The Sorcerer's Scrolls

Issue #44
June/July 2009

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Editorial

Issue #44
By Tori Bergquist

Welcome, despite all odds, to issue #44 of The Sorcerer's Scrolls! Although this issue is a bit late by the standards set in the first return issue (bi-monthly) it fits in perfectly with the new standards established in #43 (whenever I feel like it). This issue is going to take advantage, ever so slightly, of the medium of electronic publishing. I'm going to try for a bit more color in some of the formatting, and the size of the issue will be reduced a bit to make it easier to get new issues out. The pricing will be reduced as well, to reflect the value of content. I'm not a real fan of the "12 page PDF that costs $4.00" so you can be assured that you'll never see an issue of TSS that costs more than it is worth (well, I hope not, anyway!)

I was mulling over the idea of a theme issue, specifically an "all old-school" issue, but realized from feedback that a fair number of readers who enjoyed the previous issues were appreciating the 4th edition content (or generic system content). I also had some friendly feedback on the sci fi stuff, especially the fiction and the Traveller material. This issue will pick up with where those left off, and include some new worlds and campaign ideas for Traveller referees to use in their own campaigns (which also tie in to the evolving Stellar Expanse campaign setting that I am slowly revealing in TSS).

Besides the Traveller content, there is a veritable cornucopia of new 4th edition material within these pages, including new feats, magical devices, and a deviant race of humanoid vampire bat panther monster thingies, compliments of Jody Wood. James Curtis makes his debut as well, with a setting designed for use with the 3.5 Expanded Psionics Handbook.

Beginning with this issue, if anyone would like to contribute then I will work out a mechanism via rpgnow.com by which I can guarantee some royalties for payment. You might have an article, for instance, that is 2-3 pages long and really doesn't merit much attention as a PDF on its own; send it in! I'll work out an arrangement where you receive a percentage of profits based on sales and volume in the book. For example, if a

Sirianthus Sector

Part 3 of an ongoing campaign setting for use with Traveller
By Tori Bergquist

Sirianthus is a remote sector of space with only one ruling presence: **The Sector Authority**. The S.A. is stationed off of the prime world in the region, called **Utopia Incognita**. It was founded hundreds of years ago, and falls nominally under the rule of the Terran Authority, but ignores most other governmental influences, including the Stellar Concord.

Sirianthus

System Data: single star system; 3 gas giants, 7 standard planets, 1 Type C civilian starport and 1 Type B Sector Authority starport
WPP: B8677702-2; note that the world is restricted by Sector Authority government (8) and law level (9).
Moons: Sirianthus has three small moons, called Eados, Tyrianos and Cleodor by the native.
Detailed Profile: SP: B; **Size**: 8; **Atmos**: 6, **Temp**: 9, **Hydro**: 7, **Pop**: 7, **Govt**: 7(8), **Law**: 0(9), **TL**: 2(12)-parenthesis reflect Sector Authority levels at the star port and by quarantine.

The Sirianthus Sector is named after the most unusual world in this sector, Sirianthus. Sirianthus is a remote, fascinating world with a climate suitable for humans, and holds two unique marvels: a vast network of ancient ruins that employed an otherwise inscrutable crystalline technology for almost all computers and functions, and a degenerate race of hominids called Sirianthans who dwell upon its surface in a barbaric culture that has grown up with a mysterious fear and reverence for the precursor culture that preceded them. These people call themselves the **Erikathi,** and they are unusually close to the same hominid genus as man, leading some to speculate that the are related to humans, and may have been part of a genetic breeding program executed by the precursors nearly one hundred thousand years ago.

Sirianthus is quaranteed an amber zone by both local and galactic authorities because of discoveries made by researchers on the planet. There is evidence that the otherwise fantastic remnants of the ruins of this planet are still functioning, and some act as gateways, opening wormholes to vastly different regions of the galaxy, or beyond. Indeed, some researchers feel that these are in fact quantum wormholes, opening up portals to parallel universes.

The first incident in which this portal technology was discovered led to the accidental lethal contact with an foreign alien intelligence. This species, dubbed the "presence" by the only surviving researcher from the incident, appeared to be a form of collective entity which rapidly studied, read, and absorbed the DNA of the researchers, then turned them in to puppet-like hosts, turning them around and infiltrating the upper echelons of the Von Neuman Scientific Research and Astrographic Studies