

Special RuneQuest Issue

HEROES

Volume I, Number 4

The Role-Playing Magazine

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The Wolfrunners

RQ Scenario
by Sandy Petersen

Freedom
In The
Galaxy
Profile

Vikings! Preview: Combat in James Bond; Pirates, Buccaneers and Highwaymen



Lords Of Creation

The Yeti Sanction

NO MISSION SOUNDS easy, but at least in this case we knew who we were up against. The Secretary of State has been kidnapped, and the trail led to Nepal. We knew Dr. Anton Markov and YETI (the Young Everest Terrorist International) was involved, and it was our job to find them.

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The Yeti Sanction is the second **Lords of Creation** adventure for player characters with a Personal Force of 20 or less. Recruited by the CIA to rescue the kidnapped Secretary of State, the players could find themselves embroiled in political intrigue, international terrorism, and an expedition to climb Mt. Everest. Included in the adventure is additional rules for car chases and automobile combat, 3 special player aids, the **Lords of Creation** gamemaster's screen, plus a full-color topographical map of Mt. Everest!

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HEROES

Volume I, Number 4

The Role-Playing Magazine

- RUNEQUEST
- JAMES BOND 007
- POWERS & PERILS
- LORDS OF CREATION

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James Bond 007 — Role Playing In Her Majesty's Secret Service

Goldfinger — Octopussy — Moonraker — Dr. No — The Man With The Golden Gun — For Your Eyes Only — Live And Let Die — The Spy Who Loved Me — Diamonds Are Forever — You Only Live Twice — From Russia With Love — On Her Majesty's Secret Service

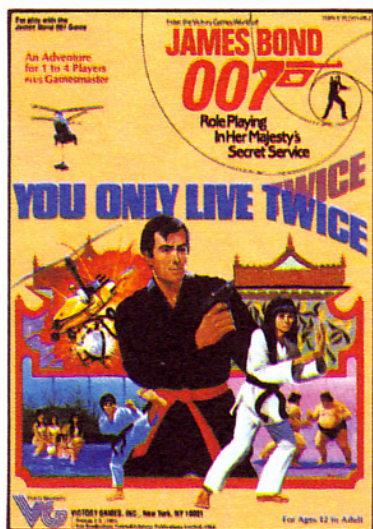
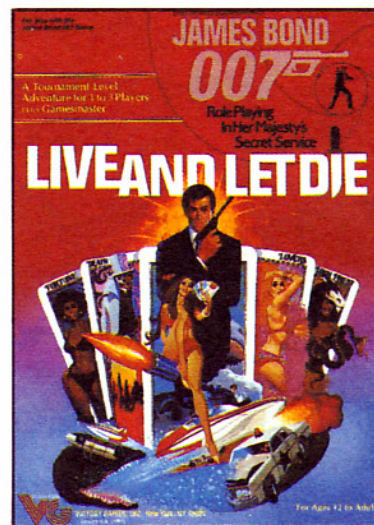
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The Coming Of Vikings

A Preview of the Next RuneQuest Product

BY GREG STAFFORD

In addition to Glorantha, future *RuneQuest* scenarios will also explore the fantasy worlds of Terrestrial myth and legend. The series will begin with a look at the pagan Vikings.

The scenario pack will include a Player's Book, Gamemaster's Book, and a multitude of scenarios which touch upon all the lands which the Viking peoples visited, both in the real and legendary realms.

Here are some selected excerpts from the upcoming package:

Player Character Vikings.

Vikings are a colorful, exciting, and misunderstood people, often portrayed in movies and literature, and who have served as models for archtypical barbarians for many works of fiction. To non-Vikings the northerners, or Norsemen, are blond giants from the frozen north, fierce cruel warriors who live to pillage, and the last great European culture to abandon paganism for Christianity. The sagas show the gentler, human side of their lives, yet reveal the hard fierceness which is their earmark.

Viking personality was much like ours. There were some who were powerful and fierce, and lived in a time when they could use it to terrorize others. There were some who were generous, humble, and kind as well. Some were proud and noble, never bending their lives to compromise against their thoughts of right and wrong. Others were compliant and flexible, able to adapt to any circumstances.

Your Viking character can be modelled after any specific behavior you wish. The results of some behavior will depend upon the gamemaster and campaign style: traitorous backstabbers appear in the sagas, but they never live very long. Nor will a campaign where they dominate. Murderous anti-social imbeciles occur as berserks, kept under control by their employers, or who serve as victims for the real heroes of the Norsemen.

Viking way of life offers a particularly good opportunity to role-play characters who act like typical warrior-adventurers, for such was their historical role. It is possible for characters to be completely independent of each other, save for the task at hand, and wander in and out of escapades. Alternately, they can be a tightly

knit band of old friends, loyal to a single lord, who stay together at all times and sacrifice some freedom for known company. They can stay in one place and work for their community forever, or wander about the known and unknown world. Characters might be devout initiates of a deity, casual worshippers, or completely godless.

Most important, the Vikings were essentially in it for the loot – a motivation most beginning role players understand.

So generate a Norseman, set sail for loot and plunder upon the edges of the world, and enjoy your fantasy.

SKALD

Skalds are professional entertainers hired to compose songs and sing the praises of their employer. The Norse have no traditional instrument used by their skalds.

SKILLS. Boat x3, Throw x2, Fast Talk x2, Orate x2, Sing x3, Speak (Own) x1, Speak (Other) x1, First Aid x2, Human Lore x3, Conceal x2, Devise x1, Ceremony x1, Fist Attack x1, 1H Weapon Attack x3, 1H Weapon Parry x2

MAGIC: To determine whether your adventurer knows spirit or divine magic, roll d100. Once determined, do not change it before play.

01-30 Spirit Magic. Your adventurer receives 1d3-1 points of spells after he reaches age 15, and 1 additional point each 10 years or fraction thereafter.

31-100 Divine Magic. Your adventurer's parents worship Odin. He may automatically become an initiate of the cult at age 15. He will then receive both Initiate of Odin and normal experience each year.

EQUIPMENT: 3-point armor, sword or axe and shield, spear, 5 pennies coin, 25 pennies goods, linen and wool clothing, knife, pack, firemaker, 50 m rope, blankets.

HAMMER, A New RQ Weapon

The thrown hammer of Thor was little used in historical times. Thor's hammer is symbolic of the divine thunderbolt which the god uses to strike down his foes.

Characters may use manufactured weapons for combat to prove their devotion to their god. Alternatively, the spells may be used on ancient ceremonial weapons used during worship. These are

usually made of flint.

Hammer (melee)
STR/DEX = 11/9
Damage: 1D6 + 2
SR: 2
Base Chance: 20 Viking
10 Other

Hammer (thrown)
STR/DEX = 11/11
Damage: 1D6
Range: 20m
Rate: 1/SR
Base Chance: 15 Viking
5 Other

ENC: 2.0
Armor Points: 8
Cost: 150

These weapons are very exotic and unusual, even among Vikings. Their real value will be seen when fighting undead and many other creatures who are immune to all edged weapons.

NEW SKILLS

Ski

Viking skis were cross-country skis, not downhill racing skis. They were also different from modern cross-country skis.

The Norsemen skied without poles. Their left ski was similar to ours: long and narrow. The right, however, was much shorter and had a strip of beaver skin glued to the bottom so that the fur bristled to the back of the ski. They got along by balancing on the left leg and pushing with the right.

Going downhill was much easier, but offered more chance of falling if the skier was careless.

Ski is an Agility skill, with a beginning skill of 05% to all Norse characters. With skis a character can move across snowy ground as if he were walking normally on good ground (Movement Rate 3).

Social Traits

Courage was simple bravery. Vikings often turned away from uneven odds, or fled in fear from the unknown. But their courage to confront and fight foes was remarkable in an age when violence was commonplace. There are many examples of the type of courage shown by Gunnar, Hjort, and Kolskegg who decide not to run when ambushed by 30 enemy warriors. At a tactical advantage on a small island, Gunnar and his companions withstood

their assailants until Gunnar's brother was slain by Thorir the Easterner.

Gunnar saw this and hurled himself at the Easterner; with one sweep he sliced him in two at the waist. Next he threw the halberd at Bork, sending it right through him and pinning him to the ground. Kolskegg cut off Hauk Egilsson's head, and Gunnar sliced off Ottar Egilsson's forearm.

"Let us run," said Starkad, "these are not men we are fighting.

Gunnar said, "You will find it embarrassing to tell of this battle if you have nothing to show you have been in one." He ran at Starkad and Thorgeir and dealt them each a wound.

(Njal's Saga, 63)

Humor among Vikings is apparent, with special emphasis on the understatement. Who can forget the last conversation of Thorgrim the Easterner when he returns from scouting the house of Gunnar Hamundarson of Hlidarend?

Gizur looked up at him and asked, "Is Gunnar at home?"

"That's for you to find out," replied Thorgrim. "But I know that his halberd certainly is." And with that he fell over dead.

(Njals Saga, 77)

Women, generally less adventurous themselves, were often eager to urge their men to action. Hallgerd Hoskuldsdotter arranges her first husband's death, then her foster-father's, and then tries to aggravate a grudge against Bergthora, wife of Njal, into a blood feud between her husband and his best friend. In a more playful vein, Egil Skallagrimson's step-daughter, Thordis, was positively eager to aid the ancient, blind Viking hero in one last act of mischievous violence when he asked to go to the Althing. She asked why he wanted to go.

"I'll tell you what's on my mind," he said. "I want to take my two cofers with me, the ones I got from King Athelstan, both full of English silver. I want them carried up to the Law Rock when the crowd gathered there is at its biggest, and I'm going to throw the silver about, and it will be a big surprise to me if people agree to divide the silver evenly. I'll bet there'll be a bit of pushing and punching. Maybe in the end the whole assembly will start fighting."

"That's a great idea," said Thordis, "and as long as people live here in the land, they'll remember it."

(Egil's Saga, 8 5)

Elders were respected and not sent to the wilderness to die. Egil Skallagrimson, quoted above, was a hearty Viking and champion who retired and lived to the age of eighty. The Havamal, or Saying of the High One (Odin), draws a picture of the old

"Viking way of life offers a particularly good opportunity to role-play characters who act like typical warrior-adventurers, for such was their historical role. Most important, the Vikings were essentially in it for the loot — a motivation most beginning role players understand."

man hanging about the kitchen and states:

Never laugh at the old when they offer counsel,

Often their words are wise:
From shriveled skin, from scraggy things

That hang among the hides
And move amid the guts

Clear words often come.

(Havamal, 127)

Blood Brotherhood

It was possible for good friends to make sacred oaths and perform a ceremony which would bond them together as if they were actual siblings. After such a ceremony the two would treat each other as brothers in every way, especially concerning protection and vengeance.

The ceremony is described in Gisli's Saga:

... (they) cut and raise up a long sod in the turf, leaving the two ends fast, and they set a spear with a damascened blade under it, so long-shafted that a man could just reach the rivits of the head with outstretched hands. All four should pass under, Thorgrim, Gisli, Thorkell and Vestein; and now they draw blood and let their blood run together in the earth which was scratched up under the sod, and mix it all together, earth and blood; and then they kneel and swear an oath, and each shall avenge the other as his brother, and they call all the gods to witness."

(Gisli Saga, 6)

The ceremony is closed by everyone shaking hands.

Weregeld

Norse justice provided a method of ending a blood feud by payment of goods and

money in recompense for the damage done. The weregeld could be refused by the family of the victim if they preferred vengeance, and if they accepted it then they were responsible for collecting it. This allowed for some injustice where a weak family was awarded weregeld from a more powerful family who simply refused to pay it.

Standard Viking weregelds are given in *RuneQuest*. They are repeated here for convenience:

WEREGELD TABLE

rank	pennies	cattle	oz. silver
poor carl	2,520	10	10
carl (bondi)	10,000	40	40
jarl	40,000	160	160
rig-jarl	160,000	640	640
king	640,000	2,560	2,560

Thralls had no weregeld, but their killing must be compensated by a standard price for a slave. This is 1000 pennies (5 cows).

RQ Magic Among The Vikings

Sorcery

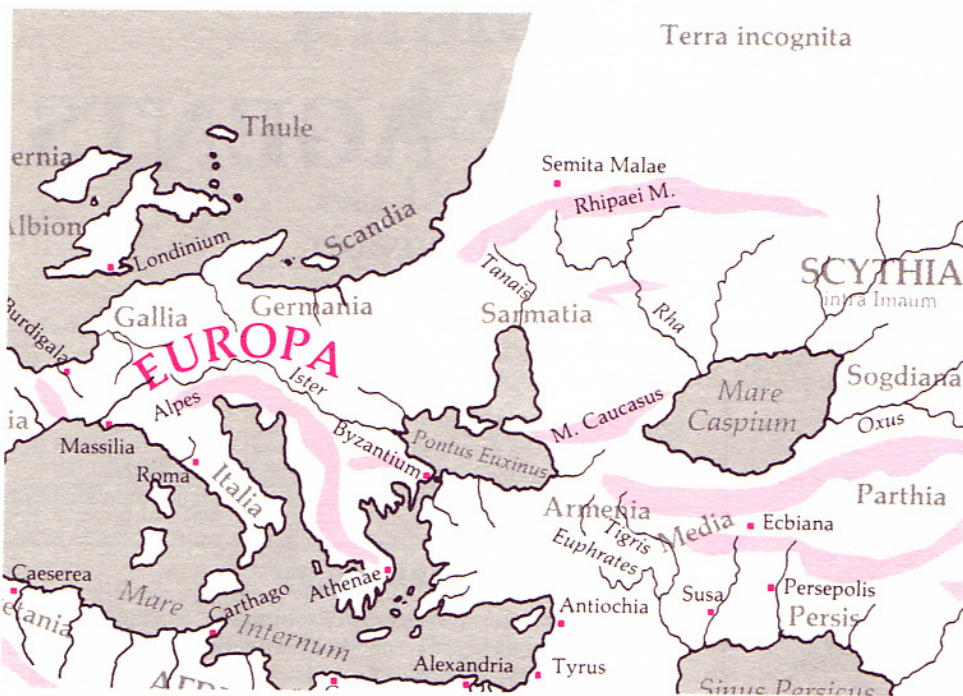
Sorcery is not native to Scandinavia at this period. Many sources of literature translate various terms from Old Norse into modern English as "sorcery". Do not be confused. It is not RQ sorcery, but is rather RQ divine and primitive magic.

Spirit

This magic originates from Odin, Freya, and some other gods for other races, and is available to all who seek it. We assume that the backwoods have their part-time shamans, that families have their wise woman, and so on.

Divine

Several cults are prominent in ancient Scandinavia. The mythology has many more gods who have little or no apparent cult in viking times, and who are thus ignored.



Temples

Temples come in the standard RQ sizes. As usual, the GM will have to determine the exact size and capacity of each temple within these limits.

Major Temples:

There are only three Major Temples in Scandinavia, one dedicated to each of the major deities. The High Priest will be of that cult.

The other major and important cults present are usually represented by Minor Temples. They will each have at least one initiate godi.

The Minor deities will usually, but not always, have shrines present, with at least a godi present.

Thus the three major temples each have:

Odense, Fyn, Denmark – Major Temple to Odin

Minor Temples: Thor, Freyr, Tyr

Shrines: Frigga, Njord, Ullr

Hladir, Trondelag, Norway – Major Temple to Thor

Minor Temples: Odin, Freyr, Sif, Ullr, Jord

Shrines: Tyr, Heimdall, Njord

Uppsala, Uppland, Sweden – Major Temple to Freyr

Minor Temples: Odin, Thor, Freyja, Njord

Shrines: Ullr, Heimdall, Tyr

Minor Temples:

There are Minor Temples at every Viking town noted on the map. Those temples are Minor Temples of Odin, Thor, and Freyr. The High Priest may be an initiate of any one of the cults, with other godar for the other cults present as well.

Each provincial thing will also have a Minor Temple, dedicated to one deity, and will always include shrines to other deities, according to the will of the game master.

Shrines:

Shrines are found at every thing in Scandinavia. They will be dedicated to one of the major deities, and serve as a RQ temple for that deity. Sacrifices to other gods will also take place there, but no divine magic may be gained for members of other cults. Gamemasters should determine what the dominant deity is at any shrine they make up. However, the general pattern of worship, as revealed through archeology and place-names, indicates the following preferences:

Norway – Thor

Sweden – Freyr

Denmark – Odin

Iceland – Thor

England – Odin

Ireland – Thor

Normandy – Odin

Russia – Thor

Viking and Runequest Analogues

The standard cults given in RQ are analogous to the following Norse deities:

RuneQuest Deity	Norse Deity
Agricultural Goddess	Sif
Earth Goddess	Frigg
Hunting God	Ullr
Ruling Deity	Odin
Sea God	Njord
Storm God	Thor
Trickster	Loki
Underworld Goddess	Hela
War God	Odin

The Norse did not worship the sun, moon, or night, though all appear as minor figures in mythology.

Note that two deities who appear among these analogues, Loki and Hela, do not receive any worship by sane individuals in Scandinavia.

Note, too, that one major and several important deities do not appear on the list of analogues.

Gods Without Godi

It is possible for individuals to worship deities of the Aesir without the intercession of a godi. Such events can occur almost anywhere, but usually occur outside of the regions where godi are found. For instance, a lone farmer out in the middle of Jamtland may be particularly devoted to Thor, pray to him, and receive some benefits without a godi or formal sacrifice.

The method for this is more akin to spirit magic than divine magic. Simply put, the deity sends a spirit of his choice to the character, and spirit combat ensues as if the Viking were attempting to learn a spirit spell. If the Viking succeeded in depriving the spirit of its MP, then the spirit is conquered and the human may sacrifice a number of points of POW so the spirit will benevolently and covertly possess the person. Such possession is as per normal possession rules, but instead of harming the recipient it does him good. Thus someone with second sight would be able to tell the person is devoted to some god by virtue of the covert possession without harmful side effects.

Failure to defeat the spirit will mean disaster to the combatant. Major deities will have their victims killed. Important deity's victims will be maimed somehow. Minor deities will suffer their victims to have significant damage. The exact methods are left to the gamemaster.

Both the POW of the spirit and the cost of the POW sacrifice are determined by the status of the deity. When combatting the spirits, Major deity spirits have POW = 18, Important Deities have POW = 15, and Minor Spirits have POW = 12. The cost of the sacrifice to the deity is 6 pts for Major God spirits, 4 for Important Deities, and 2 for Minor Deities.

The exact nature of the benefit varies according to the deity worshipped. Naturally, greater deities give greater benefits. The general formula is that Major deities will give a divine spell which can be used at any time, turned on and off at will. Important deities give a divine spell which can be used once per day for 15 minutes. Minor deities give a permanent power which is equivalent to a spirit spell. For example, a devotee of Heimdall will Farsee and Second Sight all the time.

Only one spirit may possess a person at a time. Once gained, the spirit may never be exorcised.

DEITY	Spirit POW	POW Cost	Spell
Odin	18	6	Berserkerang*
Odin	18	6	True Spear
Odin	18	6	Become Werewolf*
Thor	18	6	Return Hammer*
Freyr	18	6	Heal Area
Ullr	15	4	Sureshot
Njord	15	4	Float
Freyja	15	4	Become Hawk*
Frigga	15	4	Heal Area
Sif	15	4	Heal Body
Tyr	12	2	Protection 3
Bragi	12	2	Glamour 3
Heimdall	12	2	Farsee and Second Sight

MORE ACCESSORIES FOR AGENTS

The Newest Devices From Q Division

By Greg Gordon

Mini Key-Making Kit

Packed in a casing the size of a small paperback book is one of the best breaking and entering tools Q Branch possesses. The kit has two vials, two syringes, a key tube and adhesive plastic sealant. The agent places the key tube around the keyhole, sealing it with the adhesive plastic. He then injects the lock with a cloudy, bluish substance. As soon as he fills the key tube he inserts the second syringe into the lock and injects the clear "hardener". Within a minute the blue plastic solution has hardened. The agent can now remove the key tube, turn the new key and open the lock.

Q Evaluation: *"The development history of the miniature key-making kit is unusual in that we did not set about to design a lockpicking device, not directly anyway. We wanted a way to make quick molds of keys our field operatives might be able to find but not be able to keep without arousing suspicion. The operative would bring the mold back to us and we would copy the key. A returning agent once commented there must be a quicker way to get the key in the field, and the idea of turning the process on its head eventually came to us."* — Q

Game Information: The Base Time of using the mini key-making kit is 3 minutes. A character must make either Lockpicking roll (+ 3 Ease Factor modifier) to determine how long the attempt takes. Regardless of the QR of the attempt, the key requires at least 90 seconds to make. Each kit contains enough material to make 5 keys.

Pen Incapacitator

Inside this fountain pen is a low energy cartridge/pen tip which is attached to 20 feet of wire. The wire, neatly coiled in a helix inside the pen cylinder, is connected to a potent lithium battery. An agent points the pen at his adversary and twists the top of the pen. The tip fires as a barbed projectile which sticks to whatever it hits. The target when it is hit receives many hundreds of volts of electricity, enough to deliver an incapacitating charge through a shirt and trenchcoat. The effect of the shock is usually unconsciousness lasting several minutes.

Q Evaluation: *"Espionage probably was never the gentleman's game some of Admiral Sir Messervy's friends remember it to be. Nevertheless they make the rules, including that which says our agents should not kill unless in self defense until they have obtained their '00' license. The enemy seems less constrained about killing our fellows without provocation. I feel that my job is to give our field operatives a chance to survive while still working within the edicts of the Foreign Office. The pen incapacitator is one result of our efforts, one of our best."* — Q

Game Information:

PM	S/R	AMMO	DC	CLOSE	LONG
-1	1	1	A	0-2	—
CON	JAM	DRAW	RL		
-4	99	0	4		

When a character is hit by the pen incapacitator he must make his WIL role at a -6 EF. If the character fails he falls un-

conscious for 15 + 3D6 minutes.

Reloading the pen incapacitator consists of inserting a new battery/wire/cartridge combination, but the old battery must be removed first which is why the reload time is higher than might be expected. The pen comes with 5 reloads.

Q Branch Dental Cream

The bottom of the tube is empty of toothpaste, containing instead a tracer, an electronic bug, ten feet of wire, detonator cap, and a miniature battery. All of this is compacted into space which is less than two cubic inches. The "toothpaste" is a special compound which, when the component stripes are mixed together, forms a quickly hardening substance similar to plastic explosive. The paste also has bonding qualities like epoxy-style glues.

Q Evaluation: *"Captain Roberts came in one morning flourishing several containers of dental cream, asking me which brand I preferred. I responded I could think of nothing which could interest me less than dental creams. He then popped open the back of one of the tubes to show me the small compartment he had placed there. I was moderately interested in this, when he wondered aloud how was it they managed to get all those different colors of toothpaste in one container without them mixing together. I found myself explaining, and then I thought about the possibility of using such spearation to our advantage. We experimented and eventually came upon the explosive/adhesive combination."*

"The creams are mixed together. In about thirty seconds it can be molded by hand to any desired shape. The substance will bond any other object which remains in contact with it for more than a minute, drying to the durability of hard wood in about five minutes. It may be detonated anytime after the first thirty seconds."

"Early experience taught us to have a supply of solvent about whenever we sent one of these tubes out in the field. Agents ended up stuck to everything imaginable." — Q

Game Information: There is enough explosive in the tube to open a locked door. Demolitions skill is necessary to use the explosive properly; characters not possessing the skill operate the explosive at a -3 EF as per the basic game rules. There is enough of the substance to seal one room door or two car doors. If five minutes have elapsed and the material has hardened the door may be open on STR roll (-3 Ease Factor modifier). If the first roll fails then the door is securely sealed and may only be opened on a QR 3 or better on subsequent rolls. Note that windows on car doors would also be sealed and could not be rolled down.

Watch Band "Recoverer"

This band has been hollowed to contain three pressurized containers each containing .11 milliliters of a special chemical mixture. By pushing the control button on the side of the watch casing the agent injects himself with one dose of the "recovery drug." This mixture temporarily reduces the pains of wounds, as well as acting as a stimulant to allow the agent to perform the

Pirates, Buccaneers & Highwaymen

For Lords Of Creation Dueling Rules

By Tom Moldvay

Introduction

The Buccaneers were originally hunters of wild cattle in the Caribbean islands. The cattle had escaped from Spanish settlements and roamed the islands in large herds. The hunters used a special method of smoke-preserving the meat known as boucanning, from which their name is derived. When the Spanish claimed all of the New World for their own, they did their best to exterminate the hunters and outlaw free trade in the New World. Their efforts were an abysmal failure which only served to unite the various non-Spanish settlers against them.

The buccaneers called themselves "The Brethren of the Coast." Some of the French buccaneers were also known as Filibustiers, a reference to their use of small fast boats ("fly-boats") to make quick raids out to sea from secluded island covers. A Privateer was an individual who had some legal basis for his raiding. He was licensed to raid the enemy or enemies of some nation then at war. The license was known as a "Letter of Marque". A Pirate had no legal basis for his raiding.

Buccaneers usually operated in small, fast ships. They would first provision by raiding some unprotected Spanish coastal settlement, then set out for the main attack. Buccaneer crews usually signed a document known as "The Articles" where they agreed upon how to divide the spoils by shares. Success depended entirely on the luck of the voyage, hence the favorite buccaneer saying "no prey, no pay". The Articles included fixed salaries for the ship's carpenter, surgeon, and navigator. They also assigned a value to the ship which was to be paid to the captain in case of loss. A rate was established to compensate for any loss of limb during the voyage. The captain received 5-6 shares, other ship's officers received 2-3 shares, common seamen received one share apiece.

The main difference between buccaneers and pirates was that buccaneers often served a useful community purpose. They formed the only militia and coast guard at a time when colonies could not be effectively protected by the home country. Buccaneers also led the fight against the Spanish monopoly which eventually opened up the New World to England, France, and the Dutch. Since the Spanish had initiated the colonial war, there was a feeling of sympathy for the buccaneers not felt for most pirates.

Buccaneers were not especially good seamen, and felt more at home on the land. Their most spectacular feats were all inland raids against Spanish cities. Pirates, on the other hand, had to be good sailors. They were usually too few in number to attack cities, and had to concentrate on capturing single ships. Despite their reputations, buccaneers were generally more cruel than pirates. The colonial wars in the Caribbean were fought with savage cruelty on both sides. But pirates had little to gain by cruelty. They wanted to establish a reputation for allowing crews that surrendered to go unharmed. The ideal pirate attack was capturing a ship without firing a single shot, for battle might sink the very cargo they were trying to capture.

Famous buccaneer centers were the Isle of Tortuga and the island of Jamaica in the Caribbean. Famous pirate centers were Providence Island in the Bahamas, and the Island of Madagascar off the southern coast of Africa.

Beside buccaneers and pirates of history, this section includes pirates from the novel "Treasure Island" by Robert Louis Stevenson, some famous pirate-catchers, plus historical highwaymen of The Swashbuckling Era. Since pirates were active until the middle of the 18th century, their inclusion expands the time range for the Swashbuckling Era. The time boundaries for the era are not hard and fast. They are merely a convenience to help the GM envision the era.



Long John Silver is a famous fictional pirate created by Robert Louis Stevenson in his book: "Treasure Island". As a young man, Long John sailed with captain Edward England (a real pirate captain). Long John instigated the mutiny, in 1721, that ended up with Captain England marooned. The new captain was Captain Flint (fictional). Long John Silver became the quartermaster. The quartermaster on pirate ships kept track of stores, including plunder. The position held almost as much power as captain, but the quartermaster was less likely to be blamed if something went wrong. The position was perfect for Long John. He could manipulate things aboard ship without too much risk.

Long John is also known as "Barbecue". The name actually reflects the practice of smoke-curing butchered cattle when provisioning the ship. But most pirates believe the rumor that the name reflects Long John's cannibalistic habits. He encourages the rumor because it reinforces the pirate's fear of him.

Sometime after 1722, Long John Silver lost a leg in battle. If the one-legged Long John is being used, he only gets 2 attacks per turn,

his initiative is +4, his movement is 40', his Life Points are 70, and his XP value is 21. After losing his leg, he has the skill of Quarterstaff-3 (his crutch), which he can also throw like a spear. Long John Silver has the powers of **Persuasion**, **Fear**, and **Mind Block**.

Henry Morgan's buccaneering expeditions probably netted more loot than those of any other captain. Henry, also known as Harry, was not much of a sailor, but he was a great soldier. Under his command, the buccaneers operated much like Vikings. Their ships gave them maneuverability and surprise when they chose to strike inland. Morgan's men looted the towns of Puerto del Principe, Porto Bello, Maracaibo, Gibraltar, and Panama.

Morgan was an opportunist. He was charming, but cunning, and could turn treacherous if it was to his advantage. After the sack of Panama, he sailed away with a few selected men (and most of the loot) leaving the rest of the buccaneers stranded. When he was returned to England to stand trial for piracy, he so charmed King Charles II that he was not only granted a pardon, but a knighthood and was made governor of Jamaica. He returned to hunt down his former allies. A few selected friends were allowed to continue as pirates as long as they paid Morgan. Eventually, Morgan was replaced as governor and sank into obscurity.

At his height, when he was Admiral of the Bretheren of the Coast (1667-1671), Henry Morgan was probably the greatest of the buccaneers. He has the power of **Persuasion**.

Captain Flint is a fictional pirate captain from "Treasure Island." He mutinied against captain Edward England in 1721 and became the new captain. He was so fierce that, even after death, he inspired fear in his men. Flint himself, however, feared Long John Silver. Captain Flint has the power of **Fear**.

Bartholomew Roberts was probably the greatest of the pirate captains, capturing over 400 ships. He sailed mainly along the African coast and in the Indian Ocean. He was an independent captain who took over when Howell Davis died. He was most active from 1719-1722. His death, at the hands of Sir Chaloner Ogle is one factor marking the end of the "age of piracy".

Francis L'Ollonais has the distinction of being perhaps the cruellest and most bloodthirsty of all the buccaneers and pirates. He once cut out and ate a living man's heart. He was most active between 1660-1668, graduating from captain of a sea-going canoe, to admiral of a fleet containing 700 men. In 1668 his luck ran out. The fleet was scattered and smashed by a hurricane. L'Ollonais managed to swim ashore only to be captured by natives. The natives tore him apart and burnt him alive in revenge for the cruelties he had inflicted on Indians. Francis L'Ollonais has the power of **Fear**.

Blackbeard's real name was Edward Teach. The difference between the statistics given here, and those in "The Book of Foes" reflects the difference between the reality and the legend of Blackbeard. While the real-life Blackbeard was not a particularly successful pirate, his life fostered a legend that places him among the all-time great pirates.

Blackbeard was a frightful man with a ghoulishly bizarre sense of

humor. He once locked his crew and himself below deck, sealed all the hatches, then burnt large pots of sulfur. The idea was to prepare everyone for their afterlife in hell. Another time, as an experiment to see how long they could survive, he marooned half his crew on a foodless, waterless island.

Blackbeard is the archetype for pirate ferocity. He braided his hair and beard with myriad braids which stuck out from his head like rays of the sun. Twined into those braids were slow-match linstocks (like those used to light cannons). When the slow-matches were lit, Blackbeard resembled a fiend, with flame and smoke surrounding his head.

Blackbeard's career was short, from 1716 to 1718. He died in battle, roaring damnation upon all his enemies. Blackbeard has the powers of **Physical Control** and **Fear**.

Captain Kidd's first name was actually William, but he was more generally known as Robert Kidd. Like Blackbeard, Captain Kidd's legend is more important than his reality. The real Captain Kidd was either a thorough scoundrel or a victim of circumstances (or both) depending on the source. He took advantage of a privateer's license and a commission to hunt pirates to go a-pirating himself. He was caught and hanged after a somewhat unfair trial. Since he was backed by a number of important people, his death caused quite a scandal.

The legendary Captain Kidd has buried millions of dollars worth of treasure along the American coast. If Blackbeard is the archetype for ferocity, Kidd is the archetype for treachery and buried treasure. Captain Kidd was an active pirate between 1695 and 1702. He has the power of **Persuasion**.

Chaloner Ogle was a British naval captain who hunted pirates along the African coast and in the Indian Ocean. In 1722, after a bloody battle, he killed the pirate captain Bartholomew Roberts. As a reward, Ogle was knighted.

Robert Maynard was an American naval lieutenant in Colonial times. In order to collect the reward offered for Blackbeard the pirate, Maynard commissioned two sloops-of-war and hunted Blackbeard down in 1718. After a fierce hand-to-hand struggle, Maynard slew Blackbeard.

John Avery was one of the few pirates that retired successfully. His real name was Henry Every, but he was usually known as John Avery. His nickname was Long Ben. He was a pirate captain from 1694 to 1696, he succeeded Thomas Tew as admiral of the fleet for The Pirate Round (out of Madagascar). At the height of his fame, just when several ships were commissioned to hunt him down, Avery disappeared. Presumably, he changed his name and retired with his ill-gotten riches to a successful life ashore.

Edward Davis was a pirate captain who sailed the Pacific Ocean for prey from 1685 to 1690. His navigational skill won him the nickname of the "Welsh Wizard". He has the power of **Electrosensing**.

Woodes Rogers was a Colonial British sea captain. His capture of Nassau on New Providence island, in 1718, was one of the main reasons why pirates switched from the Atlantic coast to the Indian Ocean.

Long John Silver

ATTACK: 19 x 3
DAMAGE: 1-10 +3(+8)

INITIATIVE: +7
ARMOR: none
LIFE POINTS: 80(31)
MOVEMENT: 80'
LUCK: 12
NUMBER: 1
EXPERIENCE: 38
POWER: 7

Skills: Sword-3,
Knife-3, Throwing
Knife-3, Flintlock
Pistol-3, Modified
Fist-3, Musket-2,
Master Criminal-2

Henry Morgan

ATTACK: 18 x 3
DAMAGE: 1-10 +3 or
1-6 +9

INITIATIVE: +6
ARMOR: none
LIFE POINTS: 84(30)
MOVEMENT: 80'
LUCK: 12
NUMBER: 1
EXPERIENCE: 33
POWER: 6

Skills: Rapier-3,
Flintlock Pistol-3,
Musket-2, Unarmed-3,
Modified Fist-2,
Knife-2, Master
Criminal-2

Captain Flint

ATTACK: 17 x 3
DAMAGE: 1-10 +2(+8)

INITIATIVE: +6
ARMOR: none
LIFE POINTS: 75(29)
MOVEMENT: 80'
LUCK: 11
NUMBER: 1
EXPERIENCE: 32
POWER: 6

Skills: Unarmed-4,
Master Criminal-2,
Pilot-2, Sword-2,
Knife-2, Modified
Fist-2, Musket-2,
Flintlock Pistol-2

Bartholomew Roberts

ATTACK: 17 x 3
DAMAGE: 1-10 +2(+8)
INITIATIVE: +7

ARMOR: none
LIFE POINTS: 78(28)
MOVEMENT: 80'
LUCK: 11
NUMBER: 1
EXPERIENCE: 31

Skills: Sword-4,
Flintlock Pistol-2,
Master Criminal-2,
Pilot-2, Knife-2,
Modified Fist-2

Francis L'Ollonais

ATTACK: 17 x 3
 DAMAGE: 1-10 +2(+8)
 INITIATIVE: +6
 ARMOR: none
 LIFE POINTS: 70(27)
 MOVEMENT: 80'
 LUCK: 11
 NUMBER 1
 EXPERIENCE: 30
 POWER: 6
 Skills: Pilot-2,
 Master Criminal-2,
 Sword-2, Knife-2,
 Flintlock Pistol-2,
 Musket-2

Blackbeard

ATTACK: 16 x 3
 DAMAGE: 1-10 +2(+8)
 INITIATIVE: +5
 ARMOR: none
 LIFE POINTS: 68(25)
 MOVEMENT: 80'
 LUCK: 10
 NUMBER: 1
 EXPERIENCE: 29
 POWER: 6
 Skills: Sword-2,
 Master Criminal-2,
 Pilot-2, Knife-2,
 Unarmed-2, Flintlock
 Pistol-2

Robert Kidd

ATTACK: 16 x 3
 DAMAGE: 1-10 +2(+7)
 INITIATIVE: +6
 ARMOR: none
 LIFE POINTS: 70(26)
 MOVEMENT: 80'
 LUCK: 10
 NUMBER: 1
 EXPERIENCE: 28
 POWER: 6
 Skills: Sword-2
 Flintlock Pistol-2,
 Musket-2, Knife-2,
 Pilot-2, Master
 Criminal-2

Sir Chaloner Ogle

ATTACK: 17 x 3
 DAMAGE: 1-6 +9
 INITIATIVE: +6
 ARMOR: none
 LIFE POINTS: 73(24)
 MOVEMENT: 80'
 LUCK: 10
 NUMBER 1
 EXPERIENCE: 27
 Skills: Rapier-3,
 Pilot-2, Flintlock
 Pistol-2

Robert Maynard

ATTACK: 17 x 3
 DAMAGE: 1-10 +2(+7)
 INITIATIVE: +6
 ARMOR: none
 LIFE POINTS: 70(23)
 MOVEMENT: 80'
 LUCK: 10
 NUMBER: 1
 EXPERIENCE: 26
 Skills: Sword-2,
 Pilot-2, Flintlock
 Pistol-2

John Avery

ATTACK: 16 x 3
 DAMAGE: 1-10 +2(+7)
 INITIATIVE: +5
 ARMOR: none
 LIFE POINTS: 67(22)
 MOVEMENT: 80'
 LUCK: 11
 NUMBER: 1
 EXPERIENCE: 25
 Skills: Pilot-2,
 Master Criminal-2,
 Sword-2, Knife-2,
 Musket-2, Flintlock
 Pistol-2

Edward Davis

ATTACK: 16 x 3
 DAMAGE: 1-10 +2(+7)
 INITIATIVE: +5
 ARMOR: none
 LIFE POINTS: 60(21)
 MOVEMENT: 80'
 LUCK: 10
 NUMBER 1
 EXPERIENCE: 24
 POWER: 5
 Skills: Pilot-2,
 Master Criminal-2,
 Sword-2, Knife-2,
 Musket-2, Flintlock
 Pistol-2

Woodes Rogers

ATTACK: 17 x 3
 DAMAGE: 1-6 +8
 INITIATIVE: +5
 ARMOR: none
 LIFE POINTS: 68(22)
 MOVEMENT: 80'
 LUCK: 10
 NUMBER: 1
 EXPERIENCE: 23
 Skills: Rapier-3,
 Pilot-2, Musket-2,
 Flintlock Pistol-2,

William Nevison is a famous English highwayman. He used informants and operated a systematic robbery of the highways. Most of the legendary feats attributed to Dick Turpin were actually performed by Nevison. He robbed the English highways from 1657 to 1684, when he was caught and hung. The movement given in his statistics is on horseback (on foot it is 80'). When using flintlock pistols only, he gets one extra attack (i.e. 17 x 4 instead of 17 x 3).

Thomas Tew was a pirate captain who sailed out of Madagascar. He was admiral of the fleet for The Pirate Round from 1691 to 1694. He died in combat in 1694 and was succeeded by John Avery.

Howell Davis was a pirate captain who operated along the African coast and Indian Ocean from 1717 to 1719. He taught the craft to Bartholomew Roberts. Though a pirate, Howell Davis was an honorable and reasonably humane person.

Le Sieur Raveneau de Lussan was a French gentleman who went pirating in order to raise money to pay his debts. After several successful years of pirating in the 1680's, he was able to retire to Paris as a wealthy man. Raveneau de Lussan was a cavalier, a duelist, and a lover, who maintained his gentlemanly standards even when a pirate.

Edward Mansfield was a buccaneer. He was Admiral of the Brethren of the Coast from 1663 to 1667. He chose Henry Morgan as his successor. Edward Mansfield has the power of **Persuasion**.

Claude du Vall was the archetypal "gentleman highwayman". He had the style and manners of a cavalier and never lost them, even while robbing. He was active in both England and France, from 1660 until 1669, when he was caught and hung. When using flintlock pistols only, Claude gets an extra attack. The movement listed is on horseback, on foot it is 70'.

John Davis was the first Admiral of the Brethren of the Coast. His buccaneering career stretched from 1658-1663. His men sacked the towns of Nicaragua and St. Augustine.

Billy Bones is a fictional pirate from "Treasure Island." He was first mate to Captain Flint and later a captain in his own right. He operated from about 1715 to about 1745.

Major Stede Bonnet was an English gentleman planter turned pirate. He was active from 1716 to 1718. He was first a friend, then

later an enemy of Blackbeard.

Buccaneer Captain is used generically to describe a typical buccaneer captain. A few of the more important captains (besides those already listed by name), and the dates they were most active, would include: Peter the Great (1635-1640) was a Frenchman who made his fortune and returned home. Bartholomew Portugues (1654-1660) was noted for his extreme ups and downs of fortune. Rock Brasiliano (1654-1660) was a Dutchman from Brazil and noted for his cruelty. Lewis Scot (1660-1666) led the first inland expedition to sack a city. John Coxon, Richard Sawkins, and Bartholomew Sharp led (in succession, after their predecessor's death) a second expedition to sack Panama (1680-1682). Louis Le Golf (1660-1665) was a French captain who gained his nickname ("Borgnefesse") because the flesh of one buttock was sliced off in battle. The Frenchman, Montbars (1692-1698) was known as "The Exterminator" because he killed Spaniards every chance he got. Red Legs (1682-1690) was an Englishman whose real name was Greaves. He was one of the few truly moral buccaneers.

Captain James Hind was a famous English highwayman. He specialized in robbing the supporters of Parliament, especially anyone who had voted to kill King Charles I. He was thus a patriot in his own way. His career lasted from 1649 to 1652, when he was caught and hung by Parliament (which held a different view of what constituted patriotism). The movement given is for horseback, movement on foot is 70'. When using flintlock pistols, he gets one extra attack.

Anne Bonny was a female pirate active from 1719 to 1720. She was in love with the pirate captain Calico Jack and once fought a duel to save her lover.

Pirate Captain is a generic category to describe a typical pirate captain the characters might encounter. Some pirate captains which would fit in this category, and the dates they were active are: The Frenchman, Mission (1688-1692) founded a short-lived pirate utopia, named Libertatia, on the island of Madagascar. John Bowen (1698-1702) looted over a million dollars worth of goods along with fellow captains Thomas White, John Halsey, Thomas Howard, and Samuel Burgess. Captain Bellamy (1717-1720) was an anarchist in

the grand tradition who called himself "a free prince with authority to make war on the whole world." Richard Worley, for a short time in 1718, was the most feared pirate of the Atlantic coast. Calico Jack (1717-1720) was Anne Bonny's lover. His real name was John Rackham.

Basil Ringrose was a buccaneer and pirate active from 1675 to 1700. He sailed the Caribbean, the Indian Ocean, and the Pacific under such captains as John Coxon, Richard Sawkins, Bartholomew Sharp, and Edward Davis. Basil Ringrose wrote a journal recording his adventurous life.

William Dampier was a buccaneer and pirate from 1675 to 1700. He was also a scientist. His journal not only recorded his adventurous life but also recorded unknown biological species. He combined adventure with naturalism, often bringing back samples of new species. He was a friend of Basil Ringrose's and they sailed on most of the same voyages.

Flint's Crew is a generic listing to describe any common seaman who sailed with Captain Flint. Crew members listed by name in *Treasure Island* include: Blind Pew, Black Dog, Israel Hands, Old Tom Morgan, George Merry, Darby McGraw, and Ben Gunn. All of them are bloodthirsty pirates except Ben Gunn, who was repentant and reasonably harmless—and as a result was marooned by the others. The sea chanty preferred by Flint's crew was:

Sixteen men on a dead man's chest;
Yo ho HO; and a bottle of rum.

Drink and the devil have done for the rest;
Yo ho HO; and a bottle of rum.

The second "HO" is shouted aloud and is the signal to haul on the sail line (to raise sail, lower sail, reef sails, etc.).

Mary Reed was a female pirate from 1719 to 1720. She served on the same ship, and was friends with, Anne Bonny and Calico Jack.

Highwayman is a generic listing to describe the robbers who worked the open roads during swashbuckling times. A favorite phrase demanding a victim's money was "Stand and deliver!" Some highwaymen in this category and the dates they were most active are: James Batson (1625-1659) was the son of theatrical parents but he forsook the stage for the road. Captain Dudley (1670-1681) robbed the highways along with his brother and three accomplices. William Davis (1650-1689) was also known as "The Golden Farmer." William Cody (1680-1687) was a college student whose extravagances led him to turn robber. Thomas Rumbold (1675-1689) had several narrow escapes, but was finally caught and hung. Tim Buckley (1690-1701) believed that the world was mainly made up of rogues and scoundrels. Stephen Bunch (1700-1707) was a born thief who turned highwayman. Ned Bonnet (1695-1713) committed more than 300 robberies.

Buccaneer is a generic listing to describe those sea farers who roamed the Caribbean from 1630 to 1690.

Pirate is a generic listing to describe those sea farers who roamed the Caribbean, South Sea, Atlantic coastline, Pacific, and Indian Ocean from 1680 to 1722.

William Nevison

ATTACK: 17 x 4*
DAMAGE: 1-10 +3
INITIATIVE: +6
ARMOR: none
LIFE POINTS: 63(20)
MOVEMENT: 120'
LUCK: 10
NUMBER: 1
EXPERIENCE: 21
Skills: Flintlock
Pistol-3, Musket-2,
Rapier-1, Master
Criminal-1, Street
Criminal-1

Thomas Tew

ATTACK: 22 x 2
DAMAGE: 1-10 +2(+7)
INITIATIVE: +5
ARMOR: none
LIFE POINTS: 65(21)
MOVEMENT: 70'
LUCK: 10
NUMBER: 1
EXPERIENCE: 18
Skills: Pilot-2,
Master Criminal-2,
Sword-2, Musket-2,
Knife-2, Flintlock
Pistol-2

Howell Davis

ATTACK: 22 x 2
DAMAGE: 1-10 +2(+7)
INITIATIVE: +5
ARMOR: none
LIFE POINTS: 63(21)
MOVEMENT: 70'
LUCK: 10
NUMBER: 1
EXPERIENCE: 16
Skills: Pilot-2,
Master Criminal-2,
Sword-2, Musket-2,
Flintlock Pistol-2

Le Sieur

Raveneau de Lussan

ATTACK: 23 x 2
DAMAGE: 1-6 +8
INITIATIVE: +5
ARMOR: none
LIFE POINTS: 64(21)
MOVEMENT: 70'
LUCK: 10
NUMBER: 1
EXPERIENCE: 15
Skills: Rapier-3,
Musket-2, Knife-2,
Unarmed-2, Flintlock
Pistol-2, Pilot-2,
Master Criminal-2

Edward Mansfield

ATTACK: 19 x 2
DAMAGE: 1-10 +2(+6)
INITIATIVE: +5
ARMOR: none
LIFE POINTS: 55(19)
MOVEMENT: 70'
LUCK: 10
NUMBER: 1
EXPERIENCE: 14
POWER: 4
Skills: Pilot-2,
Sword-2, Musket-2,
Flintlock Pistol-2,
Master Criminal-2

Claude du Vall

ATTACK: 22 x 3*
DAMAGE: 1-10 +3
INITIATIVE: +4
ARMOR: none
LIFE POINTS: 50(17)
MOVEMENT: 120'
LUCK: 10
NUMBER: 1
EXPERIENCE: 13
Skills: Flintlock
Pistol-3, Master
Criminal-2, Street
Criminal-1, Musket-1,
Rapier-1

John Davis

ATTACK: 19 x 2
DAMAGE: 1-10 +2(+6)

INITIATIVE: +5
ARMOR: none
LIFE POINTS: 53(19)
MOVEMENT: 70'
LUCK: 10
NUMBER: 1
EXPERIENCE: 12
Skills: Pilot-2,
Master Criminal-2,
Musket-2, Sword-2,
Flintlock Pistol-2

Billy Bones

ATTACK: 18 x 2
DAMAGE: 1-10 +2(+6)

INITIATIVE: +4
ARMOR: none
LIFE POINTS: 50(18)
MOVEMENT: 70'
LUCK: 10
NUMBER: 1
EXPERIENCE: 11
Skills: Pilot-2,
Master Criminal-2,
Musket-2, Sword-2,
Knife-2, Unarmed-2,
Flintlock Pistol-2

Major Stede Bonnet

ATTACK: 19 x 2
DAMAGE: 1-10 +3 or
1-6 +7

INITIATIVE: +4
ARMOR: none
LIFE POINTS: 47(16)
MOVEMENT: 70'
LUCK: 9
NUMBER: 1
EXPERIENCE: 10
Skills: Rapier-3,
Flintlock Pistol-3,
Pilot-2, Musket-2,
Master Criminal-2

Buccaneer Captain

ATTACK: 17 x 2
DAMAGE: 1-10 +1(+5)
INITIATIVE: +4

ARMOR: none
LIFE POINTS: 43(14)
MOVEMENT: 70'
LUCK: 9
NUMBER: 1
EXPERIENCE: 9
Skills: Pilot-2,
Master Criminal-2,
Musket-1, Sword-1,
Knife-1, Unarmed-1

Captain James Hind

ATTACK: 16 x 3*
DAMAGE: 1-10 +2

INITIATIVE: +4
ARMOR: none
LIFE POINTS: 42(14)
MOVEMENT: 120'
LUCK: 9
NUMBER: 1
EXPERIENCE: 9
Skills: Rapier-2,
Flintlock Pistol-2,
Musket-1

Anne Bonny

ATTACK: 17 x 2
DAMAGE: 1-6 +6

INITIATIVE: +4
ARMOR: none
LIFE POINTS: 41(13)
MOVEMENT: 70'
LUCK: 9
NUMBER: 1
EXPERIENCE: 8
Skills: Rapier-3,
Flintlock Pistol-1,
Knife-1

Pirate Captain

ATTACK: 15 x 2
DAMAGE: 1-10 +1(+4)

INITIATIVE: +4
ARMOR: none
LIFE POINTS: 40(13)
MOVEMENT: 70'
LUCK: 9
NUMBER: 1
EXPERIENCE: 8
Skills: Pilot-2,
Master Criminal-2,
Sword-1, Knife-1,
Unarmed-1, Musket-1,
Flintlock Pistol-1

Basil Ringrose

ATTACK: 15 x 2
DAMAGE: 1-10 +1(+4)

INITIATIVE: +3
ARMOR: none
LIFE POINTS: 41(13)
MOVEMENT: 70'
LUCK: 8
NUMBER: 1
EXPERIENCE: 8
Skills: Sword-1,
Knife-1, Musket-1,
Master Criminal-1,
Street Criminal-1,
Flintlock Pistol-1

William Dampier

ATTACK: 14 x 2
DAMAGE: 1-10 +1(+4)

INITIATIVE: +3
ARMOR: none
LIFE POINTS: 40(13)
MOVEMENT: 70'
LUCK: 8
NUMBER: 1
EXPERIENCE: 8
Skills: Pilot-2,
Scientist-2, Master
Criminal-2, Street
Criminal-1, Sword-1,
Knife-1, Musket-1,
Flintlock Pistol-1

Flint's Crew

ATTACK: 13 x 2
DAMAGE: 1-10 +1(+4)

INITIATIVE: +3
ARMOR: none
LIFE POINTS: 36(11)
MOVEMENT: 70'
LUCK: 8
NUMBER: 1-20
EXPERIENCE: 7
Skills: Sword-1,
Knife-1, Musket-1,
Modified Fist-1,
Flintlock Pistol-1

Mary Reed

ATTACK: 13 x 2
DAMAGE: 1-10 +1(+4)

INITIATIVE: +3
ARMOR: none
LIFE POINTS: 37(12)
MOVEMENT: 70'
LUCK: 8
NUMBER: 1
EXPERIENCE: 7
Skills: Sword-1,
Knife-1, Musket-1,
Flintlock Pistol-1

Highwayman

ATTACK: 15 x 2
DAMAGE: 1-10 +2

INITIATIVE: +3
ARMOR: none
LIFE POINTS: 39(12)
MOVEMENT: 120'
LUCK: 8
NUMBER: 1-5
EXPERIENCE: 6
Skills: Sword-1,
Flintlock Pistol-2,
Knife-1, Street
Criminal-1

Buccaneer

ATTACK: 12 x 2
DAMAGE: 1-10 +1(+4)

INITIATIVE: +3
ARMOR: none
LIFE POINTS: 30(10)
MOVEMENT: 70'
LUCK: 8
NUMBER: 1-20
EXPERIENCE: 6
Skills: Musket-1,
Sword-1

Pirate

ATTACK: 12 x 2
DAMAGE: 1-10 +1(+4)

INITIATIVE: +2
ARMOR: none
LIFE POINTS: 27(9)
MOVEMENT: 70'
LUCK: 7
NUMBER: 1-20
EXPERIENCE: 5
Skills: Sword-1,
Knife-1, Flintlock
Pistol-1

The Design of

OCTOPUSSY

By Neil Randall

A movie is a combination of plot, character, and setting. A role-playing adventure is also a combination of plot, character, and setting. But there is a major difference between the two: the movie is fixed, while the adventure changes according to the whims of the players and the Gamesmaster.

How can a movie be turned into a role-playing adventure? This is the problem facing anyone who writes a *James Bond 007* module. The advantage of basing an adventure on a movie is that players will instantly recognize the title and the characters, but these are also the main problems.

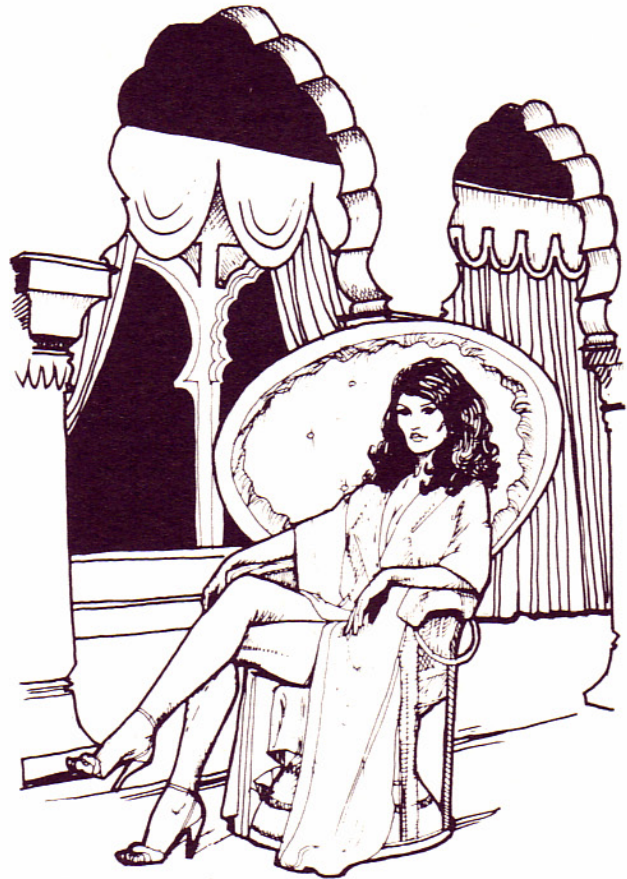
The players will likely know the plot of the movie. Fine, the plot can be easily changed, so far as to violate the spirit of the original. So the sense of total uncertainty, which makes role-playing games so much fun for players, is partially lost from the beginning. Second, the players will recognize the Non-Player Characters when they meet them. They'll know the good guys from the bad guys before they start. Third, the players will recognize the setting.

All the modules for the *James Bond 007* game have encountered these obstacles. They are not insurmountable, but force the players and the GM to think about the conversion from movie to adventure. I've never heard of a Bond group derailing in the process, so it seems to work. With my own group, I have a special advantage: they have either not seen the movie or can't remember it well enough to influence their decisions. I suspect that's true for some others as well.

When designing *Octopussy*, I immediately encountered another difficulty: the movie had not yet been released. In fact, it would not be released until after the final playtested version was finished. This really amounted to simulating a movie which did not yet exist. I was sent a 7-page synopsis of the plot. Later I received a few black-and-white stills which helped considerably. Only long after I submitted the first draft, I finally had a chance to read the script.

It was from the synopsis, then, that I had to construct the movie's plot. A solid adventure had to be constructed from the sketchy details, and since *Octopussy* and *Goldfinger* were to be the flagship of the Bond project, everybody wanted it to be good, especially me.

The first step was to construct a logical reason for the villain's plot. This led to my first observation about the Bond movies: everyone I talked to said that the movies are charming mainly because they do *not*



make sense, that they are totally unreal. If this is true, I'm not sure it's intentional, but it's certainly something for the GM to keep in mind. Over-rationalization may be bad here. But such an argument would scarcely hold in the adventure designs, so I had to find a rationale.

This was less difficult than I originally thought, because the rationale behind the Kamal-Orlov plot in the movie was difficult to determine, especially working from the synopsis. All I had to do, then, was make mine somewhat logical and it would work. Given the genre, I think it does. Having a spirited public citizen like General Gogol abused by a ruthless villain like General Orlov is hardly a new plot, but it is both familiar and unpredictable enough to be re-used. The Faberge Egg subplot is taken from a short story by Ian Fleming entitled "The Property of a Lady". It gives a good account of why the Egg is at Sotheby's for auction, but for many reasons I did not want to use it. Gamesmasters wishing a twist in the adventure might dig up the story and use it; it's a bit less "spiffy" than

the movie or the adventure, but it is a bit more plausible.

There is a bit of technological foolery in the adventure which I wish I had not included. For the sake of any reader who has not played *Octopussy*, I won't reveal what it is, because the adventure revolves around it. I don't think the improbable technology detracts from play – the reverse may be true – but it is the one element I probably should have re-designed. It does fit in well with my research about why people like Bond movies, so the players may see it as a strength rather than a weakness. This premise was the first part of the design, and it held throughout.

Next, I decided what the main locations would be, and the synopsis served its greatest purpose here. It listed all the major locations, including the Auction and the Train, and I was able to proceed from there. Before writing these down, however, I turned my attention to the Non-Player Characters.

Non-Player Characters are the backbone of a role-playing campaign. They are

also the backbone of most literary and cinematic works. *Octopussy* NPCs are described differently than in most other role-playing adventures. Their descriptions are reasonably full, and make consistent sense. I tried extremely hard to give each a personality while still fitting the James Bond stereotypes we have come to expect. Some playtesters objected to the detail given about James Masterton, for instance, but I chose to retain it in order to give a GM an NPC to incorporate into a campaign. This was the reason for all the NPCs in the *Octopussy* adventure: Snowman, Fanning, Masterton, Magda, and even Gobinda can be used as recurring NPCs in a campaign. Of all the elements of the *Octopussy* adventure, I am most pleased with the NPCs. In subsequent adventures, I have de-emphasized NPCs in favour of plot; this may make it easier for the GM to run the adventure, but it is less interesting to write, and, I think, to read. I look forward to the feedback.

If an NPC is well-described, his reactions to the Player Characters will be natural and obvious. If not, it is necessary to build in a set of reactions for every possibility. In *Octopussy*, I chose the former route and have since tried the latter. Those who role-play in the sense of "acting" will probably enjoy studying the NPC's personality; those who don't will, I hope, find enough in the way of Reaction instructions to guide them. Whatever the case, do transplant any interesting NPCs from *Octopussy* into your own campaign.

With the NPCs finished, the locations had to be described. The Circus was no problem, requiring the reading of a couple books on Circus performances. The Auction I largely made up, but it too provided little difficulty. The biggest problem was with Udaipur, India. When the Bond pro-

ducers decided on Udaipur as an unknown but beautiful spot, they were right on both counts. The problem was, information on its beauty is severely limited because it is not well documented. Books on Udaipur are few, and few books on India treat Udaipur to any great degree.

Once the material was located, it still had to be fitted into place. Without being able to see the movie, descriptions of exotic locales became difficult; I am not well enough travelled to make it all up. Histories of Udaipur suggested a constant tension between British colonialists and Udaipur authorities. In my original version, *Octopussy's* palace was a transplanted British country estate. This fit into *Octopussy's* background, so it was fine. It was also fine in that those who saw the movie would be unable to identify *Octopussy's* palace on sight when playing the adventure.

The Monsoon Palace depicted in the adventure is not the same as that in the movie. This is partly intentional. Reading the synopsis gave me no idea that Kamal was actually holed up in the Maharana's mountain palace in Udaipur; I knew Udaipur had one, but I didn't expect it to be used in the movie. When I read the script of the movie after submitting the first draft, I still had no idea this palace was used. I did find out, though, that Kamal's palace was on a hill, so I immediately decided to lower it to ground level. Why? Simply to keep the players on their toes. I didn't want characters hopping the nearest balloon and storming Kamal's palace as Bond does in the movie. By turning an actual Udaipur hotel into the Monsoon Palace, I solved two problems. Players would not suspect Kamal of living there, and I had a ready-made place to put a gambling room. This misunderstanding

worked in my favour.

I have always felt a bit cheated by adventures that do not tell me what happens next. After a player spends eight to ten hours solving an adventure, playing the game as well as he can, he deserves something more than "Well, that's it; see you next week for a new adventure." And a GM spending several hours preparing for play should find out what happens if things go well or poorly for the characters. Thus, Part IV: Consequences, came about. I wanted to give the GM an idea of what happens if the characters succeed or fail. Besides, Bond's defusing of the bomb in the movie was only the penultimate climax; he went on to find and defeat Kamal Khan and Gobinda on the airplane. I felt that players would feel cheated by not being able to chase Kamal once having disposed of the bomb.

Finally, I decided to offer some suggestions for altering the scenario and basing further missions on *Octopussy*. The former is a method of countering over-eager players who insist on reading the entire booklet beforehand. The latter is a guide for a novice GM. I would like to have put a bit more effort into developing the further adventures (the idea is a good one), but there was neither time nor space.

The most interesting part of the design from my standpoint was the difficulty of transferring a non-existent movie onto the pages of a role-playing adventure. When I finally sat down to watch the movie, I found myself reacting to the opening credits as I react to a final exam. In a way, I suppose, that was the correct attitude to take. I had just second-guessed the producers of *Octopussy* the way I had once tried to second-guess my teachers. The main difference was that thousands of people never read my final exams.

◀ 44

as confidence. The transmuting ability itself is presumably perfectly able to turn lead into gold, or an annoying person into a stone statue, but psionic lycanthropes would never realize the true extent of their power, since their innate, possibly unconscious beliefs would disguise the transmuting ability quite thoroughly.

Clearly, generic details applicable to all types of therianthrope cannot be

given. A psionic werewolf who regarded lycanthropes as nasty, vicious, mindless Things would indeed be one in beastial form; another who, for whatever reason, had a sneaking admiration for these part-time animals might become an extremely smart animal, almost like a human being, who goes about doing good deeds during nights of the full Moon.

How does one cure this variety of lycanthropy? Two possibilities suggest

themselves: first, anything which can take away psionic abilities would, by definition, work on this. Second, anything which the victim *believes* will remove lycanthropy. Not that the ability would be removed, but if the victim no longer believed it worked, it effectively would not. Since this sort of "cure" is psychological, it wouldn't work unless the victim knew about whatever procedure was used.

◀ 8

necessary actions to get himself to a place of safety. The effect of each dose lasts about two hours.

Q Evaluation: "Dr. Turner and Dr. Cobbett are responsible for the development of this device. The mixture in the watch band consists of two chemicals synthesized here at Q Branch. *Prosopine* is a stimulant, *ViCol* a pain killer which acts in a manner similar to an alkaloid. Each is effective in dosages which range in the parts per million.

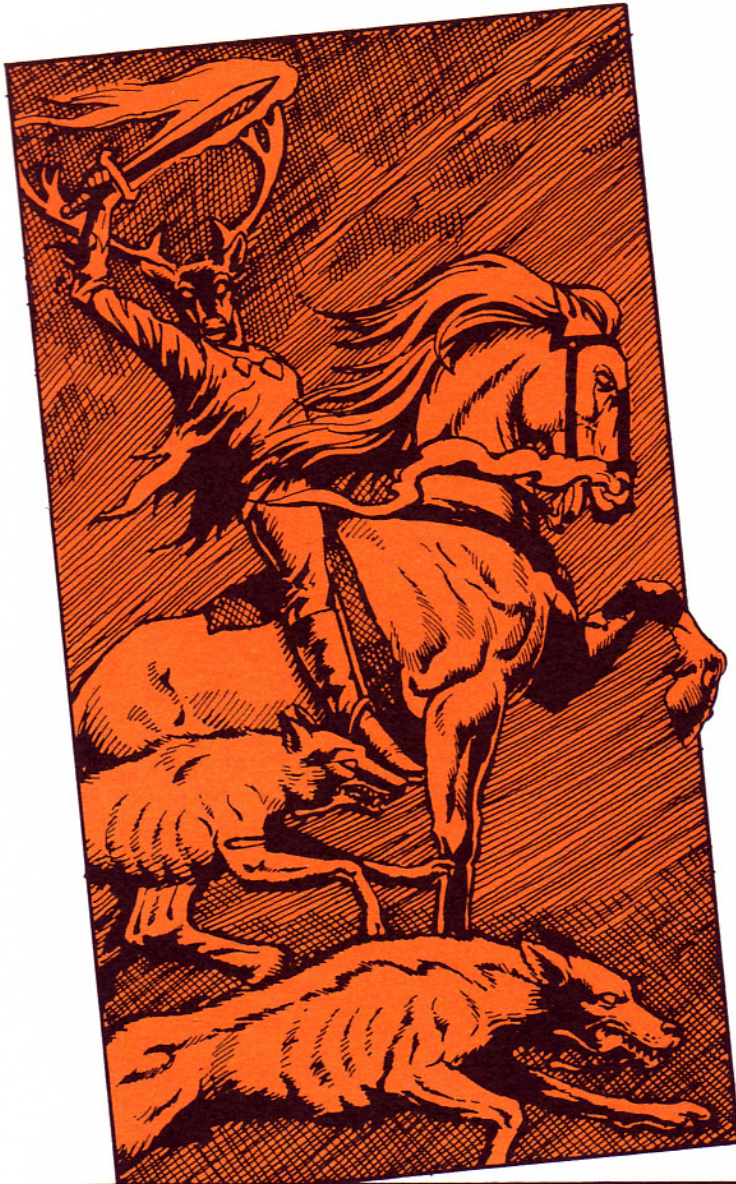
The item has proven useful. The mission which remains most vivid in my mind was 005 on the Karanikas affair. His contact had been captured by Czechoslovak counterintelligence. 005 entered into an ambush, taking the full effect of an AKM burst which robbed him of the use of most everything on his left side. Three doses of the watch band recovery mixture and a tremendous deter-

mination allowed him to cover the nearly twenty kilometers to the Austrian border, all of it on foot. Since the incident 005 has always worn the special watchband." — Q

Game Information: The recovery mixture will reduce the effects of the Wound Level by 2 for two hours. A character who had a Heavy Wound would operate under the effects of a Light Wound for two hours. A character who is Incapacitated may be injected with the recovery mixture for full effect, but the mixture has no effect on dead characters.

The side effect of the recovery mixture is due to the stress it places on the body. Each hour under the influence of the drug counts as 4 for the purposes of determining exhaustion. A character who had been awake for 9 hours and was wounded, and then spent 5 hours under the influence of the drug would be considered to have been awake for 29 hours.

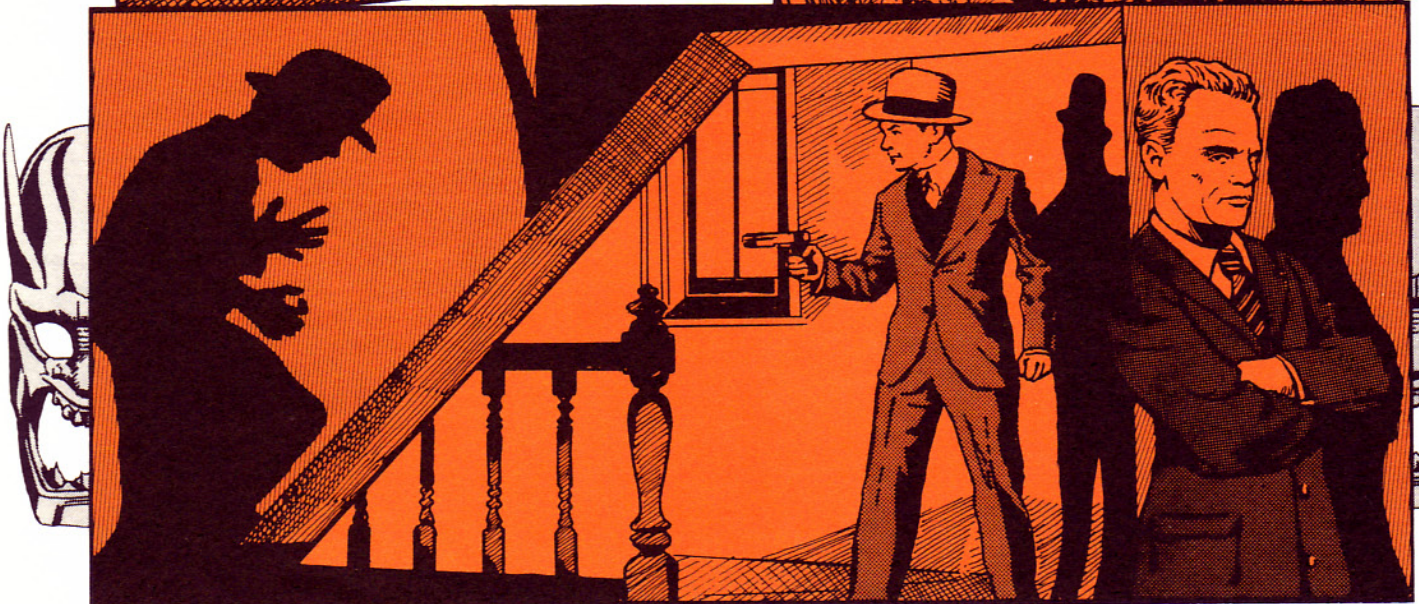
The Horn of Roland



"THE FUN BEGAN at BristolCon, a gaming convention over in Massachussetts run by our friend Tom Morgan. First, there was the stranger in grey who followed us everywhere. Couldn't seem to shake him, but we couldn't catch him either. Then came millionaire John Manchester's death in his penthouse suite at the Arms. The police called it suicide, but Tom thought otherwise, and he asked us to look into it. Before we were through, we were chased by a stag-headed leader of the pack, entered the Sargasso Sea, and dueled with Cyrano de Bergerac."

The Horn of Roland is an adventure module for newly-created player characters of *Lords of Creation*. Within the 48-page adventure is six scenarios taking the players from a gaming convention in Massachussetts to a search for the legendary Horn of Roland. Five player aids assist the players in solving a murder mystery. Profusely illustrated, *Horn of Roland* promises an exciting adventure for both new and experienced players of *Lords of Creation*.

\$8



Gods Of Glorantha

Orlanth, Hykim & Mikyh

Presented for your reading pleasure: official Rune-Quest material on some major gods of Glorantha. While some of these deities will be featured in the upcoming Magic of Glorantha product, the following are three gods we thought would be of interest to dedicated RQ players. Enjoy! WEP

ORLANTH

I. Mythos and History

Orlanth was the youngest son of Umath, born after the older and more brutal storm gods had begun their conquests. He inherited the reputation and manner of his brothers and had enemies before his birth. His mother was the mountain goddess, splendid white-maned Kero Fin, and he has been associated with mountains ever since.

Orlanth's first action exemplified his later life. While playing in the Whistling Caves of his mother, Orlanth raised the wind to see if he could knock down his half-brother, Yinkin. He did, and blew the Cat out of the cave, tumbling below to rocks miles away. Orlanth flew to the cave mouth, then leapt and rescued his brother. That was not the last time that Orlanth both caused a disaster and saved the situation in the end.

Orlanth aided his brothers in their pillage and rapine. He was with his kinsmen Vadrus, Humakt, and Valind when they surprised the armies of the Manthi sea-men and swept them from the inland waters of Glorantha, and later actually dried up the seas of Pamaltela. Since that time, only a few interior regions have ever been populated by merfolk.

He performed other deeds as well. When new-born, he set off on his first quest, armed only with a comb and a rattle. With those, he challenged the Emperor of the universe, Yelm himself, to a dancing contest. Orlanth did a war dance, while Yelm did a ballet. It may seem surprising that Yelm, Keeper of Law, should deign to contest with an upstart barbaric godlet sworn to seize the Crown of Rule. Apparently, Yelm sensed the threat to his worship, and accepted the problem as part of his office.

Orlanth's contests with Yelm are famous. Three in particular, those of Dancing, Music and Magic, are often cited. In all three cases, the judges ruled in favor of Yelm rather than Orlanth. It was in this early time that Orlanth became enamored of Ernalda, whom he swore to free from the clutches of the Bright Emperor.

The Orlanth and Yelm rivalry is known in mythologies which do not even worship these two gods. In their own myths, the contest is central to worship.

The storm god's most famous act, which ended Orlanth's youth, was when his friend Eurmalt stole for Orlanth the sword Death from Humakt, Orlanth's brother. This act of Orlanth's offended Humakt so mightily that the sword-god disavowed all kinship with the winds. Orlanth used it only once, and then to good effect. He struck down Yelm, and removed Light from the cosmos. This plunged the world into the Lesser Darkness, or Storm Age.

In the Darkness, Orlanth continued to fight. The storm gods seized more and more of the world, but even before the more powerful foes were quenched, they had turned upon each other. Vadrus in particular found his brothers the only remaining opponents worth the sport of battle. Orlanth fought his kin though it pained him to do so. He fought Yelm and defeated him. When Storm Bull bullied Yinkin, Orlanth conquered Storm Bull using only a lariat and a sharp stick. Orlanth also had a famous foe in his kinsman Thryk, a son of Valind often called Winter Giant. Vadrus and his sons, particularly Gagarth, were more like enemies than kin.

Orlanth performed many famous quests. One was against Daga, God of Drought, noteworthy because it was a kinfight, and because Orlanth conquered Aroka, the Blue Dragon. Another famous quest was when Orlanth sought Daliath's Well of Wisdom. After great seekings and proofs of purity, Orlanth survived the Baths of Nelat and a fight with Magasta and/or his son. Orlanth succeeded in gaining a sip of the sacred drink from Daliath, which brought him access to True Wisdom. Orlanth returned on the wheels of Mastakos, who later became his charioteer.

Then chaos crept into the world, following upon the trail made by death. Monsters and demons scouted the universe, preparing the way for the Devil. Gods died whose names are lost. Realms of beauty were blasted, and there was fear among the gods when Flesh Man gibbered his visions of the future to them. Order slipped, Orlanth found his mother dead, saw his father suffering and chained between the earth and sky, and heard the mourning of his wife for his sons and daughters. Orlanth took it upon himself to set right the wrongs which had wrought such disaster. He took what tools and weapons he could, called some friends and met others along the way, and thereby initiated the Lightbringers, who searched unknowable paths to rescue the world.

The Lightbringer's Quest is the single greatest undertaking of Godtime. It unified all other cosmic events and brought about the resurrection of a dead world. Many other deities had struggled as mightily and suffered as much, and the world would be a sorry place without their efforts, but the Lightbringer's Quest was unique in that it moved through the realms, tying them together and making important links in a world falling apart.

On this famous quest, Orlanth and his companions journeyed from the center of the world across the dying Western Ocean to the lands beyond the sunset. At the

Castle of Dusk, the Lightbringers found the gate to the underworld. They took the Long Descent to Hell, where fearsome foes hunted them. In the underworld itself, Orlanth found the Halls of the Dead, where Yelm awaited. Orlanth suffered the Requirement for Proof: a searing burning shower of the acidic hatred of all Orlanth's foes present. He was scorched but, as in the baths of Nelat, he survived. Orlanth then underwent the Trial by Combat, and defeated the Keepers of the Gate — monsters which had kept all the dead imprisoned in the underworld. After that, all the gods, dead and alive, prepared for the awesome Ritual of the Net through which the Great Compromise was reached. Finally, with Yelm and the other dead, the Lightbringers returned to the surface and were present at the Dawning.

When the Great Compromise was reached and evil was devoured, the renewed energies of life flowed through the channels forged by the Lightbringers.

For his leadership of the Lightbringers and his acknowledged superiority, Orlanth was confirmed as chief of the Air Gods, and King of the Gods. That title is recognized by his brothers, the Lightbringers and many other gods, though not all.

Funerals are burnings, using especially smokey fires. Grave goods are always included to assist the person in the land of the dead. Orlanth guarantees his loyal initiates that he will go and retrieve their soul from any place in the universe if the body is treated with proper burial rites. This way his people need not fear dying in a strange land among foreigners.

High priests, wind lords, and rulers have their shrouded bodies tied into sacred trees or held aloft by specially-built racks. Prayers send the soul to the wind, storm, and quiet air.

The primary Runes of Orlanth are Storm, Change, and Mastery; emphasized respectively by the subcults of Orlanth Thunderous, Orlanth Adventurous, and Orlanth Rex.

II. Cult Ecology

Orlanth symbolizes and forms the elemental Air. This is his role in maintaining the cosmic order. He is responsible for the current cosmic balance. He made it what it is with his strength, and his virtues keep it that way. He claims, by right of his deeds, overlordship of the universe. Orlanth's cult provides guidelines for its members to follow in determining their activities about themselves, their society, the cosmos, and the great mystery of being. Participation in the cult of Orlanth makes a person a full citizen of the universe.

Orlanth hates all chaos, and has a permanent rivalry with Yelm and his sons. This latter rivalry is expressed professionally and personally, but does not mean that the cults hate each other enough to fight at every occasion. Members of these conflicting cults can be friends, and an open, unhostile, rivalry between them will satisfy this requirement. Orlanth has a steady hatred for the Lunar Empire and all its deities and forces.

The Six Virtues of Orlanth are Courage, Wisdom, Generosity, Justice, Honor, and Piety. Orlanth respects anyone showing these, even if the individual is a foe or member of an unwelcome cult.

Orlanth's worship dominates the Barbarian Belt of Genertela. It covers most of Ralios, all of Maniria, upland Peloria, and much of Fronela. Outside Genertela, strong Orlanth centers thrive in Jrustela, Enkloslo,

Vralos, and some parts of the Pamaltelan Plains. In bordering areas, such as Prax or Fonrit, his cult is important, but by no means dominant.

Each Windsday is a minor holy day for the cult, and each Windsday of Movement week is a special holy day. Windsday/Movement week/Storm season is the time when all worshippers celebrate the birth of Orlanth. Two weeks of minor festivals and holidays prepare worshippers for Windsday of Sacred Time, when they start the long and most holy ceremonies of Orlanth's descent into Darkness and Chaos in search of the Light.

III. The Cult in the World

The worship of Orlanth is more than just a religion. Where he is strong, he determines the entire societal structure. The term "Orlanthi" refers to a cultural, social, and religious continuum. In fringe regions where other gods bear sway, Orlanth provides a cult for wanderers and those willing to move outside of their rigid tribal or civilized hierarchies — it is an acceptable outlet for those who dislike rigid role-models, yet wish to remain with their tribe or people.

Orlanthi temples come in all sizes — shrines are found in rural districts and obscure backwaters, minor temples in towns and well-populated rural districts, major temples in cities, and great temples in larger cities or special holy places.

In the Dawn Age, the clans were the principle political, economic, and social unit. Each clan was capable of providing the necessities required to survive in the Great Darkness. They were led by Wind Lords, whose mundane skill mastery was the key to survival and individual development. The priests acted as advisors to the leaders.

Cultural development throughout the Orlanthis regions was not uniform, and some regions remained in a retarded social form. This retardation is usually due to the level of social complexity which the area was capable of supporting. For instance, Brolia never advanced beyond the most primitive clan organization of the Dawn Ages, and the difficult land prohibited the development of any settlements greater than a market town. Thus, no compelling reason forced the development of tribal politics or institutions.

The worship of Orlanth was known throughout much of the world in the Dawn Ages, and his worshipper brought the secrets of the Lightbringers down from the mountains to civilize the lowlands where the broken remnants of sun-worshippers struggled against the dark. But after darkness was conquered, the ancient rivalry between the two ruling deities rose again, and soon the worshippers of Orlanth in the hills and mountains were warring with the worshippers of Yelm in the lowlands.

Social development continued into historical times. The trend was towards resolving the problems of increasingly large and complex social organizations. There is a clear struggle between the Wind Lords, who represent the terrestrial interests of the worshippers, and the priests, who are the spiritual leaders. The rivalry is rarely portrayed outright as such, but it is reflected in famous rival factions.

In the Second Age, the Empire of the Wyrms' Friends was a center of power for Orlanthis, but the people turned to dragon magic and away from their old gods. Orlanthis people both rebelled and aided in the Wyrms' projects. Orlanthis both participated and helped to destroy the Jrusteli quasi-empire as well.

In the Third Age was born a new rival, the Red Goddess, possessor of arcane skills and magics. Through the passage of time, her worship grew in Peloria, and spread southward into the highlands. She has now set herself against Orlanth, to struggle for the Middle Air. Through the years, her worshippers have converted and conquered those of the storm god, and the gods themselves have been seen brooding anxiously over their children during wars between men.

IV. Initiate Membership

An applicant for initiate must have been born into a family in which at least one parent was an initiate. An outsider may join the cult through the usual initiation requirements. The skills in which proficiency must be demonstrated are Jump, Weapon Attack, Weapon Parry, and Speak Own Language.

The initiate must give 10% of his income to a priest once each season. This need not be the same priest who initiated him. Initiates are forbidden to become either shamans or sorcerers.

Initiates take their place in the Orlanthi culture as adults. Most clans require initiation for their adult members. Membership in the clan guarantees them a roof and walls, and a blanket; a share in any profits to the clan; legal protection in all cases; 80 hours of free training a year at any skills available from teachers in the clan; and 1 point of spirit magic every five years. The spells taught are Bladesharp, Disruption, Heal, Mobility, and Strength. Initiates may learn cult spells on a one-use basis.

V. Storm Voice (Priest) Membership:

Orlanth Thunderous

The Storm Voice of Orlanth Thunderous is a priest. He is the vessel for the magic of his god. He is responsible for the spiritual health of his entire ministry, and must spend much time performing proper rites to bring the rain and storms and to keep the winds blowing to bless the world.

A candidate must pass the usual tests to become a Storm Voice. He has normal priestly restrictions and responsibilities. He is supported by the congregation and can get up to 200 hours per year in free training from tribal leaders in return for teaching spirit magic and blessing cropland. Priests are allowed to initiate new members, keeping the goods given as part of an initiation examination. The priest must own a cart to carry the necessary paraphernalia for services. This cart must be at least two-wheeled, and drawn by at least two oxen. Storm Voices may never fail to try to succor a member of their congregation. They must eat an egg once a week (a sign of contempt for Yelm), and can never use birds as familiars. Cats are the preferred familiars.

Storm Voices can call upon aid from other Air cultists (Storm Bull, Orlanth, Wild Hunter, Thunder Bird, etc.), but the helpers may demand a price for it afterwards. The cost must meet the standards set forth in Orlanth's poem:

Breath is in everyone: all Air is your friend
All Air must move for storm or breeze.
Answer the call for assistance
Then charge what is fair, in your own eye.
Pay all debts, even if it breaks you.
Especially those gained in emergency.

If you demand payment in your turn
You will expect to be paid.
Give freely! Do not break a friend.
In emergencies a fair man will aid.
But take praise and cheer for pay.
Do it free, they will too.

Orlanth Thunderous teaches his priests all common Rune spells. In addition, Storm Voices can learn the special spells of Bless Thunderstone, Call Sylph, Cloudcall, Cloudclear, Command Sylph, Decrease Wind, Increase Wind, Thunderbolt, and Wind Warp.

Bless Thunderstone

1 point

ritual Enchant spell, stackable, reusable

This spell may only be learned by a full Storm Voice. It must be cast during a Holy Day of Orlanth upon a properly prepared flintstone. For each point of Bless Thunderstone stacked in the casting, the stone will do 1D10 hit point damage and destroy 1D10 magic points of a struck target.

The thunderstone must be thrown, slung, or held in one's hand and struck against a target to be effective. Once the stone has struck a target, it shatters and becomes useless.

Each time a thunderstone is Blessed, the caster loses 1 point of POW. Once a stone is enchanted, additional castings of Bless Thunderstone have no effect.

Decrease Wind

1 point

100m radius around caster, temporal, stackable, reusable

This spell decreases the average wind velocity by 1D6 STR for the duration of the spell. Each additional point used either reduces another 1D6 to the STR or increases the radius of effect by 100m. This spell has no effect upon temperature or direction.

Increase Wind

1 point

100m radius around caster, temporal, stackable, reusable

This spell increases the average wind velocity by 1D6 STR for the duration of the spell. Each additional point used either adds another 1D6 to the STR or increases the radius of effect by 100m. This spell has no effect upon temperature or direction.

Wind Warp

1 point

100m radius around caster, temporal, stackable, reusable

This spell changes the direction in which the wind is blowing by 1D10 degrees in the direction of the caster's choice. Each additional point of the spell either adds 1D10 more degrees of directional change or increases the radius of effect by 100 meters. When the spell ends, the wind hesitates, motionless, for one melee round, then abruptly returns to its former direction. Small whirlwinds often form at the spell's boundaries, where the wind is forced to clash with itself.

VI. Wind Lord Membership: Orlanth Adventurous

A Wind Lord is the embodiment of the Warrior. His life task is to perform deeds to honor his god, and so he seeks danger and strife, impetuously taking up quarrels and fearlessly defending his friends.

A candidate for Wind Lord must have been an initiate in good standing for a year and must have a 90% Sword Attack skill plus 90% proficiency in any four skills chosen from among the following: Climb, Hide, Oratory, Ride, Scan, Sneak, Stormspeech, Weapon Attack, or Weapon Parry. He must also pass an easy test, which he can fail only by rolling 96-00 on 1D100 or being insincere (which is checked by Divination).

Wind Lords have the immense benefit of being called upon for many dangerous tasks and outshining their contemporaries in feats of glory. They are the leaders of the tribal warriors, and servants of the cult. New Wind Lords receive a piece of iron, either armor or weapon, to mark his status. They are under the special eye of their god, and check for Divine Intervention on 1D10 rather than 1D100.

Wind Lords must donate 90% of their income to the cult. In return, the cult supports them, pays for their ransoms, and provides them with cult spells. Wind Lords must spend at least one season out of the year training cult members and priests. They are not reimbursed for this training.

Wind Lords have special obligations to meet. If a solar priest or lord is met peacefully, a Wind Lord cries out the following call:

Wandering Sun, Jealous Uncle,
I have a new Toy here, see it?
Test me, twice if you can
For a Gold Piece each right Answer.

The two then engage in a contest (usually one of riddles). The loser pays a wheel for each wrong answer. There is a minimum of one question each.

If a friendly Earth priestess is met, the Wind Lord must offer his services to her with the following chant:

Sweet Green Woman, Look at me!
I am come, the Conqueror!
None can stand before me.
I am yours, what Dark shall I fight?

She may then order him to pursue any force of Darkness or Chaos which has bothered her in the last week. In return, the Wind Lord may make one demand upon her Fertility spell in the next Water season rite. (Earth cults include Ernalda, Aldrya, Eiritha, Gata, etc.)

The Wind Lord must assist and succor other Light-bringer cultists, as per this greeting poem:

Good greetings in ill times, Friends!
No person can risk the world alone.
Join others you can share with,
They need not be like you.

Upon initiating battle with an intelligent chaos foe, or when otherwise appropriate, the Wind Lord issues the following challenge:

Foul slime, curse of existence, begone!
Turn your back and Flee from Me.

I will kill you, you are evil.
Lie and whimper before me.

The Wind Lord must attempt to slay and kill any chaos thing he encounters. If the chaos horror is too powerful, he may retreat, but must return with help to get rid of the threat as soon as possible.

They may obtain the following Rune spells reusably: Bless Woad, Call Sylph, Command Sylph, Fly, Shield, and Wind Words.

Bless Woad

1 point
ritual Enchant spell, stackable, reusable

This spell may only be learned by a full Wind Lord. It must be cast during a Holy Day of Orlanth upon a properly prepared pot of woad (a blue dye derived from the woad plant). For each point of Bless Woad stacked in the casting, the woad will act as 1 point of armor and 1 point of magical protection. Any hostile spell affecting the wearer must contain more magic points than the number of woad points he wears.

The woad must be smeared over the nude body of the user, who may wear no armor or clothing. Each day that the woad is worn, it will decline in potency by 1 point.

Each time a pot is Blessed, the caster loses 1 point of POW. A casting of the spell enchants enough woad to coat one man. Once a pot of woad is enchanted, additional castings of Bless Woad will not enhance its enchantment.

Fly

1 point
ranged, temporal, stackable, reusable

The caster may transport one object weighing up to SIZ 6 through the air for the duration of the spell. Convert Encumbrance to the equivalent SIZ. Each extra point of Fly increases the potential weight by 6 SIZ.

With this spell, one can pick up anything not nailed or glued down. To pick up something nailed or glued down, the caster must use his current magic points to overcome the STR of the nails or glue (which must be determined by the gamemaster) on the resistance table. An object affected by this spell moves at 3 meters per strike rank.

Wind Words

1 point
ranged, temporal, non-stackable, reusable

If downwind, the caster can cause the wind to bring into range conversations as if standing next to the speakers.

VII. Orlanth Rex Initiates (Thanes)

Orlanth Rex is a special subcult of Orlanth which is only found in Peloria, Ralios, and Maniria. Initiates and honored former initiates of this cult may wear special feathers on their helm crest and are called thanes or kings.

An Orlanthi elected to the tribal council may become a temporary initiate of Orlanth Rex, if he is honorable and held in good standing. When a thane is not actually on council business, he is not considered to belong to Orlanth Rex. An honorable tribal king or chieftain will become a permanent Orlanth Rex.



THE WOLFRUNNERS

A RUNEQUEST SCENARIO

By Sandy Petersen

Introduction

This scenario is placed in Glorantha. If your campaign is based on alternate Earth, or a world of your own devising, you may wish to change place-names as appropriate. Henceforth, it will be assumed that the scenario is being played in Glorantha.

The adventurers to run in this scenario must belong to a society possessing herd animals, though the adventurers need own none themselves. It is strongly recommended that at least one of the adventurers have some hunting experience.

The scenario can be located anywhere in Genertela west of the Wastelands. Frequently in this scenario, reference to a coin called a "lunar" is made. One lunar = one penny. This coin is a silver piece minted by the prominent Lunar Empire of central Peloria. The coins are widely used, and even in lands minting their own money, coins of this value are often called "lunars."

Background

The Wolfrunners are a tribe of primitive humans who survive strictly by hunting, and are associated with wolf-packs. They call themselves the Telmori. During the Gbaji Wars of the Dawn Ages, they sided with the chaos god and were driven out of their Fronelan homes. Their migration is one of the epics of Glorantha — they traveled hundreds of miles, and spread woe wherever they went.

Tribes of Telmori lives in Brolia, Dragon Pass, the Tobros plateau in eastern Dorastor, and the Hills of Billiz in Aggar. A huge nation of these wolf-people is in the land known as Telmoria, at the very northern end of Ralios. Small groups or outlaw bands of Telmori can be found anywhere west of the Wastelands or central Pent.

Player's Information

Someone has been stealing sheep; at least two disappear every night. Some nights a horse or cow vanishes. Wolf-tracks have been seen in the area, and one young shepherd spotted a pair of large wolves and four men running off with an entire dead mule. And at least one young woman never returned from a stroll at night. The sheriff thinks that Wolfrunners are in the area. Already, one shepherd family has been forced into poverty. If the losses keep up, it will be a grim winter for many more.

Common Knowledge: everyone knows that Wolfrunners are a human tribe that worships werewolves and are notorious herd-thieves and murderers.

If the adventurers are in their homeland, simple loyalty demands that they hunt down and stop the thieves. In any case, the sheriff announces a bounty on Wolfrun-

ners — 100 lunars for a live Wolfrunner, 50 lunars for a dead one, and 30 lunars for one of their wolves, dead or alive. The sheriff can explain that these wolves are larger than the usual timber wolves. Also, any property the Wolfrunners possess will automatically go to their captors, except for property claimed by their victims.

The sheriff advises the characters that werewolves are invulnerable to normal weapons, but he is willing to help anyway. He tells them that silver weapons will hurt the creatures, as will magic. He thinks that the best magic spells against werewolves are definitely Fireblade and Truesword. Bladesharp or similar spells will just chip away at the creatures, and if it knew a Protection spell, it may well be immune to such damage.

The village jeweler and fletcher can work together to make silver-tipped arrows to shoot at the werewolves, at a cost of 2 lunars. The price includes the silver used. These arrows are not as good as regular arrows — self-bow silver arrows do only 1D6 damage, and long-bow or composite-bow silver arrows do only 1D8 damage. Silver-tipped crossbow quarrels cost 4 lunars each: light crossbow quarrels of silver do 1D6 damage, medium crossbow quarrels of silver do 2D4 damage, and heavy crossbow quarrels of silver do 2D6 damage. A silver-tipped arbalest quarrel costs 8 lunars to make, and does 2D6+2 damage. However, such silver-tipped missiles can harm a werewolf, unlike normal missiles.

In addition, the sheriff has a special magic spear. This spear has a matrix for the spell of Fireblade enchanted into its point. It has two restrictions: it can only be used within 60 kilometers of the sheriff's house and by adult humans deputized by the sheriff. The sheriff will deputize anyone that belongs to a trustworthy cult (not a thief, trickster, moon, or underworld deity!) and must swear by his god that he will return the spear after use.

The hunt is on!

The Ambush

The adventurers set off into the hills, looking for wolf spoor. The first day, all characters get to attempt a Track roll. Success indicates that wolf tracks were found. A special or critical success indicates that the remains of a sheep carcass was found with both human- and wolf-bites taken out of it.

During the night, howling can be heard further into the hills, but nothing untoward happens. The next morning, the adventurers head deeper into the hills. As they travel, be sure that they present you, the gamemaster, with their marching order. As they walk through the wooded hills, the first character in line can attempt a Search roll, at -85% from his chances of success. If he fails, the second character can attempt it, and so forth,

until each character in turn has tried. If a character succeeds, he will spot a patch of grey fur and a yellow eye partially hidden behind shrubbery about 5 meters to the left. If he makes any action indicating that he has spotted this, the Wolfrunners will ambush the party. If nobody successfully spots the hidden wolf, then as soon as the last character enters the ambush site, the Wolfrunners attack.

The forest here is open and well-lit, but there is a dense thicket by the trail. Humans trying to push through a thicket are reduced to a movement of 1 and cannot run. The ambush will open as the wolves leap over the thicket and among the party. Simultaneously, the Telmori will stand up and each throw a javelin at the least heavily-armed enemy. On the next round, they will each throw another javelin, at the next least heavily-armed enemy. On the third round, if they are not yet engaged in melee, they will throw more javelins, at yet another foe, and then they will pick up short spears and shields and charge. They will try to leap over the thickets as did their wolves, attempting jump rolls. A failed Jump indicates that the Telmori landed in the middle of the thicket and is helpless for a round.

Before the ambush, the Telmori have cast certain spirit magic spells. These spells are taken into account in the statistics below.

The Telmori will break and flee when there are three more Telmori or wolves down than there are adventurers down, or when more than half the Telmori party (counting wolves) have been slain, no matter how many adventurers are dead. If the Telmori flee, each will run in a different direction, so that it will be difficult for pursuers to catch them all.

If the Telmori win, they will take all the clothes, armor, weapons, and goods from all their captives. They will then kill anyone that slew a Telmori or a wolf during the fight. The rest will be allowed to go free, though naked.

Adjust the number of ambushing Telmori and wolves to the number of adventurers. There must be one wolf for every Telmori, and at least eight total ambushers.

After The Ambush

If the characters were beaten by the Telmori, they will have to re-equip and return later, possibly suffering from shame. If they beat the Telmori, they can try to track them up into the hills. Each character can try to make a Track roll — if he succeeds, he can try again, but if he fails, he may attempt no more rolls.

It takes three successful Track rolls from the site of the ambush to lead to the hill where the Wolfrunners have made their lair. A critical Track roll will tell the adventurers how many Telmori are being followed. If the adventurers fail, they can try again on the succeeding day, but the Telmori will have had that much longer to prepare defenses, and you may wish to beef them up in some way, either adding more Telmori to the group, or allowing them to set pitfalls or other traps before their lair.

Once the three Track rolls are made, the adventurers will be able to follow the trail up a hillside.

The Den of Wolves

Up the hillside, the adventurers can look across a small valley into a large cave mouth guarded by two huge

wolves. The adventurers can try to sneak up to the wolves and kill them before they can bark and signal their masters. Those trying to sneak across must traverse 100 yards of woody scrub. Subtract 20 from the characters' Sneak skill for this. The wolves each may attempt a Listen roll. Their chances of success will be lowered by the Sneak skill of the least-sneaky character if all characters succeeded in the Sneak roll. If any failed the roll, nothing is subtracted from the wolves' Listen skill chance. The characters can try to crawl as close as they like, but if they venture within 10m, the wolves will automatically scent them and raise an alarm. When the characters get where they want to be, they can each rise up and make one missile attack or cast one spell. The wolves will be surprised, and their DEX SR is 2, so on SR 5 they will raise the alarm. If they are killed or knocked out before or on SR 5, no alarm will be raised, and the characters will be able to creep within the cave unheralded.

Possibility 1: The Telmori Are Alerted

If the wolves spot the characters, or are not taken out of action, they will bark loudly and race within the cave. The Telmori will be alerted and head to the front of the cave.

If alerted, the Telmori will form a defensive line at "X" on the map. Three or four armed with javelins and large shields will kneel in front to block the advance of the foe. These defenders are braced against any knockback, but will fall down if the knockback overcomes their STR + SIZ. They cannot parry or dodge, but their large shields cover their legs, left arm, chest, and abdomen — blows to those locations strike the shield. The kneelers can stab normally with their javelins.

The rest of the Telmori will stand a meter or so behind this line and throw javelins at their foes. The adventurers will be silhouetted against the cave entrance, while the Telmori stand in the shadows. Chances to hit the Telmori with any missile weapon is halved, unless a light source is provided or the missile-user can sense in the dark. Melee combat is normal, since there is still good light from the cave entrance. The Telmori will each have ten wooden javelins available for use.

Since the front line is kneeling, they will not be struck by their friends' thrown javelins (unless the appropriate fumble result is given). These rear Telmori will each hold a large shield to protect their left arm, chest, and abdomen from missile attacks. If one of the front line is injured, one of the rear Telmori will move up to Heal him. If one of the front line is killed or incapacitated, one of the rear Telmori will rush up to take his place.

The wolves will wait in the right arm of the fork. If the line of Telmori seems as though it is about ready to break, permitting the adventurers through into a general melee, the wolves will be released to charge into the attack while the front Telmori drop to their bellies, allowing the wolves to leap easily over them and crash into their foes. A great shout will precede this to give the front line the signal to drop. The first attack will thus be a knockdown attack on the move, and will take place on SR 5 — the wolves will be incapable of Dodging that round.

The Telmori will not fight to the death, and will surrender if they are completely overwhelmed. However, they will fight until then, and continue for a couple of rounds before surrendering. They may cast their Transform Head spell if it seems as though it might change the outcome.

If the Telmori prove too tough a nut to crack by open assault, the adventurers might decide to withdraw and starve them out by siege. The Telmori will wait within their cave for three days and then, maddened by hunger, will charge out *en masse*. All will have only half normal fatigue due to weakness, and they will scatter once they get past any blocking adventurers. They will simply try to escape, leaving any wounded behind. They will throw javelins as they charge (at half normal chances of hitting), and if engaged in melee, will parry and dodge each round (without attacking) until they can get away.

Possibility 2: The Telmori Are Not Alerted

If the Telmori are not alerted, the adventurers will be able to sneak into the cave. All must attempt Sneak rolls. There is one Telmori guard hiding in the Niche, though he is dozing off. He will yell out an alarm if he is not killed or knocked unconscious within one melee round after an adventurer fails a Sneak roll. Merely threatening him will not prevent him from shouting an alarm to his friends and blood-brothers, even at the cost of his life.

TELMORI GUARD

STR 9	Move 3	location	points
CON 10	Hit Pts 12	R LEG	2/4
SIZ 14	Fatigue 6	L LEG	2/4
INT 12	Magic Pts: 11	ABDOMEN	2/4
POW 11	DEX SR: 3	CHEST	2/5
DEX 13		R ARM	2/3
APP 9		L ARM	2/3
		HEAD	2/4

WEAPON	SR	ATTK %	DAMAGE	PARR %	PTS
Javelin melee	7	50%	1D6+1	35%	8
Javelin, thrown	3	60%	1D8	—	8
Shield, Large	8	6%	1D6	45%	16

Dodge: 40%

SPIRIT MAGIC (42%): Befuddle 2, Healing 2, Protection, 4

SKILLS: Listen 40%

NOTES: if awakened, this guard will first yell an alarm, then cast Protection 4 on himself and run for the rear. If he is chased, he will cast Befuddle at his pursuer. This guard is a wimp and knows it, but is resolved to die well if necessary.

If this guard manages to give the alarm, then the Wolfrunners from both the Fall Room and the Rise Room will come running to his aid. They will meet together in a rush at the Fork, and probably confront the adventurers

there in a confused melee. If they are given time to sort themselves out, they will try to set up a line of defense similar to that described under Possibility 1, above. Otherwise, they will fight until they are overwhelmed or they conquer.

If this guard is disposed of before he can sound the alarm, the adventurers can proceed down the cave tunnel. Soon they will reach the fork, where they may turn right or left, proceeding respectively down the West or East branch.

East Branch

This branch rapidly splits into two more corridors, but once it is entered, the adventurers will hear noises, growls, and low voices around the turn to their right. A flickering light is also visible. They need make no more Sneak rolls, since the Wolfrunners' own noise will drown out the adventurers' footsteps. When the adventurers peek around the corner, they will see all the Telmori that escaped from the ambush with the surviving ambush wolves sitting around a small fire. The cave is very smoky. There is a depression in the floor of the cave in which water glistens. For these Telmori and their wolves, use the statistics given earlier in the ambush part of the scenario. Any Telmori or wolves killed or captured in the ambush will not be here.

If they are attacked, the first round they will be surprised, and unable to do anything but grab their javelins and shields. The Telmori recover quickly, though, and on the second round they will be able to fight normally, if in a disorderly fashion. They will try to cast spells as needed.

At the end of the fourth round after hostilities are initiated, the Telmori from the Rise Room, rushing to their friends' aid, will reach the rear of the adventurers fighting in the Fall Room. They will try to throw at least one javelin before melee, and will fight alongside their wolves. When they arrive, they each already will have cast Protection 3 upon both themselves and their wolves, so will have 6 fewer magic points than usual. Each will carry four javelins.

West Branch

If the adventurers go this way, they will first reach a wide spot in the cave, at one end of which is a rather steep climb up 4m or so. Ahead, the party can see a dim light and hear talking. A Climb is necessary to get to the top of the rise, and failure indicates that the character slides to the bottom, taking no damage, but making noise and alerting the Telmori ahead.

If these Telmori are alerted, they will rush out and stand atop the rise, rolling rocks down at anyone standing below. These are large rocks which do 2D6 damage to anyone failing to roll either Dodge or DEX x 5 (player's choice). They have 8 of these rocks at the top of the slide, and can only hit characters standing on the slope or at the bottom. The roof comes down quite close to the edge of the top of the rise, so missile weapons cannot be used effectively here.

Three rounds after these Telmori have been alerted, their friends from the Fall Room will come rushing to their aid. When they arrive, they will each have cast Ironhand 2 and Protection 3 on their wolves, and Protection 3 on themselves. They will each carry four javelins,

and when they arrive, the Telmori atop the rise will come slipping and sliding down to join in the general melee.

If they are not alerted until the adventurers have reached the top of the rise, then they will simply fight as best they can. Their friends from the Fall Room will arrive at the bottom of the rise three rounds after the fight begins, but may not be able to get up it to help if it is guarded by adventurers, who may roll rocks down, etc.

The number of Telmori in this room should be assigned by the gamemaster, but there should be at least 4 total, and there should always be one wolf per human

If these Telmori are defeated, leaning against the back wall of the cavern are heaps of untanned herd animal hides, bags full of slightly spoiled raw meat, and a bag with a rim of wolf-fur and three bright feathers attached to it.

The bag is a special medicine bag, and anyone opening it takes 3D6 points of damage directly to their general hit points (armor does not protect). Touching the bag with a wolf bone will reactivate the magic, and touching it with a bare human bone will cancel out the magic without harm to the bag-opener. The Telmori will not

tell the adventurers this, but a Divination or similar spell might.

Inside the bag are 17 lunars, a boar-tooth necklace (non-magical), some hollow gourds filled with body-paint, and an obsidian javelin-point. This point is magical, and when fitted to a spear or javelin, it increases that weapon's chance of impaling from the usual 20% chance to 40%. Thus, a character with a 50% attack in Spear would have a 20% chance of impaling, rather than 10%.

Conclusion

If the adventurers manage to conquer their foes, they can return for the bounty. As promised, the sheriff will indeed pay 100 lunars for a live Telmori, and 50 for a dead one. To get the bounty, the entire body of the Wolfrunner must be given to the sheriff. The sheriff will pay 30 lunars per wolf, dead or alive. Only the tail of a wolf needs to be provided to the sheriff for the bounty.

The adventurers may want to skin the wolves and sell the hides. Unless one of them possesses the craft of Tan

CAVE TELMORI WARRIORS

STR 11 Move 3
CON 12 Hit Pts 13
SIZ 13 Fatigue 8
INT 12 Magic Pts: 12
POW 13 DEX SR: 3
DEX 12
APP 10

WEAPON	SR	ATTK%	DAMAGE	PARR%	PTS
Javelin, melee	7	50%	1D6+1	35%	8
Javelin, * thrown	10	60% (75%)	1D8 (+3)	—	8
Shield, Large	8	10%	1D6	45%	16
Dagger	8	40%	1D4+2	25%	6

* numbers in parentheses are for Speedarted javelins

Dodge: 40%

SPIRIT MAGIC (50%): Healing 1, Protection 3

NOTES: each Telmori will try to cast Speedart before each thrown javelin, increasing SR to 10. They will try to cast Protection 3 on themselves and their wolves if possible.

CAVE TELMORI ONE

	location	melee	missile	points *
MP 12	RH LEG	01-04	01-03	0/5
HP 13	LH LEG	05-08	04-06	0/5
Fat. 8	HIND Q	09-11	07-10	0/5
DEX 12	FORE Q	12	11-15	0/6
	RF LEG	13-15	16-17	0/4
	LF LEG	16-18	18-19	0/4
	HEAD	19-20	12	0/5

* add 3 to armor if Protection 3 in effect.

CAVE TELMORI TWO

	location	melee	missile	points *
MP 12	RH LEG	01-04	01-03	0/5
HP 13	LH LEG	05-08	04-06	0/5
Fat. 8	HIND Q	09-11	07-10	0/5
DEX 12	FORE Q	12	11-15	0/6
	RF LEG	13-15	16-17	0/4
	LF LEG	16-18	18-19	0/4
	HEAD	19-20	12	0/5

* add 3 to armor if Protection 3 in effect.

CAVE TELMORI THREE

	location	melee	missile	points *
MP 12	RH LEG	01-04	01-03	0/5
HP 13	LH LEG	05-08	04-06	0/5
Fat. 8	HIND Q	09-11	07-10	0/5
DEX 12	FORE Q	12	11-15	0/6
	RF LEG	13-15	16-17	0/4
	LF LEG	16-18	18-19	0/4
	HEAD	19-20	12	0/5

* add 3 to armor if Protection 3 in effect.

CAVE TELMORI FOUR

	location	melee	missile	points *
MP 12	RH LEG	01-04	01-03	0/5
HP 13	LH LEG	05-08	04-06	0/5
Fat. 8	HIND Q	09-11	07-10	0/5
DEX 12	FORE Q	12	11-15	0/6
	RF LEG	13-15	16-17	0/4
	LF LEG	16-18	18-19	0/4
	HEAD	19-20	12	0/5

* add 3 to armor if Protection 3 in effect.

Hides, they will need to sell the hides to a professional tanner. A professional will pay 56 for a hide (and sell the final, tanned hide for twice that).

In addition, if the adventurers have completely wiped out the Telmori threat, the grateful sheriff and townsfolk will pay their town priest to teach the adventurers 8 points of spirit magic, chosen from among the spells of

Heal, Second Sight, Shimmer, Strength, or Vigor. These 8 points are to be divided up among the entire party of adventurers.

Finally, the adventurers can keep the magic bag found in the Telmori cave and the treasure inside, but the hides and meat must be returned to the former owners.

CAVE TELMORI WOLVES

STR 17 Move 6
CON 14 Hit Pts 14
SIZ 14 Fatigue 31
INT 5 Magic Pts: 10
POW 10 DEX SR: 2
DEX 17

WEAPON	SR	ATTK%	DAMAGE
Bite	6	65%	1D8+1D4

Dodge: 50%

SKILLS: Hide 65%, Jump 80%, Listen 50%

CAVE TELMORI WOLF ONE

	location	melee	missile	points *
MP 10	RH LEG	01-02	01-02	2/5
HP 14	LH LEG	03-04	03-04	2/5
Fat. 31	HIND Q	05-07	05-09	2/8
DEX 17	FORE Q	08-10	10-14	2/8
	RF LEG	11-13	15-16	2/5
	LF LEG	14-16	17-18	2/5
	HEAD	17-20	19-20	2/6

* add 3 to armor if Protection 3 in effect.

CAVE TELMORI WOLF TWO

	location	melee	missile	points *
MP 10	RH LEG	01-02	01-02	2/5
HP 14	LH LEG	03-04	03-04	2/5
Fat. 31	HIND Q	05-07	05-09	2/8
DEX 17	FORE Q	08-10	10-14	2/8
	RF LEG	11-13	15-16	2/5
	LF LEG	14-16	17-18	2/5
	HEAD	17-20	19-20	2/6

* add 3 to armor if Protection 3 in effect.

CAVE TELMORI WOLF THREE

	location	melee	missile	points *
MP 10	RH LEG	01-02	01-02	2/5
HP 14	LH LEG	03-04	03-04	2/5
Fat. 31	HIND Q	05-07	05-09	2/8
DEX 17	FORE Q	08-10	10-14	2/8
	RF LEG	11-13	15-16	2/5
	LF LEG	14-16	17-18	2/5
	HEAD	17-20	19-20	2/6

* add 3 to armor if Protection 3 in effect.

CAVE TELMORI WOLF FOUR

	location	melee	missile	points *
MP 10	RH LEG	01-02	01-02	2/5
HP 14	LH LEG	03-04	03-04	2/5
Fat. 31	HIND Q	05-07	05-09	2/8
DEX 17	FORE Q	08-10	10-14	2/8
	RF LEG	11-13	15-16	2/5
	LF LEG	14-16	17-18	2/5
	HEAD	17-20	19-20	2/6

* add 3 to armor if Protection 3 in effect.

SET IN THE dark shadows of ruined Alzira, east of Donara and near the southern spur of the Elder Mountains, lies a tower. Within, shielded by forces of darkest Chaos is a force of evil hungering for power. It aches for total domination over all living men and complete control of the dead. It is Nilgeranthrib.

Powers & Perils

Tower of the Dead

Tower of the Dead is a new module for **Powers and Perils** that challenges a party of experienced adventurers to travel the deadly streets of Porta and move through the infested forests and mountains, to strike at the heart of evil. Inside the 56-page book is everything a referee needs to run the game, including a gamesmaster screen with the important tables that he will use as the adventure progresses.

TELMORI AMBUSHERS

STR 12 Move 3
 CON 13 Hit Pts 13
 SIZ 13 Fatigue 25-10 = 15
 INT 13 Magic Pts: 14 (6 at start of ambush)
 POW 14 DEX SR: 2
 DEX 16
 APP 10

WEAPON	SR	ATTK%	DAMAGE	PARR%	PTS
Javelin,	8	80%	1D8+1D2	(-3) —	8
thrown *		(95%)			
Javelin,	6	60%	1D6+1D4+1	35%	8
melee					
Shield,	7	15%	1D6+1D4	55%	16
Large **					
Dagger	7	50%	1D4+1D4+2	30%	6

* numbers in parentheses are for Speedarted javelins
 ** this is a good-sized oval shield made of several layers of bull-hide. It functions like a kite shield.

Dodge: 50%

SPIRIT MAGIC (60%): Bladesharp 2, Demoralize 2, Healing 1, Ironhand 2, Protection 3

DIVINE MAGIC (90%): Transform Head x 2 (one-use)

SKILLS: Hide 85%, Jump 90%, Listen 60%, Sneak 85%, Track 70%

NOTES: each carries four javelins and wears no armor. In the ambush, each Telmori will have just cast Ironhand 2 and Protection 3 on his wolf, as well as Protection 3 on himself.

They will attempt to cast Speedart before each javelin thrown, which delays SR to 8. They will only cast Transform Head (a special Telmori spell) if it looks like it will make the difference between winning and losing the fight.

WOLFRUNNER AMBUSER ONE

	location	melee	missile	points *
MP 14**	R LEG	01-04	01-03	0/5
HP 13	L LEG	05-08	04-06	0/5
Fat. 10	ABDOMEN	09-11	07-10	0/5
DEX 16	CHEST	12	11-15	0/6
	R ARM	13-15	16-17	0/4
	L ARM	16-18	18-19	0/4
	HEAD	19-20	20	0/5

* add 3 to armor if Protection 3 in effect.

** only 6 at start of ambush

WOLFRUNNER AMBUSER TWO

	location	melee	missile	points *
MP 14**	R LEG	01-04	01-03	0/5
HP 13	L LEG	05-08	04-06	0/5
Fat. 10	ABDOMEN	09-11	07-10	0/5
DEX 16	CHEST	12	11-15	0/6
	R ARM	13-15	16-17	0/4
	L ARM	16-18	18-19	0/4
	HEAD	19-20	20	0/5

* add 3 to armor if Protection 3 in effect.

** only 6 at start of ambush

WOLFRUNNER AMBUSER THREE

	location	melee	missile	points *
MP 14**	R LEG	01-04	01-03	0/5
HP 13	L LEG	05-08	04-06	0/5
Fat. 10	ABDOMEN	09-11	07-10	0/5
DEX 16	CHEST	12	11-15	0/6
	R ARM	13-15	16-17	0/4
	L ARM	16-18	18-19	0/4
	HEAD	19-20	20	0/5

* add 3 to armor if Protection 3 in effect.

** only 6 at start of ambush

WOLFRUNNER AMBUSER FOUR

	location	melee	missile	points *
MP 14**	R LEG	01-04	01-03	0/5
HP 13	L LEG	05-08	04-06	0/5
Fat. 10	ABDOMEN	09-11	07-10	0/5
DEX 16	CHEST	12	11-15	0/6
	R ARM	13-15	16-17	0/4
	L ARM	16-18	18-19	0/4
	HEAD	19-20	20	0/5

* add 3 to armor if Protection 3 in effect.

** only 6 at start of ambush

WOLFRUNNER AMBUSER FIVE

	location	melee	missile	points *
MP 14**	R LEG	01-04	01-03	0/5
HP 13	L LEG	05-08	04-06	0/5
Fat. 10	ABDOMEN	09-11	07-10	0/5
DEX 16	CHEST	12	11-15	0/6
	R ARM	13-15	16-17	0/4
	L ARM	16-18	18-19	0/4
	HEAD	19-20	20	0/5

* add 3 to armor if Protection 3 in effect.

** only 6 at start of ambush

WOLFRUNNER AMBUSER SIX

	location	melee	missile	points *
MP 14**	R LEG	01-04	01-03	0/5
HP 13	L LEG	05-08	04-06	0/5
Fat. 10	ABDOMEN	09-11	07-10	0/5
DEX 16	CHEST	12	11-15	0/6
	R ARM	13-15	16-17	0/4
	L ARM	16-18	18-19	0/4
	HEAD	19-20	20	0/5

* add 3 to armor if Protection 3 in effect.

** only 6 at start of ambush

TELMORI WOLF AMBUSHERS

STR 18 Move 6
 CON 15 Hit Pts 16
 SIZ 16 Fatigue 33
 INT 5 Magic Pts: 10
 POW 10 DEX SR: 2
 DEX 17

WEAPON	SR	ATTK %	DAMAGE
Bite	6	85% (95%)	1D8+1D6 (+3)

* numbers in parentheses represent skill levels after Ironhand 2 has been cast.

Dodge: 60%

SKILLS: Hide 85%, Jump 100%, Listen 70%

NOTES: In the ambush, each wolf has had both Ironhand 2 and Protection 3 cast on it.

A wolf will try a knockdown attack if it misses its initial bite or it bites and does no damage to its target.

TELMORI WOLF AMBUSER TWO

		location	melee	missile	points *
MP	10	RH LEG	01-02	01-02	2/5
HP	16	LH LEG	03-04	03-04	2/5
Fat.	33	HIND Q	05-07	05-09	2/8
DEX	17	FORE Q	08-10	10-14	2/8
		RF LEG	11-13	15-16	2/5
		LF LEG	14-16	17-18	2/5
		HEAD	17-20	19-20	2/6

* add 3 to armor if Protection 3 in effect.

TELMORI WOLF AMBUSER THREE

		location	melee	missile	points *
MP	10	RH LEG	01-02	01-02	2/5
HP	16	LH LEG	03-04	03-04	2/5
Fat.	33	HIND Q	05-07	05-09	2/8
DEX	17	FORE Q	08-10	10-14	2/8
		RF LEG	11-13	15-16	2/5
		LF LEG	14-16	17-18	2/5
		HEAD	17-20	19-20	2/6

* add 3 to armor if Protection 3 in effect.

TELMORI WOLF AMBUSER FOUR

		location	melee	missile	points *
MP	10	RH LEG	01-02	01-02	2/5
HP	16	LH LEG	03-04	03-04	2/5
Fat.	33	HIND Q	05-07	05-09	2/8
DEX	17	FORE Q	08-10	10-14	2/8
		RF LEG	11-13	15-16	2/5
		LF LEG	14-16	17-18	2/5
		HEAD	17-20	19-20	2/6

* add 3 to armor if Protection 3 in effect.

TELMORI WOLF AMBUSER FIVE

		location	melee	missile	points *
MP	10	RH LEG	01-02	01-02	2/5
HP	16	LH LEG	03-04	03-04	2/5
Fat.	33	HIND Q	05-07	05-09	2/8
DEX	17	FORE Q	08-10	10-14	2/8
		RF LEG	11-13	15-16	2/5
		LF LEG	14-16	17-18	2/5
		HEAD	17-20	19-20	2/6

* add 3 to armor if Protection 3 in effect.

TELMORI WOLF AMBUSER ONE

		location	melee	missile	points *
MP	10	RH LEG	01-02	01-02	2/5
HP	16	LH LEG	03-04	03-04	2/5
Fat.	33	HIND Q	05-07	05-09	2/8
DEX	17	FORE Q	08-10	10-14	2/8
		RF LEG	11-13	15-16	2/5
		LF LEG	14-16	17-18	2/5
		HEAD	17-20	19-20	2/6

* add 3 to armor if Protection 3 in effect.

TELMORI WOLF AMBUSER SIX

		location	melee	missile	points *
MP	10	RH LEG	01-02	01-02	2/5
HP	16	LH LEG	03-04	03-04	2/5
Fat.	33	HIND Q	05-07	05-09	2/8
DEX	17	FORE Q	08-10	10-14	2/8
		RF LEG	11-13	15-16	2/5
		LF LEG	14-16	17-18	2/5
		HEAD	17-20	19-20	2/6

* add 3 to armor if Protection 3 in effect.

TELMOR: the wolf-god

I. Mythos, History and Cult Ecology

Telmor is the Father of Wolves. His tribes are one of the few Hsunchen cultures that has withstood the onslaught of civilization. In the First Age, the Telmori were a major tribe of southern Fronela in the First Age. They served Nysalor as potent mercenaries in the Chaos Wars, and one tribe was eventually transplanted to the far side of the Rockwoods. After Nysalor's defeat, they migrated through upland Peloria, seeking a place to settle. All adult Telmori have a companion wolf of greater size and intelligence than ordinary wild wolves. Werewolves are not uncommon among the Telmori, but the tribe was cursed in the Chaos Wars; — tribal werewolves can no longer control their transformation, but must change to wolf-form during the full moon, and have great difficulty in doing so during the black and dying moon.

II. Initiate Membership

Everyone born of Telmori parents is believed to be a wolf, and automatically part of their parents' religion. Those not born into the tribe must be adopted in a long, difficult, and rarely-performed ritual.

At adulthood, the character becomes a full member of the tribe and other Telmori will be initially friendly. Thus, a Telmori from Dragon Pass would be accepted among the Telmori of Ralios unless he committed some crime or vile deed. Tribal members can attempt to cajole or purchase training in appropriate skills from their leaders. The shamans will teach magic to the tribespeople as possible and needed.

Telmori tribesmen can sacrifice for one-use spells of their religion.

III. Shamans

The Telmori priests are also shamans. They become shamans through the normal means, but their fetch is always in the form of a wolf, though this wolf appears differently for different shamans. The Horned Man always appears for them with the head (and often body) of a wolf, though he bears horns.

These shamans deal mainly with animal spirits. Wolf-spirits are always friendly, and spirits of other types of animals are usually at least neutral. However, non-animal spirits are generally hostile to the shaman, and will refuse to cooperate with him.

Telmori shamans can obtain special Rune magics. These spells may only be cast upon a Telmori initiate.

Transform Head

1 point

touch, temporal, non-stackable, reusable

This spell turns the head of the target into that of a great wolf. He gains the extra attack of Bite, with a chance to hit equal to his DEX x 5%, and does 1D8 damage plus his damage bonus. He may bite each round, as well as attack and parry or Dodge, though the bite must take place 3 strike ranks apart from any other attack he makes. This spell may be cast anytime.

Wolfhide

2 points

touch, temporal, non-stackable, reusable

This spell causes the target's skin to sprout fur and to gain the immunity to damage of a werewolf's hide. He also gains a tail. Only magic, fire, iron, or pure (Runic) metals will harm him. If an ordinary bronze sword with a Bladesharp 3 spell is used on him, only the Bladesharp would do damage. If the whole blade were enchanted; such as with a Truesword or Fireblade, the entire damage rolled (except for any damage bonus) would count. Poison will still affect him if his skin is penetrated. He still needs oxygen and can be asphyxiated or drowned.

This spell may not be cast on Waterday or Clayday. (The Black and Dying days of the lunar Cycle).

Wolfrunning

3 points

touch, temporal, non-stackable, reusable

This spell turns the target's arms and legs into the limbs of a wolf, permitting him to run on all fours. This increases all his Agility skills (including Dodge), as well as Sneak by 40 percentiles. His movement speed increases to 9. The wolf-limbs prevent the user from holding weapons and all Manipulation skills are halved while the spell is in effect.

This spell may only be cast on Fireday, Wilday, and Holyday.

IV. Subcults

The Telmori also possess the spell of Transform Self, which is received from Telmor's ancestor, Mother Mammal.

Transform Self (from Mother Mammal)

2 points

touch, temporal, non-stackable, reusable

This spell must be stacked with the three cult specialty spells — thus, it must be cast with Transform Head, Wolfhide, and Wolfrunning. When these spells are combined with Transform Self, the user bodily transforms into a magical, semi-divine wolf. All the spells have full effect, and, additionally, they last for one full hour instead of 15 minutes. All the normal abilities of a wolf become usable by the caster for the spell's duration.

This spell may only be cast on Wilday.

V. Miscellaneous

Days of the Week

The exact day of the week is important to the Telmori. In Glorantha, the first day of the week is Freezeday, followed in order by Waterday, Clayday, Windsday, Fireday, Wilday, and Holyday (also known as Godday). The phases of the moon go in a weekly cycle as well, as per the following table:

Moon Phase	Day of the Week
Crescent	Freezeday
Dying	Waterday
Black	Clayday
Crescent	Windsday
Empty Half	Fireday
Full	Wilday
Full Half	Godday

◀ 20

The tribal Storm Voices must individually and unanimously accept a character as an Orlanth Rex before he is accepted. They cannot rescind this status once given. The Orlanth Rex is required by Orlanth to rule wisely and fairly. If he fails in this, he is cursed by his god. He must try to protect those under him, and uphold the Orlanthi social system at all times. This includes providing for the sustenance of the tribal priesthood and protection of associated and friendly cults.

The tribe's priests are required to obey the commands of an Orlanth Rex. Orlanth Rex initiates have access to the special spells of Command Priests, Command Worshippers and Detect Honor. Temporary initiates can cast these spells on a one-use basis. Permanent initiates can obtain them reusably.

Command Priests

3 points

ranged, duration one day, non-stackable, reusable

Casting this spell affects all priests within range that belong to the caster's tribe. While under the influence of the spell, such priests may not cast any Rune magic without the express consent of the Rex.

Command Worshippers

2 points

ritual Summoning spell, range 5 km, duration instant, non-stackable, reusable

This spell only affects members of the caster's tribe. Casting this spell signals all such Orlanthi within range to hastily finish immediate business, gather equipment, and report to the summoning individual within two days of the spell's casting. During this time, the caster must remain in the same spot or else the spell disperses and releases the worshippers from their compulsion to report for duty. This spell is a privilege and must not be abused. It is used only for emergencies or joyous celebrations.

Detect Honor

1 point

ritual Ceremony spell, stackable, reusable

This spell informs the user whether or not the target is an honorable individual.

VIII. Subcults**Spirits of Reprisal**

Usually called Enforcers, there are several types of these spirits. Some of the more common varieties are:

Flint Slingers: long-legged spirits capable of great leaps (50m at a time) and with an 80% Throw ability. At least 1D4 + 1 will appear at a time to plague cultists who steal from Orlanth or his associated cults. They appear when the offender is in combat or a stress situation, circle in visible but insubstantial form throwing 1 magic stone per melee round. Each strike saps one magic point from the target. They will sling stones until all have hit at least twice, or they are dispelled (they act as a 1 point Divine Magic spell per Flint Slinger present for purposes of dispelling — all must be dispelled at once).

Flint Slingers will also attack any initiate who apostatizes, breaking his word and leaving the cult.

Impests: small creatures which causes rashes, coughs, hives, or minor bodily aches and problems for cultists who have committed minor infractions.

Wind Fists: ugly, bat-winged creatures which attack with bronze fists to punish worshippers who murder a cult member, who kill someone protected by Orlanth's hospitality, or who profane an Orlanth holy place. The Wind Fists will appear when the violator is in combat or other stress situation. At least 1D6 will appear and are visible but immaterial, beating upon the offender with the effect of 1D3 damage directly to a random melee hit location each combat round. They can stay for 1D6 combat rounds, and then disappear. They will appear once for each offense made.

The Four Magic Weapons

In Orlanth's victories, he acquired four special tools to help him on his quests. These tools proved of enormous help to him during his battles and the Lightbringer's Quest. Each of the four weapons is now a separate subcult, providing a separate Rune magic, and Wind Lords can acquire these spells.

1) **Lightning Spear**

This is derived from Lightning Boy, whom Orlanth wrested from his foes, the grim sky gods. The subcult teaches the spell of Lightning from *RuneQuest*.

2) **Sandals of Darkness**

These were stolen from Kyger Litor.

Dark Walk

1 point

ranged, temporal, non-stackable, reusable

This spell allows the user to be totally invisible and soundless in darkness and shadow to anyone within the stated range. Blend-in is total.

3) **Scarf of Mist**

The Scarf of Mist was a water spirit named Huraya. Orlanth saved her life. In return, Huraya shielded Orlanth from the view of foes.

Mist Cloud

1 point

ranged, temporal, stackable, reusable

This spell creates a bubble of natural-looking mist 2m in diameter for every point expended in its creation. Visibility in or through the mist is limited to 1 meter.

4) **Shield of Arran**

This shield first belonged to Ernalda, but she had no use for it and gave it to Babeester Gor. Orlanth obtained it from Gor, and has made great use of it in his combats.

Great Parry

3 points

touch, temporal, non-stackable, reusable

This passive spell must be cast upon a shield. It effectively gives the shield an infinite amount of armor points for the spell's duration. However, knockback still affects the holder of the shield.

Weather

Since they worship the King of the Storm Gods, initiates of Orlanth can always tell when a change in the weather is coming. Wind Lords and Storm Voices are able to tell what it will change into a day in advance.

IX. Associated Cults

Chalana Arroy

Chalana Arroy was one of the Lightbringers. The all-merciful Healing Goddess provides Restore Constitution for the benefit of both Storm Voices and Wind Lords.

Ernalda

Ernalda, Orlanth's bride, and the source of many myths, is worshipped elsewhere. Orlanth is her most widely-known husband. She shares more myths with him than any other husband. She provides the spell of Restore Strength to Storm Voices.

Heler

Heler is the Rain God and Orlanth's aide. His name is a watchword for loyalty among Orlanthi worshippers, and to be called "staunch as Heler" is a high compliment. He provides a spell for Storm Voices.

Rain

2 points

ranged, temporal, stackable, reusable

This spell can only be cast when the sky is at least 90% clouds. Rain will then fall within a 100m radius of the caster. Each extra rain spell stacked together increases the radius of effect by another 100m. When the spell ends, the rainfall stops.

Issaries

Issaries was the guide of the Lightbringers, and provides the following spell for Storm Voices.

Lock

1 point

touch, duration one season, non-stackable, reusable

This spell may be cast on a door, chest lid, bag opening, or similar device. It will thereafter act as a Glue spell with a Strength equal to the magic points used to strengthen the spell when it was cast. It is personalized to the caster, and he (only) may open the lock as many times as he desires and, when closed, the Lock will work again. This cannot be removed by Dispel Magic. If the Lock's STR is overcome with brute force, and later closed again, the Lock will work again, unlike Glue.

Lhankor Mhy

Lhankor Mhy, a Lightbringer and the God of Wisdom, provides Storm Voices with a spell.

Analyze Magic

1 point

touch, instant, stackable, reusable

This spell gives a true statement about at least one function of a single magical item, entity, or substance. If more than a single point is cast simultaneously, more than one truth is given. If the spells are not cast simultaneously, the same truths may be repeated.

Mastakos

Mastakos, God of Change and Mobility, was set free by Orlanth on the Lightbringer's Quest and is sometimes called Orlanth's Charioteer. He provides two mobility-oriented spells for the use of Orlanth's cult. Storm Voices may obtain the spell of Guided Teleportation, and Wind

Lords can gain Teleportation.

Guided Teleportation

3 points

self only, instant, non-stackable, reusable

This spell always will return the caster to a specific spot which has been made sacred to Orlanth through a complicated week-long ritual connected with acquiring the spell. There is no range limitation.

Teleportation

3 points

ranged, instant, stackable, reusable

Sighting for this spell must be done visually. The caster can teleport to any spot within range that he can see, either on his own or through the eyes of a familiar or through a Mind Link spell. The spell carries the caster and all his body gear, and each extra spell cast at once will permit one additional living thing to be teleported with the caster. It can be used to teleport someone else, with the same limitations.

Alternately, additional uses of Teleportation may be expanded to increase range. Each additional spell expended doubles the range.

Yinkin

Yinkin, god of Shadow Cats, is Orlanth's half-brother, and many Storm Voices and Wind Lords have shadow cats as their familiars and allies. This spell is available to Wind Lords.

Identify Scent

1 point

ranged, temporal, non-stackable, reusable

This spell enables the target to perfectly identify the nature of any scent he encounters while under the spell's influence. It does not give range or direction, just nature. If the scent is of a substance or entity that the target has never encountered or seen, the target will only know that an unknown scent has been encountered.



HYKIM & MIKYH

I. Mythos and History

Hykim and Mikyh are the ancestors of all beasts. They are usually said to be dragons. Hykim is male and Mikyh female, though they never appear together in tales, and the god-learners hypothesized that they represent a single hermaphroditic being, in normal dragon fashion.

The genealogy of these deities resembles a taxonomic classification of Gloranthan animals. There is, for instance, a Mammal Mother whose children are the cat-god, bear-god, sheep-god, and so on. Then the cat-god is parent to the lion-spirit, the lynx-spirit, the tiger-spirit, and so forth. Some animals are also accounted another origin elsewhere. One example is Vrimak — the paramount bird-ancestor, but who is said to have been created by Dayzatar, the sky god.

Most animals are closely associated with another deity, and Hykim or Mikyh are used as explanatory

links. For instance, Mikyh is the mother of King Griffin by Yelm, and of Storm Bull by Umath.

The primitive but widespread Hsunchen folk are divided into many different tribes, each devoting worship to its own beast-totem. Intelligent animals, such as the magical baboons of the Wastelands, may also worship their own favored animal-god.

The Hsunchen believe that after death, their souls are reborn into their own tribe, failing to distinguish between the human and animal members. Death rituals reflect this belief, but vary greatly from tribe to tribe.

Hsunchen worship always includes the Beast Rune. Particular animals include other Runes, modifying the basic Hykimi stock. Gorakiki (the insect god), for instance, has the Runes of Beast and Darkness.

II. Cult Ecology

The Hsunchen know that a long time ago there was a differentiation made between man and beasts, and that their own particular tribe descended from an ancestral animal. Thus, the Telmori believe themselves to be two-legged wolves and sons of wolves. The Hsunchen do not believe other humans to have the same origins as themselves.

The entire social life and religion of the Hsunchen is tied to their totemic animals. With the advance of civilization, these primitive ways are forced into the hinterlands, and some ancient tribes, such as the Bull People, no longer exist. However, many animal-cults are still of local importance, and may even dominate certain regions.

Practitioners of beast-totem magic distrust and often fear conventional cults and sorcery. Members of one tribe may have no special affection for members of another and may even hold to traditional rivalries or hatreds, such as that between the Telmori and the Dog-people of Balazar. Still, Hsunchen prefer other Hsunchen to the threat of rank outsiders.

III. The Cult in the World

The Hykimi cults are unimportant except within their own tribes. However, the Hsunchen make up most of the primitive peoples of Glorantha. There are Hsunchen on the fringes of almost every major civilization in the world.

In Genertela, the Hsunchen inhabit Kralorelan Barrier Mountains, the Elder Wilds, northern Fronela, and parts of Ralios. In Pamaltela, many tribes frequent the plains and jungles. The savages of Slon include Hsunchen. Besides these major strongholds of this primeval lifestyle, there are scattered isolated tribes, such as the Basmoli berserkers — the only Hsunchen of the Wastelands.

Each Hsunchen tribe has at least one major worship-site to its deity, consisting of a place or object tied into the deity's mythology. Nomadic tribes carry theirs with them as a fetish. Very large tribes are divided into clans, each of which may have its own smaller fetish or site of worship. These Hsunchen worship-sites usually qualify as Minor or Major Temples. If the number of worshippers present only qualifies the site as a Shrine, Transform Head is the spell received.

The tribal shamans interpret the word of the totemic spirits for the tribe as a whole. In tribes capable of supporting more than a single shaman, the shamans decide on policy together, though the more powerful shamans'

words are weightier. The shamans are also part of the tribal organization, and form a separate power structure from the tribe's chieftain and his followers. Usually, the shamans and chieftain work together, but occasionally disruptions and rivalries cause conflict.

IV. Initiate Membership

Everyone born of Hsunchen parents is believed to also be a wolf, deer, or whatever. Thus, they are automatically part of their parents' religion. Those not born into the cult must be adopted, which is both difficult and uncommon. In order to be adopted into a Hsunchen cult, a candidate must reject all former ties to civilized religion, sorcery, and non-Hykimi shamanism. He must also successfully roll under his POW × 3 and his Animal Lore skill. Success indicates that he is accepted as a Hsunchen, and a complex ritual and celebration is undergone, varying with the particular tribe.

Belonging to the Hsunchen religion indicates that the character is a full member of the tribe and that members of similar tribes will be initially friendly to the character. Thus, a Basmoli from Prax would be accepted among the Basmoli of Maniria unless he committed some crime or vile deed. Tribal members can attempt to cajole or purchase training from their leaders. The shamans will teach magic to the tribespeople as possible and needed.

Hsunchen can sacrifice for one-use spells of their religion.

V. Shamans

Hsunchen shamans are also priests. Their fetch is always in the form of their tribal totem. The Horned Man always appears with the head (and often body) of their totem animal, though he always bears horns, even if snake or wolf.

These shamans deal mainly with animal spirits. Spirits of their own totem-beast will be very friendly, and other beast-spirits will be friendly or neutral. However, non-beast spirits will almost always be neutral or hostile to the shaman, and refuse to cooperate with him.

These shamans can sacrifice for special Rune magics. All the Hsunchen cults possess three divine spells. The first, always named Transform Head, is a 1-point spell that transfigures the user's head into that of the totem animal. The second is a 2-point spell which turns part or all of his body into that of the totem animal. The third is a 3-point spell which changes one or more of the target's limbs into those of the chosen beast. Sample spells from chosen Hykimi are listed below.

These spells may only be cast upon an initiate of the appropriate beast cult.

A. The Wolfrunners (Telmori)

Telmor is the Father of Wolves. His tribes are one of the few Hsunchen cultures that has withstood the onslaught of civilization, and even forced a place among them. The Telmori were a major tribe of eastern Fronela and northeastern Ralios in the First Age. They served Nysalor as potent mercenaries in the Chaos Wars. After Nysalor's defeat, they migrated eastwards through upland Peloria to Dragon Pass.

All adult Telmori have a companion, a wolf of greater size and intelligence than ordinary wolves. Werewolves are common among the Telmori, but the tribe was cursed in the Chaos Wars and the tribal werewolves can no longer control their transformation, but must

change to wolf-form during the full moon, and have great difficulty in doing so during the black and dying moon.

Transform Head

1 point

touch, temporal, non-stackable, reusable

This spell turns the head of the target into that of a great wolf. He gains the extra attack of Bite, with a chance to hit equal to his DEX \times 5%, and does 1D8 damage plus his damage bonus. He may bite each round, as well as attack and parry or Dodge, though the bite must take place 3 strike ranks apart from any other attack he makes. This spell may be cast anytime.

Wolfhide

2 points

touch, temporal, non-stackable, reusable

This spell causes the target's skin to sprout fur and to gain the immunity to damage of a werewolf's hide. He also gains a tail. Only magic, fire, iron, or pure (Runic) metals will harm him. If an ordinary bronze sword with a Bladesharp 3 spell is used on him, only the Bladesharp would do damage. If the whole blade were enchanted; such as with a Truesword or Fireblade, the entire damage rolled (except for any damage bonus) would count. Poison will still affect him if his skin is penetrated. He still needs oxygen and can be asphyxiated or drowned.

This spell may not be cast on Waterday or Clayday. (The Dying and Black days of the lunar cycle, respectively).

Wolfrunning

3 points

touch, temporal, non-stackable, reusable

This spell turns the target's arms and legs into the limbs of a wolf, permitting him to run on all fours. This increases all his Agility skills (including Dodge), as well as Sneak, by 40 percentiles. His movement speed increases to 9. The wolf-limbs prevent the user from holding weapons and all Manipulation skills are halved while the spell is in effect.

This spell may only be cast on Fireday, Wilday, and Holyday (the Empty Half, Full, and Full Half days of the lunar cycle).

B. The Basmoli Berserkers

Basmol is the Lion God. In Godtime, the lion people commanded a wideflung tributary empire. Many small defeats destroyed their unity. Small bands of Basmoli still survive in the Wastelands. Larger Basmoli tribes dwell in Maniria and Ralios. On the Pamaltelan plains, they say that god travelled north with a great army never to return. Many there still await his glorious homecoming. In battle, the berserks customarily cast Strength of Basmol whenever one of the other spells is used, thus greatly increasing their effectiveness with tooth or claw.

Transform Head

1 point

touch, temporal, non-stackable, reusable

This spell turns the head of the target into that of a lion. He gains the extra attack of Bite, with a chance to hit equal to his DEX \times 3% (not counting any magical STR increase), doing 1D10 damage plus his damage bonus. He

may bite each round, as well as attack and parry or Dodge, though the bite must take place 3 strike ranks apart from any other attack he makes. This spell may be cast anytime.

Strength of Basmol

2 points

touch, duration till collapse, non-stackable, reusable

This spell swells the target's sinews and muscles, giving him great strength and fury to smite his foes. His current Strength doubles and his chance of hitting with any weapon increases by half again. Thus, if he normally had a 60% chance to hit with his spear, it would increase to 90%. He may not Dodge while berserk, and his Parry is halved. Each round of the spell's duration, he loses 1D6 fatigue. When this causes unconsciousness, the spell ends, and the berserk will collapse.

Keenclaw

3 points

touch, temporal, non-stackable, reusable

Both the target's hands become lion paws, which can be used to attack with a chance of hitting equal to the user's DEX \times 6, doing 1D8 damage plus any damage bonus. He can attack with both claws on the same SR (as well as bite 3 SR later, if he has cast Transform Head on himself). The claws are clumsy and can hold no human weapons.

C. The Sofals (Turtle People)

Grandfather Turtle is worshipped among the shore-dwelling Sofals of far east Pamaltela. These folk live off the sea's bounty, yet make no ships. They are often raided by the wild swamp men of Sozganjio. Some small clans also live on eastern Genertelan islands.

Transform Head

1 point

touch, temporal, non-stackable, reusable

This spell turns the head of the target into that of a great turtle. The main advantage is that he becomes capable of holding his breath for 15 minutes. The user loses the power of speech.

Plastron

2 points

touch, temporal, non-stackable, reusable

This gives the target's body a carapace or shell over his chest and abdomen. This shell has an infinite number of armor points — only critical hits or magical damage that ignores armor can penetrate it.

Create Flippers

3 points

touch, temporal, non-stackable, reusable

This turns the target's arms and legs into armored flippers, incapable of performing any manipulation skill. However, the user's Swim skill is tripled. His swimming speed becomes 3 and his speed on land becomes 1. His skin becomes armored and leathery everywhere, granting 6 points of armor in all locations. (Plastron subsumes this armor on chest and abdomen.)

GALACTIC FREEDOM

It's what the Emperor wants, doesn't he?

By Charles E. Duke

The name of the game is *Freedom In The Galaxy* and while it is a boardgame recreating a galaxy-wide rebellion against the evil empire, it contains some elements of role-playing.

The game emphasizes the actions of above average individuals, from the leaders of the rebellion to the paladins of the Empire. Twenty Rebel characters are pitted against twelve Imperials. Surprisingly, the motives of the rebels are not as sound as those of the Imperials: eight want revenge, three because of interest, two had no other choice and only seven for idealism. On the other side, six Imperials have an evil craving for power (a good Imperial motive); four are loyal to the Empire, and two are idealists.

Rebel and Imperial characters are similar on the average, but the Empire has a clear edge in leadership. The Rebels have only two good leaders, most are mediocre and five have no leadership value at all; only six out of twenty can lead space combat, and most of them have a value of one. On the other side, all but one (good old Senator Dermond) of the Imperial characters are leaders, and all but Dermond can lead space combat, four of them with a space leadership value above one.

To compensate for this weakness, many rebels have valuable special characteristics: Yarro Latac can repair anything; Professor Mareg discovers Imperial

secrets simply by orbiting above the planet that contains the secret; Doctor Sontag cures all the wounds of characters beginning a turn with him.

Characters further their causes by performing missions. Missions are assigned to characters, and are completed when the corresponding letter comes up in an Action card. The number of cards drawn by that group each turn is equal to the planet's environ number plus any bonus depending upon the character performing the mission. Action cards also contain events that can affect the mission. Civil war may break out, bad food can hamper their efforts to ferment or suppress the rebellion, or an accident could force them to abandon the mission. Even in space, Murphy's Law is in effect.

Some characters are better than others for a particular mission, and draw more cards that increase the chance of the mission letter coming up. Bonus cards (Action cards based on the character's special abilities) have the added advantage in that the events on them do not take effect (giving the player a better chance of fulfilling the mission without disaster striking).

What determines the chance of a successful mission? This depends upon the number of cards in the deck that have the mission's letter printed on them and also the environ in which the mission takes place. Table number one illustrates the

percentage chance of the expected letter appearing, depending upon the mission, environ type, and the number of draws, assuming no adverse event occurs before the expected letter appears.

The chance of a mission failing because of an unfortunate event can't be ignored, however, especially since some missions can backfire if they fail. It's a question of luck: will the expected letter appear before the adverse event? Some events are more probable in some environs, however, and some missions are aborted more frequently than others.

Finally, the most important thing to consider is the number of bonus draws you will receive when performing the mission. The importance of placing the right person in the right job cannot be stressed enough. The bonuses each character receives for every mission, without any other variable taken into account, is illustrated in table 2.

A mistake many players make is to assign a character a mission just because his card specifies that he receives bonus cards for doing it. A look at table 2 reveals that Doctor Sontag, because of his high intelligence, is a better assassin than Frun Sentel, even when the latter receives two bonus draws for the assassination mission. Sidir Ganang receives a bonus for forming Rebel camps and coups, but because of his low leadership, he is actually one of the worst characters you can assign to either!

The Components

All in all, I would rate the game's components as very good. Everything is done to ensure maximum playability while keeping good aesthetics.

The mapboard is a hypnotic set of lines and circles on a starred background. Closer examination reveals a highly detailed universe. Every star is represented by a yellow or blue circle and identified by name and number. Every star has one to three planets represented by bands circling the sun. While these bands are abstracted, they are very practical; full of useful information which would otherwise have to be looked up in cumbersome tables.

Every planet has its name and number printed in the "Orbit" box, under which may be a word identifying it as a throne, capital, or secret planet, or the home planet of a race.

Besides the orbit box is the political

track, describing the feelings of the population towards the empire: patriotic, loyal, neutral, dissent and unrest. The current status is marked by a "Loyalty" marker.

After this track comes the planets' environ: urban, wild, subterranean, fire, liquid, or air. The last four are classified as "Special" environs. Contained in each environ box is information regarding its size, inhabitants, monsters, sovereigns, and more.

The mounted mapboard folds conveniently like a roadmap. By folding it differently, the surface may be reduced to the minimum needed for the scenario in play. The Egrix and Varu scenarios, which take place in a single star system, can be played with the map completely folded, with one-eighth of its surface showing. "The Empire's backdoor" scenario can be played on one-fourth of the map. Only "Orlog besieged" and the

Campaign Game requires the whole map.

The counters have little information on them; most of it is contained in the cards. Military units have their strength printed on them, while character counters contain only a name and leadership rating.

The most fascinating part of the game are the cards, which govern most game functions. The character cards are particularly striking, containing all the characteristics as well as a portrait of the hero. There is also a card for every possession, spaceship and robot, as well as action and event cards.

The rules booklet is 32-pages long, but well-organized. Most interesting is the Galactic Guide booklet, which contains "historical" notes and descriptions of races, monsters and characters. I recommend reading this first to get the feeling of the game.

A few special recommendations: try Brinde Murcada for assassination; Vudot Vodot, Rayner Derban and the emperor for summoning sovereigns; Doctor Sontag for gathering information; and Ly Mantok and Rayner Derban for subverting troops.

Paradoxically, if you have enough bonuses (five or more), it can be better to do a mission in a small environ, so there's a smaller chance of the mission being aborted, and the number of bonuses you have almost ensures success. Remember, you can ignore all events on a bonus draw, while the size of the environ determines the number of Action draws.

So, let's analyze the missions:

Assassination: A risky business, since failure can mean death or capture. It's not aborted frequently, but it rarely succeeds, even with bonus draws. Unless desperate, try it only with Bridne Murcada with an Assassin's Blade.

Start Rebel Camp: A rather easy mission, which succeeds more times than not and is aborted, as with most missions, only with the hated "enemy agent reveals mission" event. It's very productive, creating a base that can do missions C, D, F, I, S, and T. In addition, these guerrillas are never stopped by squads, irate locals, or monsters.

But the disadvantages are: one, they never receive bonus draws, and two, they cannot be created in a planet that is loyal to the Rebels.

Coup: More risky business; it's the most frequently aborted mission, and failure can mean disaster. It has more chances of succeeding in Urban environs, but is aborted more frequently in both Urban and Special environs; the worst place to try it is in Special environs. It is best to do it in an environ without enemy troops, so you can't be captured should the worst happen, and in conjunction with a Diplomacy mission in the same planet.

Diplomacy: The most frequently-used mission by both sides. I can't imagine how the governor and important people of a planet would receive a group of Rebel diplomats and converse like old friends. More likely, it represents secret contacts with local leaders of industry, the press and syndicates; and propaganda tasks. Diplomatic missions have a smaller chance than coups of seeing its letter appear, but are aborted less frequently also. The worst thing that can happen is that the Loyalty marker moves in the other player's favor. The best place for diplomats is in Urban environs; the worst in Wild environs, where chances of success are slim and missions are aborted more frequently.

Summon Sovereign: It's nice to have a new demi-character enter the game, especially if he comes with military units at no extra charge. This mission is rarely aborted and if it succeeds, it also moves a planet's loyalty one space in the player's favor. But plan the mission well, since the chances of the letter appearing are not good and failure causes a loyalty shift

	# of Draws						
	2	3	4	5	6	7	8
A-Assasination	13%	19%	25%	31%	36%	41%	46%
	7%	10%	13%	16%	19%	22%	25%
	7%	10%	13%	16%	19%	22%	25%
B-Rebel camp	19%	28%	36%	43%	50%	56%	62%
	25%	36%	46%	54%	61%	66%	72%
	33%	45%	55%	64%	71%	77%	82%
C-Coup	33%	45%	55%	64%	71%	77%	82%
	25%	36%	46%	54%	61%	66%	72%
	25%	36%	46%	54%	61%	66%	72%
D-Diplomacy	25%	36%	46%	54%	61%	66%	72%
	19%	28%	36%	43%	50%	56%	62
	13%	19%	25%	31%	36%	41%	46%
E-Summon Sovereign	19%	28%	36%	43%	50%	56%	62%
	19%	28%	36%	43%	50%	56%	62%
	19%	28%	36%	43%	50%	56%	62%
F-Free Prisoner	33%	45%	55%	64%	71%	77%	82%
	41%	54%	64%	72%	79%	84%	88%
	33%	45%	55%	64%	71%	77%	82%
G-Gain Allies	33%	45%	55%	64%	71%	77%	82%
	25%	36%	46%	54%	61%	66%	72%
	25%	36%	46%	54%	61%	66%	72%
H-Steal resource	19%	28%	36%	43%	50%	56%	62%
	13%	19%	25%	31%	36%	41%	46%
	19%	28%	36%	43%	50%	56%	62%
I-Gather Information	25%	36%	46%	54%	61%	66%	72%
	19%	28%	36%	43%	50%	56%	62%
	19%	28%	36%	43%	50%	56%	62%
J-Spaceship Quest	19%	28%	36%	43%	50%	56%	62%
P-Scavenge for Possessions	19%	28%	36%	43%	50%	56%	62%
	25%	36%	46%	54%	61%	66%	72%
	33%	45%	55%	64%	71%	77%	82%
Q-Question Prisoner**	19%	28%	36%	43%	50%	56%	62%
R-Start Rebellion	25%	36%	46%	54%	61%	66%	72%
	33%	45%	55%	64%	71%	77%	82%
	33%	45%	55%	64%	71%	77%	82%
S-Sabotage	33%	45%	55%	64%	71%	77%	82%
	33%	45%	55%	64%	71%	77%	82%
	33%	45%	55%	64%	71%	77%	82%
T-Subvert troops	13%	19%	25%	31%	36%	41%	46%
	13%	19%	25%	31%	36%	41%	46%
	13%	19%	25%	31%	36%	41%	46%

Table no. 1. — The chances of a mission letter coming up depending on the number of Action cards drawn, assuming no adverse event occurs before.

The chances of a D appearing in wild environs are actually the same as those in a Special environs, but one of such cards has the action event "enemy agent reveals mission" which makes it worthless. The same is true of P in urban environs and C,H in Specialenvirons: the chances listed are smaller than would correspond. The letter could come up among the bonus cards, with the event not going into effect but we assume the worst here.

These missions have only bonus cards, and the letters in all three environs are looked at.

Notes: The percentages in each column correspond to Urban, Special and Wild environs in descending order.

against you.

Free Prisoner: The most easy mission, especially in Special environs. It is rarely aborted. The morale here is: when you capture a prisoner, move him away from your enemy quickly.

Gain Allies: A must in the campaign game: in the scenarios, it may only be performed to replace a dead character. In the campaign game, both players should find time to bring inactive characters into play. Chances of success are not bad, but there are not any bonuses.

Steal Enemy Resources: What do you think you're doing? You send a mission group into the hottest points of enemy country, risking their necks for a mission that will produce two resource points sometimes and eight points when a star goes nova, while there's more important work to be done elsewhere! It can be useful for the Imperial player, however, since he has to do missions on the enemy planet's surface hoping for the "Imperial may commit atrocity" to appear, and this or "Stop rebellion" is a good choice.

Gather Information: It's difficult to get the two letters required to know a secret. As the Rebel player, it's easier to have Professor Mareg fly over every planet secret and discover them. As the Imperial player, interrogate a couple of prisoners. It's more useful when you suspect the presence of some special unit in the province and want to be sure, since it requires only one letter to appear to know the identity of enemy military units. The Imperial player may find this mission useful for detecting enemy characters.

Spaceship Quest: The need to use this mission is rare, but when it is present, it's worth the risk. Try it only with the best pilot and ship.

Scavenge for Possessions: A good mission when the Rebel player has nothing to do with a group. The best environ to scavenge in is Wild.

Question Prisoner: Not much discussion here. If you have a prisoner, interrogate him; if you are the Imperial player, torture him unless he is too weak. But if you're not interested in information, this mission is not even worthy of a "have nothing else to do" choice unless you *really* have nothing else to do.

Start Rebellion: No need to discuss its usefulness, as this mission must be made to start the fight for freedom. Just two comments: it has a fair chance of success, even taking into account that it has no bonus draws; and the Stop Rebellion mission is not as impossible as it seems; just be a little bit lucky.

Sabotage: This mission is aimed at destroying enemy units or Planetary Defense Bases (PDBs): drawing one letter destroys a militia unit or puts the PDB down. Drawing two letters removes any military unit, or puts down and reduce by one level the PDB. I love to Sabotage enemy Elite units; even if the mission fails, he really gets nervous. When only one letter

appears, think that you "stole" a resource point: this is the only net effect since he can always put his "down" Planetary Defense Bases "up" again in his turn.

Subvert Troops: A refreshing alternative when you get a little bored of the "traditional" missions, and if it succeeds it's a boost for morale. Do it only with Ly Mantok or Rayner Derban and don't depend on it since the chance of success is small, and getting the two letters needed to subvert units larger than militia is almost impossible. I like to subvert a militia unit as the very first mission of the group containing Ly Mantok as a psychological warfare measure.

Summary: The Rebel player's actions are all directed towards placing planets in rebellion as a preliminary step to placing them in Rebel control. The Rebel player should take maximum advantage of the Domino effect: when one planet goes into rebellion, others may follow its lead and revolt or shift its loyalties in the rebel's favor. Isolated planets going into rebellion will only feel the iron hand of the empire crushing the enthusiastic but inexperienced Rebel troops.

The Rebel player must do a mission every turn. There's always something to do. Some missions may be worth the risk of separating groups into smaller ones, or

Rebel characters	mission											
	A	B	C	D	E	H	I	J	P	Q	S	T
Zina Adora	3	2	2	2	4	3	4	1	-	6	-	2
Adam Starlight	2	1	1	-	1	2	2	4	-	5	-	1
Agan Rafa	3	2	2	-	2	1	2	3	-	4	-	2
Frun Sentel	3	2	1	1	2	1	1	3	-	4	-	1
Odene Hobar	3	2	2	2	4	3	3	2	-	6	-	2
Ly Mantok	4	3	3	1	4	4	4	5	-	7	-	5
Vudot Vodot	4	2	4	4	8	4	4	-	-	7	-	2
Ran Jayma	3	1	1	-	1	2	2	5	-	5	-	1
Tourag	2	1	1	2	3	2	2	4	2	5	-	2
Rayner Derban	4	4	4	3	7	4	4	4	-	7	2	4
Kogus	8	-	-	-	-	2	2	3	-	5	-	-
Doctor Sontag	4	1	1	3	4	4	6	-	-	7	-	1
Scott Rubel	1	1	1	-	1	1	1	5	-	4	-	1
Boccanegra	2	2	2	-	2	2	2	4	-	5	-	2
Drakir Grebb	3	1	1	1	2	3	3	2	-	6	-	1
Yarro Latac	3	1	1	-	1	3	3	4	-	6	-	1
Prof. Mareg	4	-	-	-	-	4	4	2	-	7	-	-
Oneste Woada	3	-	-	3	3	3	3	1	-	6	-	-
Sidir Ganag	3	1	1	1	1	3	3	3	-	6	-	-
Bridne Murcada	7	-	-	-	-	4	4	3	-	7	-	-
HES Rifle	1	-	-	-	-	-	-	-	-	-	-	-
Assasin blade	3	-	-	-	-	-	-	-	-	-	-	-
Rare gems	2	-	2	2	2	2	2	-	-	-	2	-
Cervac	1	-	-	-	-	1	1	-	-	-	-	-
Charsot	-	-	-	2	2	-	-	-	-	-	-	-
Helian Drug	2	2	2	2	2	2	2	2	-	2	-	2
Advisor android	1	-	-	1	1	1	1	-	-	1	-	-

Imperial characters	A	C	D	E	H	I	J	Q	S
Thysa Kimbo	3	2	1	4	3	5	-	6	-
Barca	4	4	1	5	4	4	4	7	2
Saytar	2	2	1	3	2	2	3	5	-
Telmen	3	3	-	3	3	3	4	6	-
Jon Kidu	4	4	1	4	3	3	1	6	-
Gelba	2	4	2	5	2	2	1	5	-
Senator Derm.	4	2	4	4	4	4	-	7	-
Redjac	4	2	1	4	3	3	5	6	1
Jin Voles	3	1	-	1	2	2	5	5	-
Vans K-T-A	2	1	1	2	2	3	4	5	-
Els Tariff	3	1	-	1	3	3	5	6	1
Coreguya	2	3	2	7	2	2	1	5	-

Table no. 2. - Bonus cards each character receives for different missions, and bonuses granted by possessions.

Notes: Missions F, G and R don't receive bonuses, except those granted by events. The Imperial player may not assign missions B, P, or T to his Characters. Missions D, E, C, J and Q always include other variables. Kogus has one more bonus in all missions except P and S when in the company of Zina Adora.

even sending a single character. In one game, I had to leave Sidir Ganang alone on a planet because there was no space for him in the spaceship. He sat silently there for several turns. Meanwhile, the planet went into dissent by the domino effect. Sidir fulfilled a Diplomacy mission by himself in one turn, and placed the planet into rebellion in the next! You should not take these risks all the time, but just to show that anything is possible. If you can't do political missions, scavenge for possessions or attract allies. These missions you can perform on a planet under your control, with no enemy squads, irate locals or nasty sentry robots to bother with. If there aren't creatures in the environs either, you can send someone alone on the mission!

The Imperial player's advantage is certainly in his army and navy. The rebels can't contest it in open confrontation until very late in the game, and even then Imperial leaders have the edge, especially in space combat. Good leaders like Barca and Telmen are certainly at their best on top of a big stack of Imperial Elite instead of playing hide-and-seek with the rebels in the streets and alleys of some Charkanese metropolis.

Military combat is very abstract and needs a lot of thinking and planning not to be caught with your pants down. Combat losses must be fulfilled without exceeding them, so, if the table calls for a loss of three strength points and the player has only units with a value of four, he loses nothing. You can wipe out the enemy's garrisons and weaker units, without any fear of losses. At the same time, the other player is wiping out your garrisons elsewhere. The two large stacks will meet eventually (remind you of "War and Peace?") and then you discover that Elite units are not so invulnerable.

Space combat is more complicated than environ combat in the tactics and options each player has (especially for *sneaky* players). There are two combat phases each turn in the orbit box of every planet: one between intercepted units and the units that intercepted them, and another involving the rest of the units. Units in one stack (called the interception stack) can't help or attack units in the other stack, and vice versa.

This rule can lead to some very interesting finesses. Suppose we have five Imperial veteran units (3-4s) led by Barca (leadership three) opposing Rayner Derban (leadership one) and three rebel 2-3s. Barca plans to attack at 5:1, eliminating one enemy unit for certain, and a 33% chance of eliminating two more without suffering a loss. But then he makes his mistake: he tries to move in a 3-2 line unit from another planet. The rebel suddenly switches tactics and announces interception with his whole stack against the unfortunate line unit. Now the roles are reversed: Derban will attack the 3-2 at 5:1, while Barca and his veterans watch helplessly.

Another somewhat more complicated

example: the Imperial player has Saytar, an Imperial spaceship, and an Elite army unit in the subterranean environ of Lysenda, which is rebelling. He also has five Elite navy units in orbit, and a veteran above a nearby planet. Confronting the five Elite units in orbit above Lysenda are two rebel Elite units. The Imperial player wants to get Saytar off-planet, but if he tries to get out in the spaceship, the Rebel player may attempt detection against it and possibly destroy it. Another way would be as passenger with the Elite army, but the planet would become rebel-controlled if left without a garrison. All this happens only in the Imperial player's mind. The poor Rebel player sees only that he's about to be attacked at 3:1 odds with a 33% chance of losing a unit without any Imperial losses.

The Imperial player moves the veteran unit and announces that it is attempting to enter one of Lysenda's environs. The Rebel player thinks, "What a mistake!" and triumphantly announces interception with both units against the veteran. The diversion works: Saytar, the army, and four naval units move to another planet, where the Imperial player wanted them more, and a naval unit descends to Lysenda's surface for garrison purposes. Of course, the Rebel player could have guessed the Imperial's intentions, but that's just part of the guessing game.

If you want to prevent the enemy from entering a planet, you only have to place units in the orbit box; since every separate *stack* must be intercepted separately, you only have to place a number of units equal to the number of stacks the other player may possibly try to move into the planet. Though it is not specified in the rules, it can be assumed that units that begin the turn together and move to the same place should move as a single stack. The intercepting units are usually vaporized at low odds, but they had served their cause by preventing the enemy from entering the planet. This is essential, for instance, when the Rebel player wants a planet in rebellion to become rebel-controlled, which requires that no Imperials be on the surface at the end of the Imperial player's turn.

Another important thing: by placing a large stack of units in orbit, especially if supported by a level one or two PDB, enemy characters can be trapped on the planet's surface; getting out past these defenses is a risk that only desperate players will take. Then, sweep the planet with a well-led group of Elite units, perhaps with a suicide squad, and you have a desperate player!

The Campaign Game

The scenarios are just steps for learning, and there are too few of them. After playing them once or twice, you want more. That's where the campaign game comes in.

(By the way, I wonder why provinces

three, four and five have indications for placing the Loyalty counters in Armageddon scenarios, since there aren't any such scenarios in the game for those provinces. Perhaps the designer or someone can produce them someday and publish them.)

During the set-up, PDBs are one of the Imperial player's greatest concerns. I always place all PDBs "up", and over important planets increase them to level one. This means less military units at start, but PDBs are more important in the early game. Level zero PDBs seems harmless since they cannot damage spaceships, but they work nicely in conjunction with a patrol unit in orbit. This combination is more deadly than a level one PDB since a detachment of the patrol unit can attack the spaceship, usually on column "zero" of the combat results table (against the average shield of two) with 50 percent chance of damaging and 16 percent of destroying it. Early in the game the rebels are unlikely to have the force to threaten weak patrol units.

This set-up consumes most of the set-up points and allows only one or two veterans to be bought in each province, with perhaps an Elite in province one. It also makes entering and exiting planets a real danger and more effective than buying troops, since rebel mission groups can deal with most squads, but a fleet detachment can blow them out of the air.

The Rebel player must plan his overall strategy from the beginning, and not play it turn-to-turn. Think of striking at several planets in the same province containing the same star-faring race. The home planet and capitals are dangerous places, since even if the province is inactive, the Imperial player may move units *into* these planets. Another good choice is to strike at all three planets of a system. Remember that for the domino effect to work, the planets must not be Patriotic. Move all four character groups, that begin the game dispersed, into a single province in turn one and start working.

The Rebel player must work in an inactive province. When the Strategic assignment card reveals that the province where your characters are will be active this turn, it's time to pack and move to a more peaceful neighborhood, military units included. Plant some rebel bases in the other province, look for a few allies, and scavenge a little. Perhaps there's even a planet ripe for rebellion. As soon as possible, move back to finish work at the other province. Things can get too hot there, and it can be better to work another province. Don't be scared about province one. Sure, it's a province that is almost always active, but even then, there are eight turns of inactivity for it. Overconfident Imperialists can leave it undefended, and a two-turn combo against a planet system can be devastating!

Through Diplomacy, Coups, and light taxes, the Imperial player will have most

PDBs on level two and many Patriotic planets. The game gets harder every turn for the cause of freedom, and what you didn't do by turn 12 you'll hardly do thereafter. Then the question arises: Will the Rebel secret base be revealed? Against what most think, the main danger with this is not the Imperial player bringing his Planetary Stabilizer and destroying it. The worst consequence of revealing the base is that the Imperial player is allowed thereafter to move all his units wherever he wants. Unless things have gone too well for the Rebel, he doesn't stand a chance when the whole Imperial fleet combines under Redjac or Barca. Even 199 points worth of units isn't enough. So the best tactic for the Rebel army is to entrench in rebel-controlled planets, taking maximum advantage of the terrain, and have his characters attempt to spread the rebellion.

Adding a pinch of salt . . .

I reckon that I'm a compulsive variant-maker realism-nut, and few games that fall into my hands survive unchanged. *Freedom In The Galaxy* is no exception, but the game is so good that those changes are few and mere details. Here they are:

Imperial Characters: Some Imperials hold administrative offices and they would have to show up there at sometimes. These characters: Emperor Coreguya, King of Orlog: The Emperor must be in Orlog for the celebration that commemorates the ascent of Janis the Lucky as first Emperor. This occurs each turn in which province one is taxed, and on turn one. If he isn't present, the loyalty markers of all three planets of the Osirius star system is moved one space in the Rebel's favor. Thysa Kimbo, Princess of Orlog, may represent her father in the celebration; in this case, only one planet's loyalty (Imperial player's option) suffers the loyalty shift.

Senator Dermond: The senator must be present in the Imperial Senate in Diomas every turn in which province five is taxed. If he's not present, the loyalty of any two Rhone planets except capitals or one capital (not throne) planet is moved one in the Rebel player's favor (Rebel's choice). Planets may not be placed into rebellion by this.

Jon Kidu, Governor of Chim, and Gelba, Governor of Trov: These characters must be in the capital (Chim for Jon and Trov for Gelba) the moment the province is taxed, or else the resource points received there are halved, rounded down. This halving is done after collecting the taxes. Furthermore, if they don't end at least one player-turn in their capital in every five-galactic-turn period, the loyalty of any one planet in the province (Rebel choice), including the capital, is moved one in the Rebel's favor, but not into rebellion. Note that both requirements can be fulfilled simultaneously. All other provinces (and these two as well if their governor dies) are assumed to have an inherent governor.

"Presence" requirements are fulfilled

by ending the first player-turn of the required Galactic turn on the planet. If characters end the turn in drift trying to make it there, the population understands and the requirement can be fulfilled at the end of the second player-turn.

The mentioned characters may move towards their planet ignoring strategic assignments, with any other characters that are with them in the spaceship at the time. If stacked with military units, one of those units may be used as a taxi. In the second player-turn, if the requirement was fulfilled, they may move towards any planet in an active province. If they end the Galactic turn there, however, they must abide by the strategic assignment routine next turn.

If the character in question is killed, the requirement no longer exists, except for the Emperor; if he dies, a new Emperor is designated. The order of succession is: Coreguya, Thysa Kimbo and Redjac. Note that Kimbo or Redjac become the new Emperor with all his attributes, i.e. they prevent any loyalty shift in Osirius, and Redjac would become Royalty in Orlog.

Oneste Woda: A group containing Woda may not be assigned an assassination mission.

Odene and Odel Hobar: A group containing Odene may not be assigned to assassinate Odel. If Odel is assassinated by the rebel, Odene is permanently removed from play. This doesn't happen if he dies in combat or is captured. Military squads in an environ where Odel is must attempt capture if the opposing character group contains Odene, and vice versa.

Frun Sentel: He gets one extra combat and endurance factors when in fire environs. Note that if he has only one endurance factor left and he leaves the fire environ, he dies.

Vudot Vodot: Gets an extra combat factor in liquid environs.

Squads: It's O.K. that more and/or better troops will search more efficiently, but a squad is a squad. Why should a squad originated from militia, even if six units are present, be better than a squad originated in an Elite unit?

Instead of looking at the combined combat strength of units in the environ for the squad's strength, any one unit sends a squad, usually the best. The squad's ability depends on the unit. (See table 4.) The modification for Elite units is no longer

made, but the one for a leader present still is. The leader may choose to lead the squad himself; in this case, the modifications are not made and the leader's combat and endurance are added to the squad. Of course, he risks wounds or death, especially since he cannot run away.

Dead Planet: The rebels shortly after the revelation of this atrocity, decided that it would be a good idea to plant a small station on the barren surface. Rebel characters and spaceships (only) may still move into the planet's surface beginning on the first player-turn of the Galactic turn following the revelation of this secret. The Imperials don't even imagine this, so they cannot move any unit to this planet. The orbit box of the planet may be occupied by a maximum of two rebel military units; the Imperial player cannot move units to this box either. This little haven can be lifesaving for the Rebel player; however, it can only be used for healing, repairing, and the only mission possible is Interrogation. If a detected spaceship moves into it, the Imperium becomes aware of it and destroys it at the end of his turn that any of his units is in orbit above it. The maximum number of Imperial units in orbit is also two; thereafter, the surface cannot be used at all. Characters and spaceships in the base at the moment of destruction are eliminated. The Rebel player may choose to reveal the base's existence as a rebel secret, with the same effects.

ADVANCED SQUAD CHART (table no. 4)

Type of unit	Attributes of squad	
	Combat	Endurance
1-0	4	4
2-1, 1-2	6	4
3-2, 2-3	8	6
3-4	10	6
4-3	12	8
4-5, 4-4	14	8
5-4	16	8

Add two to the endurance of the squad if a leader is present. Add one to both attributes if the unit producing the squad is in its own environ.

Mission	Environ size				
	2	3	4	5	6
A,B,E-P,S,T	7	10	13	16	19
C	25/25/19	36/36/28	46/46/36	54/54/43	61/61/50
D	19/19/25	28/28/36	36/36/46	43/43/54	50/50/61
R,T	13	19	25	31	36

Table no. 3. - The probability of a mission being aborted depending on environ size and type, assuming that the expected letter appears in the last card drawn or one of the bonus cards, if at all.

Notes: Where three numbers appear, they correspond to Urban, Special and Wild environs, in that order.

SCIENCE FICTION FOR THE WARGAMER

AH's FREEDOM IN THE GALAXY

By Nicky Palmer

Like so much in this curious world of ours, gaming has increasingly become polarized into two camps. On the one side we have the traditional "panzers-at-Stalingrad" historical games; on the other, fantasy and science fiction, with tactical space battles predominate, are the norm. Many players enjoy both, but there are also the numerous individuals with selective tastes who love one and cannot abide the other.

But wait—*FREEDOM IN THE GALAXY* is not what you might think. Almost uniquely, it is genuine science fiction, yet presented in the form of an intricate and challenging strategic wargame. Like its Avalon Hill tactical counterpart, *STARSHIP TROOPERS*, the game system is deeply colored by the theme (that is, it is *not* just a conventional wargame dressed up, with Stukas renamed "Imperial Ground Assault Machines", but it can be studied and enjoyed, even with no interest in the theme, simply as a fascinating strategic campaign.

The theme is simply stated and not exactly unfamiliar to movie-goers: a valiant band of Rebel characters is attempting to foment an uprising against a despotic galactic empire. The galaxy is divided into five imperial provinces—four arranged like wheel spokes radiating from the central province—each with four to six inhabited star systems. Each star system has from one to three planets, giving a galactic total of 51 inhabited worlds. The Rebel objective in the main ("Galactic") scenario is to gain control of about half of these in forty moves. This scenario takes 10-30 hours for experienced players. More modest scenarios, ranging in playing time from 30 minutes upwards aim at control of a particular system or province. The comments here relate to the Galactic Game, but often apply equally to the smaller scenarios as well.

At the start of the game, 14 Rebel characters are on the map in four groups, each with a spaceship. Three also have randomly-chosen Possessions from a deck of twenty depicting various useful artifacts: powerful weapons, anti-detection devices, robots, and so forth. Another six Rebels may be recruited as the game proceeds. Against them are ranged ten Imperial characters (two more may be recruited) and the vast might of the Imperial armed forces. There is at least one Imperial military unit on every planet, the more powerful Mobile units being face down to conceal their true strength. Each planet also has a Planetary Defense Base

(PDB) which may detect, damage or even destroy enemy units flying in or out. Only detected characters are liable to attack, so the PDB is an important first line of defense, even though actual destruction by PDBs is rare and characters may eventually become detected anyway in the course of their missions. The PDB may be *Up* (functioning) or *Down* (useless) and range from *Level 2* (high chance of detecting interlopers and of hitting them) to *Level 0* (no damage or destruction capability, only detection). Certain detection die rolls allow the PDB owner to send detachments to attack the enemy spacecraft; this is, in fact, the most common way of killing enemy characters—to trap them on a planet with a strong PDB and a military unit poised to send detachments when they try to escape. At the start of play, PDBs are *Level 0 Down*; the Imperial player can buy improvements as an alternative to buying troops.

In addition to this array of characters and hardware, each planet has a Political Track on which a marker shows the current mood of the population. This may be *Patriotic*, *Loyal*, *Neutral*, *Dissenting* or *Unrest*. Beyond *Unrest* lie the states of open rebellion or Rebel control. Most planets start the game *Patriotic* or *Loyal* (see Table 1). Until they are brought to *Unrest* they cannot be persuaded to revolt, so one of the Rebels' many competing priorities is to stir up *Unrest* in all likely areas.

The heart of the game is the Missions. Any character can undertake one mission per game turn, alone or in the company of other characters as the player may think fit. Thus, if you have Agan Rafa and Vudot Vudot together, Rafa might "Scavenge for Possessions" while Vudot undertakes "Diplomacy", or they might jointly do one mission. Each character has attributes which makes him or her more suited for some missions than for others. For all missions, there is a certain risk of being attacked by "irate locals" or indelicious creatures of varying degrees of nastiness—so it is always wise for a bodyguard (high in combat and endurance ratings) to accompany the more delicate specialists.

There are three environ types which can be found on different planets (usually a planet has two environs)—*Urban*, *Wild* and *Special*. *Special* environs are further divided into four subtypes (*Liquid*, *Subterranean*, *Air*, *Fire*) which give combat bonuses to Rebel units of the local type. Having decided on the missions being performed in an environ, the player starts turning over Event cards. Each card has

three sections, but only the one relating to the current environ type is used. First the Event (if possible in the context) is carried out; then, if the characters survive, the mission letter abbreviations preceding the Event indicate which missions are successful. A "D", for example, shows that any "Diplomacy" mission in the environ has now succeeded, allowing a shift on the Political Track of the planet (e.g., from *Patriotic* to *Loyal*). The player continues turning cards until either:

- a) all missions have been completed or aborted, or
- b) all characters are dead, or
- c) as many cards as the size of the environ allows have been revealed.

If there are still missions in progress after reaching the environ "size", the player may claim bonus cards for each mission, the number depending on the mission undertaken and any special advantages of the characters involved. For example, the basis for a "Gather Intelligence" mission is the Intelligence rating of the brightest character on the mission; if this is "4", he is entitled to four bonus cards. The pleasant thing about bonus cards is that the Events (which do tend to be a nuisance) are ignored and only the mission letters considered. If one has a large bonus entitlement, therefore, it will pay to seek out a small environ, where little unpleasantness is likely to happen from Events before the bonus stage is reached. Deciding on which characters and environs to use is one of the key tactical problems in the game, and careful calculation will transform your chances of success. Although the system may sound quite complex, it is elegantly smooth in practice and readily assimilated (since one spends perhaps 75% of the game planning and executing missions).

One possible mission, naturally, is starting a Rebellion on a planet in *unrest*. If this is successfully carried out, Rebel troops will spring onto the map in each environ of the planet in question, their exact strength depending on a Resource Rating to be found in each environ. This (or the rarer and less useful "Summon Sovereign" mission, which whistles up the local bigwig with his armed retinue) initiates the military phase of the game, in which armed combat takes place in parallel with the continuing character activity. All military units have ground and space combat ratings, the latter also useful as a movement factor to determine how many star systems the unit can traverse on each turn. Either player can initiate combat between

military units in the same environ or orbiting the same planet, and characters may be put in command if desired, giving column shifts equal to their Leadership rating at the price of being unavailable for missions that turn. The Combat Results Table is fairly bloodless and biased to the defense, so swift knockout blows rarely occur. However, it is easy to pin down an enemy stack for a drawn-out slugging match.

If Imperial troops can be evicted from a planet in rebellion, and the PDB is *Up* at the end of an Imperial turn, the planet becomes Rebel controlled, a state which is very hard for the Imperial player to reverse. There is an unfortunate snag in the game balance here in that the Imperial forces tend to be better in space combat, and usually have little difficulty in shooting down the PDB from the relative safety of orbit (see the "Balanced Variant" for further notes on this).

Basically, the Rebel program is to accumulate all the characters (Mission G) and their possessions (Mission P), put half of the galaxy into Unrest (Missions C and D) and then Rebellion (Mission R), and finally hold off the Empire's military forces (which are reinforced every two turns by builds chosen by the Imperial player using the resources of any one province) long enough to establish control. This is a tall order since the Imperial player will be scurrying around with his own characters trying to stop the rot while his military units try to intercept your characters. Military units in the same environ as detected characters can search for them, with a good chance of success in small environs or against large groups of characters. If successful, a Squad pounds after the located characters in vicious fire combat—unless the dreaded Suicide Squad is present (this simply blows both the characters and themselves to smithereens).

Winning for the Rebels is indeed extremely difficult, but the outlook is lightened by four major assets they enjoy.

Asset 1 is the infamous "Domino Effect". If a double shift is achieved in the Political Rating on one turn on some planet, or if a rebellion is started or Rebel control established, the news spreads through the star system to the other planets and possibly (if the race of that planet is star-faring) to other planets populated by the same race. This allows one to shift the political indices on some of these planets if they are not Patriotic as well; and gaining Rebel control actually allows you to spark off rebellions on other planets already in Unrest. An effective "Domino Effect" is a truly spectacular sight, with a whole chain of rebellions flaring out over the galaxy.

Asset 2 is the "Rebel Secret Base". On some planet secretly selected by the Rebel player, a hidden army is built equal in size to the troops recruited in rebellions around the galaxy. Thus, each rebellion produces new forces for immediate use and new

Table 1: Initial Political Alignment of Planets

	Patriotic	Loyal	Neutral	Dissent	Unrest
Province 1	11	2	1	0	0
Province 2	4	3	1	0	0
Province 3	3	4	2	1	0
Province 4	3	4	1	1	0
Province 5	4	4	2	0	0
Total	25	17	7	2	0

zealots for secret reserves. When the Rebel player feels the time to be ripe, the Base is revealed and the array of troops—which can be better quality than those in rebellion—is deployed on that planet (which you do not have to control). The base can be revealed by a series of successful Imperial "Intelligence" missions or the questioning and torture of captured Rebel characters. If the base is revealed before a single planet is Rebel-controlled, the game ends in instant Imperial victory (another possible imbalance since an early capture of a Rebel character may enable the Empire to extort the information quickly).

Asset 3 is the "Strategic Assignment Rota". This bureaucratic arrangement (suspended when the Secret Base is revealed) bars movement to most planets, or across provincial boundaries, in three of the five provinces at any one time. The Imperial player decides secretly before the game which provinces will be exempt each turn. He may, for instance, decide to exempt First and Second Provinces on the first turn; units may then move freely within these, but one can be certain that the Rebels will be busy elsewhere. This rota effectively safeguards cautious Rebel players from early attack and destruction or (horrors!) capture.

Asset 4 is the "Planet Secrets." Sixteen planets have dreadful secrets, randomly assigned and known only to the Imperial player. One of these is a deadly trap—if unwitting Rebel characters land here they are instantly captured. Once this has been discovered (by "Gather Information" missions or orbital study by the egghead Professor Mareg, a character able to spot secrets without tripping over them), the remaining secrets are harmless to the Rebels. Indeed, a visit to a planet with a secret will often produce something very helpful: a uniquely generous casino yields possessions to intelligent characters; a Dead Planet (murdered by Imperial villainy) sends shock waves of horror via the "Domino Effect"; or a Living Planet is a sentient being poised to revolt at the slightest encouragement.

TACTICS

As a general comment, the more careful player should take the Rebels, who are assaulting the vertiginous heights of Imperial power and may lose through a single poor move. The Imperial player can afford a few mistakes. Even given perfect Rebel play, the Empire has an excellent chance in the standard game. In the first part of the

game, the Rebel player has great fun, because the Empire is tied down by the Strategic Assignment Rota and its massive forces have little to strike at. Before too long however, both sides should be getting in some powerful blows; once the Secret Base is exposed the game explodes into a struggle across the entire mapboard. Players with less time available should find the Province scenarios (playable in an evening) quite satisfying. The Star System scenarios, though shorter still, are more suited to learning the system than to long-term enjoyment. Solitaire play, surprisingly in a game of many secrets, is quite feasible; leave the Secrets uninspected till the Rebel side takes a look, and try to avoid using knowledge of the Imperial mobile military strengths. These are face down most of the game but the sensible Rebel player will want to avoid them as much as possible in any case until the final climactic showdown—by which time it should be possible to reveal the Imperial units by raiding the Imperial headquarters (one of the secrets).

Playing the Dominoes

What does the Rebel player need for a good crash of dominoes? He needs inaccessible planets which can make an impact on the other planets of that race—which means that of the others need to be non-home worlds with initial inclination less than Patriotic. He also wants to avoid Secrets at the start, since they might turn out to be the *Trap*. The first criterion rules out the Kayns (just one inaccessible planet and all of them as patriotic as Geroge III), while the second makes the Saurian and Xanthon races unattractive (all inaccessible home worlds have Secrets). This leaves the Piorads, Rhones, Sequndians and Yesters as possible candidates for early co-ordinated campaigns.

Turning now to the individual systems, one can identify a few which have two of these races and/or two or three planets on the inaccessible list: these are especially attractive since the "Domino Effect" within the system will help matters along. These systems are worthy of note to both players: 14, 22, 23, 42, 43 and 52. System 44 is also worthy of remark for two reasons; there is a Galactic Event which will tip both 441 and 442 into Rebellion if they are in Unrest, and 441 is already in Dissent.

So which of these systems should the aspiring Rebel in fact attack? That depends on the Strategic Assignment Rota. Second Province is a strong possibility, but the Empire can build up PDBs and local forces

on Galactic Turn 2. Fourth Province is the most promising looking, with no less than three target systems and most of the Piorad concentrated there; the Rebel player might even consider going for the Piorad home world (451) if only to draw forces off from the target systems. In view of this, the Empire may want to consider putting Fourth Province on the rota earlier than in the usual "1-2, 2-3, 3-4, 4-5, 5-1" sequence that most players favor. It's generally wise to keep the Assignments in step with taxation to give freedom of action in clearing up the province next on the tax schedule. A plausible middle course is to make the first assignments 1-2 and 3-4.

Later in the game, these calculations change as initial political alignments shift. It is worthwhile for both players to review the alignments of all "inaccessible" planets every few turns in order to see where the next battlegrounds are likely to be.

Strategy in the GALAXY

Imperial strategy hinges on two choices: 1) does one give priority to PDBs or military units? and 2) does one concentrate defense on strongpoints or go for an even spread? The rules limit initial PDB expenditure, giving the impression that the designer believed that heavy PDB investment might be a winning strategy. If so, he was wrong. Overinvestment in PDBs is, indeed, one of the few strategic errors sufficiently serious to risk losing the game for the Imperial player. PDBs on their own are ineffective. One needs a unit with a decent space rating—preferably an Elite Navy unit (But a Veteran isn't a bad alternative)—to shift left on the detection table and trigger the deadly fleet detachments. For example, if the Imperial player spends 17 of his 35 Third Province income on PDBs, he will need to spread a mere 18 points' worth of units across ten planets, allowing him a single Elite Army and nine militia units. With just one or two mobile units, the Rebel player will be able to make an excellent guess at their value and he can avoid them with ease (or go for rebellions and local victories before reinforcements arrive—this is definitely possible in the "Balanced Variant"). Later in the game, the Empire can build more military units, but the Rebel will then have the Scanner and Scrambler to negate the PDB when it really matters. The clinching argument is that one can put PDBs *Up* all over the board every Galactic Turn, so wasting the initial builds on doing so is really unnecessary.

So the Imperial player should concentrate on military strength, with a few decent PDBs in the target systems and a couple of key Secret worlds. The best military builds are probably Veterans, since they are nearly of Elite quality but cost no upkeep. The Imperial player will, however, want some Elite units too, plus a few Patrols to make up the numbers and confuse the enemy. Line units are neither very cheap nor very mobile and should

normally go to the back of the queue for purchase. The "glamorous" Atrocity units are a bad early buy. In due course, one will want the Stabilizer to knock off the Secret Base or a lone planet in Rebel Control: the "Domino Effect" of rubbing out a planet is not usually as dreadful as you might expect! I have never found the other atrocity units to be useful enough often enough to justify their expense. Suicide Squads are always worthwhile, though. One should sit on the Clone World as soon as there are a few dead Rebels, while the other Suicide troop should stalk from province to province on the trail of the enemy. If enemy characters are captured, a Suicide Squad makes a useful part of the welcoming force for would-be rescuers.

What about the balance of forces? In the standard game, the imbalance to the Empire makes it good policy to play conservatively, keeping forces evenly distributed with leaders in each province. Let the Rebel try to upset the odds by making mad gambles! If one particularly wants

to defend a planet (say a two-race world or an important secret), it is best to simply put a good mobile unit in orbit with the PDB *Up* rather than rely on bluffs like leaving the Clone World unguarded; why take chances? Rebellions should always be squashed before they lead to rebel control, usually by shooting down the PDB. Mobile units should *all* start in inaccessible worlds—one can always move to the accessible worlds if necessary.

In the "Balanced Variant", it is harder to be sure of local military superiority and harder to prevent Rebel control, so it may be wiser to leave isolated planets like 551 virtually undefended (one militia, PDB Down) throughout the game, concentrating the Imperial defense on the prime targets. This variant makes Capital worlds much more vulnerable, to the extent that it may be necessary to allow local rebellions to succeed rather than strip the capital of its garrison.

Rebel strategy is also heavily influenced by whether my variant rules are in play. In

Table 2: Missions and Events

Mission	Code	Frequency			Wild Notes
		Urban	Special	Wild	
Assassination**	A	2	1	1	A real gamble outside Urban
Rebel Camp	B	3	4	5	
Coup**	C	5	4.5*	4	May be safer in Wild
Diplomacy	D	4	3	2.5*	
Summon Sovereign	E	3	3	3	
Free Prisoners	F	5	6	5	
Gain Characters	G	5	4	4	
Steal Resources	H	3	2.5*	3	
Gather Intelligence	I	4	3	3	
Spaceship Quest	J	(3)	(3)	(3)	Environ Irrelevant
Scavenge Possessions	P	3.5*	4	5	
Question Prisoners	Q	(3)	(3)	(3)	Environ Irrelevant
Rebellion	R	4	5	5	
Sabotage	S	5	5	5	
Subvert Troops**	T	2	2	2	

Event	Frequency			Wild Notes
	Urban	Special	Wild	
Creature	3	4	4	
No Creatures	0	0	1	
Irate Locals	2	1	1	
Enemy Squad	0	1	1	
Detected	1	1	1	
Enemy Search	3	2	2	
Civil War	1	1	1	
Abort Diplomacy	1	1	2	
Difficult Diplomacy	1	1	1	OK if D *2
Abort Mission	1	1	1	
Abort Rebellion	1	1	1	
Abort Coup	3	3	2	Risks death in U/S; capture in W
Abort Subversion	1	1	1	
Atrocity	1	1	1	
Accident	0	1	0	
No Searches	2	3	3	
No Bonus Draws	2	2	2	
Extra Bonus Draw	3	2	2	
Local Raid Enemy	2	1	1	
Population Goes Wild	2	2	2	

Notes:

*One favorable outcome in this environ has been downgraded to a half rating since it is accompanied by the event "Enemy Agent reveals Mission", making it less than likely that the outcome will take place (depending on the number of missions and the proportion of bonus draws to pre-bonus draws).

** Risk to characters if Mission fails.

the standard game, a long Rebel campaign is unlikely to succeed against competent play, so—contrary to the advice in the rules—it may be best to go for quick success. The main chances here are a general uprising in Fourth Province followed by a drive on Second Province (which has several domino links to the Fourth), or an immediate attempt to capture the capital of Third Province before the third Galactic Turn.

If the Rebel player decides on the long-haul strategy (or if the quickshot approach fails), there are three main objectives:

- 1) getting a planet or two under control, to avoid losing outright when the Secret Base is revealed;
- 2) stopping Imperial income somewhere with a Capital rebellion; and
- 3) building up the Secret Base total.

It is important to note the vital role played in military combat by the two best leaders (Derban for ground battles and Mantok in space) and two possessions, Cervac and the Helian Drug. These possessions will upset the carefully-planned attacks of the enemy, and in the middle game it is vital to have all possessions in play, so that a group on the Casino World can keep redrawing the Drug as fast as Mantok drinks it (with a good pilot to fly it off to Mantok for his next battle).

In the "Balanced Variant", the medium-term objective is a province victory, which with reasonable luck should be feasible by Galactic Turn 4 or 5. After selecting initial targets, the Rebel player should add Mission G and Mission P to his routine Mission D to reach the full mix of characters and possessions as soon as possible. A full-blooded diplomatic campaign in several environs should then shift the most patriotic of planets.

The Rebel must beware of being caught on the ground by a Mobile unit in orbit supporting an *Up* PDB; sitting without a spaceship is especially dangerous at the end of the second player turn unless the next Assignment is known to be between

other provinces. One also needs to bear in mind the Imperial ability to improve PDBs in First Province and the current province on the galactic turn—seeing the stout defenses sprout over the head of one's best men is a depressing experience. It is worth having a "crack team" with the Stellar Courier or S-XIII, Scanner, Scrambler and a good pilot; these will be able to penetrate the strongest planets while the Solar merchant potters around the soft options. Semi-permanent partnerships of complimentary characters should also be formed early on (e.g., Woada and Latac, whose special abilities make them 100% safe from both local and sentry robots and therefore useful in creature-free environs without risk despite their feeble strength).

Given success in the early and middle game, can one hope for a rebel military victory? No—but then, it's not necessary. Line up the total force pools and it becomes clear that the full Imperial Space Navy (which should be deployed by Turn 12 or so) cannot possibly be defeated in battle. However, a large Rebel army can neutralize the enemy forces, who are the linch-pin of the Imperial hold on the galaxy. Meanwhile, diplomatic teams get on with subverting the high-scoring Capital and Racial home worlds. The main point of the rebel Base is to produce the eight 4-4s, which will go a long way to accomplishing this neutralization. Accordingly, once the Rebel has 64 points in the bag, it is time to start thinking about revealing the base, assuming he has control of two planets (one is not enough—remember the Stabilizer!). Note that putting IPOC in revolt to reveal the enemy forces is useful but not essential—the main enemy concentrations are usually known once general battle commences anyway.

Overall, as has been said, the rebels are facing a steep uphill struggle in the standard game. But, frankly, I unequivocally recommend this fine game (even without my "Balanced Variant"). You may indeed lose, but you'll have an awfully good time doing so.

Rules for the BALANCED VARIANT

The following rules, in my opinion, lead to a better balanced game:

7.22 (amendment): Once inspected, mobile units are left face up.

15.52 (amendment): The state of the PDB is irrelevant to the conversion of Rebellion to Rebel Control; if there are only legal Rebel military units on the planet at the end of an Imperial Player-Turn, that planet becomes Rebel controlled.

23.2 (amendment): A planet *may* be placed into or out of rebellion as a result of the "Domino Effect" of starting or stopping a rebellion.

35.31 (amendment): Imperial units may *never* cross province boundaries in violation of a current Assignment, even if the target planet is in rebellion. This restriction no longer applies once the Secret Base is revealed. Note that units *within* the province may still be moved to planets in rebellion from the local capital.

38.53 (amendment): The Imperial player *cannot* win merely by eliminating all Rebel Control after the Secret base has been revealed.

The main effect of these rules is to make local Rebel victories easier and to eliminate the danger of a quick knockout if a captured Rebel character reveals the secret Base location under torture early in the game. It should not be supposed that winning with the Rebels is now a lesser task, but the Empire is forced to give much more thought to the division of his troops between the different provinces. The Rebel player may well be able to now establish a "liberated area" in an outlying province to disrupt tax revenues and provide a base for further campaigns.

Table 3: Racial Survey

Race	Home Planet	Inaccessible Planets	Accessible Planets
Kayns	111	551	121, 212*
Piorads	451(L)	141(N), 232(L), 432(L), 433(N), 442(L)*	None
Rhones	None	142(L), 231, 342, 421(L), 523	112, 151, 161, 162, 241, 311, 323, 411, 542
Saurians	321(L)	143*, 221(L)*, 331(N)*	121, 151, 152, 163, 352(L)*
Segundians	122(L)	131*, 232(L), 421(L), 521(L)*	None
Suvans	351(L)	341*, 342	113*, 241
Xanthons	513(L)	143*, 522(L)*, 531(L)*	None
Yesters	211(L)	222(N)*, 223, 231	112, 312(D)*

Italicized entries indicate that the planet has two races.

* – Planet has a secret.

All planets are Patriotic except where indicated as L(oyal), N(eutral), or D(issent).

A PRIMER ON COMBAT

By Gerry Klug

Last issue, as you'll recall, I mentioned that I would start discussing various systems in the game. Since that article was written, many letters have arrived here asking for examples of various forms of combat. These questions do not come from a misunderstanding of the rules but rather a desire to know how I wish them interpreted.

When the rules were being edited in June of 1982, Michael Moore and I decided that since the combat rules could not possibly address all situations a character would encounter, they would be edited so as to appear as if they were guidelines rather than rules. This way, when a GM was questioned about a decision he made, he would not have to reread the entire chapter for his justification but rather feel confident that his judgment was soundly based on *his* interpretation. I felt most GM's ran games in this manner anyway, so who were we kidding to assume otherwise?

However, I discovered there were many people who, while understanding the rules as written, desired an imprimatur from me on their interpretation; my word seemed to carry more weight than I thought it would. So, to help explain the way I saw combat in *James Bond 007* taking place I created an example scenario (see below) which will illuminate certain intricacies of Fire and Hand-to-Hand Combat.

IMPORTANT NOTE: If you find some concepts and/or methods listed in this example which contradict your own methods and/or concepts. **DO NOT CHANGE JUST BECAUSE OF WHAT IS WRITTEN BELOW** if you and your group are happy with the way your combats are run.

The example below pits Mary Goodnight and Allyson Steele (a character of mine, by the way, whose Character Record appears on page 21 of the Basic Book) against a guard in the Dr. No Introductory Adventure. However, we will arm the guard with an Uzi just to make things a bit more interesting. It will help you when you read through this scenario to have the *James Bond Basic Book* to refer to.

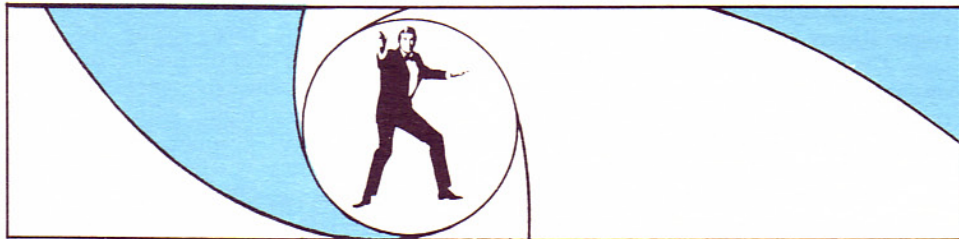
Let us recapitulate the relevant characteristics and skills of the individuals involved in the fight:

Mary Goodnight has: SPEED of 1 with an HTH Combat Primary Chance of 10 and a Fire Combat Primary Chance of 11.

Allyson Steele has: SPEED of 2 with an HTH Combat Primary Chance of 11 and a Fire Combat Primary Chance of 13.

Dr. No's Guards have: SPEED of 1 with an HTH Combat Primary Chance of 12 and a Fire Combat Primary Chance of 11.

Assumptions for this encounter: Mary



is armed with a Walther PPK; Allyson has her H&K VP-70; all pistol weapons have to be Drawn from a holster before shooting while the Uzi is already prepared; no one is Wounded as the Action Rounds begin; the Range is 120 feet (12 inches); and no one is surprised.

ROUND 1:

The Declaration: the Guard and Mary both have the same Speed, so they must roll a D6 to break the tie: the Guard wins and will declare his action second, with Mary declaring first. Mary declares she will draw her gun, fire on the Guard and Zig-Zag towards him, unless the guard doesn't fire on her, in which case she will simply run towards him. The Guard declares he will hold his position and Spray Fire on both Mary and Allyson; Allyson declares she will fire one shot at the guard and hold the second till the end of the round to see what else will happen, after firing, then diving for cover.

Since everyone is firing at everyone else, a Draw roll is performed just give the characters a chance to get their shots off first. Whenever a character has a chance of getting a shot off the GM should allow him to try a Draw roll.

The Draw rolls: the Guard (Speed 1, Draw for the Uzi -2, total Draw Modifier = -1) rolls a 6 for a Draw roll of 5.

Allyson (Speed 2, Draw for the H&K VP-70 is +1, having to pull out the weapon is -2, total Draw modifier = +1) rolls a 3 for a Draw roll of 4.

Mary Goodnight (Speed 1, Draw for the Walther is +1, having to pull out the weapon is -2, total Draw modifier = 0) rolls a 1 for a Draw roll of 1.

The Guard fires first, then Allyson and then Mary.

The Guard's shot: (EF: 5) Primary Chance 11, Success Chance 55. There are no EF or DC modifiers, being at Medium range for the Uzi. He may fire one burst. I will give the results of 4 different rolls:

A Failure: He obviously misses

QR 4: a LW to both Allyson and Mary

QR 3: INC to both

QR 2 or 1: He kills both

These damage results assumes DC of "I" for the Uzi. If Mary and Allyson were at different Ranges (Medium and Long, for example) I would declare them both to be at Long and adjust the EF and DC accordingly. We will assume for the sake of this example that he missed, or that Allyson and Mary used Hero Points to make his QR a Failure to prolong the example.

Now Allyson would act; (EF: 5; ϵ 1 for the PM of the VP-70, -1 for Long Range) Primary Chance 13, Success Chance 65. She may fire two shots during the round (her Speed is 2), but is firing only one right now; she is holding the other shot in case anything else happens. If she had won the Draw roll, she would have fired at the guard and then finished her action. As she declared, she then dives for cover.

Below are the possible dice results:

A Failure: She misses

QR 4: a LW

QR 3: a HW

QR 2: a HW

QR 1: a HW

This assumes a DC of "F" for the VP-70 in single shot mode, adjusted down to "E" because of the Range. Note that when she shoots off the second round the EF would become 4 because of the Second Shot modifier. We will assume she hits the guard with a QR 4, causing a LW. The Guard must perform a WIL roll for Pain Resistance (EF: 7) and he fails, causing him to drop the Uzi and fall to the ground.

Now Mary; (EF: 5; ϵ 1 for the PM of the Walther, -1 for Long Range) Primary Chance 11, Success Chance 55. She may only fire one shot, after which she will Zig-Zag towards the Guard. She still must do the Zig-Zag since the Round attempts to simulate simultaneous actions and she must finish what she declared. Her shot:

A Failure: She misses

QR 4: a ST

QR 3: a LW

QR 2: a MW

QR 1: a HW

These damages assume a DC of E for the Walther, lowered to D because of the Range. Since it is Mary, we will assume she misses.

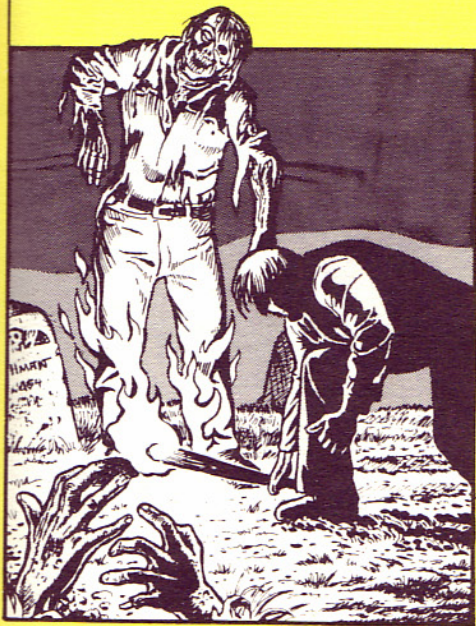
If nothing else happens at this point, Allyson could use her other available shot to fire on the guard again. No Draw roll is performed since the Guard had already used all his available shots for the Round (and besides, he has dropped his gun).

If at this point in the combat another Guard entered the scene and wished to fire his weapon at either Mary or Allyson, Allyson could perform a Draw roll with him to attempt to fire before him, regardless of at whom he was aiming his gun.

I hope this run-through has answered any questions you might have had. If you wish to comment to me directly, you are welcome to write me at Victory Games.

Next time: Hero Points.

HEROES ETCETERA



Omegakron's Coming!

The next adventure for **Lords of Creation** fans takes the players into the aftermath of a nuclear holocaust. It is designed for 5 to 9 characters with a total Personal Force of 140-150.

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But there are many possible futures, in most of which there is no nuclear war.

To say more to be revealing too much for players. But we can say that **Omegakron** is a complete adventure in itself. It is not part of a series of adventures, but it has been placed in a sequence of modules for those who prefer to play modules in sequential order with a connecting plot theme. **Omegakron** is the central module of a sequence of five different adventure modules: **The Horn of Roland**, **The Yeti Sanction**, **Omegakron**, **The Towers of Ilium**, and **Voria**. The five adventures have an implied continuity and are further tied together by recurring themes and plot, yet each can be played by itself with a few small changes by the Game Master.

Gaming: My Way

EQUAL TIME

FOR LYCANTHROPES

By Quentin Long

The life of a werewolf is lonely indeed.

I've tried to make friends, but I just can't succeed.

When they see me change, they all vanish with speed

Oh, pity a poor, friendless werewolf.
—Mistie Joyce

When one examines the treatment accorded werewolves in legends and fiction, one thing becomes clear: nobody, but *nobody*, likes werewolves. European peasants would run for the local priest at the merest hint of one, the better to send it back to Hell; any time an animal is mauled under even faintly odd circumstances, a werewolf gets blamed; and writers of fantasy have, until quite recent times, added their voices to the prevailing anti-lycanthrope propaganda. And this innuendo, this base and vile whispering campaign, continues even in these enlightened days, wherein its major proponents are the designers of role-playing games!

Me, I say it's time for the other side of the story to be told. It is true that *some* lycanthropes fully deserve every nasty thing which is said of them; but most do not, and to tar all werewolves with one brush is to ignore the fact that there are many different kinds of werewolf, differing from each other both in cause and cure (if any).

Linguistic note: The word "lycanthrope," which translates literally as "wolf-man," has come, through massive misuse, to refer to any human-to-animal transformation from galeanthrope (werewolf) to uturunch (were-jaguar); this is clearly wrong. The proper word for generic shapeshifting is "therianthrope."

Let's look at some of types of lycanthropy found in legend that we can use with AH role-playing games:

Tool-using: Shapeshifters of the tool-using sort have, in the legends, turned into swans, donkeys, and a wide variety of other creatures. You need an artifact made from some part of the beastie you want to become: a wolf-hide belt, for example. The traditional procedure is to strip under the full moon, put on the belt, and zap! you're a wolf.

Most of the drawbacks traditionally associated with lycanthropy do not apply to tool-users; these guys retain their full human intellect and personality, and thus

do not feel the urge to go out and indiscriminately maul random victims: nor are those people they do choose to maul in danger of becoming lycanthropes themselves.

Tool-users also do not seem to have the more impressive supernatural abilities (invulnerability and so on) of lycanthropes; in transformed state, they're basically ordinary creatures which happen to have human intelligence.

They do have an unusual problem, though; just as a special artifact is needed to transform them in the first place, so is one needed to return to normal. Namely, the clothes which were taken off prior to assuming animal form. A tool-user who can't find his clothes is stuck in his non-human shape, and if he stays that way for too long, he's got problems. In addition to the drawbacks inherent to having a body which is mute and has no hands, a trapped tool-user's mind will sometimes regress to bestial level, and other nasty things may possibly occur as well (the GM can add in more crocks if he likes; there's probably at least one example of any crock in some legend or other).

Curse-induced: Lycanthropes of this sort are what have given shapeshifters a bad name. Typically, a cursed lycanthrope has done something which got a god (precisely which is a matter for the individual GM to decide) angry at him. Therefore, until such time as he soothes the god's temper by some suitable penance, he ends up changing into an unstoppable, indestructible, mindless canine of destruction for three nights out of the month. Those victims, if they're still alive after he gets done with them, will themselves become vicious and unstoppable engines of destruction three nights per month. Alternately, the curse might have come from some lesser source; perhaps from the tomb of a world-renowned mage. Wherever the curse came from, the GM should keep the source in mind when he's deciding on its particular effects and means of cure.

Godly grant: This is not synonymous with the previous category; there are as many reasons for a god to turn a human into a beast as there are gods to do it. A god of nature worshipped by a druidic cult might well bestow lycanthropy as a gift to deserving individuals; Zeus, fearing Hera's jealousy, once turned one of his mortal mistresses into a cow; there

are many other examples throughout the world's mythology. As with the previous variety, the particular effects and cure (if any) depend upon the source: which god did it and his motives for doing so.

Diseased: This would be a viral illness, probably indistinguishable from the common cold or most other viral illnesses in its earliest stages, which does interesting things to the DNA. The virus would be magic-assisted, of course, and it would insert a whole batch of extra genetic material (such as that of a wolf) into its host's genes (recent discoveries about DNA indicate that this is not categorically impossible, merely highly improbably).

The transformation of a diseased lycanthrope is a three-stage process. The normal human genes are "switched off," the extra genes get "switched on," and the shapeshifter's metabolism is kicked into overdrive, so that several months' worth of cell division are accelerated and compressed into a few dozen seconds. End result: a wolf with a super-fast metabolism, so fast that wounds heal practically before they're made. Also, such acceleration might apply to the wolf's time-sense as well as his metabolism, so that he would move incredibly fast.

Naturally, this acceleration requires a large amount of energy; magic supplies some, but the remainder must be supplied by more mundane methods, such as eating. Under this system, if you should be attacked by a diseased werewolf, don't reach for the silver bullets; open up your meat freezer instead: the poor thing's starving to death!

What causes the transformation? Well, light from the full Moon is the traditional trigger for these things; but just as one can learn to affect one's heart rate and other supposedly involuntary functions, so (in theory) could a diseased were-creature learn to resist the effects of the Moon and also transform at will. Not that it would be easy to do so, merely possible.

Would a diseased therianthrope have the mind of an anima? One might imagine so, what with the 'thrope having the brain of one to work with; on the other hand, nobody's ever figured out just what the relationship between brain and mind really is. So, I figure that yes, there would be some loss of intelligence, but what was left would still be within human range; also, the 'thrope would constantly have to guard himself against being overwhelmed by bestial instincts and emotions.

Given the regenerative "invulnerability" of this kind of 'thrope, why do silver and magic cause damage? The latter could be harmful by interfering with the 'thrope's own natural healing-type magic, and the former might work by chemically poisoning the healing process. Gold and copper, the other members of that column on the periodic table, could have the same effect; the reason you don't hear of

"It is true that some lycanthropes fully deserve every nasty thing said of them, but to tar all werewolves with one brush is to ignore the fact that there are many different kinds of werewolf."

werewolves being clubbed to death by copper pipes or gold bricks might be that silver, the element traditionally associated with the Moon, would be the first thing tried against a lunar menace, and when it worked, nobody would want to make the necessary experiments for copper and gold. And then again, maybe magic and silver don't work; those traditional banes of lycanthropes apply to the cursed sort, but not necessarily against any other variety.

How would this disease spread? About the same way as any other plague. To make life easier for the referee, the virus could be limited by making it a very short contagious stage. That is, the period in the life of the virus in which it could be spread would be short. Or, perhaps it can only live in a living being. That would explain why survivors of a werewolf attack tend to become werewolves themselves: saliva from the bite getting into the blood, right? There also has other interesting consequences: lycanthropy as venereal disease, for one. But I digress.

How would one cure this particular disease? In its early stages, anything which would cure a cold would work on the virus, but since it's partly magical, there would be a saving roll against the cure. In the final states, where the victim transforms on a regular schedule, it's too late for such trivial measures. What would be needed is something to fix the genetic glitches, so as a rule of thumb, anything that will cure diabetes or hemophilia will work on this sort of werewolf.

Glandular: This variety was described by James Blish in *"There Is No Darkness."* He postulated that the secretions of the pineal gland, one of those unusual organs whose function is obscure, would have a variety of strange biological effects (lowering the surface tension of cells, for one) that adds up to a limited shapeshifting ability and limited invulnerability. The pineal hormone, pinealin, doesn't have any significant effect on the bone, so the shapeshifting is restricted to forms whose bone structure is very close to human. It so happens that a wolf's



skeleton is sufficiently similar to a human's. Also, the shapeshifting does little more than alter one's appearance, so there's no need to worry about mental regression. The "invulnerability" was simply a vastly increased capacity to harmlessly absorb impacts. A bullet would kill a glandular lycanthrope, though: too much impact concentrated into too small an area.

A normal pineal gland doesn't do anything, but it could be kicked into activity simply by getting some pinealin into the bloodstream. Glandular lycanthropes do have some problems unique unto themselves: they have a severe semi-allergic reaction to the pollen of plants of the genus *Aconitum*: wolfsbane.

To cure this illness, one would have to remove all the pinealin from the victim's body and turn off the pineal gland; a process that Blish regarded as impossible, thanks to the "chicken or egg" overtones. But if the mage or clerics in your world have found a way to do the necessary, that's another story.

Psionic: One way of explaining lycanthropy is by assuming that it is actually a mental power, just as telepathy and telekinesis and such are. To be more precise, this postulated ability is that of transforming things into other things. So why is a psionic werewolf limited to transforming himself alone, into that one specific form, and only at certain times? Belief, that's what. Anyone with a psionic ability who doesn't believe he can use it in some specific manner is, by virtue of his disbelief, unable to do so. Look at Larry Niven's stories about Gil Hamilton in which he mentions how psionic abilities are affected by such intangibles

To Challenge The Wizard's Quest

After struggling through the wilds of Marnon many times searching for elusive treasures, it seemed that the great Quest always ended too abruptly as someone finally seizes his third and final treasure, winning the games and crowned King of Marnon. To help solve the problem of a quick, often anti-climatic ending to *Wizard's Quest*, we came up with a few rules to extend and even-up the contest a bit.

Orcs

Several times the orcs on Marnon multiply so fast that they would soon overrun the board. Too many orcs, and so much frenzying during the Turn of the Orcs led us to adopt the rule that orcs will frenzy against other adjacent orc-occupied territories, as well as against territories occupied by players' men.

The orcs on Marnon are described as "semi-intelligent, pig-like beings," so can hardly be expected to get along with each other, (anyone having read Tolkien's *Lord of the Rings* can attest to that)! This rule cuts down on the orc population, and makes the game run smoother.

Treasures

The rule we adopted concerning the players' treasures really changes *Wizard's Quest* and makes it more challenging and fun.

As players capture a territory containing one of their treasures, that treasure is flipped over and the player receives a bonus as normal, but the treasure must remain with the men who captured it, and it must be moved back to the player's Home Castle. As soon as a player recovers all three treasures, and moves them back to his Home Castle, he wins the game.

Instead of winning the game as soon as a player recovers his third treasure, he must now transport the treasures back to his Home Castle through often treacherous terrain full of orcs and friends lying in wait for him.

There are several special cases that will arise concerning this rule, so we have listed all those cases we have found during our playing of *Wizard's Quest* using this rule.

1. Players may use a free attacking campaign each turn to transport a treasure from one friendly territory to any adjacent friendly territory. At least one man, Hero, or Sorcerer must move with the treasure from the first friendly territory to the second.

2. Players may not transport other players' treasures, regardless of whether they have been captured and overturned or not. Players may still move an opponent's treasure by use of a Petition Card. (Exception: see Rule 3.)



3. If a player draws a Petition Card allowing him to move an opponent's treasure, that player may not move a treasure already in the possession of the owning player. If a player has captured a treasure and is moving it to his Home Castle, an opponent cannot move that treasure by playing the Petition Card. A treasure may never be moved after a player has returned it to his Home Castle.

4. Home Castles never change owners.

5. If a player captures a treasure, loses it, and recaptures it, he receives

the treasure bonus again. Every time a treasure is captured or re-captured, the bonus for that treasure is received by the owning player.

Blank Petition Card

An intriguing aspect of *Wizard's Quest* is what to do with that blank Petition Card. When a Player draws the blank card, two dice are rolled to see which event occurs. Some of the events are a little extreme, but experienced Questers know that Marnon is always full of surprises, so be ready when someone draws that blank Petition Card!

Die Roll/Event

2 – A new entry to the Great Tunnel may be opened in the territory of the player's choice, and can be used immediately after the play of this card.

3 – No attack campaigns by all players are allowed for the next 2 game turns.

4 – All orcs in any one region migrate. The player may disperse all orcs from the region of his choice to any orc-occupied territories on the board. (One orc must remain in each orc-occupied territory in the region chosen, however).

5 – Bridges across the Amnon River are destroyed. Players may only cross the river by using a boat privilege card.

6 – The player may look at any one of his face-down treasures on the board.

7 – The player may send the Dragon to the *Territory* of his choice, and roll the die to see how many men or orcs are gobbled.

8 – The player may send the Wizard to the *Territory* of his choice, and prosper it by adding three men or orcs.

9 – The Dragon is banished from the island for 2 game turns.

10 – A disease ravages the orc population. One orc is *removed* from each territory in each die selected region during the Turn of the Orcs, for the next 2 turns.

11 – The player may immediately transport one of his captured treasures to his Home Castle, from any space his men currently occupy.

12 – The player immediately receives 10 men to place anywhere, and 2 extra attacking campaigns to be used *this* turn.

— Thomas Boeche

Gloranthan

Pottery: First Wane

The drawing at right is taken from a Lunar vase from the period about 1276 S.T. (Lunar 1/49) and was created by the renowned, and much copied artist, Tattis Clayshaper. Upon the left is a mountain, actually the Crater itself, which far overshadows the city of Glamour in this representation. Other vases of the same period show the barbarian attacks upon the city (which took place in 1255 S.T.) and show the capital city rather than the crater. I interpret this to indicate that Jannisor's attempt was a much more serious threat than the later invasions, reaching to the crater itself rather than being halted at the city gates.

Upon the mountain are the Lunar Star Twins popular among the Sable people afterwards who converted them and slew Jannisor. The Ringing Bridge connects the crater with the Outer City and is crowded with attackers. Jannisor himself leads the assault. Note his magical shield, named Brighteye in the legends. His most important daemon familiar, Karash'arll follows (this creature later appears as a Lunar slave of the Dead). Third comes an elf, representing the hosr from Rist who fought, says a tale, "to avenge themselves against the stars before fate burnt their chances." Fourth is the Queen of the Sable people, whose betrayal of the Hero has been exalted in Lunar Annals as the Grand Sable Conversion, and marks a holy day on their calendar. Fifth is a cavalry, possibly a Char-Un warrior. Sixth is a representative of the Dara Happan Triopolis, notable for the extraordinary spear being wielded, and last a representative of the barbarians who followed Jannisor, possibly the Champion named Onstheus of Imther legend.

Beneath the bridge, waiting to take the casualties, are three deities from the



Lunar underworld. The naked woman is the "Holder," whose jar can imprison any soul for up to seven earth years. This deity was a real terror to non-lunar magicians.

Jajagapa is a borrowed/adopted deity from the Dara Happan pantheon, and is the armed psychopomp of the underworld. He has the ability to go and fight the souls of the powerful Dead, and drag even great magicians to Death. His net is crowded with less powerful souls. Finally, Annara Gore is called "Terror and Eater" in non-Lunar texts, while the Red Goddess called her the "Guardian of Secrets."

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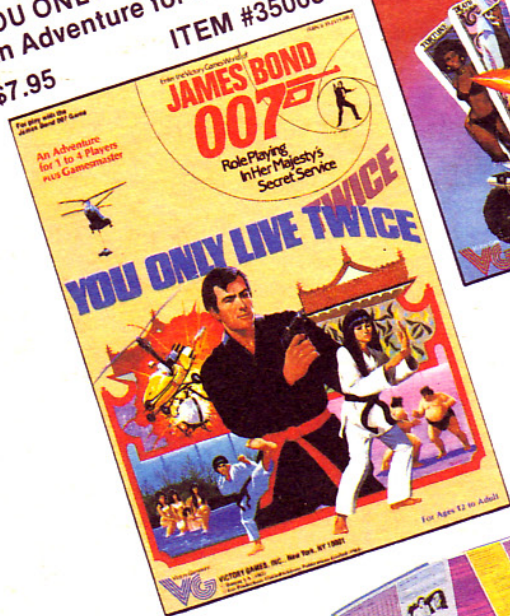
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