party thinks it has exterminated the last werewolf. The same can be held for

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the many plagues that will surface during the campaign.

QUID PRO QUO

Of course there is always a trade-off. Improving your understanding of Points of light, and how they interact as well as improving your tracking of group objects is going to require a higher level of mental discipline, organization, and pre-game preparation on the part of the DM. It will develop your storytelling skills yet force you to base your actions on a consistent rule-set.

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Other Worlds than These

THE GOLDEN AGE OF SCIFI

PART I

(Any Sci-Fi) Article by Sean Meaney

Do you remember the wonderful Sci-fi RPG called Metamorphosis Alpha by James M. Ward? Clones, Bots, Mutants, and Humans all running rampant through a massive miles long vessel lost in space.

SPIDERWOOD CYCLE is a delightful SCIENCE FICTION Campaign based on the wonderfully popular Metamorphosis Alpha game using WOTCs D20 FUTURE RPG engine. The SPIDER-WOOD CYCLE detailed the adventures of the Spider-wood Villagers as they discover they are on the STARSHIP WARDEN.

-SPIDERWOOD CYCLE: SEASON ONE-

1. SPIDERWOOD VILLAGE LOOSES A YOUNGLING

"Has anyone seen my little Turku?" Mother Enwood asked the Villagers working in the field.

"Nay Mother Enwood, We see not the Spout of thy field."

"He returned not from play with the other sprouts." Mother Enwood wept



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in distress at the prospect of her sprout being harvested by the Farmer.

"Fear not! We shall send out a searching probe that we may seek him here and there."

DM Briefing: One of the Villagers in RECREATION AREA 36B has gone missing. He as made his way through a forgotten hatch to impress and pollinate a pretty young flower from the fishing village. Unfortunately the hatch leads down into the recycling systems that maintain the functioning of RECREATION AREA 36B. If not rescued soon, Turku Enwoad may wind up as soil nutrients.

2. BRING ME BACK THE BRAIN

MISSION BRIEFING

1. GOTO TRAINING FACILITY 45F
2. FIND THE MEGABRAIN
3. RETURN THE MEGABRAIN TO LAB 341B

SST56 contemplated the mission packet that had been hardwired into his mind and headed off with his companion clones.

DM Briefing: A team of Cloned Technicians are dispatched to retrieve the mega-brain from TRAINING FACILITY 45F and deliver it to LAB 341B.

3. THE EMPIRE OF THE GAAL



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MISSION BRIEFING

1. GOTO REACTOR EJECTION CONTROL A
2. ENTER CODE W239KK AT TERMINAL B

CT23 contemplated the mission packet as the access to Transit Tube 4 opened. The clones entered and the Transit sealed and began moving...

DM Briefing: A team of Cloned Technicians are dispatched to eject the ship reactor core. Unfortunately Transit 4 is cut by a breach at SUBFRAME ALPHA TRANSITFASTLOCK 4-2WT. They are going to encounter the Aquatic Empire of the Gaal (a species that evolved from bacteria in the water storage tank -TANKDIMENSIONS: 5 miles x 6 miles x 20 miles).

4. SPIDERWOOD VILLAGE ATTACKED BY IRONMAN

"A...Not of our Crop!" Young Turku Enwood suddenly pointed at the stranger approaching over the far field. Jermai Enwood turned to see what disturbed his Seedling's growth.

"I shall harvest the Stranger while you alert the village." Jermai Enwood threw himself at the stranger with his Scythe seeking brutal harvest only to meet iron flesh.

"Run Sprout, Run!" Jermai Enwood's cry set Turku running.

"What Farmer planted you?" Jermai Enwood smashed his scythe into the stranger a second time.

"CONTAMINATION MUST BE SAMPLED FOR ANALYSIS..." Its voice barely understood as the robot engaged the Farmer. A large metal sampling needle emerged with intense speed from a multi-sample collection canister fitted as a right hand into Jermai's head, killing him instantly.



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DM Briefing: A Robot enters RECREATION AREA 36B to maintain the functioning of RECREATION AREA 36B. It is intent on sampling the entire population of RECREATION AREA 36B and has already killed the Fishermen by the lake (but not the woodsman) by the time it gets to the Village.



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5. SPIDERWOOD VILLAGE ATTACKED BY BANDITS

"We gather here the wood of cremation that Jermai Enwood should return to the soil of his tilling. The Iron farmer harvested him in the prime of life."

Manur spoke eloquently of his now deceased childhood friend.

Emerging from Spiderwood were four strangers. These were unlike the Man of Iron. Their uniforms marked them of some foreign and distant army.

Turku Enwood screamed and pointed at the strangers.

"The Enemy comes to check on their Iron Man."

MO34 contemplated the distressed humanoid now fleeing to gather up weapons.

"Perhaps we might speak with these people...?" MO34 looked at his fellow clones.

"Squish That!" WO195 pulled his weapon and opened fire, the mental defect finally kicking in.

DM Briefing: The Computer has dispatched a squad of clones to RECREATION AREA 36B to investigate the Sampling Robot's whereabouts. They are met with force.

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6. SPIDERWOOD VILLAGERS INVADE THE TUNNELS

"They said we were weeds to be pulled!" Turku Enwood struggled to rally his surviving companions.

"They came here to sow their own seed in our fields!" The Crowded hut shook with foot-stomping anger.

"I say they are the weeds to be pulled!" The Crowed began to rise in frenzy.

"I Say we shall sow their fields with our seed-stock." Turku descended into fury. He would have his revenge.

Beyond the crowded hut, several clones stood scarecrow, impaled on wooden poles.

DM Briefing: A number of villagers now armed with technological weapons prepare an expedition beyond RECREATION AREA 36B. Their only access beyond RECREATION AREA 36B is the Hatch to the 36B ENVIRO-MONITORING STATION and the SYSTEMS MAINTENANCE CAUSEWAY LEVEL 12D beyond it. This 20 mile long causeway links 35 other Recreation Areas on this side of the ship, a loop round to the other-side of the ship and 36 other Recreation areas there. There is a Robot Storage at each end of this horse shoe like causeway. The Robot storage Areas are linked by a Second Causeway for Technician Access to the robots.

Over a dozen Security robots (POLICE ROBOTS) patrol the MAINTENANCE CAUSEWAY LEVEL 12D. The Security robots will converge on the position of intruders.

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7. THE UNSPEAKABLE HORROR

Turku emerged from the Hatch of RECREATION AREA 35B. The Long sandy beach encircled the huge lake. Beyond everything, a single dwelling stood invitingly on the edge of the sand.

A pretty female approached from the shadows of a nearby tree. She was smiling.

"Hi! Welcome to Laguna Beach. You are welcome to sample many of the fine beverages at the Bar. If you desire a recreational sail vessel, there are several to choose from. Life-safety vests are available at the Bar, Just ask for Walt." The droid turned to the next villager and smiled.

"Hi! Welcome to Laguna Beach. You..." Turku Enwood fried the annoying robot with his Laser pistol.

DM Briefing: A number of villagers now armed with technological weapons penetrate RECREATION AREA 35B. There are two robots here willing to meet the PC's needs. Alcohols in the bar are poisonous to non humans even in small quantities.



8. BOYS DOWN IN RECREATION AREA 35B

MISSION BRIEFING

1. PROCEED TO RECREATION AREA 35B.

2. REPAIR DAMAGED BOYS

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ROBOTICS TECHNICIAN RJ113 stared at the mission Packet and looked down at the smashed robot nearby. And then back at the Primitives hold up in the Bar as they screamed for blood and continued to return fire.

This was defiantly not in the MISSION PACKET.

DM Briefing: A cloned Maintenance crew enter RECREATION AREA 35B to repair damaged bots and are confronted by Spiderwood Villagers.

9. THE GAAL COMMETH

The GAAL was done with extracting the brains and thoughts of its victims. The technical response team that had been dispatched to eject the core had given up their secrets.

It moved now with the Nuclear Ejection Initiator over a great distance and placed the device with the many others it had retrieved the same way.

Twenty six identical devices would be enough to penetrate the water tank's many layers and finally grant it access to the rest of the great ship. It would finally spread its dominion beyond the water tank.

It would become the Ship, one living machine.

DM Briefing: The GAAL nukes a hole in the water tank flooding many parts of the STARSHIP WARDEN. It will now attempt to expand its influence into the many areas of the ship until it has total control.



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10. IS THAT A WALL OF WATER?

The explosion was distant. At first they thought the sound a figment then came the rumbling...

"What is that noise?" Turku Enwood looked back down the access tunnel.

His companion villagers moved slightly faster.

Nem Wiltwood placed a hand against the wall. The vibration was terrible.

They hurried faster. The water took a corner and raced at them.

Nem reached the Access hatch and reached back with a hand as the wall of water grabbed Turku.

"Grab my hand!" Turku reached out and was instantly dragged away.

"Turku!"

DM Briefing: A Breach in the water tank floods MAINTENANCE CAUSEWAY LEVEL 12D. Anyone Caught on that level may be carried off to parts unknown.

11. THE VILLAGE BURNS

Mother Enwood was alone with the women and children of the Village of Enwood. Was this the end of the village? Their sons had gone looking for a fight with a distant enemy.

WO 23 jabbed her in the back with a weapon as his companions emerged from concealment.

"You will come with us." Lydia Enwood passed out.

A few of the clones fired their flamers into the habitats igniting the wood cladding of the ancient buildings.



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DM Briefing: The Village is raided by a second band of Clones, This time in overwhelming numbers. They carry off the remaining villagers to LAB 194.



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12. YOU HAVE SAVED US

"We have you surrounded old man!" The Raiders of Huseyville looked all conquering on their riding roaches.

"Send your daughter out and nothing will happen to you!"

"Not by the hairs on my chinny-chin-chin you dung ball!"

The drain-valves that had for so long remained dormant burst into life spewing a torrent of water into the sea.

Turku Enwood's body crushed the leader of the Raiders on impact.

Turku Woke from a nightmare of water mixed with a familiar warmth.

"Hi! Stranger, you kind of saved us with that downpour of yours..." An old man and young female smiled at Turku. "This is my daughter, whom you met last night." She was dressed and oddly clean.

"During your fever, she shared body warmth with you."

"And by tradition, you have both been married, thanks to Pastor Envil here." The old man pointed to a third person in the room. He was wearing the head of a giant bug.

"Hi! Want some watroach?" Pastor Envil smiled and held up a crunchy piece of something.

Whatever they were saying, it couldn't have been good...

DM Briefing: Floodwaters carry a number of the Spiderwood villagers in MAINTENANCE CAUSEWAY LEVEL 12D into WASTE DIGESTION TANK 12. WDT12 is currently home to a small community.

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13. LAB 194

Widow Enwood woke to find her companions being genetically sampled.

The Strangers had also retrieved part of the Iron man that had taken the life of her beloved Jermai.

"The Samples are good." The strangers were talking amongst themselves.

An Iron man loomed over her and fired its sampling tool into her head.

Lydia Enwood passed into oblivion.

DM Briefing: A few of the villagers are taken to LAB194 where they are genetically sampled.

14. GENETICS OFFICER 125

Nem Wiltwood struggled to find shelter above the rising flood waters.

"I'm Sorry Turku." His friend was gone, swept away by the waters fury. The mechanical arm grasped Nem from behind and dragged him screaming to his doom.

Nem awoke strapped down to a frame. One of the hated people who had come to the village of Spiderwood was hunched over a workspace examining an actual head. Was that the head of a Villager? It looked like Nem's Father.

"Who are you? What have you done to me? Whose head is that?" Nem realized as he stared down at the hideous metal Exoskeleton encasing his body that he didn't want to know the answer.



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DM Briefing: A few of the party are picked off by the rogue clone GO125 who decides to conduct a few experiments on her hapless victims. This is an opportunity for the DM to give the victims a CYBORG makeover.



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15. WAR

INTRUSION DETECTED/THREAT LEVEL OMEGA

ALL SECURITY ROBOTS TO LEVELS 11-D, 12-A, 12-B, 12-C, 12-D, 13-A, 13-B...oh crap.

The GAAL absorbed the MEGABRAIN in LAB 341 breaking its connection to the security computer. The GAAL learned a substantial amount of information on Asteroid Mining and continued on.

DM Briefing: SECURITY BOTS are dispatched to all habitation levels between 11-D and 17-A. They are going to confront the GAAL but a

THREAT LEVEL OMEGA authorizes termination of all intruders in these regions.

16. NEM001

NEM001 looked out across the sea of waste. In the distance he recognized one amongst many.

ACCESSING MEMORYFILE...

TARGET IDENTIFIED AS- TURKU ENWOAD/FRIEND

MISSION BRIEFING



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1. RETRIEVE FRIENDS

2. RETURN FRIENDS TO LAB195

"TURKU ENWOAD. YOU WILL COME WITH ME!"

"Nem? What happened to you?" Turku was paralyzed with fear. The Huseyville locals fled for weapons and cover as the CYBORG opened fire with its primary arm weapon cutting several in half with the sweep of its beam...

DM Briefing: A previous companion/now CYBORG is sent to round up the rest of the Spiderwood Warband. The Confrontation should be terrible and violent.

17. ESCAPE?

NEM001 pulled his companion from the pod and dragged him across the lab. Turku struggled to wake.

"Its Ok Turku, we are out of here."

"Nem?" Turku stared at the pieces of metal fused to his once-friend.

"Its OK Enwod! We'll talk when we are clear of this thornpatch."

"Thanks!" Turku passed out.

I hope so. NEM001 stared at the barcode burned down Turku's fore-arm.

I just hope nothing went wrong in the download.

DM Briefing: The Party having been abducted and rendered unconscious wake in clones of themselves with a few programmed skills and secrets.

Fortunately none of them realize immediately that they are in-fact duplicates of the originals. The only evidence will be inconspicuous Barcode Tattoos burned into un-inspect-able body locations.



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18. MOTHER?

Turku stared at the clone in horror. It was his mother.

"Mother?"

Weapon Officer-147 raised the weapon in her hand and fired.

Cyborg NEM001 pulled his companion into cover.

"My Mother, She's on their side." Turku Enwood was in shock. NEM001 slapped his friend.

"Snap out of it Enwood! Don't ya get it? The Village has been taken out. They're all gone! That ones just a SIM."

DM Briefing: The Party run into clones of their loved ones. The Clones are programmed to get close enough to take out the troublemakers.



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19. THE INCIDENT WITH THE NUKE

NEM001 reacted first to the nuclear fire burning through the bulkheads toward them.

"PERIMETER ALERT: RADS AT +10...+15...+20...+25..." NEM001 kicked awake and threw his friend over his shoulder as he retreated at full velocity down the miles long corridor.

"+30..."

There had to be an interface somewhere.

"SHIP SYSTEMS ACCESSED. NUCLEAR DETONATION DETECTED. SEALING ALL BULKHEADS." NEM001 bent to miss the lowering

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bulkhead.

It sealed behind him.

"+35...+40..." The rads still continued to climb.

Still he ran...Sliding under the next bulkhead as it dropped to a Metre. The far bulkhead was sealed.

"GAAH!" NEM001 Punched into the Duralloy wall in frustration.

"+45...+43...+40...+35..." Thank the Farmer!

"Gonna live you weeds!"

DM Briefing: The Party take a heavy dose of rads (DC45 to avoid Latent Mutations). The Rads came from a nuclear detonation triggered during a Clone Suicide Bombing attempt to take out the GAAL.

20. I DONT FEEL TOO GOOD!

Turku coughed up blood as he stared at his Green skin.

"I get the green skin but where did the Burn come from?" Turku rubbed at the Barcode.

"Sorry, maybe I rested you against something hot."

NEM001 lied. Couldn't tell his friend just yet.

Turku collapsed into the arms of his friend.

"I got to get you to a lab."

DM Briefing: Some of the Party members are suffering side effects- Rads, Toxic environment, Viruses, Clone vat not cleaned before their turn, what ever, they are drawn to LAB 181 to seek medical treatment. There they find Medical Officer-124 who treats their injuries and decides to join their explorations.



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21. THE MEDICAL OFFICER (PART 1)

"We need to help these people because it is the right thing to do." MO-124 looked at Turku and NEM001 until they gave in.

"Alright Doc Let the negotiations begin." NEM001 looked at Turku and walked toward the gathered primitives and began his attempt to translate their language.

"I hope you are right Doc! I don't know how to put Nem back together if they decide to collect his organs for jewellery." Turku walked over to join his friend.

DM Briefing: The MO-124 harasses the party into helping a bunch of primitive pure strain humans with an inbreeding problem. This is going to require some role-playing with social skills.

22. THE MEDICAL OFFICER (PART 2)

MO-124 coughed up blood.

"Your mother's consciousness is alive Turku. You just got to retrieve it from the database and download to a clone of her body. You just need to find it."

"What are you talking about?" NEM001 looked downcast.

"Turku? You need to know that I killed you. Did not want to but it happened. I downloaded your consciousness to a new, cloned body."



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"That's insane!" Turku backed away from them both.

"It's true Turku! You just need to find LAB-194."

DM Briefing: The PCs are given the opportunity to recover a few of their lost members who have been genetically sampled and uploaded to the computer. They must lay siege to LAB 194.

23. THE RIGHT STUFF (Part 1)

The Robot stumbled through the hatch and onto the flight deck of Mining Shuttle PX-345. The GAAL heavily infested in its neural pathways, struggled to guide its host to the right controls.

"REACTOR: ACTIVE...TURBINES: ACTIVE...LAUNCH DOORS: OPEN." The Shuttle surged down the launch bay into free space.
"FREE!"

DM Briefing: The GAAL (a fragment now separated from the main body) infests a shuttle and departs the Star-ship Warden for a nearby world. This is an opportunity to infest some campaign world with ultra-intelligent Bacteria.

24. THE RIGHT STUFF (Part 2)

The Shuttle descended through the atmosphere with a sonic boom and a trail of fire off its heat shield.



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The GAAL ignored the life readings and activated the weapon.

"TERRAFORM POD DEPLOYED."

The bomb dropped into the thousand square mile valley with utter disregard to the primitive civilization that had established itself there.

DM Briefing: The GAAL establishes a foothold on some unknown world populated by primitives. This is an opportunity to introduce a hostile, ultra-intelligent Alien Bacteria to your setting. The GAAL has knowledge of Mining, Engineering, and a desire for galactic domination-something it can achieve over millennia.

The TERRAFORM POD can create a wide array of environments and considering it has long ago mutated itself, will cause unusual varieties of otherwise normal life to spring up over the centuries.

Considering the shuttle carried two TERRAFORM PODS this is an opportunity to have what is essentially a one use super weapon fall into the hands of primitives.

25. HOMECOMMING

Turku Enwood slid back the clonepod hatch. The clone of his mother was still unconscious.

"Well?" Turku looked at NEM001.

"Well what? A thousand things can go wrong with this..."

"The Download is complete isn't it?"

"Yes." NEM001 nodded at the readings. Everything looked good.

Lydia Enwood woke and began screaming. Her memories of Sampling were still with her.



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The screaming stopped when she recognised Turku despite his green skin.

"I hope that washes out."

"Afraid not Mother Enwood." NEM001 leaned over to look at her.

"Nem? I should have known you would be involved in this somehow." The Multiple personality of WO-147 could now bide her time before taking out these hostiles.

DM Briefing: The Party recovers some of their lost along with a few new problems to deal with.

26. THE ROOM THAT MOVED

The Shadowlab disengaged from the docking points that it had been attached to for a month. The interspace framework was still intact. The AI Software checked for the next destination. Level Six.

The Mechanism adjusted and moved the ten ton room slowly down.

y-1, y-2, y-3, y-4. It halted and prepared to move again.

x+1, x+2, x+3, x+4, x+5, x+6...it settled at x+20.

z-1, z-2, z-3, z-4.

DESTINATION REACHED. The locks activated and the lab once again became a room.

Weapons Officer 230 opened the Vault with a handprint access and placed the alien bodies and artefacts inside as instructed.

The Room Disengaged and prepared to move to its next destination.



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DM Briefing: The Shadowlab is a room that moves through the ship superstructure and has access to an assortment of locations in the ship. The Shadowlab has considerable alien technology and deploys to a region where an incursion has been detected so that the artefacts can be stockpiled.



-TERMINUS SEASON 1-

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For those interested in getting into Metamorphosis Alpha, The RPG is still out there in its latest edition at www.metamorphosisalpha.net. And yes James M Ward still has a hands-on role in its development. They are also now branching out into WOTCs D20 FUTURE as an alternate Sci-fi RPG engine.

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A RANDOM DWELLING

THE ROOKERY

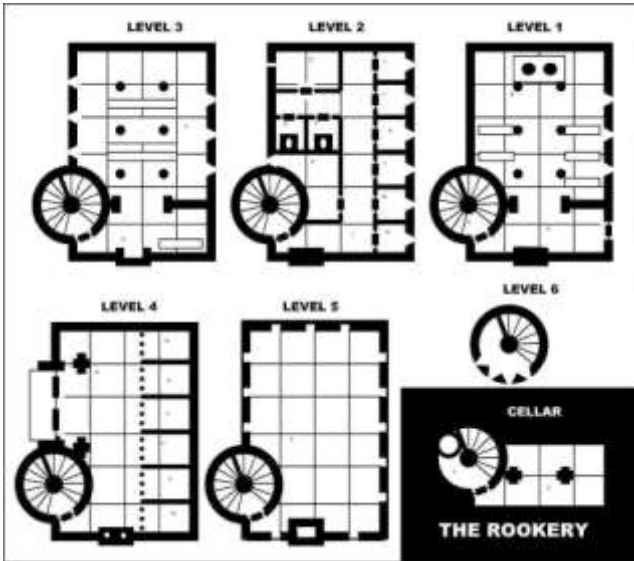
(Artwork) Article by Sean Meaney



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The Rookery: A fortified dwelling with Gryphon Stables, Small Chapel, and Barracks for a group of Paladins known as the Gryphon Riders.

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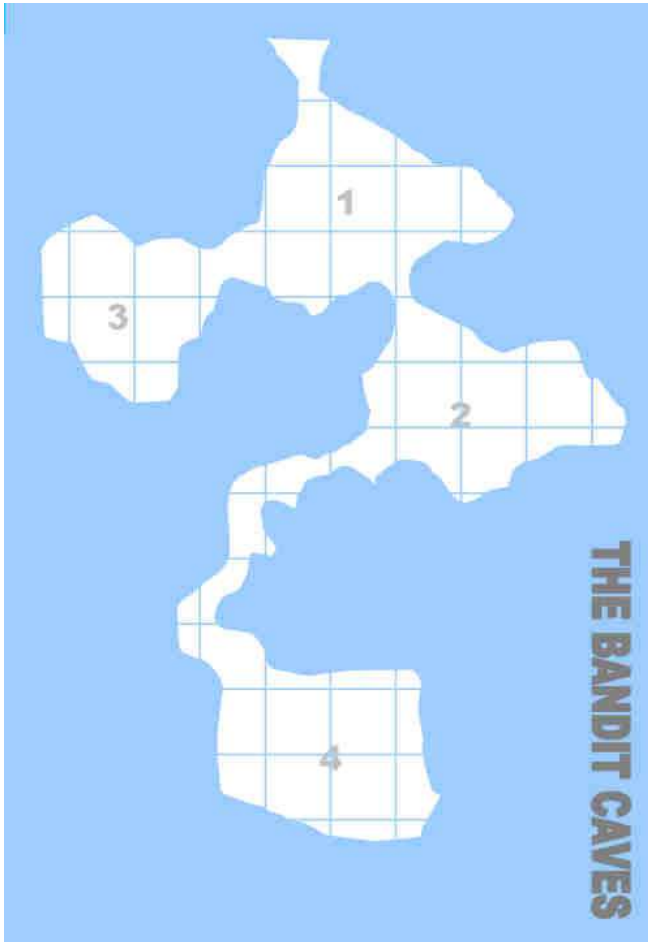
A RANDOM DUNGEON

THE BANDIT CAVES

(Artwork) Article by Sean Meaney



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A RANDOM BATTLEMAT

CHAPEL OF THE DEMON SUMMONER

(Artwork) Article by Sean Meaney



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sanctum sanctorum

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Contributions

Would you like to contribute?

(Opportunity) Article by James Holloway

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If you would like to contribute send us your letters to be re-printed, your powers, feats, classes, races, products to be reviewed or previewed. Please note that for legal reasons your material must comply with current intellectual property laws and Wizards of the Coasts or any other game companies' rules for reprinting their intellectual property. If your submission doesn't comply they will automatically be passed over.

On the other hand if you do follow these rules we will, most likely, print your material with credit given to you. We pay based on percentage of total content and current advertising revenue, thus the amount your article will garner changes right up to print.

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QUOTE OF MONTH

"Spelling is irrelevant if you are not communicating."



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Young Artists

Jil's Expedition

(Artistry) Article and Art by Sean Meaney

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To any young Artists, who want to submit a picture they have done for inclusion on Page 124 of Friars Almanac, make sure you speak to your parents about it. A lot of the bigger kids will likely read this e-zine but we want to include young gamers in it too.

Make sure you send an email from your parents saying it is OK along with your full name. Your Email will not be published but we will put your picture up with your name and home country.

And remember: School is Cool.

Sean Meaney



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