

# FORESEE ALPHA

By Jonathan Nolan and the World of Mystery team  
Based on 4C by Phil Reed et al which was put into the public domain

## CAMPAIGN MODULATOR #1

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# What is the Campaign Modulator?

This book simply collects characters, rules, monsters, encounters, traps, puzzles, locations, items and organisations, listed alphabetically. It is a gazeteer for the Foresee game, but a gazeteer with no effort or compulsion to be consistent.

This is because consistency, or continuity if you will, can come from actually playing a campaign, or series of game sessions rather than having it imposed from above. Originality, rather than rehashing someone else's world.

One way to do that quickly is to use what is in this book more or less at random. And never a thought why there might be a mighty undersea war raging HERE whilst not too far away there is no notice taken and ships sail on as before. A world that is magic has to make sense internally, but it can still have a lot more going on at once than just whatever the players are doing at the time.

A big world is more fun usually.

On the other hand, this book can serve as a single unified campaign for busy GMs. It can give an overview of an entire planet at a certain point in its history.

Some extraordinarily powerful characters and races are presented in this book in part to answer the challenge some people pose as to how a relatively powerful group of hero characters can be set a real threat. Whilst I think 4C actually offers some good balances, and I believe Foresee offered more, for less subtle games, here are some threats that can turn gods to ash. "Enjoy"

However you use the book I hope you thoroughly enjoy it.

Jonathan Nolan

# Aeroliths

Aeroliths are sky islands. Most of them float in the sky naturally, although a small number are the result of individual Wishes being Granted and an even smaller handful are steam powered clockwork driven results of the Invention skill of Engineers (see Foresee page 25).

To determine the exact nature of any Aerolith, roll or choose from the charts below.

## Aerolith Size:

Dice Roll	Aerolith Size
00	Sargasso Sea of the Skies
01-04	Large rock
05-09	House
10-19	Castle with rock base
20-39	Atoll
40-59	Tiny Island
60-79	Island
80-95	Sky Duchy
96-99	Sky Continent

**Sargasso Sea of the Skies:** this is not a normal floating rock at all, but instead a region or pocket of the sky filled with derelict sky vessels and an absolutely random selection of objects torn from their place by storms and somehow permanently placed in the zone. Everything within the zone develops a levitation effect rendering it weightless whilst in the zone. If anything dislodges the object from this region 'normal' effects take hold of it immediately

and it will plummet to the ground. This is the explanation for rains of frogs, inscribed jade blocks, fish, blood and raw meat that occasionally occur. The Sargasso Sea of the Skies should be re-rolled to determine its equivalent size. Rolling 00 again indicates that it is the size of an ocean.

**Large rock:** a chunk of rock big enough to sunbathe on and not much more.

**House:** a floating rock the *size* of a house.

**Castle with a rock base:** a detached chunk of a mountain *big enough* to hold a single impressive castle.

**Atoll:** a broad thick plate of rock or other substance formed into a floating platform big enough to play a football game on.

**Tiny Island:** a floating rock large enough to land a light plane on if it were flat enough.

**Island:** a floating rock a few miles in diameter and a mile or so thick.

**Sky Duchy:** a floating rock the size of an entire duchy, perhaps 10-20 miles in total diameter. Such aeroliths are sometimes (25% chance) bowl shaped, with an exterior barren rock "bowl" and an interior with a totally different environment and even atmosphere. Of the bowl shaped aeroliths some (25% chance) contain a freshwater lake, a salt sea or are filled with a magically sustained environment such as a frozen wasteland, burning desert, thick jungle or miniature alien world.

**Sky Continent:** an entire region, miles thick, floating in the sky.

## Aerolith Nature:

Each Aerolith has a potentially unique nature. Although most are 'simply' floating lumps of the earth, levitated due to the presence of a strange naturally occurring element, Dimensional nature or wish, some are entirely artificial, created deliberately and sent into the skies. A separate roll determines any inhabitants, but totally artificial aeroliths are much

more likely to have defenders, inhabitants or Constructs present, if only as decoration or as part of some God's aerial zoo.

To determine the exact nature of an aerolith roll d% on the following chart:

Dice Roll	Aerolith Size
00	Fragment of a God – skull, rib cage, wings, arm, leg, heart, brain, etc. Re-roll and combine next result with this one.
01-04	Aerolith is natural but houses the largest artificial structure it can possess – house for house sized, castle and town for duchy size, multiple cities and towns for continent. For Sargassoes, this structure will usually be a sky vessel, magical ship or spherical castle floating in thin air since there is no 'rock' for it to be attached to.
05-09	Sky Castle: The aerolith is a naturally occurring sky rock but has been heavily mined and modified. The lower surface is craggy and comes to a point; the entire upper surface is flat with a central artificial structure of the maximum size the rock can possess. Alternatively the whole rock has been carved to resemble a totem such as a Skull, Fist, Eagle, etc.
10-19	Rather than one aerolith, there is actually a selection of smaller ones floating in a tight grouping. They are each close enough together for a character to at least Superleap between them. There is a 33% chance this 'island chain' has physical bridges between them. These bridges can range from sturdy flexible crossing points to flimsy rope bridges requiring a d% roll on the Master Table against Coordination to cross without slipping off.
20-39	Q-Rock: a Sky Castle type aerolith (see entry for 05-09 above) that has the artificial structure hidden away INSIDE the aerolith, which from the outside seems unmodified. For huge aeroliths this means that the whole continent or duchy is a 'hollow world' with perhaps even an artificial light source or gigantic windows through the rock to the sky outside to allow light in.
40-59	Aerolith has an ecology – trees, water, etc. but no big structures.*
60-79	Moone: the aerolith is a 'moone' – a miniature sphere resembling the Earth's Moon.
80-95	Sky City: the aerolith is artificial and entirely composed of urban type features such as rooms, buildings, streets, etc. For very small aeroliths this might mean that it resembles a single park bench on a lump of grass or a fishing shack with a jetty extending a short way off into the sky, etc. Larger aeroliths of this type all have stables and jetties where flying steeds, sky ships and other travellers can dock or where inhabitants can maintain their own aerial steeds and vehicles.
96-99	The entire aerolith and everything in or on it is invisible as if possessing Invisibility with a Rank Value of 10,000 to anyone outside it. In other words it is invisible to the outside world. Re-roll. Each time this is re-rolled, the aerolith gains another 1000 on its Rank Value for its Invisibility to the outside world.

\*"Big" is a relative term. No big structures on a small aerolith means no buildings at all; on a sky continent it means no cities or towns, but individual castles, lairs, prisons etc. that disappear into the scale of the aerial landscape are fine.

Aeroliths drift far above the land below, usually at a stable height for each aerolith of 1d100 times 100 feet. Aeroliths don't automatically generate clouds unless there is some particular spell, power or wish effect being used. They drift in and out of whatever clouds or other meteorological effects occur at their altitude, if any.

Aerolith float patterns follow the currents of the ocean of air in which they float. Most aeroliths drift eternally in a loop around the world. However, some aeroliths are magically anchored to a particular spot over which they hover. Others have become becalmed in the air and although not anchored as such, don't move from the particular location above which they float.

Aeroliths might well be part of the local political system, and might also be wonders of the world. In a fantasy magical world however such things as floating sky islands are wonderful and inspiring to the residents but not as staggering and unique as they would be on Earth.

A category of aerolith so rare that a GM must decide it for the campaign is the Self-Propelled Aerolith. This is in effect a type of Vehicle with Low Cosmic power levels, in effect a sky dreadnaught like an island that can float in the sky as a combination aircraft carrier and destroyer.

Aeroliths should have their own ecology. A Sargasso type should have scavenging birds like vultures, pest insects, a handful of survivors from hurricanes and waterspouts and so on. An island in the sky is one of those eternal wonders, a vision of splendour or horror, so it begs to be fleshed out by a GM.

Another opportunity is if the nature of aeroliths is generally known. Skills such as Aerial Geology, Upsidownium Alchemy or Aerolith Lore would detail the exact nature of the magical material or element that makes them float. The GM in this case should also determine whether if, when an aerolith is mined of this substance, the levitation effect is useable to confer a power in an item on someone mining it. Or does the fragment separated from the whole hurtle into space as it 'falls' upward? Surely digging out the substance that makes an aerolith float would result in it falling to earth?

Artificial aeroliths will have a Power Chamber, Engine Room, Crystal Heart or Holy of Holies within which lies the secret of their miraculous floatation. The item conferring the power of levitation might be removable – with disastrous consequences; or fake – a Wish made the aerolith and the apparent power source is just for decoration, whether the current inhabitants know it or not.

In terms of inhabitants in a standard (Human) fantasy world roll d% on the table below:

Dice Roll	Aerolith Inhabitants
00	A single Named God, Cosmic level wizard or unique Dimensional
01-04	A (Human) Sub-race. There is a 33% chance the extra power of this sub-race is Wings.
05-09	Aeropolitan: the aerolith is frequently visited or inhabited by a diverse range of characters that, if it is large enough, permanently live on it.
10-19	Undead: the aerolith is infested with Undead. There is a 25% chance that there is one enormously powerful Undead only who has a 50% chance of being the sole resident; if he or she is not alone they have a horde of Deadoids, Fleshbots or other Undead as their slaves, servants, army or citizens.
20-39	Classed Humans
40-59	Item Users
60-79	No inhabitants. There may once have been, but it is eerily deserted now if this is the case.
80-95	Randomise the inhabitants by rolling a character origin in Foresee. Whatever this roll is – that is the race or type that inhabits the aerolith. If Construct is rolled, there is a 25% chance that they are the survivors from an earlier time when someone else made them all as guards, maintenance men or companions however the Maker has long since died or left forever.
96-98	Birds. Either a race of intelligent birds or a whole Parliament of different bird species who use the aerolith as their Houses of Parliament.
99	Mount Olympus. The aerolith is the home of a pantheon of Named Gods, whether previously known to mortals or not. If the aerolith is too small for this to be sensible increase its size to at least “Castle on a Rock” or leave it as it is and simply don’t explain it. Perhaps the extra room needed, if any, is interdimensional?

# Beyond the Fence

Útgarðr (“Beyond the Fence”) is the opposite of **innangarðr** (“Inside the Fence”). Inside the Fence is all that is orderly, pacified and mundane. Outside the Fence the impossible becomes plausible and the wondrous becomes commonplace – but for all that no less wondrous. The normal ordered world of kingdoms, castles, villages, forests and farms is near the centre of Inside the Fence. This world is able to be mapped consistently, it has typical laws of physics and magic, and Fortune and Fame do no more than regulate the ebb and flow of life. Wild Magic rarely touches it; Sargasso Seas of the Sky (see page 3) impinge no more than the once-in-a-few years’ rain of frogs folk tell tales of.

Even though magic is everywhere in Foresee, and powers turn people into superheroes (or supervillains) the general power levels rarely touch the Demigodly. Wishes are virtually impossible to Grant properly, and Chaos Magic and Wild Magic, whatever their curses, have been eliminated from daily life. Lifestyle is orderly in its effects. Heroes may rampage across a city or an area of wilderness, but at the end of session or game day the landscape as a whole is much unchanged, and the deeds that pass into legend are not such as to rewrite the world itself. Law, Order, Civilisation.

Such is the world Inside the Fence, or Innangardr.

Then the world we know gives way, sometimes gradually and sometimes abruptly, to the borderlands. This is the capital W **Wilderness**. *Wild-deor-ness* literally means “the place of self-willed beasts.” The Wilderness or “Wilds” usually shades off, from a point where the last fence stands, the last way marker points, the last road is well maintained and travelled. Pockets of it remain even in the most built-up area; and just as Chaos and Wild Magic can appear anywhere, so too the Wilds wait for us to relax, for our civilisation to weaken, so that they can return. Even in Age of Machines, as D.H. Lawrence famously wrote, “the machine will never triumph”.

The Wilds are untamed, with no buildings other than the most ancient of ruins, and eventually as one travels outward not even ruins. The landscape becomes increasingly primordial and ‘virginal’ – never having known any taming influence, plough or woodsman’s axe. The docile and friendly domesticated animals are nowhere to be seen; even the cattle and sheep are larger, more aggressive and more watchful. The trees and rocks loom more massive; further still where the eye sees there are giant mountains, shifting oceans, deserts of snow or sand and primeval forests and jungles. At the outer edge of the world of mortals, even the Wilderness gives way before mists, mountains, storms or darkness, beyond which lies The Fence, The Sinister Barrier, the boundary between worlds. At and near the Fence, trees are Trees; mountains are Mountains; any beings encountered must be extraordinary to find or dwell there at all. Here is where all the surviving forests and jungles of the world of mortals unite and become **Skog**, the forest primaeval, varying only in vegetation as one walks around the boundary from bands of freezing cold to bands of sweltering tropical heat. Within Skog, even the deserts are covered with plant life, albeit cacti, succulents and spike bushes.

Likewise all the freshwater flowing in the mortal world splits and reforms at The Fence, becoming its primaeval cataracts. Some outflow, falling off the edge eternally, some flow directly into other realms and dimensions. Others are the source of mighty rivers, connected by mist or mountaintop to what mortals think of as the source of one of their great rivers when in fact the mortal “source of the river” is no more than the puddle beneath the true Source.

The boundary of all the worlds is a place of retreat from pain but it is also an area where doomed ships sail forever, rebellious gods and giants are punished or imprisoned by their pantheons and where the darkest magics and most horrifying unique monsters are free. For some superheroes, their final challenge, their last quest or the defining moment of their life awaits them there. For others, at the end of a long life of adventures, it is the realm to which they set sail, on their final journey to whatever dimension offers them their repose and bliss amongst friendly immortals.

At places out of comprehension but within the world of mortals, the seas and oceans give way to the Primal Ocean, the vast band of **Elemental Sea** that interconnects the realms of the energy beings that mortals call Gods (and other Dimensionals) with the familiar climes of mortals. A character can sail or swim, intentionally or not, straight out of the normal world and into the Elemental Sea. And of course Dimensionals can do likewise coming the other way, drifting in fog or bright daylight from their own invisible realm into the realm of mankind.

Beyond the Fence lies the world of Chaos, Wild Magic, untamed creatures and the Gods. Dimensionals and all the vibrations, pocket dimensions, planes of existence, underworlds, overworlds and happy lands are all Beyond the Fence. Looking into The Middle Enclosure (“Midgarðr”), as many of them call the world of mortals, these beings also collide and compete against each other in a never-ending panoply of adventures and intrigues.

Beyond the Fence is where the realms of Magic, Chaos, pantheons of Named Gods, New Lands and Faerie hold sway. Pantheons of Named Gods favour relatively small havens of what they see as perfection – usually a large aerolith (see page 3) albeit one not floating in the skies of the mortal realm but rather floating in the infinity above and beyond the Elemental Sea. Usually, this pantheon home is protected by ages of sacrificed Fortune and Fame to provide permanent Rank Value 10,000 Invisibility, Force Fields and Contaminant Resistance so that it remains a blessed and eternally incorruptible place. Pantheons that have fallen on hard times might live in a shattered landscape. And some groups of Named Gods are gone; fallen in godwar or slaughtered one by one in the mortal world as they engaged in their senseless bickering and interferences. As well as these aerolith type godshomes there are true pocket dimensions such as Hell (see page 24) which have their own entrances and exits. Most pocket dimensions are the equivalent size to a duchy inside, and are invisible from the outside unless they have an official Celestial Entrance for visiting Dimensionals. Such official entrances are usually grand affairs: Heavenly Gates, Volcanic Caves guarded by Hellhounds, giant Skulls with glowing eyes, a rainbow waterfall with scantily clad Nymphs playing in it, and so on.

## Guardians of the Celestial Entrances:

**Nymphs** (extremely hot nearly naked Demigodly young ladies) or  
**Divine Shepherds** (extremely hot nearly naked Demigodly young men)

### Primary Traits:

Melee: 12 (Tough)  
Coordination: 36 (Tasty)  
Brawn: 75 (Demigodly)  
Fort: 75 (Demigodly)  
Intellect: 8 (Normal)  
Awareness: 12 (Tough)  
Willpower: 1000 (Ultimate)

### Secondary Traits:

Damage: 198  
Fortune: 1020  
Lifestyle: 20 (Gifted) (a treasure horde hidden in Hell)  
Repute: 24

Powers: Incredibly Sexy = Mind Control over people attracted to them, Plant Control, Body Armor 36 (tough skin).

Nymphs and Divine Shepherds are children of Named Gods and elevated mortals who spend eternity at play. Sometimes they play in the realm of mortals, but usually they are at the entrance to the Celestial Home of the Gods of their pantheon. Some stern pantheons have Nymphs and Shepherds who wear more clothing and act with more sobriety, but their essential hotness is unchanged.

As Dimensionals, they are one of the most commonly encountered types of "God" to be the divine parent of a Demigod character.

Divine Shepherds tend to have the Advanced Skill (+2RS) Play Musical Instrument and the Nymphs tend to have the Advanced Skill (+2RS) Dance.

## Hellhound (Garmr, Cerebus, Kushkosi, Kironzoid)

### Primary Traits:

	Single Headed / Wolf	Two Headed*	Three Headed*
Melee:	99 (Co) / 5000 (U)	2000 (Ultimate)	3000 (Ultimate)
Coordination:	25 (Cosmic)	12 (Tough)	6 (Normal)
Brawn:	5000 (Ultimate)	4000 (Ultimate)	3000 (Ultimate)
Fort:	5000 (Ultimate)	5000 (Ultimate)	5000 (Ultimate)
Intellect:	1 (Pitiful) / 75 (De)	1 (Pitiful)	7 (Normal)
Awareness:	5000 (Ultimate)	5000 (Ultimate)	4000 (Ultimate)
Willpower:	1000 (Ultimate)	1000 (Ultimate)	1000 (Ultimate)

#### Secondary Traits:

Damage: 198  
Fortune: 1020  
Lifestyle: 20 (Gifted) (a treasure horde hidden in Hell)  
Repute: 24

Powers: Rebuilders, Energy Control – Sound – sonic blast in form of deafening soul shuddering barking 5d100 + 175 Damage to all within 35 sectors, Energy Control – Flame – breath weapon doing 4d100 + 124 Damage, \*Extra Body Parts: Heads.

The Hellhound is a descendant of the mortal animals who along with the forebears of the Named Gods first established the pocket dimensions and sky kingdoms of the Gods. In the long time passed since those prehistoric days the original canine stock has been bred and enhanced to a fearsome, dinosaur sized monster, loyal to the death and beyond to its pantheon but so powerful it terrifies even the Gods. Usually a Hellhound is placed when young into a cavern or pit that, when it grows, it will be too big to escape, leaving it there on watch and to devour any who trespass. Only a Named God of the pantheon, someone convincingly pretending to be one or someone who manages to temporarily make the Hellhound sleep, be distracted or otherwise not attack can hope to pass it unscathed.

Hellhounds come in four basic types – normal, 2 headed, 3 headed and wolf. Each extra head allows an extra bite attack, sonic blast or fire breath each turn with no penalty. Wolf type Hellhounds are exceptionally fierce and wild, and will attack ANYTHING in range. When found as guardians at a Celestial Entrance, they will always be chained in magically created chain the equivalent of a Force Field with Rank Value of 20,000. This chain stops them from moving but it still requires a Yellow result on d% on the Master Table versus a character's Coordination to pass, even for the Named Gods whose "pet" it is.

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# Forerunners

Forerunners are similar in nature to ball lightning, but have powers that can destroy even Named Gods.

Forerunners are a race of incalculably powerful entities. Despite this, their nature or personality is not entirely different from that of normal characters. Many theories have arisen to explain this empathy or compatibility; most turn on some theory of common origin or a Genesis Event.

As insanely, almost indescribably, powerful as the Forerunners are, by being finite at all and able to be reduced to statistics however vague places the Forerunners firmly within the realm of all that exists, and not in the realm of the true Everywhere Spirit or One Above All, the “god of the gods” referred to in the most mysterious (or obvious?) of ancient texts. Mortals venerate or worship many things, interdimensional beings included. This does not make what is worshipped truly divine, or even superior to that which offers worship. No number, no matter how immense, even approaches infinity.

In its natural form, “how they really are”, a Forerunner is a ball of light, covering approximately one sector. The light is neither dim nor too bright to look at; it varies in color with the mood and intent of the Forerunner. When a Forerunner generates sound in its natural form, whether the crackle of energy or human speech, the ball of light pulses perceptibly and varies slightly in size.

Note when reading the statistics of a Forerunner that it is incredibly powerful, yet lacks a power that even lesser Dimensionals such as Gods might have – Telepathy. They are so alien that they can’t read the minds of ANY other species. Even though they can create items with telepathy, just as humans can create X-Ray machines, we cannot directly see X-Rays, only create pictures. So too with Forerunners and telepathy.

Forerunners have never lost their appetite for coldly and disinterestedly examining the existences of other characters. When someone, who is considered by Forerunners to be lesser than they, uses Telepathy power successfully on a Forerunner, if that is ever possible, all they will discover is alien images beyond understanding and a sense of cold detachment and gentle patronising amusement. Even though they are truly and unintentionally dismissive of ‘lesser’ life-forms, they still compulsively study them. Perhaps it gives them “something to do”. Or perhaps they deceive themselves about their level of disinterest?

Forerunners usually undertake studies in one or both of two ways: direct involvement or artefact dropping.

Direct Involvement (DI) means exactly what it says. A Forerunner uses its shapeshifting to disguise itself as a member of the local race or community. As such it goes about its business exactly like a normal local. This effectively means that the Forerunner has adopted the Signature “Behave Exactly Like A Local, Including Pretending To Be Injured Or Killed If Necessary” and created for itself an Alter-Ego. This Alter-Ego should be generated

identically to how any normal character is generated. Just remember that EVERYTHING about this Alter-Ego is 100% FAKE. Even if it seems Undead or a Construct, it's all simulated using Energy Control and acting. In fact it is the extreme forms of character that are most likely to detect or guess that a Forerunner walks amongst them, since they know their own nature so well that no matter how skilled a Forerunner actor may be, it will not pass muster. A clique of Vampires all being exquisite and sucking people's blood will tell that the Forerunner fake's heart is just not in it, or that although it casts no reflection for a second there is the hint of something else there. People may also leap to the WRONG conclusion, suspecting that it is not a Forerunner but some kind of horrific monster amongst them...

Artefact Dropping (AD) is the practice a Forerunner or group of Forerunners undertake when they create a powerful item and literally drop it out of the sky, let it wash up on a beach or give it to a mortal knowing it will begin a long history. This item is almost always a One-of-a-Kind Weapon, Item or similar unique thing which quickly passes into myth and legend. Even Gods and Dimensionals don't always realise the sheer lack of care that Forerunners exhibit when they do this. There is no higher purpose served, no Cosmic Balance established, no sense of justice fulfilled. Forerunners do it so they can see what happens. That's it. If the Artefact is purer in form than a 'mere' Weapon, Item (or Vehicle or Steed, etc.) it almost always takes one of three forms: Ball, Child, or Puzzle.

A Forerunner Ball is a three sector diameter sphere, resembling a giant golfball with a highly reflective metallic surface that almost seems liquid. The Ball has Flight 10,000 (U), Telepathy 133 (Go) and the innate ability to Grant Wish, with a Rank Value of 10,000. The Weakness of the Ball is that the Wishes it Grants include every subconscious urge, suspicion and fear of those within 100 sectors of it, at all times, beginning with the most focused minds and ending with even the primitive reproductive and predatory urges of all minds down to any creature with an Intellect of at least 2. The Flight power of a Ball activates once, to bring it in range of people who can use it, or if it is lost in the sea or drifting in another dimension to bring it in range to be found; and once more when its 'work' is done and the whole area is in chaos and uproar, which usually doesn't take too long. Its second and final Flight use sends it hurtling first across the sky, then out of the local universe, into the broader universe and then finally across The Fence and directly via a zoomway ("wormhole") into the world of the Forerunners. If a being can somehow stay holding on to the Ball's almost infinitely frictionless surface, and somehow survive the trans-universal flight and the crushing tidal forces of the zoomway he or she will find themselves in the Forerunner World.

Let us pause to ask, WHY WOULD YOU WANT TO? Well, supervillains being greedy thugs or delusional emperors might well think the Forerunners were worthy target for theft or alliance. Perhaps the truly delusional imagine the Forerunner realm to be one of infinite treasures and pleasures. Megalomaniacs might dream of alliance with the gods. As for heroes, well there might be a problem too big for any normal Dimensional to assist them with. Or they might naively think Forerunners are "good" in their intentions. Finally, an outraged sense of right and wrong might prompt superheroes to call on the Forerunners to tell them off – or even try and bring them back to face local legal proceedings!

A Forerunner Child is exactly what it sounds like. A Forerunner comes to the realm of lesser beings, be it Mount Olympus or the mortal world, and impregnates a (Human) woman. This impregnation is either a baffling, almost inexplicable thing, carried out via a beam of light or a similar mating to when Named Gods or demons Shapeshift temporarily to impregnate a character.

The result of the impregnation by a Forerunner is exactly like any other Demigod (see Foresee page 14). It's just that the Forerunner Child randomises its Primary Traits using those of a Forerunner for its father. Potentially, that could make for a fairly impressive character. Even if by some mischance the Child inherits NONE of its Forerunner father's Traits, it still inherits the nature of a Forerunner. Upon the character's death, a Forerunner Child undergoes a Physical Metamorphosis. 50% of Forerunner Children shift permanently to a Forerunner form, although one that still has their same characteristics. The other half of resurrected and changed Forerunner Children return from the dead, but are simply as they were before death with the addition of Physical Metamorphosis as a power. In either event, only after death will the parent Forerunner express any interest whatsoever in its child. And even then the interest might be cold and clinical rather than expressing and detached but genuine affection.

A Forerunner Puzzle is devastating. This callous and one might suggest evil item is in the form of a physical puzzle easily able to be handled and interacted with. Almost all Forerunner Puzzles are no larger than a large apple if intended for (Human) use. Another common form of Puzzle is a Book of Magic.

The Puzzle is created and programmed by Forerunners so as to automatically function as a Gate (see page 19), with a diameter of 1d10 sectors, between two or more entirely different and hostile dimensions. One of these dimensions is the normal fantasy world in which Foresee takes place whilst there is at least one other dimension connected and to which the Gate effect leads. Sometimes, the Gate connects to what seems to be another time in the history of the same mortal world, but which is a twisted parallel with something deeply, permanently and incurably amiss – a world at the mercy of Undead for example, or a world without Magic.

When the Puzzle is interacted with it becomes immediately obvious that it is able to be used or 'solved' in some way. Clever players might realise this is not necessarily a good idea. Others may not care.

Solving the Puzzle is not very difficult for normal characters; in fact it requires merely a successful d% check against the character's Intellect on the Master Table. However, solving this Puzzle, whether moving sliding pieces around or reading a book, results in the immediate and permanent creation of the Gate. One end of the Gate is the puzzle itself, meaning whoever solved the Puzzle and whatever else is in range is now transferred, with the Puzzle, to the other end of the Gate and whatever world awaits.

A non-Forerunner in the Forerunner World sees precisely and only what the Forerunners wish them to see. At its simplest and if somehow the Forerunners are caught napping by the non-Forerunner's arrival, the realm will resemble a blank white floor, a featureless landscape covered in swirling gray-white smoke and off in the distance a single pillar of apparently infinite height. As soon as the Forerunners are aware of the presence of an interloper, the world will change to resemble something equivalent to the home realm of the visitor. It will still at its outer edges however turn back into flat white ground and greyish smoke. If the particular Forerunners encountered can't be bothered, then the local area converted will be more or less like an unconvincing stage, any buildings mere painted backdrops or nailed up wooden fronts and flat rather than full buildings. Sometimes the smoky local dimension is left as is, with a complete functional building such as a castle or casino nearby, to encourage the visitor to isolate themselves away from the general Forerunner population.

Mortal Thoughts: Forerunners who have spent a life-time with a 'lesser' race (and lesser to them even includes pantheons of Gods) sometimes experience Mortal Thoughts. This means that they 'go native'. They don't surrender their powers, but they do begin to act in the interests of their local group or race. They identify too strongly with these petty concerns and become 'Un-Forerunner-like', or as Forerunners describe it, "sick". The first sign of this sickness is that the gone native Forerunner sticks to a differentiated sex and appearance rather than its natural form.

Forerunners are irritated by "Sick" Forerunners. It spoils their own observations by interfering with their uncontaminated specimens. In rare cases if a "Sick" Forerunner begins exhibiting its full powers around lesser beings and generally drawing attention to the Forerunner race, this behaviour risks making lesser beings aware of what Forerunners do and how they do it. If this happens a Council of Forerunners convenes in their unimaginable home dimension. Sufficient Forerunners are sent to 'have a talk' with the offending member of their race so that in the event the rebel will not return to normal behaviour the group can overpower the individual and take it home. If the offending Forerunner can somehow survive and triumph, official Forerunner policy is to strip the gone native entity of its Forerunnerhood. This means that although it is still a ball of light, the ball of light true form is now its Alter-Ego and its "fake" form it has chosen is now its 'real' form. Transferring between the two forms now requires the rebel Forerunner to make a Yellow result d% roll on their Willpower. Further, the power of total Energy Control of Light is stripped from them forever and replaced with some "lesser" (as perceived by Forerunners) power of more restricted effect – even though the Rank Value is unchanged.

Gone native Forerunners could be amongst the Greek Gods or early 1960s London on Earth, either way they are forever consigned to that reality to the same extent a local would be. It doesn't mean they are somehow trapped in a mundane world, they can still adventure, Dimension Jump or whatever else is going on, but they are forever shut off from their own people. To a rebel Forerunner this initially seems fantastic, but as the centuries wear on it can pall terribly.

## Forerunner

### Primary Traits:

Melee: 60 (Titanic)  
Coordination: 1000 (Ultimate)  
Brawn: 10,000 (Ultimate)  
Fort: 10,000 (Ultimate)  
Intellect: 128 (Godly)  
Awareness: 1000 (Ultimate)  
Willpower: 10,000 (Ultimate)

### Secondary Traits:

Damage: 21,060  
Fortune: 11,128  
Lifestyle: 20 (Gifted)  
Repute: 10

Powers: Energy Control (Light) 10,000 (U), Phasing 10,000 (U), Invisibility 10,000 (U), Flight 10,000 (U), Shapeshift 10,000 (U), Physical Metamorphosis 10,000 (U) [Forerunners are permanently in an energy form as their natural form. This makes them almost immortal – they can certainly exist as long light can, ie a lot longer than even planets or stars]

Skills: Anthropology, Scientific Method, Acting, Energy-based combat

Downsides: Disinterested in the affairs of 'lesser' beings including Gods, Giants and Men; Truly Alien. Rebel Forerunners who have gone native lose Disinterested... and gain 'Gone Native – enthusiastic fan of local culture, history, food and people'.

## Rebel Forerunner: The Omniscient Narrator or ON

### Primary Traits:

Melee: 25 (Gifted)  
Coordination: 1000 (Ultimate)  
Brawn: 1000 (Ultimate)  
Fort: 1000 (Ultimate)  
Intellect: 202 (Cosmic)  
Awareness: 1000 (Ultimate)  
Willpower: 10,000 (Ultimate)

### Secondary Traits:

Damage: 3025  
Fortune: 11,202  
Lifestyle: 20 (Gifted)  
Repute: 10 -4 with people who don't like narrators

Powers: Force Field 10,000 (U), Phasing 10,000 (U), Invisibility 10,000 (U), Flight 10,000 (U), Shapeshift 10,000 (U), Form of an ivory-skinned black haired middle aged man dressed in a purple suit and tie. He usually has a cigarette in his left hand which he occasionally smokes. On a Yellow d% roll against Willpower he can swap to Forerunner form and it requires the same Yellow roll to return to his (Human) form.

Skills: Creative Writing, Storytelling, Fashionista, Finding A Moral From Which To Hang A Tale, Persuasive Speaking, Psychology

Signature: Compulsively observes and intrudes into the affairs of other characters, compulsively provides “voice overs” or introductions at the beginning of adventures, compulsively provides “voice overs” or epilogue speeches at the conclusion of adventures.

ON is a rebel Forerunner who now functions as a storyteller, whether people want him to or not. He walks across a battlefield or into an intimate moment and introduces the scene, “Picture of a battle no one wanted to have...” or “In the course of human history, few things are more intimate than...” as though he is talking to an audience. But what audience? His fellow Forerunners. They’ve left him alone because they like his stories. He uses his powers to avoid any damage from irate locals. Once he’s introduced things, he vanishes, and only returns at the end of the battle, adventure or session. ON spends considerable time in the Purple Twilight, an area of The Fence (see page 7). When he isn’t intrusively introducing adventures or adding a needless voice over at the end of them he can be found there, using a Mechanism of Sagely Recording +1RS for fiction (a mid-1960s Earthly typewriter) to write up what he has seen and heard.

### **Rebel Forerunner: Adventuremaster**

Primary Traits:

Melee: 13 (Tough)  
Coordination: 12 (Tough)  
Brawn: 9 (Normal)  
Fort: 10,000 (Ultimate)  
Intellect: 1000 (Ultimate)  
Awareness: 1000 (Ultimate)  
Willpower: 12,000 (Ultimate)

Secondary Traits:

Damage: 10,034  
Fortune: 14,000  
Lifestyle: 20 (Gifted)  
Repute: 24

Powers: High Sorcery 10,000 (U), Phasing 10,000 (U), Invisibility 10,000 (U), Flight 10,000 (U), Shapeshift 10,000 (U), Form of an ancient Halfling, slightly portly but sprightly. Balding with white hair and dressed in metallic red robes, on a Yellow d% roll against Willpower he

can swap to Forerunner form and it requires the same Yellow roll to return to his Halfling form.

Skills: Anthropology, Scientific Method, Acting, Energy-based combat, Riddles, World History, Theory and Practice of High Sorcery, Encyclopedia Knowledge of Magic Items, Encyclopaedic Knowledge of Magic-Spawned Animals

Signature: Arch manipulator always dedicated to extreme goodness but nevertheless utterly ruthless in this cause; Never, EVER, fully explains ANYTHING; Speaks In Riddles

Adventuremaster is a very benevolent (for a Forerunner) being. He tries to recruit teams of adventurers to be genuine superheroes of the world. He is not at all reluctant to send these teams against any level of evil being, even Gods. Other Forerunners allow him to function only because they enjoy watching the adventures he causes.

One of the notorious things Adventuremaster does is abduct people from others worlds. He does not hesitate to grab a group of (Human) people or others and force them into the role of heroes. He does this because he arrogantly sees himself as superior to (Humans).

### **Rebel Forerunner: Dahjul the Adversary**

#### Primary Traits:

Melee: 8000 (Ultimate)  
Coordination: 1000 (Ultimate)  
Brawn: 10,000 (Ultimate)  
Fort: 10,000 (Ultimate)  
Intellect: 28 (Gifted)  
Awareness: 48 (Supernatural)  
Willpower: 10,000 (Ultimate)

#### Secondary Traits:

Damage: 29,000  
Fortune: 10,076  
Lifestyle: 20 (Gifted)  
Repute: -666

Powers: Black Magic 10,000 (U), Phasing 10,000 (U), Invisibility 10,000 (U), Flight 10,000 (U), Shapeshift 10,000 (U), Form of a warty swarthy man some 7' tall, massively built, dressed in crimson and black robes. His teeth are jagged fangs. His skin has visible cracks in it which look painful and raw though he seems to suffer no ill effects. He has no eyesockets but rather a single staring cycloptic eye in the middle of his forehead directly above where his Third Eye rests inside his skull. Dahjul can NOT turn into a ball of light any longer but he can still Shapeshift as per the normal power description.

Skills: Criminal Law, Criminology, Leadership, Lying, Wrestling (bonus to all Wrestle related rolls), Psychology

Signature: Hates and wishes to destroy the human race in particular and all living things that serve light and goodness in general.

Dahjul is a rebel Forerunner who has become a servant of a vast darkness beyond the known dimensions. His form is a combination of the harmless form his fellow Forerunners tried to impose on him and the powerful form he claimed from that which he serves. As a result it is a freakish combination of the two.

He commands a legion of other characters of every type, each of whom he has corrupted and turned irredeemably evil. He doesn't lead them around in a vast army... Yet... For the moment he still appears individually. He sometimes spends time in Hell (see page 24), but even the Devils have little time for him and are, frankly, terrified of him and what he is capable of. There is madness in Dahjul, a ravening bloodlust that must break loose sooner or later if someone does not destroy him first.

Dahjul's Pet conferred by Black Magic powers is a massive black Dragon named Bahlevomithon. Dahjul doesn't normally ride on it, although it's large enough, instead simply hopping on it and Dimension Jumping away. Remember that as a Pet it doesn't initiate combat and will only attack after Dahjul and any lackeys or allies do so.

### **Bahlevomithon** (daemonic dragon of evil)

#### Primary Traits:

Melee: 666 (Cosmic)  
Coordination: 666 (Cosmic)  
Brawn: 666 (Cosmic)  
Fort: 666 (Cosmic)  
Intellect: 4 (Dismal)  
Awareness: 4 (Dismal)  
Willpower: 4 (Dismal)

#### Secondary Traits:

Damage: 2664  
Fortune: 12  
Lifestyle: 20 (Gifted) (a treasure horde hidden in Hell)  
Repute: -665

Powers: Wings conferring Flight (U), Dimension Jump, Bite +5d10+50 Damage, Body Armor 666, Energy Control – Flame – breath weapon doing 10d6 +76 Damage.

# Gates

A magical Gate connects two dimensions, magical realms, different worlds in the same universe or even two different time periods.

Any character with Dimension Jump can create a Gate. The act of creation in fact makes two doorways, one in each of the two different worlds or dimensions. These two doorways are always 1 sector in diameter unless the character successfully makes a Yellow d% roll against Willpower at the time of the creation. If this Yellow roll is achieved a Gate can be any size the character chooses at each end, from a pinprick to a maximum diameter in sectors equal to the character's Willpower Rank Value.

The cost in Fortune (and/or Fame) for a Dimension Jump character to create a Gate is equal to their Rank Value with power plus 1000 extra points. This can be spent little by little or all at once. Until it is paid in full, the Gate does not exist in any way and cannot be used.

Remember that any expenditures of Fortune over 100 in any game session (or on the same game day) by the same characters or group triggers the risk of Wild Magic.

Once created the Gate performs a Dimension Jump power with no risk of error automatically for anyone touching either end (Amber result). It has effectively become a rotating door between two worlds. It might even resemble a door if the character wishes! The location of a Gate is entirely up to the character creating it but if they are silly and put it somewhere inaccessible, dangerous or inside a vehicle they take the consequences of that decision. Some Gates are made into a huge mirror, reflecting pool or even a statue that transfers the character touching it to the other end of the Gate. If a Gate is left as a simple sector wide area it has almost no thickness; if this same Gate is "scrunched up" or "folded", for example into a statue – or a necklace...

The interdimensional zoomway connecting the two worlds is permanently open. Multiple uses of the same Gate should be treated exactly as though that many people, objects or monsters are all trying to physically occupy the same sector at the same time. Combat and power use is perfectly possible on the threshold between worlds. Because a Gate has connected two different worlds, it is like any other insecure door. Things other than the travellers can come and go. Beings with phasing can ignore any physical barrier and cross between worlds via the Gate.

Characters with Dimension Jump can use Gates that they discover as fixed points, being able to Dimension Jump to the sector where one or the other end of a Gate exists with a power roll d% on their Dimension Jump but using INTELLECT as the Rank Value, to reflect the fact that in this special case they are trying to remember and navigate rather than simply teleporting between realms. Note that this is before they have successfully gone to (not through) a Gate once using their power. After they have successfully at one end of a Gate, as per the normal rules for the power they can then return to that side of the Gate adjacent to it with no roll required.

# Gawr

“Gawr” is the general name for Giants, in particular fairy tale Giants, ie extremely BIG but basically human characters. Through intermarriage and interbreeding the Gawr have produced sub-races just as humans did.

Gawr dwell anywhere, but their homeland is the continent-sized aerolith (see page 3) Jötunheimr (“Giant-Home”).

**Jötunheimr:** Sky Continent, Aerolith has an ecology and has ULTIMATE Invisibility 1000, (Giant) Sub-race (True Giants)

Giant-Land has some features that are immediately obvious to anyone flying over it, should they survive long enough. It is a place of extreme conditions. Generally cold but with a thick atmosphere breathable by normal characters, the upper surface of this aerolith is covered with Himalayan-sized mountains, equally titanic scaled rivers, forests, glaciers and other rugged wilderness, and all the animals, whether species from the time of humans or prehistoric creatures from before humans held sway, are gigantic. The animals that are normally enormous are not more so – an allosaurus in Jötunheimr is normal sized – but the other animals are all ‘Masters’ of their species – at least two to three times the size of the normal human encountered size. No bear is less than a Cave Bear or larger, the deer and stags are jaw droppingly large even as fauns, and the salmon and other fish are big enough to gulp a human down in one swallow. Some believe that Jötunheimr is a zoo, created by truly awe inspiring Dimensionals to preserve what once was the ‘normal’ condition of the mortal realm.

Giant-Land has dwellings for its more civilised or organised inhabitants but nothing anywhere larger in purpose than a feast-hall, magical castle, cave full of bones, isolated farm house, ring of enormous (in human scale) standing stones or a fenced field for giant sheep, cattle, goats or other livestock. The only other recognisable feature is the trail of Causeways.

Since even Giants and True Giants are prey for some of the creatures of Jötunheimr, ancient Gawr began the practice of making stepping-stones. The stepping stones are house sized or bigger boulders that Giants can easily stride or leap between to avoid ground-based predators or swarms of pack feeding smaller predators in their wilderness home. To normal sized characters these Causeways don’t immediately suggest a path, and resemble massive rows, circles or spirals of menhirs or other gigantic rocks. Causeways are composed of hundreds of stones, each anywhere from 30 to 50 feet tall and 20 to 150 feet wide.

“Jötun” (plural: “Jötnar”) means “Hungry One” or more colloquially “Eater of Men”. This is a reference to the typical diet of a Giant, namely anything smaller than them, including sentients such as humans. Man-eating Giants are not the only kind though and some sub-races are a civilised and non-cannibalistic as any other character. It should be noted though that in general, humans are considered a delicacy for the Gawr races.

There is a feature of true Gawr that many of their sub-races have lost but which all True Giants as they call themselves possess. All Gawr have the power of Invisibility! Yes, True Giants all have this power, and it explains why so often we see what they have done but not the character who has done it!

At some point a long, LONG time ago, Gawr gave rise in some inexplicable way to many of the Named Gods. Either groups of Gawr acquired more and more powers to the point where their nature changed, or they encountered and interbred with Dimensionals, or were elevated by Dimensionals. This last possibility is what many Gawr believe of themselves. They believe that Giants held away in all the realms, and that they were then elevated by incalculably powerful Dimensionals to whom they give the name The Forerunners (see page 11).

### **Gawr (True Giant; The High Race of Giants; Godlings; Jotunn, Thurians, Hungry Ones):**

#### Primary Traits:

Melee: Titanic  $4d6+50$  typical: 64  
Coordination: Normal  $2d4+1$  typical: 6  
Brawn: Ultimate  $10d10 \times 1000$  typical: 55,000  
Fort: 10,000 (Ultimate)  
Intellect: Normal  $2d4+1$  typical: 6  
Awareness: Normal  $2d4+1$  typical: 6  
Willpower: Normal  $2d4+1$  typical: 6

#### Secondary Traits:

Damage: typical: 65,072  
Fortune: typical: 18  
Lifestyle: 2 (Pitiful)  
Repute: 0, -12 with Humans and Giant-Slaying Named Gods, eg Thor

Powers: Growth (permanently 60-600 feet tall, randomise  $1d10 \times 60$  for height), Invisibility at Willpower Rank Value, Physical Metamorphosis 10,000 (U) [True Giants are permanently in a form of primaeval elemental made flesh, beyond any comprehension to the later races. This is the source of their world-lifting power.]

Skills: NIL although player characters may have some.

Downsides: Feared and hated by those smaller than themselves due to their nature; Predisposed to Violence; Bloodthirsty, will only rarely spare defeated enemies, preferring to eat them and this is a compulsion not a choice; Eternal Hunger.

Some True Giants include:

**Atlas**, who has a Brawn of 100,000 and is said to hold up the world itself;

**Draulika**, father of the Elves of Darkness;

**Loki-Beyond-The-Fence**, a rare True Giant Black Magician with an Intellect of 74 and a Willpower of 49, albeit a Brawn of "only" 12,000;

**Mimir**, severed head of a mighty giant that has Telepathy and Remote Senses combined into the ability to see the past present and future and still lives to speak of it;

**Vafþrúðnir**, “Mighty Weaver”, an ancient True Giant who has the knowledge of past, present and future and whose Might (Brawn + Fortitude) are equal to those of Atlas himself.

True Giants have a long and storied history and still live to this day in their cloud-land. Their lifespan is extraordinary, but they are not true immortals. If slain, they stay dead, although due to their primaevial nature their corpses become features of the sea, land or sky.

Some True Giants deserted their fellows and sought out places at The Fence (see page 7) or in mortal lands. Interbreeding with other Dimensionals produced truebreeding races of Giants, each of them strongly linked to an element.

### Elemental Giants

Giant Type:	Sea	Star	Frost	Fire	Clay	Corpse-Swallower
Primary Traits:						
Melee:	U	De	U	U	U	U
Coordination:	De	De	U	No	Di	U
Brawn:	U	De	U	U	U	Ti
Fort:	U	U	U	U	U	Ti
Intellect:	Su	De	Di	No	Di	No
Awareness:	Su	De	Di	No	Di	To
Willpower:	Ta	U	U	No	Pi	No

### Secondary Traits:

Damage:	3075	1225	4000	3006	3005	2100
Fortune:	110	1150	1010	18	8	22
Lifestyle:	0	0	10	12	10	24
Repute:	6	12	-2	-10	0	-6
Height:	48'	27'	50'	50'	27'	27' with 120' wingspan

Powers: all have Growth, permanently on

Sea Giant: Elemental Native: Water, Animal Command – Sea Creatures

Star Giant: Energy Control: Light, Body Armor 75 (skin like Moon rock), Pixie Dust

Frost Giant: Freeze Proof, Energy Control: Weather of cold weather only, Weapon

Fire Giant: Fireproof, Energy Control: Fire, Force Field 75, Elemental Generation: Fire

Clay: Regeneration, Downside: Water Soluble

Corpse-Swallower: giant eagle: Wings, Bite, Claws, Dimension Jump

Skills: NIL although player characters may have some.

Pariahs occurred in the past history of the Giant races also. Some were destroyed at birth, others proved so useful they were allowed to live and breed. This has led to other gigantic related beings, all of them much weaker than True Giants but nevertheless formidable beings.

## Other Giants

Giant Type:            Cyclops            Troglodyte            Troll            Wood Giant            Ettin (Eoten)

### Primary Traits:

Melee:	Su	Gi	Gi	Ti	De
Coordination:	Gi	To	Di	Di	Di
Brawn:	Go	To	Gi	Ti	De
Fort:	Su	To	To	Ti	De
Intellect:	Pi	Di	Pi	No	Pi
Awareness:	No	To	Pi	Pi	Di
Willpower:	No	Ne	No	No	No

### Secondary Traits:

Damage:	200	50	53	155	230
Fortune:	13	13	10	153	11
Lifestyle:	2	2	2	2	2
Repute:	0	0	0	0	0
Height:	60'	12'	9'	50'	15'

Powers: all have Growth, permanently on

Cyclops: Oversized Weapon\*

Troglodyte: Oversized Weapon\*

Troll: Freezeproof at Rank Value of 50

Wood Giant: Oversized Weapon\*

Ettin: 2d4 Heads, Each head can make a Bite attack each turn

Skills: NIL although player characters may have some.

\*This Oversized Weapon lacks the normal ability to shrink and disappear when not in use. It's just literally a ridiculously oversized weapon.

# It's a Hell of a Place

Welcome to Hell.

Or so its inhabitants would have mortals believe.

Hell is one of those other dimensions or 'Realm of the Gods' that is connected permanently to the mortal world by interdimensional doorways or 'Gates'. In the case of Hell, its inhabitants were once known in the world of mortals as the Shining Ones, or Dhevi. The shine came off them rapidly though when the original climate of Hell, ironically, a frozen wasteland with clouds of venom, was consumed during a godwar, leaving most of it a volcanic shattered landscape with plumes and clouds of fire. The Dhevi adapted – they are Dimensionals after all – but the change robbed them of their "Shiny" nature...

Foresee, page 98, says of the Gods, "these so-called Gods are of course nothing of the sort, just insanely powerful aliens."

Devils are merely 'evil' gods, opposed to mortals or intending to exploit them.

**Devils of Hell** (Named God sub-race) Bloodline: Intellect; Portfolio: Lying

Devils of Hell resemble earthly humans who are of average height and weight but ranging in physique from slim to well built. Only a handful of the Devils are fat or unusual in physical attributes or appearance. Male Devils have black hair and Mediterranean or copper-red skin. They tend to favour pointy beards and spiked moustaches. Female Devils may appear with any coloration including green skin and unusual hair color.

Some Devil families have interbred with the mortals they have enslaved. This produces "Cambions", half-Devil and half-human. These beings generate their statistics as below but all Primary Trait scores are HALVED, round up.

Approximately 1% of the entire native population of Hell are "multi-classed", meaning that in addition to being a Devil or Cambion they have the attributes of something else. Roll this "something else" as a normal origin using the Foresee rules. If by some miracle during that process you again roll "Re-roll and combine"... So be it. The most common form of unusual Devil is a Cambion; this other 1% are formed usually by similar unions between a Devil or a Cambion and another creature of some kind. Another possibility is when a Devil or Cambion has been turned into an Undead by curse, wish or infected bite. Finally there are a tiny handful of Constructs made by the denizens of Hell. A character could, almost uniquely, be one of them.

Primary Traits:

For each Primary trait, roll 1d100 twice and multiply the two numbers. Add 1d10 to the product. This gives you each Primary Trait.

A typical Devil citizen of Hell has (U) Ultimate (1000+) statistics for all Primary Traits save one. The other statistic is at (Co) Cosmic (150-999) Rank Value. A typical Cambion has (Co) Cosmic (150-999) statistics for all Primary Traits save one. This other one statistic is at (Go) Low Cosmic (100-149).

Characters created by players from this race must randomise all statistics. Note that it is possible if one rolls "00" in this process to generate a Devil with a statistic of 0-9. This is as it should be, some player character Devils are adventuring because they are the rejected "runts" of their species.

#### Secondary Traits:

Damage and Fortune calculated as normal. Lifestyle = 40 in Hell, 0 anywhere else. Repute = 0, -12 with mortals.

Powers: Horns, Weapon, Headquarters (Hell), Grant Wish, Pixie Dust, Dimension Jump, Shapeshift, Teleportation and Telepathy. For each of these powers roll d% on the table adjacent to this paragraph to determine its Rank Value:

Dice Roll	Rank Value
00-04	1
05-09	3
10-19	6
20-39	10
40-59	20
60-79	30
80-95	40
96-99	50

Skills: Contract Law, Geography of Hell, Psychology, Lying

To overcome the inherent weaknesses of the God power Grant Wish (see Foresee page 43) a Devil long ago hit upon an idea of real genius, one that no other race of gods has so far mastered to anything like the same level of effect. Devils resort to the Law of Contract. By elaborately writing down the wish to be granted, and forcing the mortal for whom the wish is intended to accept a powerful Signature or Downside in the process, a Devil can indeed Grant a Wish fairly successfully. It is the mortal who will carry the consequences.

A common form of Contract with Devils is to inflict as a Downside a forfeiture of the mortal's 'soul'. This means either that the mortal is turned into an Undead upon their death. The mortal is turned into a Fleshbot (see Foresee page). Very often the Contract with Devils specifies instead that the mortal is physically 'repossessed' – dragged off to Hell to work as a slave for the Hellspawn.

Once in Hell, a mortal is not subject to normal ageing and so can spend what for a mortal would be eternity as a lowly slave of the monstrous inhabitants.

There are quite a few direct entrances to Hell, places where usually the traffic is Devils dragging mortals off through the Gate to the burning place.

Mount Meglador in the West, although a forested and chilly place, nevertheless houses near its peak a deep chimney of rock gradually closing over and becoming an almost virtual shaft dropping straight down into Hell. The Burning Chasm in the East is notorious for

sightings of devils and other Hellspawn moving through its lowest levels where the lava gushes and splatters like fountain water. The upper areas of that massive canyon are shrouded in poison smoke, but even so those going there to harvest magical ingredients or seeking to find loot still encounter devils and monsters very frequently. In point of fact the Burning Chasm has a huge Gate situated so that Hell's armies can march through it if need be, as well as allowing for largescale trade with the mortal world. Hell is poor in most resources, other than pain, misery and enslavement.

Poison	Effects	Antidote?	Throw Off
Hellsmoke	Loss of 10 Fortitude per three turns until unconscious on zero Fortitude, then loss of 1 Damage per turn until dead.	No, but any form of gas mask and holding your breath prevents or delays the effect.	Yellow

There are other Gates to Hell too. In the South there is Dnaros Island in the middle of the Choked Sea, with its Cave of Devils – well named. And of course the infamous Trapdoor in the cellar of the Broken Arms Inn in Thrushport.

Hell itself has changed from when it was a realm of glaciers, frozen seas and poison clouds. There is one central region called Hell of the Oathbreakers or Niflheim which is as all the realm once was. Around it out to the Border of Hell Itself the terrain is red-brown or black shattered rock with fissures emitting Hellsmoke and rivers and lakes of fire, lava or noisome bubbling liquids which randomly catch fire. Overhead the sky is dull yellow, glowing half the time to provide daylight and the other half of the time darkening to an absolute blackness lit only by the muttering light from the Hell-fires. In the sky there are also aeroliths (see page 3), usually with a castle or prison built upon them.

Visitors able to get into Hell, face a terrain full of hazards. Once they arrive to discover the terrain around the Gate used, roll d% and consult the chart below:

Roll	Hazard	Area covered	Threat
00-24	Cracked and broken ground with smoke pouring out of fissures at random	1d100 x 10 sectors in all directions	Hellsmoke (see above)
25-40	Lava stream or pool	2d10 sectors with rocks dotted through it	Roll d% against coordination or fall into lava (10d6 fire damage per turn)
41-80	Venom pool	1d10 sectors	Don't fall in! (Unlikely)
81-98	Devil on patrol	Gate area	Attacks immediately
99	Building	Sectors immediately around the Gate, the Gate might even be inside it	Multiple. A powerful Devil will live in it, with many human slaves, warbeasts and less powerful Devil soldiers

# The Inner Dark

A common item in some fantasy worlds is an item, much like the “inventory” in a computer game, which holds far more than it could in real life, due to its volume. The Foresee explanation for this type of item is that the items with magically large volume for storage connect to the Inner Dark, the dimension that allows Shadow Power (see Foresee page 53 under Physical Metamorphosis - Shadow) effects, namely-

Foresee, page 53 says, “the freezing cold almost sentient force of darkness connected to the realm of infinite storage known as the Inner Dark”.

Shadow effects consume a target and send it to a dimension of freezing cold and darkness – the Inner Dark. What is not fully known by most characters although it is hinted at, is that each Shadow effect that sends things into this darkness is not using a separate Shadow.

There is only one Shadow, with many portals to it.

From the point of view of someone within the Inner Dark “looking out” all is pitch black with two exceptions.

The first exception is the twinkling scattered but rare “stars” – blinks and flashes of light that for the most part glitter and are gone in seconds. This handful of lights is the winking on and off of a character’s Shadow power as he or she sends something into the Inner Dark. Across the expanse of this dark dimension discs big and small float in a vague elliptic. These discs are slightly concentrated Shadow Matter, just slightly less black than everything else. Directly above each disc float in rows and columns all the objects –and people- the owner of that disc has sent to the Inner Dark via their innate or item-based Shadow power. These discs expand or contract (or disappear completely) depending on how few or many objects and victims have been put into the darkness. An observer may even see a giant ghostly hand or a human-shaped or item-shaped patch of light and color blaze forth and one of these objects stretch and zoom out of the Inner Dark, back to the world where the Shadow power character is, having summoned forth one of its stored objects.

The second exception to the pitch blackness is the ecology of the Inner Dark itself.

Over the many years of its use as a storage device in magical realms, a considerable amount of matter and energy has been abandoned in the Inner Dark. Usually this is because a Shadow power user dies having never brought the things back. Eventually some of the discs where the lost objects float have eroded, or been affected by stored spells such as magical fire or ice or the odd radiations emitted by some treasure. This led in time to Inner Dark islands forming, in effect, aeroliths (see page 3). The aeroliths of the Inner Dark are usually called Darkoliths.

Darkoliths are sometimes inhabited. This is because Dimension Jump characters can Jump into the Inner Dark. It is also because some of the people stored awoke, and others were deliberately placed into the Inner Dark through Wishes so as to explore it.

Dimension Jumpers who use the Inner Dark (remember once they have successfully gone there once they can return automatically) are known as Shadowjacks. They are the bane of the existence of Inner Dark users who want to store tons of loot and precious things somewhere it can't be stolen or even found. If not for Shadowjacks, the Inner Dark might be secure; because of them, there is always a chance (2% at random) that a Shadowjack has found whatever you stored and either stolen it or released it. Stealing items or treasure is pretty obvious; but releasing a stored living being is simply a matter of another living being touching them in the Inner Dark. This touch of life to life immediately frees the stored object (or person or creature) which then drops to the 'floor' of the disc it is on.

This means that the next time the Shadow power user opens the portal to the Inner Dark to send or receive something the freed being can jump back out instead of what was desired! A GM might rule that a really bad failure on the Shadow power type results in this happening or even "someone else's" stored monster or enemy escaping instead of what was desired to be sent or received.

Shadowjacks and other free travellers have to withstand the cold of the Inner Dark. Anyone who is not Freezeproof needs to dress in winter clothing as a minimum or freeze to death in 100 turns, plus an extra number of turns equal to their Fortitude. When these turns expire, the character must roll d% against Fortitude and get at least a Red result each turn. Failure means the character has frozen and is Dying (see Foresee page 96).

With cold weather protection the Inner Dark isn't hospitable but it at least won't automatically kill you. However simply travelling via Dimension Jump into this dimension is unhelpful at best. With no other means of transport or Flight power, the character has to flail or "swim" against the slightly gelatinous clammy aether of this realm. This means Movement Rate (see Foresee page 107) is reduced to 1/20<sup>th</sup> (round up) of its normal speed! Flight power at least works normally in the Inner Dark. But Wings, ie physical air propulsion of all kinds, DO NOT.

Having begun to move around, the Inner Dark does reward exploration. Not only are there the discs to pillage or explore, there are other inhabitants, not all of them dire or hostile. Wizards who specialise in Shadow magical effects have been known to set up a chair, some snacks and a writing desk and sit on a disc for hours or days looking out into the inky darkness for inspiration on their spell research. The Inner Dark also attracts Dimensionals. There is also an entire ecology of creatures native to the real of darkness. Some of them might make good pets; others are stygian horrors. Sometimes in the Deeps, the part of the Inner Dark no one has ever yet reached with their Shadow powers, travellers claim to hear eerie and haunting sounds somewhat like those of whales. Who or what makes this eerie Darksong no mortal and few Gods have ever yet discovered, and none have returned to reveal the secret to others.

The natural life forms of the Inner Dark fall into four categories: Shadow Eaters, Light Eaters, Burners and Physicals.

Shadow Eaters consume the raw Shadow Matter of the Inner Dark. In form they resemble corals, sea urchins and sponges. All are entirely harmless to visitors since even the ones resembling sea urchins are, when touched, as soft as cheese.

Light Eaters are creatures resembling the variety of fish, crabs and molluscs of the deepest abysses of the oceans. They are much larger than most sea creatures of the deep however. Also their coloration is inky black, deepest purple, dull red or deep green, usually with stripes or spots. They are attracted to Light in all its forms and violently attack to consume the Light and its source. Specially favoured prey are characters who innately generate light since feeding on a victim with that power enables the Light Eater to breed.

Burners are creatures resembling Goblins. They attack in groups of 10, 20 or even 40 or more, swarming on to a vehicle or disc to kill and eat any traveller they find. They avoid active discs but clean up abandoned ones. They also attack settlements but this is how their Weakness was discovered. Any light touching them does terrible damage to them, swiftly setting them on fire or burning them horribly. Thus settlements keep a perimeter of lights ever burning and it is death to lose a light because these gruesome little men will then swarm over you and eat you raw!

Physicals are evolved and adapted versions of animals and creatures from the realm of mortals. Their adaptations are twofold – all have Flight or Superleap replacing their normal form of movement (Flight if Wings are possessed simply means the Wings have adapted to the Inner Dark and work as normal) and all of these creatures have totally lost any eyes they possessed. The eyesockets are as blank as those of a cave fish. In their place, the Inner Dark Physical version of a mortal realm animal has a form of echo location / sonar. This is a power but since it replaces the lost sense of sight it affords no net benefit. They can no longer be blinded, but are easy to deafen.

### Inner Dark Ecology Creatures

Creature	M	C	B	F	I	A	W	Powers
Shadow Eagle**	Gi	U	Gi	U	Di	No	Ne	20', Wings*, Bite, Claws
Burner	To	Su	No	Di	No	Su	Di	Claws, Infrared Vision****
Giant Jellyfish	No	Pi	De	Ti	Ne	No	Ne	Entanglement
Dark Squid**	Ti	No	Ti	Ti	Pi	No	Pi	120', Entanglement, Bite
Inky Crab**	No	No	De	De	Pi	No	Pi	50', Claws, Body Armor
Extingofish**	De	No	De	U	Pi	Su	No	240', Bite, Immunity***
Darkshark**	Go	No	De	No	Di	No	No	Bite, Immunity***
Bloodbat**	Di	Su	Di	Di	No	Go	Pi	Bite, Wounding*****
Floatfungus	Ne	Su	Ne	De	Ne	No	Ne	Weapon – poison dart
Black Wasp**	Su	No	No	No	Pi	No	No	attacks with reusable sting
Dragonet, Red**	No	Gi	Pi	Pi	No	Di	No	Wings*, Energy Control - Fire

\*The Wings this creature possesses work normally in the Inner Dark.

\*\*This creature is entirely blind and uses Echo / Sonar – Supersense.

\*\*\*This creature is immune to Shadow powers of all kinds and takes no damage from Light powers of any kind.

\*\*\*\*Supersense

\*\*\*\*\*Wounding: each attack causes additional blood loss Damage to the victim of – 1d6 per turn until that wound is tended. Multiple wounds cause multiple blood loss. All can be tended in a single turn.

#### Inner Dark poisons:

Floatfungus Toxin B	Loss of 1d6 Damage per turn	No	Blue
Black Wasp Toxin C	Paralysis as per Paralyzing Touch followed by loss of 1d4 Damage per turn	No	Yellow

Remember that as per the rules for giant-sized creatures (see Foresee page 44) bonuses and special destructive powers apply to anything with a listed size.

There are many, many, MANY more creatures in the Inner Dark, not all of them yet discovered...

Each hour spent drifting / swimming and each ten turns spent Flying, roll d% for what is found:

#### Inner Dark Encounters

Roll	Encounter
01-02	Friendly Shadowship (see below) crewed by Classed Humans
03-06	Pirate Shadowship crewed by unfriendly Classed Humans
07-08	Shadowshipwreck – something wrecked it and the crew are nowhere to be found...
09-39	Darkolith – roll up as for aerolith (see page 3 et seq.)
40	A creature of absolute blackness glides past, utterly disinterested in you. Roll for size on the aerolith chart on page 5 of this book.
41	A fellow traveller in the Inner Dark. Roll up as a normal Foresee character. There is a 10% chance that this character is not even from the same mortal universe as you!
42	A Mooberi Ball (see page 38). It hurtles past without stopping and the occupants most likely didn't even notice you.
43	A corpse. It's desiccated; freeze dried and clearly very old.
44	A bunch of clothes with no one in them. Either someone stripped naked or there's something in here with you that dissolves people and spits out clothes.
45-51	A hero on a quest.
52	
53	
54-65	An expedition of adventurers exploring the Inner Dark. They may be good guys... Or not...
66-69	An escaped prisoner. Several worlds use the Inner Dark to

	house a maximum security prison for their local bad guys. This is definitely a supervillain.
70	A heroic Town Guard or other law enforcer looking for an escaped supervillain.
71	A lost Weapon or Item, 50% chance of either.
72	A ray of multi-colored light blasts out from a tiny rift in the dimension, swings in an arc including you and then disappears again just as quickly.
73	A faint sound a little like hauntingly beautiful whalesong reaches your ears.
74	1d100 Burners. If you are not carrying or producing Light of some kind they are upon you and attacking with Initiative immediately, having swum up silently and attacked with surprise. Anything that could negate surprise can be used to change this surprise attack to normal combat – Telepathy, Ambush skill, etc.
75	A Named God, on a quest or expedition for his or her pantheon.
76-80	A Crate. This is the classical form of largescale storage once used by those with various Portable Shadow items.
81-86	A river of debris. This is the detritus and wreckage from one the largest discs in the dimension which has been filled beyond its capacity, had 'an event' occur, and collapse in on itself. Every kind of mundane item is here but virtually all of it has been crushed into bits. Someone searching for at least an hour can make a skill roll on Searching, Treasure Lore or similar or roll d% against Awareness to find something useful or unusual that is still in one piece.
87	A Dimensional. It could have any attitude to you, and could be of any type.
88	An Undead.
89	An abandoned disc with its loot intact!
90-94	An abandoned disc long since pillaged.
95	A disc still in use. There is a selection of frozen objects and a 10% chance of a frozen character too. There is a 75% chance that any character found is evil or some sort of villain.
96-99	A disc that is slowly turning into a Darkolith. Shadow Eaters have taken root on it and it is draped in slowly creeping Shadowy creatures similar to sea urchins.

Loot on a disc will mostly be excess items such as ladders, tools, a longboat, various keys and pieces of puzzles to which no answer has been found and other quest related junk.

Crates turn up all the time in the Inner Dark. A fair number of them also find their way back to the world of mortals. To determine what is inside the Crate you have discovered, roll d% on the following chart:

Roll	Contents of Crate
00	Roll twice and combine results.
01-02	Empty except for straw.
11	A melee weapon such as an axe.
12	Rod of Blasting with 1d6 of its 6 charges remaining and no potions with which to recharge it.
13	3d6 wooden boxes each containing 6 potions to recharge a Rod of Blasting.
14	Brand new clothing packaged for sale.
15	Hundreds of sheets of parchment ready for use by Wizards.
16	Hundreds of pages of sketches, coded writing and diagrams drawn up by an Engineer.
17	A Construct, neatly packaged up. Without a Quicken Unliving power effect it will remain inert.
18	A Crystal Ball. This is an item that when used gives Telepathy with a random Rank Value – randomise EACH TIME it is used.
19	A long length of leather tube waxed and made waterproof. In other words, a medieval garden hose.
20	A pair of leather and paper flipflops with the words in Commontongue written on them “Enjoy Sunny OGREDEATH Waterslide Park!”
21	A work of art shrouded in straw. This is a work of fine art – a sculpture, painting, engraving, or similar.
22	Some explorer’s biological samples, long since spoiled.
23	The stuffed corpse of a monster.
24	Parts for someone’s One-of-a-Kind Item. Unassembled.
25	A Flummery Agitator, Deluxe.
26	A Book of Magic consisting entirely of brightly colored little panels telling stories using sequential art.
27	Bags of potting mix, clay pots, seed packets and gardening tools.
28	What looks like a Crystal Ball. It’s actually the egg of a Celestial Moon Dragon.
29	School uniforms for a School of Magic.
30	Pots and pans. These are top notch Halfling made. Using them confers Cooking skill whilst they are in use.
31	Pots and pans. These are incredibly shoddy that LOOK Halfling made. They may even be cursed in some way.
32	Empty bottles of all shapes and sizes, destined by the label for somewhere called ‘Vexor’s Vineyard, Home of the Cabernet of Clues’.
33	Empty jars of all shapes and sizes.
34	This Crate has been infested. 1d4 Black Wasps erupt out of it when you interfere with it.

35	Dwarf-made tins of soup, 2d100 of them. This stuff's delicious and even better each tin provides a turn's worth of the Snack Based Regeneration power. Now if only you had a tin opener...
36	Gnome-made tins of rations for the Glorious Army of Simol the Impatient. Each is fitted with a self-opening device in the form of a tiny key pressed into the lid. By the date stamped on them they are well over 50 years old. Still fresh! ?
37	Hundreds of packets of biscuits. It's comfort food.
38	1d100 bottles of something called 'Sister Sunshine's Soda'. It's a lurid pink color and looks extremely fizzy.
39	1d100 bottles of decent wine.
40	1d100 bottles of Dwarfish 'Alten Nivadilrbier' – beer.
41	A stone statue.
42	An ornate wooden carving.
43	Material for Vehicle Repair, enough to repair 100 points of lost Durability.
44	Material for Vehicle Repair, enough to repair 1000 points of lost Durability.
45	A live monster in a cage.
46	1d100 flasks of oil. Useable if lit as +3d6 damage fire grenades with an effective throwing range of 4 sectors.
47	Primitive art items from a tribe somewhere.
48	Painting and other art supplies.
49	Lots of scraps of leather.
50	Lots of offcuts of cloth.
51	Huge sheets of vellum.
52	A sealed treasure chest. It is definitely trapped.
53	A tiny Crystal Ball wearable as an ear ring. This allows communication at any distance with whoever is wearing another one.
54	The Crate is full of children's game and puzzles.
55	A musical instrument.
56	Components to make or repair armor.
57	Pornography.
58	1d100 sticks each of which functions as a cold light torch when waved. They will generate a slightly sickly looking pale green light enough to fill one sector with illumination. Each lasts 6 turns before going out.
59	A lantern with 2d6 flask of oil and a tinderbox and flint.
60	A Rod of Illumination (flashlight) which will last 1d100 hours (GM should roll this duration and keep it secret).
61	Some kind of magical battery but no instructions on how it works or what it's for.
62	The Crate is full almost to overflowing of some sort of grain.

	There is a 25% chance some non-Inner Dark monster stowed away in this crate – a Giant Rate, Chaotic Weevil, etc.
63-66	Wool
67	Peculiar chemicals
68-69	House tiles
70-74	Bricks
75	Gems. If these can be kept and put to use somehow with GM approval, a roll d% against Lifestyle indicates that Lifestyle permanently increases by one rank!
76	Gold Bars. If these can be kept and put to use somehow with GM approval, a roll d% against Lifestyle indicates that Lifestyle permanently increases by one rank!
77	Strange metal items, possibly parts for some kind of Vehicle or Construct?
78	Cables, ropes and leather belts of various sizes and designs
79	1d100 candles
80	A Box of Wondrous Noise (ie a boombox) with enough charge left to play for 1d100 hours continuously. Its 'music' is so incongruous to the Foresee world it could easily constitute a sonic attack.
81	Bathroom fittings.
82-83	Simple tools.
84	Blankets, enough to keep 1d6 people perfectly warm.
85	Coal or brickettes.
86	Segments of plate armor.
87	Bottles of detergent.
88	Sports equipment.
89	Aquarium supplies.
90	This Crate has been outfitted as a sort of tiny Headquarters.
91	The internals of some sort of Construct. This stuff is wrecked.
92	2d4 Rods of Communication. Each set of these Rods allows communication at a distance of up to 360 sectors as if the people speaking are next to each other.
93	Empty except for tiny white lightweight beads of some papery substance. When Crate is opened this stuff goes everywhere.
94	A manikin or dummy.
95	Scraps of old notices from taverns.
96	An unrecognisable bundle of junk.
97	This Crate is waterproof and filled with fresh water.
98	This Crate is waterproof and filled with sea water.
99	Crate is full of sand.

Some hardy souls have grown sick of the slow travel and hazards and chosen for their Vehicle power a Shadowship – a type of skyship (see page 34) outfitted and equipped to sail the Shadow Seas of the Inner Dark! Most of these vessels are captained and crewed by

explorers as much as thieves, since the vast realm of darkness has aerolith sized lumps of Shadow Matter drifting through it and there are even settlements of Sailors, Pirates, Captains and so on, complete with Peasants and others who they have brought through to work and live freely under the Black Sky. These settlements are lit by magical means or through the successful use of great Powers such as Grant Wish. The usual crops are fungi since nothing else can grow well in the Inner Dark. Likewise the people who dwell there use sunlight generating items for the most part to obtain the life giving rays of the sun that all (Humans) need. However there are also settlements established by races like Dwarves and evil Elves who despise sunlight or are hurt by it.

A large multiracial settlement called Xurshard is built all over a craggy Darkolith of duchy size. It is the only known source of normal plants in the Inner Dark since it has a magical artefact called the Shield of the Bigmouth placed inside its castle in the middle of the small town. This castle, called the Greenhouse, is home to a royal family known as the Swardens of Xurshard. They are a hereditary family of Druids, with only non-Druids permitted through marriage; all scions of their bloodline choose Druidism and develop as Classed Humans. The Shield of the Bigmouth is some sort of extremely powerful artefact made by the Forerunners (see page 11) and it permanently emits bright, almost blinding, pure healthy sunlight. The Druid royal family use it to illuminate the entire castle complex using mirrors and windows, and especially to feed and nurture their array of plants.

Xurshard has a total population near 1,000 – a vast number for the sparsely populated Inner Dark – and due to its sunny glow, not entirely shielded by the immense plants growing inside the glass sections of the Greenhouse, is actually quite a pleasant place. Especially since no part of the surface of Xurshard Rock, its aerolith, is remotely dark enough for Burners. The main threats to Xurshard come from occasional Shadow Pirate raids, from particularly powerful and hostile Shadowjacks and from the rare but dangerous attack from a gigantic Light Eater. Xurshard maintains a squadron of Shadow Eagles (Giant Blind Eagles) ridden by adventurers of the Knight class (Knights of the Air in this case). Xurshard functions as Headquarters for a quite a few adventuring characters with that power, as well as being casual home to many more. It is the main safe destination in the dimension.

Far from Xurshard, on the edge of The Deeps, there is a Darkolith pub, a spherical tavern hanging in the blackness. Called “Dameron’s Den”, it is owned and run by long-retired adventurer Jaark Dameron, once a rogue of repute but now a tired tavernkeeper. A Yellow result rolled against the character’s available Lifestyle on d% indicates you can afford his steep prices, and on offer is every kind of food and drink imaginable. There are also eight large rooms on offer, rarely more than two are filled. Visitors who can’t or won’t buy any services are tolerated but pretty much ignored by everyone.

Since the Inner Dark is eternally cold, a fire burns eternally in Dameron’s hearth. It’s magical but not all-powerful and tending it is a significant task for his staff. Adventurers huddle as close to it as they can get since the rest of the building other than Dameron’s private rooms deep in the heart of Darkolith are not warmed – that’s up to characters to do for themselves.

Dameron himself isn't talkative but he delights in encouraging others to tell tales of their adventures. Since the Inner Dark connects not just to one but to a myriad of mortal worlds, there could be adventurers present from *very* far away...

### People in Dameron's Den (roll d%)

Roll	Contents of Crate
00	Other than you, Dameron and the live-in staff the place is utterly deserted. "That's a first," Dameron mutters.
01-02	A group of Undead led by a more powerful Undead.
11	The place is packed to the rafters with every kind of character, all raucously getting drunk, telling stories, chatting up likely adventurers and showing off their Weapons, Items and Pets.
12	A watchful Ranger sits in the corner, smoking pipeweed. You can almost HEAR him being terribly mysterious.
13	A group of Wizards sit around a table, politely arguing about what they're going to do next.
14-21	A group of Gamblers sit round a table, gambling. You're welcome to join... Sucker...
22-26	A party of Classed Human adventurers are sitting and going over their maps, notes and items.
26	A Named God is sitting at the bar, drinking mead and chatting with Dameron. Looks like they're old friends.
27-40	3d6 totally random characters are in the bar, sitting and drinking or chatting in small groups.
41-50	4d6 characters playing dice. It costs a few gold a throw and the dice are enchanted to be fair – and to automatically take your losses from your Lifestyle. Standard rules for throwing 7 and 11. Or any others the GM imposes. The stakes here are very high if you keep betting – this dice game CAN raise or lower your Lifestyle, PERMANENTLY.
51	An Inner Dark Game Fisherman sits at the bar, a creel full of the strangest looking things you've ever seen at his feet.
52-60	3d6 characters are in the bar, listening to a Bard really belt out some classics.
61-70	5d6 characters are sprawled asleep around the pub. Another 2d6 characters are awake and murmuring in conversation to each other as they keep drinking. The entire place smells, strongly, of spilled beer, some kind of fried snack and various smoking ingredients.
71-80	Dameron and his staff are cleaning up after some kind of pub-wide event: d%: 00-10: Barbarian Convention; 11-25: Attack by a supervillain; 26-50: someone opened the wrong Crate; 51-75: a wedding; 76-80: a coming of age ceremony; 81-98: the weekly talent contest; 99: an

	organised bareknuckle boxing match.
81-86	A party of visitors from Xurshard are feasting and having a good time. Their children are with them, running around underfoot. Nearby a pair of Knights stand watchfully, on guard.
87	A Wereanimal. In the Inner Dark wereanimals of most sorts don't undergo their change.
88-89	3d6 characters, all heroes or would-be heroes.
90-94	A group of adventurers who have been sent to the Inner Dark on a quest for someone called the Adventuremaster (see page 17).
95	The Adventuremaster (see page 17). He is deep in conversation with Dameron.
96	A Nymph or Divine Shepherd (see page 10).
97	A Shadowjack.
98	Roll twice on this chart and combine results
99	Roll three times on this chart and combine results

### Jaark Dameron (Rogue)

#### Primary Traits:

Melee:	17*
Coordination:	28*
Brawn:	7
Fort:	18*
Intellect:	5
Awareness:	29*
Willpower:	3

#### Secondary Traits:

Damage:	70
Fortune:	12
Lifestyle:	37
Repute:	5 +6 with Criminals, +4 with Named Gods, -8 with law enforcement

Powers: Chameleon in urban areas and ruins, Ring of Titanic Dimension Jump\*, Ring of Titanic Regeneration\*, Demigodly Force Field in form of Belt of No-Touchy\*, the Magic Rune Sword "Nobby", +5d8 Damage doubled against Dragons\*

Skills: Sneaking, Hide, Lockpicking, Generalist: Tavernkeeper\*

\* = improved or added through earned Fortune spent on Character Advancement

# Vehicles: Ships, Sky Ships and Mooberi Balls

A ship is any vehicle designed for travel on the surface of a large body of water.

A Sky Ship is a vehicle very much like a water-based ship, but which can levitate and which is propelled through the sky rather than the water.

Mooberi Balls are spheres made of wood and metal which can fly, submerge underwater or even roll on the ground. However, when a Mooberi Ball is submerged it takes depth damage equal to its depth in sectors (10' per sector) every turn.

Submarines denoted by an asterisk\* in the chart below are vehicles that can travel under the water. Since a Mooberi Ball is a kind of submarine (as well as an aircraft and a water vessel) some other submarines are also included.

Unless it is noted in the statistics, the crush depth of a submarine is equal to its Durability divided by its number of crew, round up. This is the number of sectors deep underwater it can stay submerged before it suffers irreparable damage and is crushed. At this depth or lower, the Sea Captain must make a Master Table d% roll each turn on the durability of the submarine. Failure means the submarine has started leaking and failing. The difference the roll is failed by is deducted immediately from the submarine's Durability.

*Example: Sea Captain Gromsley rolls 02 needing 05 or more for the Durability roll to succeed. His Submarine immediately loses 3 points off its Durability.*

In addition, the submarine automatically takes damage equal to its depth in sectors divided by 10, round up, every hour. This reflects the relentless pressure the water exerts on any submerged pressurised object.

However, when a Mooberi Ball is submerged it takes depth damage equal to its depth in sectors (10' per sector) every turn. Mooberi Balls don't have the normal crush depth resistance of a proper submarine, they are built to be partially destroyed and repaired.

In addition to the standard statistics for vehicles (as provided in Foresee on page 114) the chart below also lists Sailors/Captain. This is the number of each required for the ship or other vehicle to work properly. A ship or other vehicle on this chart can substitute any number of Pirates for the same number of missing Sailors or Sea Captain.

Without these listed numbers of personnel, the craft in this chart suffers a -2RS penalty when operated by other characters. These are all vehicles which require multiple operations carried out simultaneously – rigging, steering, repairs, using complex items or magical items and so on. Even a Mooberi Ball requires a minimum of one Sailor and one Sea Captain to work the scrying ball, handle the control rod and press gemstones at the right time.

With either too few crew or too few captains / no captain it suffers a Row Step penalty equal to the number of missing crew or sea captains in operation rolls. A Captain can make a d% roll against his or her Intellect with Command skill bonus to negate the effects of having too few crew. A Pirate can make a roll on his or her Fortune to do the same. Crew can't make up the difference in lack of Sea Captains unless someone has the Command skill or some kind of weirdly specific "Sail Short Handed" skill.

Vehicle	Durability	Handling	Velocity sectors/turn	Crew/Captain
Caravel (2 masted)	28	8	6	11/1
Cutter	60	75	8	8/1
Dhow (1 masted)	28	50	18	7/0
Galleon	1000	12	4 / 14 under full sail	200/8
Mooberi Ball*	1000	100	1320	1/1
Mooberi Ball*, Armored	2000	40	600	1/1
Rowboat	7	3	4	1/0
Sea Chariot drawn by Giant Sea Horses	6	25	18	0/1
Shark Submarine*	1200	12	14	9/1
Sky Cutter	33	80	18	5/1
Sky Dhow (1 masted)	32	40	30	1/1
Sky Dhow (2 masted)	64	32	20	2/1
Sky Galleon (3 masted)	3000	6	5	130/5
Sky Yacht (1 masted)	40	40	40	11/1
Underwater Walking Tank*	20	2	3	6/0
Viking Longship (1 masted)	200	12	12	8/1
Viking Longship (rowing propelled)	200	2	5	40/1
Yacht (1 masted)	23	40	20	1/0

# What We Leave Behind #1: Melee Weapons

In Foresee, since it's based entirely on 4C which is a superhero game, there is none of the old school fantasy gaming aspects like detailed lists of coins and treasures. There could be, but to some extent it would not only be pointless it would ruin the feel of the game.

However just as in a normal modern day superhero world there's a trophy room for captured equipment or piles of new technology being developed, there is a similar kind of effect in 4C / Foresee, perhaps unintended perhaps not.

This is the pile of Melee Weapons and other items that must be left behind when characters die.

Within the rules there are several types of weapon and item that contain powers but which are not in any way linked to a character. This means that those items in some cases must make it out into the wider world. Some would be so distinctive that any successor character wielding them is basically a legacy hero, inheriting powers with the item and continuing on in the same way as his or her predecessor. But there must be an absolute swarm of "Weapons" for example, since the rule states,

The character possesses a weapon, or weapons, with a combined total damage equal to the Rank Value of this power.

Example: A character with a Rank Value of 30 in this power could own two swords of Damage 10 each and three daggers of Damage 5 each. Or a bow, crossbow, and rod of blasting each doing 10 Damage.

Interestingly for present purposes it goes on to say,

If a Weapon is lost, the character may spend 5 Fortune to Luckily find it again. If they do not, and they do not take steps to recover it, it still exists but is lost to them until recovered. This same Weapon is **freely useable by anyone else who finds it.**

Even allowing for players being extremely careful to recover powerful weapons, some must make it out into the world.

This means that one kind of old school reward that is available in Foresee is a magical, psionic or dimensional weapon.

To randomise such a weapon, roll d% on each of the following charts:

## Type of Weapon d%

Roll	Type	Damage:
00	Ball and Chain	1d10+2
01-04	Bec de Corbin – Smashing Mace with beak / spike attached 50% / 50% whether it inflicts bashing or piercing damage	5d8
05	Box that has a spring loaded Boxing Glove on an extending wooden arm	1d6
06	Boxing Glove	All punches with this item automatically pulled
07-08	Broadsword	3d10
09	Cestus (Roman gauntlet) / Iron Boxing Glove	5d4
10	Clawed Glove	2d4
11-12	Claymore**	4d10
09-13	Club – a tapering chunk of wood – adds +2RS to all Melee rolls for a Barbarian	2d10
14	Construct tentacles worn on harness* - also confer Wall-Crawling – all of them acting together constitutes one attack	3d10
15	Glove*	1d4
16-19	Dagger	1d6
20-22	Diddyknocker / Baseball Bat	2d10
23	Downright Weird: reroll for type and it has 1d4+1 attacking blades or items – for example a Ball and Chain with two balls or a Katana with three blades	REROLL
24	Falchion** - big heavy sword with hooked end – destroys double the normal amount of armor	3d10
25-26	Fang of a giant monster – equivalent to a Dagger	1d6+2
27	Giant Fork – inflicts piercing damage	1d4
28	Giant Knife – inflicts slashing damage	1d4
29	Giant Pencil with an eraser on one end	1d4
30	Giant Spoon – inflicts bashing damage	1d4
31	Head-butting Helmet*	1d4
32	Jack in the Box	1d4
33-34	Khopesh – Ancient Egyptian question-mark shaped blade	2d6
35-36	Kopis – Ancient Greek or Roman somewhat leaf shaped sword	2d4
37-39	Leg bone of a monster****	2d10+2
40-46	Longsword	2d10
47-49	Machete – huge chopping knife	4d4
50	Oppressive Ball and Chain –weapon automatically Sweeps	1d10+2
51-52	Painstick – shortened Quarterstaff with a lump of padded leather on each end	2d4
53	Personal Micro-Aerolith*** (tiny magical stone that orbits the user endlessly. Using it still counts as a melee weapon)	3d10+3

54	Pickaxe**	1d10
55	Ring*	1d4
56-60	Quarterstaff – adds +2RS to any Climbing, Tumbling or Acrobatics skill, Dodge, Evade or Block roll for an Acrobat	1d8
61	Rod of Blasting – with limitless charges but range is limited to touch	10d10
62	Rubber Chicken on a Stick	1d4
63	Scimitar** - big curved sword Arabian Nights style	3d10+3
64-69	Shield – provides random Rank Value of Body Armor and is also useful for bashing attacks. A shield with a high Body Armor might be very big – or very magical	1d6
70-76	Shortsword	1d10
77	Shovel**	1d10
78-80	Smashing Mace (metal ball on a stick)	5d8
80-81	Spiked Glove*	1d4
82-83	Spiked Smashing Mace – has spikes all over the ball, inflicts piercing not bashing damage	6d8
84	Staff of Blasting**** - with limitless charges but range is limited to touch	10d10+20
85-88	Stone Maul – huge rock strapped to huge stick	10d6
89	Sword of the Eastern Islands / Katana****	7d6
90	Tanto – Eastern Islands / Japanese hiltless dagger	2d4
91-98	Warhammer****	4d10
99	Zanbato** - big square bladed sword	6d10

**Sweeps:** a weapon that Sweeps has an attack rolled as part of the same single action for all characters within TWO sectors, the sector in which the user is and one adjacent sector. The target can be in either of these sectors but everyone in both can be hit and all have an attack resolved against them.

\*Although a weapon, a character using this is treated as unarmed when in Melee for all purposes.

\*\*This weapon requires two hands to use. Using it one-handed inflicts a -2RS penalty on all Melee related rolls.

\*\*\*Since this floating item is only useable in Melee and only attacks or defends within the character's own sector it is treated as a melee weapon.

\*\*\*\*This weapon is useable in one or two hands. If used one handed it inflicts HALF its total damage, rounded up. *Example: a character with a Brawn of 10 using a Katana one handed inflicts 7d6+10 halved or in this case after rolling 25+10 = 35 halved, or 18 points of damage.*

Damage in the chart above is the amount added to the standard Melee damage caused which is equal to the Rank Value of the attacker's Brawn if weaponless (see Foresee page 84).

A normal (not off this chart) one-handed weapon adds NORMAL damage (2d4+1) (see Foresee page 11 for random score) and a normal two-handed weapon adds TOUGH damage (3d6+1) (see Foresee page 11 for random score) points.

Martial Arts skills may also add to “unarmed” damage.

### Type of Enhancement d%

Generate any random enhancement once and that is the weapon’s bonus unless Chaotic

Roll	Enhancement
01-02	Skilled Weapon: adds +1RS versus a random character type. Randomise an origin and this is the type of plus it gets, eg +1RS vs Skeletons, +1RS vs Sea Captains, etc. There’s a story there as to how someone chose THAT for their weapon.
03-06	Skilled Weapon +1RS versus Undead
07-08	Skilled Weapon +1RS versus Wizards
09-39	Slaying Weapon: does extra damage equal to a random Rank Value but only against a random character ORIGIN, not class – roll the type of character – Demigod, Undead, Humanoid Animal and NOT the specific character.
40	Slaying Weapon: does extra damage equal to a random Rank Value but only against random character type eg Sea Captains, Humanoid Aardvarks, etc.
41	Vorpall Weapon: adds 1d4 RS and 1d100 Damage to any attack.
42	Chaotic Weapon: adds 1d4 RS and 1d100 Damage to any attack. ROLL EACH TIME IT’S USED. Never sets to a single fixed value, doing so using Fortune destroys the weapon.
43	Vampiric: Weapon lets user spend Fortune on a successful hit against a living creature and gain an equal amount of Damage directly from the target, lowers their Damage and heals the user. Doing this is an evil act in all circumstances and the character doing so must lose an EQUAL amount of Fortune to that used to steal life at the conclusion of the session. This CAN take the character to negative Fortune. They have become a kind of vampire the moment they use this weapon.
44	Powered: Weapon has a single power at a random rank. Using this power does not “stack” with the weapon attack it is useable INSTEAD of the weapon attack. It may not even be a power useful in combat
45-51	Skilled: +2RS versus Warriors
52	Skilled Slayer: adds +1d4 RS versus a specific character type AND does random Rank Value extra damage versus that same character type.
53	Improved Skilled Slayer: adds +1d4 RS versus two specific character types AND does random Rank Value extra damage

	versus the same two character type. Randomise a bonus to RS and a bonus to damage separately for each character type. It is traditional to then describe this by RS bonus (smallest first) as eg "+2 vs Sea Captains, +3 vs Deadoids" or similar.
54-65	Sniffer: the weapon has the Detection power at a random Rank Value. The type of Detection could be literally anything but is 50% likely to be something useless in combat or even adventuring such as Detection: 5 star restaurants or Detection: Parking Spots.
66-69	Property: If the character finding this weapon sacrifices 80 Fortune (or Fame, as always) immediately on touching it, this weapon CANNOT be lost or stolen. It will ALWAYS return to the character during their life time. It melts away and reappears next to them.
70	Impressive: weapon confers a +2RS bonus to the user's rolls for Repute, acting, public speaking, seduction and anything else based on appearance rather than substance.
71	Cursed: this looks like it confers a Skilled or Slayer bonus but the nature of the weapon is to inflict a -2RS and halved Damage penalty on the character using it. It also behaves as if it is "Property" (see entry under 66-69 on this chart.
72	Lethal: no attack with this weapon can be "Pulled" or damage minimised by the user. It always strives to do maximum lethal harm.
73	Elemental: the weapon has a permanent elemental effect surrounding its attack edge, surface or the whole weapon. This also adds 3d6 elemental damage to its total.
74	Healing: the weapon has Healing power at a random Rank Value.
75	Divine: This is a weapon once owned by a Named God. Selfish and capricious creatures that they are, now it's turned up they will probably want it back...
76-80	Thermal: confers Freezeproof at random Rank Value on user
81-86	Icy: confers Fireproof at random Rank Value on user
87	Shadow: user can elect to send someone to the Inner Dark as a full turn action as per Physical Metamorphosis: Shadow
88	The item is encrusted with jewels and precious metals to the extent that merely owning it raises the character's Repute by 1 and Lifestyle by 5.
89	Personal Protection: weapon confers a +1RS to any roll the user has to make against a specific type of character eg Skeletons, Sea Captains
90	Profound Protection: weapon confers a +1RS to any roll the user has to make against anything, be it trap, attack, block, wrestle, power effect

91	Elemental Native: the weapon confers on its user a random Elemental Native status. The weapon also clearly “looks like” it belongs to a civilisation that lives in that Element
92	Bouncy: weapon gives the user Superleap at a random Rank Value
93	Purpose: re-roll for power but this weapon was put into play by a powerful Dimensional for a reason of its own. Now that it has reappeared events will begin to rapidly unfold around it: mysterious spies and visitors, vague warnings, new characters or monsters appearing, villains awakening to the character’s existence... If this is rolled again nothing changes but the weapon receives +1RS for its user against an appropriate type of enemy specific to the Purpose.
94	Broad Protection: weapon confers a +1RS to any roll the user has to make against a character origin eg Demigod, Undead, Halfling
95	Iron Mind: user is immune to mind influencing powers, whether well intended or hostile
96	Iron Wand: user cannot be teleported, thrown through a Gate, put into the Inner Dark, Dimension Jumped or otherwise teleported, phased or displaced into another location or world without his or her consent whilst using the weapon.
97	Thundering: in addition to any other damage or effect the weapon emits a thunderclap whenever it strikes successfully. This has the effect of a Quake power of random Rank Value centred on the weapon. The user is immune to this effect; no one else is automatically immune
98-99	Roll twice and combine results

Weapon power of course covers ranged weapons as well as Melee weapons but this chapter restricts itself to the hand to hand category. All of the above enhancements could apply to ranged weapons just as easily.