

HEROES[®]

Volume 4, Number 5

The Role-Playing Magazine

\$3.00

Center Section Feature: The Royal City of Donara

**Handling Gambling
In 007, RuneQuest**

**Creating Magic Items
The Right Way**

**Adding Language Skills
To James Bond**



**History Of the Lunar Empire: Third and Fourth Wane;
RuneQuestions Begins!**



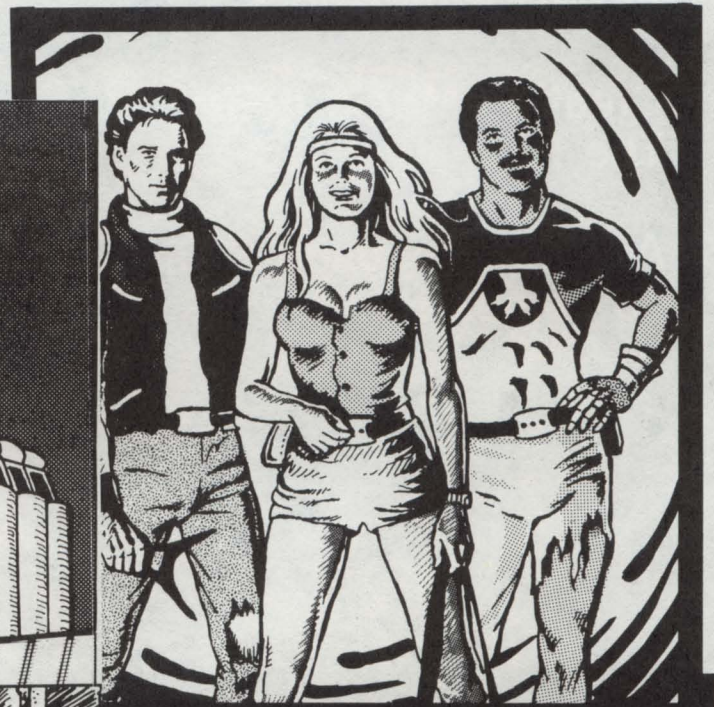
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Publisher: Thomas N. Shaw
Editor and Art Director: William E. Peschel
Contributing Editors: Jerry Glichenhouse, Mark Herman, Robert Kern, Gerry Klug (*Victory Games*); Greg Stafford, Sandy Petersen (*The Chaosium*); Richard L. Snider
Contributing Artists: Dave Billman, Winchell Chung, Bob Haynes, Walter O. Hovatter, Roger Norton, Jim Talbot
Art Department Coordinator: Jean Baer
Prep. Dept. Coordinator: Elaine M. Adkins
Typesetting: Colonial Composition

Heroes Magazine is published six times a year. All editorial and general mail should be sent to The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214.

Subscriptions for one-year are \$12.00; two-year subscriptions are \$18.00. All domestic subscriptions are sent via bulk permit. Domestic First Class Delivery and all subscriptions to Canada and Mexico must pay an additional \$9.00 per year postage charge. All overseas subscriptions must add an additional \$12.00 per year postage charge. Send checks or money orders only. The Avalon Hill Game Company is not responsible for cash lost in transit. Those with a current American Express,

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Article Submissions: *Heroes Magazine* is interested in articles about these role-playing games: *RuneQuest*, *Powers & Perils*, *James Bond 007* and *Lords of Creation*. Articles should be typewritten, double-spaced, written in English, and accompanied by a stamped, self-addressed envelope (SSAE). There is no word limit. Payment is \$6.00 per ten inches of typeset material; \$9.00 if payment is in AH merchandise. Query letters are acceptable.

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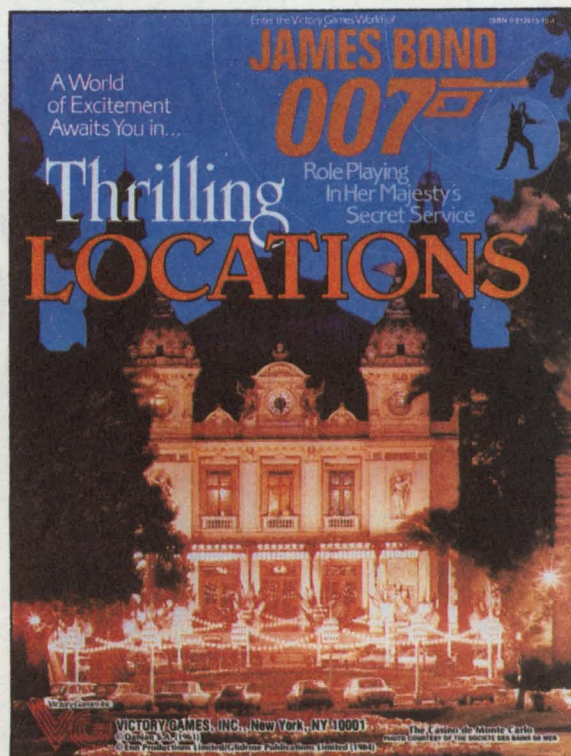
ADDING NEW DIMENSIONS TO THE WORLD OF JAMES BOND 007

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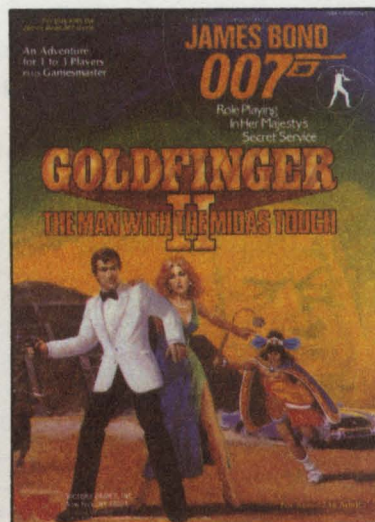
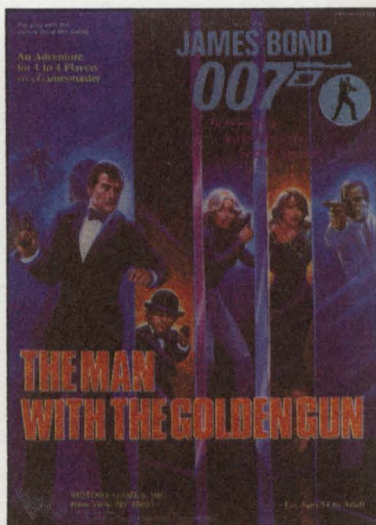
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UK: AVALON HILL GAMES, 650 High Road, North Finchley, London N12 ONL, England. Telephone 01-445-3044. Australia: JEDKO GAMES, 134 Cochranes Road, Moorabbin, Victoria 3189, Australia. Telephone (03) 555 1022. Japan: POST HOBBY, 26-5, 5-Chome, Sendagaya, Shibuya-Ku, Tokyo, Japan. Telephone (379) 4081. Sweden: TARGET/TRADITION, Storgatan 29, S-114 55 Stockholm. Telephone (08) 61 93 01.

A Turn Of The Friendly Card

Expanded Gambling Rules for James Bond

By David A. Klempa

Roger Bartlett slowly lit a fresh cigarette and glanced at his watch. He had been at it for almost three hours. The swarthy man in the elegantly-tailored dinner jacket glared at him from across the green-felt table. Bartlett drummed his fingers absently on the shoe of playing cards in front of him.

"He's nervous," Roger thought. "His capital must be nearly gone."

The other players instinctively knew it was a personal fight, and had pulled from the game.

M would be pleased. The money the KGB had advanced the swarthy man would not be used to finance any subversive activities. It would supplement instead the budget of M.I. 6, something the KGB will no doubt wish to "speak" to the man about.

Roger allowed himself a small smile. The plan had almost backfired. That run of bad luck had almost cleaned him out. But he had fought his way back and now most of the other man's chips were on Roger's side of the table.

Roger was offering a large bank, daring the man to take it.

The hatred in the man's eyes burned as his hissed "Suivi."



The gambling rules in the *James Bond 007* game are a fast and easy way to simulate a Character sitting down for a few quick hands at his favorite casino. But when a Character may wish to indulge in a more lengthy session, the following expansion is offered.

These rules can be used when a Player Character goes head-to-head against a villainous adversary. They can also be used in any situation where the GM feels that more than one or two hands are needed to set the tone of a scene. They can be used for an evening of casual gambling in a Monte Carlo casino, or a cutthroat private game in Jamaica.

I. Games Against A Casino

These are games where a Player Character goes against the house. Since the outcome of each player's actions has no effect on anyone else who may be in the game, only Player Characters need be active. Games such as blackjack, roulette, craps (see Section III), and baccarat fall in this category.

The casino is assumed to have unlimited funds. If a Gambling Primary Chance must be generated for the casino, roll 3d6. Add +5 if the average Player Character rank is Agent, add +10 if the PC is a "Double-0." Ties are resolved in favor of the PC. The following procedure should be followed:

1) Each PC states how much money he has

with him.

2) One "key hand" is played. This entails resolving one round of the game per the normal Gambling rules in Chapter 7. Players may bet as they wish according to the game being played. This one hand will determine what kind of luck the PC is having at the moment. This key hand represents 15 minutes of game time.

3) Players who win the key hand add the amount of the bet to their bankroll. Players who lose the key hand subtract their bet from their bankroll.

4) The players simulate the effect of play leading up to the next key hand. Each PC rolls d100. Winners from step 2 add (and losers subtract) their Gambling skill level to their number. Each PC multiplies the amount of their bet or their remaining bankroll (whichever is less) by the resulting percentage. Winners add the result of (c) to their bankrolls; losers subtract it.

5) Repeat Steps 2 through 4 until all PCs drop out of the game or run out of money.

Example #1:

James Bond is sitting at the baccarat table at Le Circle. His current bankroll is £650. His bet on the key hand was £150.

He wins the hand and adds £150 to his funds, giving him £800. He then rolls d100, getting a 24. Adding his Gambling Skill (15) raises it to 39. He then adds another £59 (150 \times 39%) to

his bankroll, giving him a total of £859.

Figuring he is on a lucky streak, Bond bets £500 on the next key hand. Unfortunately, he loses this time so his bankroll drops to £359. To compute further losses, he rolls d100, getting a 55. He subtracts his Gambling Skill to get 40. Since his bankroll (359) is less than the amount of the bet (500), he multiplies 359 by 40% and reduces his funds by the result (144).

After a half-hour of play, our hero finds himself down £435. Perhaps a drink at the bar with that beautiful blonde . . .

II. Private Games

These are games where all participants, including the banker if any, have limited resources. Poker and chemin de fer are examples of such games. Also, any of the games from Section I may qualify if they are being privately run.

There are two types of games in this section. The first is where all the players are going against each other (poker) or where control of the bank changes during the course of play (chemin de fer). The second is where one player is always the "house" and the others play against him (as in blackjack or baccarat). These two types will be discussed separately.

The Open Game

1) All PCs state how much money they are

bringing into the game. Then, the Perception, Willpower, Gambling Skill and the total bankroll of each NPC should be determined. The NPC tables in Chapter 13 should help with this.

2) All of the players pair off randomly for this key hand. If there is an odd number of players, one of them will sit out this round (he has broken even over this 15-minute period). Each pair then resolves a key hand per the Gambling rules in Chapter 7 with the following exception:

A player may bet any amount he wishes (limited by his bankroll) regardless of the game being played or the amount being bet by his opponent. Basically, each player is declaring how much he is willing to lose. The GM should determine the bet for any NPCs. After each hand is resolved, the loser puts the amount of his bet into a pot. It does not go directly to his opponent.

Note: obviously, this is not the way a hand of poker is played. This hand is actually simulating a 15-minute period of gambling, not one hand. Still, the GM may wish to impose upper and lower limits on the betting to avoid wide variances.

3) To determine further losses, each loser rolls d100 and subtracts his Gambling Skill level from the result. Multiply the amount of the bet or remaining funds (whichever is less) by this percentage, and put this additional amount into the pot.

4) Determine among the winners who had the best Quality Rating in the key hand just played. Ties are broken by Gambling level, then Perception, then Fame. This player rolls d100 and adds his gambling level to the result. This is his percentage of the pot. The player with the next highest QR does the same, and each winning player does so until the pot is empty. Note that the percentage taken is always based on the **original**, not the current, amount in the pot.

5) Each NPC who lost money in this round must make a Willpower roll at Ease Factor Five. If the QR of the roll (times 10) is greater than the percentage of his original bankroll remaining, the NPC will call it quits. A failure is considered a QR of Five. NPCs with the Gambling Weakness add +4 to their Ease Factor. An NPC will always quit on a roll of "00." Therefore, (except for 00 rolls), an NPC will only quit if he has lost more than 50% of his capital.

6) Repeat Steps 2 through 5 until the game breaks up.

Example #2

While in Las Vegas, Bond gets into a draw poker game with three shady contacts. He has \$300 in his wallet. The relevant characteristics of the men are as follows:

Frank: Willpower of 8, Perception of 9, Gambling of 8/17, Money: \$250.

Otto: Willpower of 5, Perception of 7, Gambling of 5/12, Money: \$125.

Felix: Willpower of 9, Perception of 10, Gambling of 10/20, Money: \$400.

In the first key hand, Bond plays Frank Otto plays Felix. Bond bets \$75; Frank bets \$80; Otto bets \$50; Felix bets \$150.

Bond wins his hand with a Quality Rating

"These rules can be used when a Player Character goes head-to-head against a villainous adversary. They can also be used in any situation where the GM feels that more than one or two hands are needed to set the tone of a scene."

of Two. Felix wins his hand with a QR of Three.

Frank puts \$80 into the pot; Otto adds \$50. Frank rolls 69 on d100 and subtracts his Gambling level, leaving 61. He adds another \$49 (\$80 x 61%) to the pot. Otto rolls 89, subtracts his Gambling level, leaving 84, and adds another \$42 (\$50 x 84%) to the pot. The pot now has \$221 in it.

Since Bond had the higher Quality Rating of the winners, he rolls d100 (39), adds his Gambling level and takes 54% of the pot (\$119). Felix rolls a 21, getting a 31 after the Gambling level is added, and takes \$69 (\$221 x 31%). Bond rolls again (24), adds his level (39), and takes the rest of the pot since the resulting figure (\$86) is more than the \$33 left in the pot.

Frank and Otto makes their Willpower rolls to stay in the game. Frank, who has a Success Chance of 40, rolls a 90, which is a Quality Rating of Five (times 10 = 50). Since he has only 48% of his initial bankroll left, he decides that the game is too rich for him and drops out. Otto, who happens to be a compulsive gambler, has a Success Chance of 45 and only has 26% of his money left. He rolls 09 and remains in the game with a Quality Rating of Two (times 10 = 20). Without the Gambling Weakness, Otto would have dropped out also.

The Bank Game

1) Same as Step 1 of the Open Game.
2) Instead of pairing off as in the Open Game, each player is considered to be paired off against the Banker. If applicable, the Banker rolls to get his Quality Rating only once (he should roll after all other players) and compares it to each of the players'. This

is all considered to be one key hand. Note that in blackjack and baccarat, the Banker sets the maximum amount of the bet. Each player can then state how much he is playing for. Money is exchanged as each comparison is resolved. Each time a player (including the Banker) losses, he rolls d100, subtracts his Gambling level, and also puts that percentage of his bet or his remaining funds (whichever is less) into the pot. The banker should also keep track of how many hands in the set he has lost.

3) After all hands are resolved, the Banker must determine whether he is an overall winner or loser. If he lost more hands than he won, he is a loser; otherwise he is a winner.

4) Same as Step 4 in the Open Game. Note, that when the Banker could end up getting back some of his own money if he lost some of the hands but was still an overall winner. If there is only one winner, he takes the whole pot.

5) Same as Step 5 of the Open Game, except that the Banker (if an NPC) rolls at an Ease Factor of Ten and does not automatically withdraw if he rolls 00.

6) Repeat Steps 2 through 5 until the Banker or all PCs quit.

Example #3

The same four players from Example #2 are playing blackjack. Bond is dealing and sets the maximum bet at \$100. All three men decide to bet \$100. He wins against Otto and Felix, but loses to Frank. Bond gives \$100 to Frank but collects \$100 each from the others. The losers (Bond, Otto, and Felix) each roll d100, getting 38, 14 and 65 respectively. After modifying for their Gambling levels, they put \$23, \$11, and \$55 into the pot. Bond and Frank are the winners (Bond winning more hands than he lost) so they roll to divide up the pot as in Example #2. Felix and Otto would then roll to stay in the game.

III. Craps

Since many casinos have crap tables, the following rules have been set up for players who wish to try their luck.

The Shooter rolls d100 against his Gambling Skill at an Ease Factor of Five. If he gets a Quality Rating of One, he has rolled a natural 7 or 11. Failure means he has crapped out (rolling 2, 3, or 12). Any other result means he must roll again on the table below to "make his point."

Note: A Quality Rating of Two is considered a "point" of 6 or 8. A Quality Rating of Three is a point of 5 or 9. A Quality Rating of Four is a point of 4 or 10. Bets are made as in the real game.

2nd QR	1st QR	Roll			
		Roll	2	3	4
		1	Y	Y	Y
		2	Y	Y	N
		3	Y	N	N
		4	N	N	N
		F	N	N	N

Y = The Player makes the point.
N = The Player craps out.

"Sprechen Sie Deutsch, Herr Bond?"

Languages in James Bond

By David A. Klempa

On page 42 of the *James Bond 007 Basic Rulebook*, it states that there is no specific skill for languages. It suggests that Bond never had much trouble in this area since there was either a translator available or his contacts spoke English. When I reviewed the films, I found that this was not the case. Rather, Bond (especially when Roger Moore took over) always seemed able to speak whatever language was required for the moment. He spoke Japanese in *"You Only Live Twice,"* Italian in *"Live And Let Die,"* Arabic in *"The Spy Who Loved Me,"* and Spanish in *"Octopussy."* This seemed logical for someone who never knew where in the world his next assignment would take him.

So, for those Gamemasters who would like to include languages in their campaigns, I present the following.

Skill: Languages

Primary Chance: INT + Skill Level

Description: The Character is knowledgeable in one or more languages currently used in the world. This skill, like Driving or Charisma, is given to Player Characters at a Level of one automatically. NPCs can be given this skill as the GM desires. For example, Auric Goldfinger would have this skill because he spoke Korean.

The Skill Level indicates the number of languages that the Character can speak and understand. The actual languages spoken need not be chosen immediately. Instead, whenever the Character is in a situation where he feels fluency in a language would be beneficial, he simply declares that this is one of the languages he knows, and writes it on his sheet. This choice may not be changed and he may only speak a number of languages equal to his current skill level. The order that the languages are chosen is also a factor. The Player should make a list on the back of his sheet similar to that shown below:

Languages (Native Tongue):

- 1) first language selected
- 2) second language selected
- 3) . . . and so on

The first language chosen is written in slot #1, the second in slot #2, and so on. The Primary Chance for the first slot is figured at the full Skill Level. The second language is figured at Skill Level - 1, and the third at Skill Level - 2. The above order may never be changed. If he wishes, the GM may assume that literacy in any given language is included.

Non-player Characters do not have as much flexibility in their languages as



Players. All languages that an NPC knows is assigned initially, and none can be added during play. The GM should only assign languages that the NPC might logically know. He shouldn't feel required to fill up every slot. What is important is the Primary Chance of the languages that the NPC does know.

Use: Skill in any particular language enables a Character to engage in normal conversation in that language. Fluency in reading and writing the language is left up to the GM.

The GM should **not** make a skill roll every time a Character speaks or listens to determine how much of each sentence is understood. This would bog down the game interminably. The skill roll should only be used in situations where the conditions for understanding what was said are not optimal. Rolls are never made for a Character's Native Tongue.

James Bond shouts orders to his Ninja assault group during an attack on a TAROT stronghold. Because he is trying to be heard over the noise of explosions and gunfire, the GM might assign an Ease Factor of four to Bond's Japanese language skill.

An agent is eavesdropping on a conversation between Goldfinger and his Korean foreman. The Player makes a Perception roll to see how well he can hear the words, and then makes a roll against his skill in Korean at an Ease Factor of 10 (that is, two times the Quality Rating of the Perception roll). To determine how much of the conversation is understood, the GM should consult the Information line on the Skill Use Chart on Page 32 of the Basic Rulebook.

In foreign undercover operations, such as Bond's Japanese fisherman cover in *"You Only Live Twice,"* language skill could be a very important factor. The GM should secretly make a language roll when the cover is initiated and at the beginning of

each day that the cover is maintained. The Ease Factor should be ten since this establishes how the character will fare in normal conversations during the day. The Ease Factor should be lowered if the day's conversation might entail the use of unusual words or idioms. For example, impersonating a Russian nuclear physicist might involve more than the ability to ask the time or order lunch. The GM should note the Quality Rating and use it to modify any rolls made against Local Customs, Disguise, or whatever skill the GM is using to test the agent's cover.

Language QR	Cover Skill EF Modifier
1	+1
2	0
3	-1
4	-2
F	-3

M.I.6 agent Justin Thyme is impersonating a Parisian street vendor in order to observe the front of a certain hotel. His French Primary Chance is 14 his Local Customs Primary Chance is 17. When Justin first sets up his fruit stand, the GM rolls against his Language skill at an Ease Factor of ten. A 12 is rolled, resulting in a Quality Rating of one. Next, the GM rolls against his Local Customs skill. Normally, the Ease Factor would be five, but, since Justin's French is impeccable, he receives a +1 modifier. The roll is an 87 which is a success because of the language modifier. Justin will be able to keep the hotel under surveillance without drawing undue attention to himself.

Imaginative use of this skill should help enhance the Player's feeling of being in an exotic locale. After all, a bullet could await the agent who lets his British accent slip while trying to persuade the TAROT assassin that he's "got the wrong man."

Testimony of a Tester

Or, Playtesting *RuneQuest*

By Bruce Dresselhaus

In 1978, some friends invited me to go over to The Chaosium and play *RuneQuest*. At that time I was an avid player of another game, but I had become bored with the ever-increasingly powerful monsters to counter the super powerful characters and their magic items. In fact, we had become slaves to our magic and, instead of role-playing, we were magic-item playing. This, coupled with little fear of permanent death at high levels, and constant death at low levels, had made me lose interest in fantasy role-playing. But at my friend's insistence, I decided to give *RQ* a try.

At a game run by Greg Stafford, I quickly became hooked, entranced both with the system and the world that Greg had created. This was the stuff of high adventure. I played on a regular basis just before *RQ2* came out, and have continued to play it, as well as playtest other Chaosium games.

As soon as the dust had cleared from the completion of *RQ2*, Steve Perrin, Greg, and the rest of the Chaosium staff vowed never again to rewrite *RuneQuest*. Soon, though, more suggestions and ideas came in from everywhere. The in-house campaign changed with new alterations to the rules. Rewriting the rulebook was considered, but abandoned because it would cost too much in both time and money.

In 1982, we playtested *Arcane Lords*, a sorcery magic addition to *RQ2* written by Charlie Krank. We learned that negotiations were going on between The Avalon Hill Game Company and The Chaosium to purchase *RuneQuest*. At first we were horrified until we learned that not only was The Chaosium to keep all creative rights, but to rewrite the rules for a more generic system that would allow other Gods, magics and worlds. This would also free them to concentrate on games rather than the business end of the company.

I will not discuss all the rule changes; that has been done in greater detail elsewhere. I will say that the combat still gives you the feel of what fantasy and medieval combat would be like, without bogging one down in rules complications. This, coupled with training rules for skills and characteristics, and rules on magic item creation, gives the players greater knowledge and control over magic items.

Character generation has been expanded, allowing the players and gamemaster greater flexibility. Characteristics can be determined by random rolling, placing points, or a combination of the two. The character's age and background can also be rolled randomly, or chosen with the cooperation of the gamemaster. One character of mine was a merchant till 25, a sailor from 26 to 32, and a sorcerer from 33 to 34 before entering



play.

In playtesting the rules, we have played in both the regular Glorantha campaign run by both Charlie and Sandy Petersen, and on alternate Earth (The Viking Campaign) run by Greg. Our adventures have spanned from the Generta wastes to the Tunneled Hills, Pavis, the Holy Country, Seshnela, the Jrusteli Isles, and Pamaltela. Most of these journeys were part of a mighty quest to avert the end of the third age (and therefore the end of the world). Our group had included Human warriors, sorcerers, priests of white, black, red and blue, a high Llama rider, dark trolls, trollkins, dwarves, a morokanth, elves, ducks and a human-turned lizardman.

We have explored the tunneled hills and the plain of statues, the puzzle canal, and the magical ruins of the God-learners. We have heard the words of prophesy and doom spoken by a high Urrquong barrier at the door of chaos, and the words of hope from an old man upon the Storm Bull's hidden path. Possibly one of the worst times was in the desert when, after almost three days without water, we came upon a castle that blocked the way to the plain of statues. Inside, we found a demented creature called Boggles who ignored our pleas for water and

offered us dry biscuits, salted peanuts, and very hot chili.

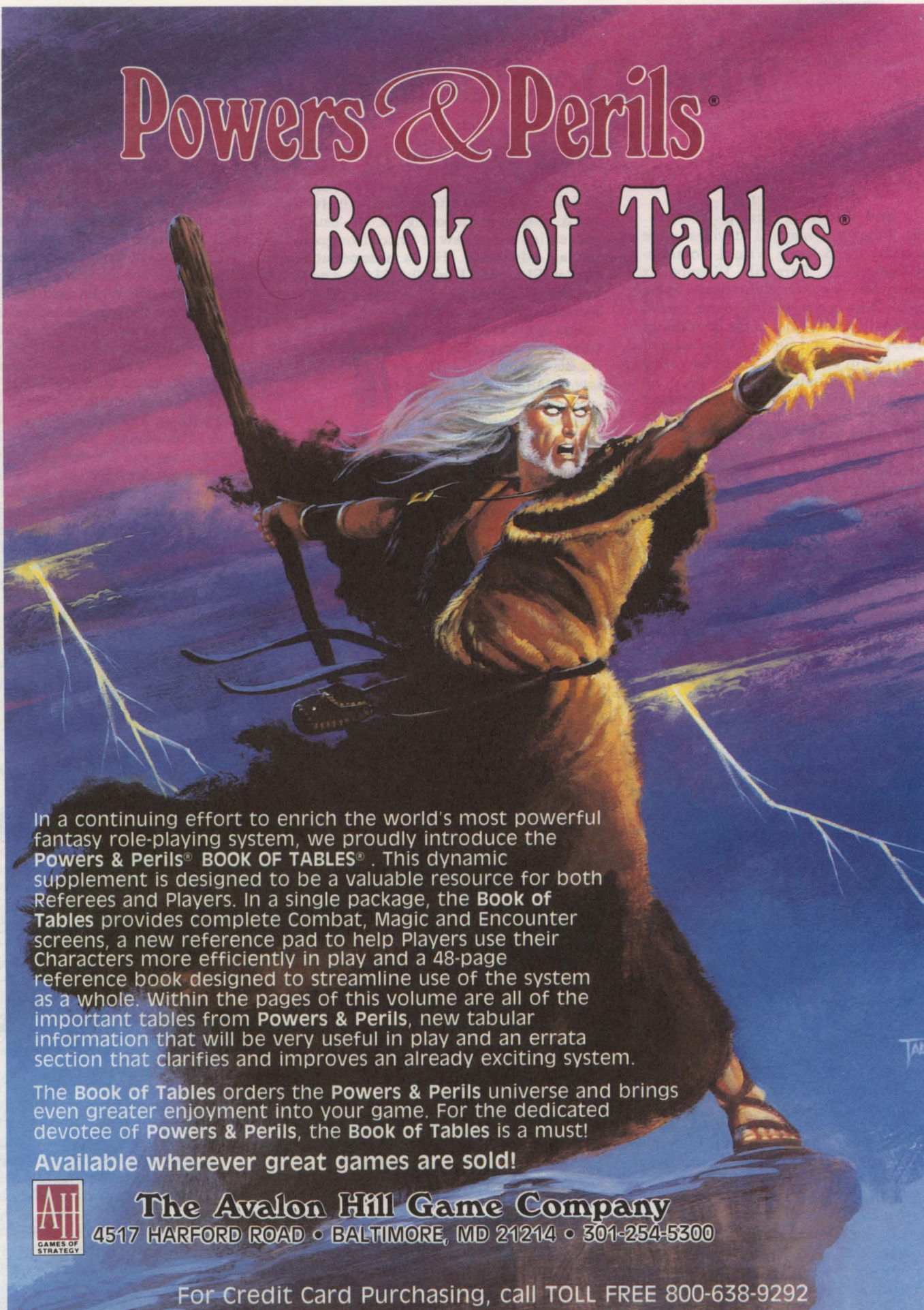
Playtesting is more than going over the rules and seeing how they play. It requires players to become a part of creation, giving suggestions and pointing out possible flaws. One must learn to enjoy the creation as well as the high adventure.

RuneQuest builds a firm foundation for gamemasters to elaborate from. The sorcery system allows a wide variety of spells to be combined and enhanced. Beginning sorcerers, though, will be far weaker than their warrior counterpart, and will find it best to hire or befriend one in order to survive in the wild. Priests and divine magic users can also be powerful, but it must be tempered with the knowledge that spell acquisition is difficult. Spirit magic also has its problems, since removal of the fetish for the spell stops its casting until another is made by a shaman.

There are also hints of another form of magic called dragon magic. It is mentioned in the Glorantha Book, and in the Viking Campaign pack, it can be an ability gained through worship. But that will have to wait. For now, there is *RuneQuest*, and that is enough to keep me occupied for the present.

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The Devices of Oom

Magic Devices in P&P

By David Kuijt
and Winchell Chung, Jr.

The following magical devices were created by the Balance Wizard Oomarin-Ooly-Beebulform Furgorik Wapnoodex Illianoro'chk (Oomoolbeeblfurgwap-l to his friends). Oom is a powerful young wizard of some skill who is fond of the finer things in life. A deadly and subtle foe, in spite of his enjoyment of well-aged Samma Valley white wine and satin clothing, he is no stranger to hardship and war. He may seem to be a fop at first. He wears a large floppy felt hat, with a huge peacock feather in the brim, and robes of satin and silk. In the wilderness, these robes cover a set of leather armor. Well-groomed, and of average height and weight (5'10", 168 lbs.), and only 28-years-old, Oom seems to be a court dandy, an illusion dispelled by his deep-set grey eyes and steely gaze.

Oom is an active, if whimsical, follower

of Balance. He can often be found in awkward situations laboring in its cause: preventing either Law or Chaos from gaining an advantage. He is a superlative Healer (EL13) and Herbalist (EL80), a good jeweler (EL52) and a fair armorer (EL35). He has used his skills to create several magic items to aid him in working for the balance, increase his knowledge, and saving his precious skin. The sections that follow detail some of these items.

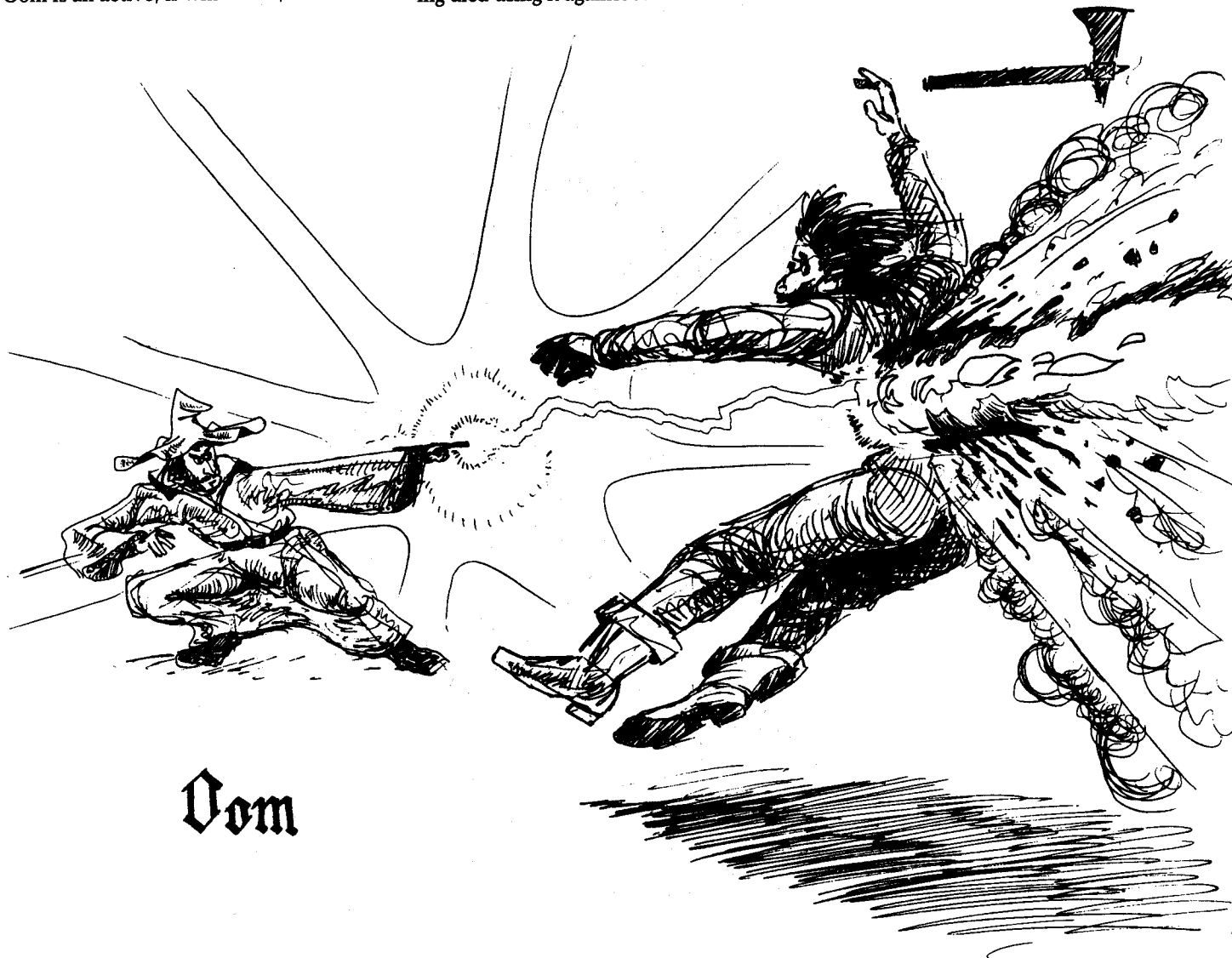
The Screaming Sword Of Invisible Fire

This weapon is a finely-made bastard sword. It is made of silver with gold and platinum engraving and filigree and with many small gems set into it. Oom created this sword to defeat supernatural forces of Law and Chaos. He sold it to a Donaran Princeling for a small fortune. The Princeling died using it against the Climans. From

there, its history becomes more confused. Rumors of it being in Gom may be true, but it may have already travelled on.

When drawn from its scabbard, the Screaming Sword lets out a high keening, a continual wail. While held unsheathed, the blade is a tongue of blue-white translucent fire that gives off no heat and little light. It is deadly to friends as well as enemies, for while drawn it casts an MEL8/EL5 Astral Fire spell that affects animate beings within a 3" radius. Anything with an MDV greater than 30 is immune to its effects.

In addition, it drains two energy points from the wielder per phase it is held. Trained Magic Users may choose to pay two mana points from their casting ability instead. When used in combat, this sword can do no physical damage as the blade is not truly on this plane, but it will affect any non-balance oriented supernatural entity as



Oom

an MEL8/EL2 Opposition spell if they are hit in combat. Since the sword is not a physical weapon, rolls to hit with it do not use any EL modifier for weapon skills, whether or not the user has any skill in bastard sword. Likewise, defensive weapon EL use or shield EL cannot decrease its hit chance, as the blade cannot be blocked. And while drawn, it protects itself and its wielder with EL2 immunity to Law and Chaos magic.

The Screaming Sword cuts in two directions. However the wielder will be in Battle Fury while there are supernatural forces of Law or Chaos present, and must attack them with the sword. The user may try to roll one-half his will to sheath the sword any phase he is not hit. If he is slain, or his energy level drops below zero while he is holding the sword, he is consumed by astral fire and the sword drops to the ground; seeming once again to be made of simple silver. Note that it only functions when it is held by an active, intelligent (intellect 6 or better) being. While sheathed, or unused, it makes no sound and appears as a fine bastard sword of pure silver.

Creation of the Screaming Sword

The reason behind each part of the making of the sword is detailed in "The Laws of Magic" article.

Materials: a bar of silver (640SC), some gold, platinum, small gems (26GC extra), several quarts of Zehani Wolf blood, a forge, jeweller's workspace, and a case of twenty-year-old Samma Valley white wine.

Procedure: purify the workspace for Balance Magic; rest one day. Enhance the Zehani Wolf blood and spend nine days forging the sword. Ensorcel the sword (preparing for the beserk), and quench the it in the blood. Ensorcel the sword to prepare it for the Astral Fire, then cast the spell on the sword. Ensorcel the sword for the Opposition spell, then cast the spell on the sword. Rest for three days before casting Chaos Immunity ensorcelment on the sword. Rest for five days, then cast Law Immunity ensorcelment on the sword. Rest six days, drink the wine, and celebrate. The rest periods allow you to recover enough mana to continue the procedure.

Oom's Robe And Floppy Hat

Oom prefers to avoid wearing hot, sweaty armor, but he also prefers to live. For this reason, he made himself light leather armor and enchanted it to protect him as well as chainmail would. The armor is enchanted at EL2, giving it AV3. Oom's floppy hat has a leather helm as an integral part of its design, also enchanted at EL2, giving it a helm AV of 3. He wears these items most of the time when travelling. They are light, comfortable, and lined with satin.

The Carnadine Candles Of Cautious Slumber

One of Oom's favorite creations; he is rarely without these candles when travel-

The Stones of Dubious Understanding: Used to reveal the future (one hopes), they consist of six major stones (the Influences) and six minor stones (the Happenings).

ling in the wild.

These are bright red candles about six inches in length. When lit (they magically light themselves when the proper rhyme in the Primal Tongue is spoken, after the wick has been cut) they create a MEL8/EL5 Watchful Sleep spell. Each burns for about six hours. A person who lights one of these candles sleeps properly for the whole period, yet remains alert and aware of everything that goes on within 12" of him. In addition, he heals seven hit points and regenerates seven mana points if there is no disturbance during the sleep period.

Creating the Carnadine Candles

Materials: wax, workspace, woven string of hair from a guard animal (usually a dog), herbs and oils.

Procedure: the wax, herbs and oils must be mixed in a specific sequence while the wax is being melted over a low flame. Then the wick (a string of hair, hand-braided by the caster) is dipped repeatedly into the wax. Once the candle is of the proper size, it is set aside. After the wax is used up, each candle is ensorcelled (EL0, 9 Mana) and then Watchful Sleep is cast into it (MEL8/EL4, 9 Mana). The spell is cast in the primal tongue, which increases it one EL and reduces the amount of mana expended.

Oom's Wonderous Clay

This strange translucent putty is used to create beings out of the mind of the user. The clay is a small, pale blue packet, weighing an ounce or two. Although created as little more than a toy (the clay is not very reliable), Oom usually carries a few packets for special occasions.

To use it, the caster puts himself in a voluntary trance while kneading the clay. The clay is imbued with MEL8/EL3 Creation. While in the trance, the user creates a little figure with it that is mirrored by the

full-sized figure that is created from the astral plane. If the clay functions, a being is created as per the wishes of the user, and he has a 35% chance of controlling it. If it fails, a monster from the unconscious mind of the user is created, and will flee (i.e. cannot be controlled). If the spell is an Abysmal failure, the monster will attack the caster, while he is in the trance, with the modifiers for Ambushed and Drugged. This will immediately break the trance. With any result but success, the caster will react to the monster as to a Vengeful Horror. Although totally magical in origin, these creatures are alive and exist for up to eight days before fading back into the nothingness from which they came. Monsters created from Abysmal failure will fade away after 17 phases unless they slay the caster.

Creating Oom's Clay

Materials: blood from a supernatural creature (Contact Level one or more), dirt from balance marshes of the upper world (ideally, clay purified for balance is acceptable, but not as good), ashes, animal fat, herbs.

Procedure: the materials are mixed in a silver bowl in moonlight in an area purified for Creation spells. The clay is then ensorcelled and a Creation spell is cast on it. It works best when the moon is in the first silver after the new moon.

The Purple Pool Of Past Events

When this purple fluid is poured into its shallow silver bowl and gazed into it, past events may be viewed. Anything that has occurred within two weeks on that spot may be seen as the spell Akasha MEL8/EL0. If the name of Tehuti is invoked three times while pouring the fluid, events up to four weeks in the past may be viewed and the pool functions at one EL higher. The Purple Pool may only be used once per day. Oom carries the silver bowl and a silver vial containing the purple fluid.

Oom designed, cast, and ensorcelled both the vial and the bowl from virgin silver. Both are covered with engravings showing Tehuti drinking from the pool of knowledge, Zehani, Asaghi, the chariots of the Merkahbah, and other designs. The fluid itself is a mixture of many strange herbs, but purple lotus and belladonna are rumored to be important in its creation, so drinking it could be dangerous.

The Eye Of Revealing Grammarie

A large flawless piece of greenish quartz, cut in the shape of a stylized eye and set in gold as a pendant. The gem is ensorcelled to Detect Magic at MEL8/EL5. To use the gem, it is necessary to look through the eye. The user sees an aura surrounding any enchanted items in view within 36". The brightness of the Aura gives an approximate idea of the strength of the magic. The Eye can be used twice in one day. Oom wears both this and the eye described below around his neck, hidden

under his clothing.

The Eye Of Revealing Innermost Intent

A large flawless piece of clear quartz, cut in the shape of a stylized eye and set in a silver neck chain as a pendant. This gem is ensorcelled with Detection of Orientation at MEL8/EL5. It only functions on those who have an orientation, and will show its approximate strength. It shows these as auras of different brightnesses and colors when it is gazed through. In general, only intelligent creatures with a bias show up, although items that have strong connections with an alignment could also show up. The Eye can be used twice in one day.

Creation of the Eyes

For both eyes, Oom cut and set the quartz, purified them, ensorcelled them, and cast the Detection spells on them. The Gems were chosen for their ability to hold the power necessary (large, flawless, and brilliant), not for any enhanced ability with detection spells.

The Elixir Of Fleetness Of Foot

A green potion that when imbibed gives the user the benefits of a MEL8/EL4 Speed spell: PMR +5 for 15 turns. The user may subtract his own MDV from the success roll when it is drunk. Oom sometimes makes this elixir for friends and allies, but rarely carries it for himself. The elixir is a solution of the blood of swift animals (mongoose, hares, cheetah, antelope) with hot peppers, herbs, and other spices. It is then ensorcelled with a Speed spell.

The Seeking Amulet Of Vereghina Tusks

An amulet made from two enhanced Vereghina tusks. It gives the wearer the power to track Chaos as the Vereghina do (MEL12, EL10) up to four times a day; plus protection against Chaos: EL2 immunity to Chaos magic; and an increased MDV (+10) against Chaos magic. The user also has +10 Stamina while wearing the amulet. The amulet also gives the abilities of enhanced boars tusks (subtract five from all problem solving and influence rolls he makes, as well as immunity to the evil eye).

Oom made this amulet from the tusks of a Vereghina Boar (a lawful Ahura) that he slew. He considered it a fine irony to form a device for discovering and defeating Chaos by slaying a Lawful supernatural being. The tusks were enhanced, bringing out the tracking, problem solving and influence abilities, connected to the gold neck chain Oom forged, and then ensorcelled with Chaos Immunity and defense against Chaos Magic. Finally, it was enchanted to increase stamina, as a Vereghina has immense stamina. He wore it for some time until a Pelaran thief stole it. Its present whereabouts are unknown.

The Ring Of The A'Equin

A platinum ring with no symbols on the outside, and "Astral Band of the A'Equin"

Oom's magic devices were created within the guidelines for creating such items as described in "The Law of Magic" (page 13).

written in the primal tongue on the inside. It has EL3 immunity to Astral Powers and EL6 immunity to Astral Fire. In addition, the user may add the ring's MDV (11) to his in defending against any Astral Power or Astral Fire. This ring is one of Oom's favorite possessions. He created it as a protection against the Screaming Sword, should an enemy of his try to use it against him. It also protects him against the Astral Well power of the A'Equin, when he summons one to ride on. He wears the ring constantly; though he is no longer worried about the sword.

The Stones Of Dubious Understanding

These are MEL8/EL2 Divination devices. When held and cast forth onto a flat surface by a person concentrating on his future, the faces revealed may impart some knowledge of what will occur. There are 14 Stones of two types (six major and eight minor stones). All stones have six sides. The stones may only be cast once per day. Oom has a small bag with the stones, a sheet of vellum and several sticks of colored chalk for plotting the casting field.

Major Stones (The Influences)

Cube of the Gods: the faces represent the influences of Chaos, Law, Kototh, The Balance, Elder, and a blank face (representing other influences). The symbols, respectively, are radiating arrows, single arrow, snake, scales, tree, and an outline of a head, all stylized.

Cube of the Powers: the faces show air, water, fire, earth, wizard's staff and king's sceptre.

Cube of Joy: the faces are money, power, knowledge, status, friends and goods. The symbols, respectively are coins, mailed fist, book, throne, three hands clasping and a palace.

Cube of Sorrow: the faces are poverty, death, banishment, blindness (ignorance),

enemies and disease (represented by an emaciated begging hand, skull, figure fleeing and pointing a hand, blindfolded face, angry figures holding swords aloft, and a diseased limb).

Cube of Vices: the faces are greed, betrayal, lying, pride, lust and anger (represented by hands grasping a purse, knife hand poised above a back, mouth with forked tongue, crowned face with raised nose, an erotic dancer and an angry man with two fists raised).

Cube of Virtues: the faces are compassion, charity, faith, humility, loyalty, patience (represented by the healer, coins falling to the poor, light beams illuminating kneeling figure at an altar, many figures kneeling, knight swearing fealty to crowned figure, and an hourglass).

The Minor Stones (The Happenings)

The Cube of Lands: the faces are mountain, forest, city, hill, steppes and desert.

The Cube of Leaders: the faces are merchant, wizard, warrior, thief, king and beggar.

The Cube of Races: the faces are barbarian human, civilized human, elf, faerry, dwarf and monster.

The Cube of Animals: the faces are horse, dog, snake, bird, fish and a question mark (representing the unknown).

The Cube of Conflict: the faces are battle, ambush, victory, defeat, peace, vigilance (represented by many fighters, archers firing on horsed party from hiding, sword raised in two hands, broken sword and cleft shield, flowers over broken sword, guard on wall with spear).

The Cube of Allies: the faces are unexpected aid, friendship, neutrality, enemies, betrayal, and the unknown/uncertain (open hand palm up, two clasped hands, palm of hand facing viewer, fist with sword, fist with wavy dagger poised to strike, and a question mark).

The Cube of Directions: north, south, east, west, up and down.

The Cube of Answers: yes, no, attack, flee, caution, hurry (smiling face, frowning face, men operating ram on gate, men running away, man peering around corner and a man galloping on horse).

How to Use the Stones

To cast the stones, a sheet is laid out and marked with areas (usually four circular areas almost touching each other). These areas represent The Goal, The Barriers (between you and the goal), The Paths (to achieve the goal) and The Unknown. The Cubes are thrown above the sheet, and the result is read. A success in the spell means that the judge must lay out the stones in the clearest fashion possible, giving information to the caster. A failure means that the stones are laid out randomly. An Abysmal failure means that the judge lays the stones out in a misleading manner. Note that the areas for the casting can be changed to reflect the particular question, and that not all the stones need be used (caster's choice).

The Laws of Magic

Creating Magic Items in P&P

By David Kuijt
and Winchell Chung, Jr.

Having realistic and consistent guidelines for the creation of magic items is very important to the feel of the campaign. The spells and powers in *Powers & Perils* are taken largely from the vast body of historical and fantasy literature. As such, they conform to several principles or laws that magic was thought to function within. These laws can be used to help create consistent and interesting magic items for any campaign. They are especially important as guidelines for characters who wish to create their own magic items.

Magic devices should be hard to come by and much sought after, and a mage should be able to make devices for himself. Deciding how it is possible to make a thing, or what rare components should go into it, is often difficult. These magical laws offer a good source of ideas.

The Law of Association

If two things have components in com-

mon, they may act in common. If the liver is the source of a Lion's courage, then if you eat the liver of a lion you slay, you will gain its courage also. You may also control something through elements common to another thing you control. Feathers will help you control the actions of birds (as opposed to the Law of Similarity, below, where feathers may be used to cause flight).

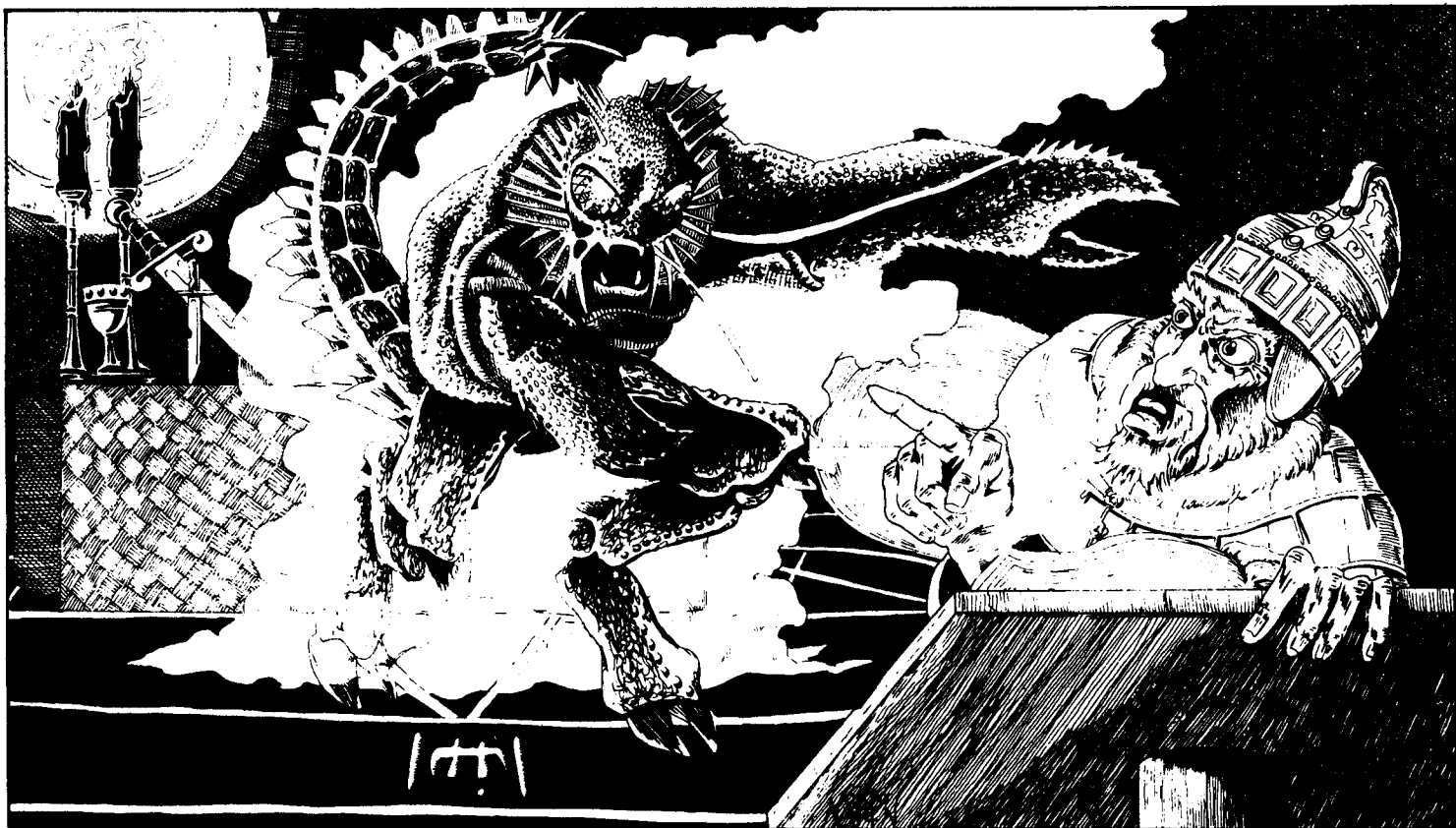
The Law of Similarity

Effects have appearances similar to their causes. This is the law that covers so-called "Sympathetic Magic." When ensorcelling a flying carpet, part of the spell casting can include attaching bird feathers to it, chirping over it, or moving it through the air while chanting in the Tongue of Wind. The similarity does not have to be visual. Sound, smell, texture, and taste can work as well. The general rule is "like produces like."

The Law of Contagion

This says that objects once in contact continues to interact after separation. The Black Curse, the Seeking Death, Spirit Death, Simulcrum, Tracking, Vengeful Horror, and Curse spells from P&P all use this principle. The influence of one object over another in this manner decreases during separation, depending upon how long they were in contact before separation and how long they have been separated. This is why great mages guard their hair and toenail clippings, lest some enemy should find them. There is a link between cause and effect (i.e. between a wound and the weapon or warrior that caused it; just like the Damage Reversal spells from P&P).

The Laws of Contagion and Similarity are often found together. Scales from Ralf the firesnake can be used to aid a Fascination spell on Ralf (by Contagion) or against any firesnake (by Similarity).



The Law of Rarity

Rarity is directly related to power. Rare items are innately special and usually make better sources or focuses for magic. A spell that always works when Diamonds are a material component will rarely work (or be much less powerful) when sand pebbles are used instead. Ingredients work best if they are expensive (gold, silver, platinum, gemstones), rare (four-leaf clover), or hard to obtain (the left testicle of a living dragon). Obtaining the raw material for your magic wand by going out on midnight of the first full moon of fall to cut a branch of hazel from a tree that has been hit by lightning with the single strike of a virgin axe would put any wizard to a lot of trouble. It would also be likely to increase the power of the wand. The conditions that cause this rarity should as often as possible be related to the powers intended for the item through the first three laws. If it is a belt for shapechanging to a cat, it should be collected from a cat killed and skinned under the first full moon. If it is a wand for lightning spells, it should be cut from a tree struck by lightning, or during a natural thunderstorm.

The Law of Personification

In a magical fantasy environment, any phenomenon may be alive and possessing a personality. The more powerful or larger it is, the more likely that it will have an active one. The Tongues spell allows the caster to communicate with these forces or things. This law is the source for the elementals, dryads, water sprites and so on. To a large extent, Tonahs are the focus for the intelligence and personality of the race they represent, although this is not the only connection. This law is fairly easy to understand intuitively. How many people have kicked a stool they have tripped over, as if the stool could feel the punishment? Primitive animism has its roots in this concept.

The Law of Words of Power

This law says that there are words that hold power in themselves. This power resides as much in the sounds themselves as in the meaning of the word. The True Name of a demon can be used to summon it or gain power against it. To have control of a familiar, it is necessary to know and use its true name. These words can be very dangerous to the uninitiated, as they can be used by total novices unintentionally, and without control over the results. Note that using the proper supernatural tongue involves the law of association as well.

Other Laws

Many other, less important laws do exist, but these are the crucial ones to creating a consistent system for the logic behind how magic items are created. Any Laws of magic can be used, so long as they are internally consistent. The logic behind the P&P system supports the premise that magic is rare and powerful, that wizards are scarce but often very powerful, and

"The spells and powers in P&P . . . conform to several principles or laws that magic was thought to function within. These laws can be used to create consistent and interesting magic items for any campaign."

that it is possible and even desirable for a wizard to create most of the magic items he needs himself, rather than combing treasure hoards for cast-offs.

Creating Magic Items

The materials must be worked or forged from their most basic form by the wizard who will be creating the item. This is because all previous owners or users will have left their imprint on the item (Law of Contagion). A sword bought at market, no matter how fine, cannot be enchanted or ensorcelled. The materials should be very fine, very expensive, and usually rare (Law of Rarity). They should also have as much in common as possible with the magic to be cast on them (Law of Association). If you make a ring for summoning a Demon or entrapping a Jinn, enscribing the name of the beast on the device is necessary (Law of Words of Power). If the item being created is to be dedicated to the destruction of certain beasts, you must use appropriate parts from those beasts in its creation (Law of Similarity) and perhaps engrave the item with the names of supernatural forces hostile to the creature (Law of Words of Power). If it is a sword to kill a particular dragon or lich, using something once used or possessed by the individual is important (Law of Contagion).

Ideally, the method for creation of a magic item, especially a powerful one, should use as many of the laws as possible. As an example, here is a detailed analysis of the creation of the screaming sword.

Readers are urged to consult the beginning of "The Devices of Oom" for a complete description of the Screaming Sword of Invisible Fire.

Materials: all the materials are as valuable as possible.

Procedure: purify workspace for balance

magic. This will increase the success chance of any balance spells cast in the area by 10%, and is a good step to start with. Purification dampens the influence of previous events on the actions about to be taken, reducing the effect of the Law of Contagion.

Enhance Zehani Wolf Blood: this serves several purposes. Enhanced normal wolf blood causes permanent uncontrollable battle fury when drunk. This is because the enhancement exaggerates and concentrates the fury of the wolf into the blood (Law of Association). By enhancing Zehani Wolf (balance aligned) blood, the desired result (concentration of the fury of the wolf against the enemies of balance) is obtained. Since the Zehani Wolf hates Law and Chaos, this attribute also can be transmitted to the blood by the Law of Association.

Forge Sword: the sword is made of silver. Silver is much more valuable than iron or steel (Law of Rarity).

Quench Sword in Enhanced Zehani Wolf Blood: the final act of making the sword is its quenching, where it is heated up one last time then plunged into a cool liquid to temper the metal. By quenching the sword in the blood, it gains its limited battle fury through the Law of Contagion. This requires an ensorcelment spell to prepare the blade to receive the characteristics of the blood. The blood is destroyed in the process, so it is important not to err at this point.

Cast Astral Fire on Sword: the normal way such a spell will function is that it may be used a certain number of times per day and require no mana from the user to generate the spell. In this case, the desired result was a continuing spell that functioned perpetually while the sword was held. The mana for this could not be stored in the sword, so it had to come from some outside source. Since the spell lasts six phases normally at a cost of 14 mana points, using the holder as a source for the mana for the generation of the spell (from his casting ability or energy level) was a perfectly acceptable alternative.

Cast Opposition on Sword: simple ensorcelment. This spell fits in very well with the logic behind the sword, giving the user another way to attack supernatural Chaos and Law beings, if they survive the Astral Fire.

Cast Chaos and Law Immunities on the Sword: these are also simple ensorcelments, to protect the user against the powers of the supernatural beings that this sword is designed to destroy.

A Note on Game Balance

The judge should never allow the creation of an item that does not have reasonable weaknesses, or that has too many spells in it. It might be theoretically possible to create a suit of armor that was enchanted for AV, intelligent, had Teleport, Flight, Insusstantiability, Interworld Travel, Regeneration, Chaos, Law Balance,

A RuneQuest Gambling System

By Donna Zelzer

Gambling is a common activity in adventure gaming, especially at the inns and taverns where adventurers gather. Gambling is also a fine way for the RuneQuest referee to let the characters relax, lose or win some gold, and maybe even win something else of value. It can also be a way to introduce a magical or coveted item into the campaign (and thus the start of a new adventure).

But before you can use gambling, you must have a system. Here's one that my group has found both useful and fun.

The Game

While gamblers bet on many things, including the results of races and combat matches, the most common form of gambling is the game of Jaks-Mer. This complex game is easy to learn, but years are needed to discover all its subtleties. Winning requires both luck and intelligence, and older players usually have an advantage because of their additional experience.

Any inn or tavern frequented by travellers will sport at least one table of Jaks-Mer players. Usually, four or five are playing, but the game works well with any number. Although a game of Jaks-Mer takes several hours of real time, it can be quickly simulated with the following system.

Gambling Ability

Honest gambling ability is based on luck and intelligence, modified by age. Take the average of the character's power and intelligence and multiply by four. Round down, then subtract one percent for each year of age under 21, or add one percent for each year over 25. A character 21 through 25 has no age modifier. The result is the chance of winning without cheating.

Cheating

The chance of cheating is based upon the stealth skill of Pick Pockets, and the manipulation skills of Hide Item and Lock Picking. Take the average of these abilities and add them to the character's honest gambling ability.

Fumble Roll

Any character who rolls 96-00 on D100 is considered to have done something exceptionally stupid, and is eliminated from that round, no matter what his chance of winning. A fumble (see the Fumble Probability Chart in the rulebook) has no special



effect unless the character is cheating. In that case, a fumble means he was caught red-handed.

How to Play

A piece of paper is drawn up for each person playing in the game. On one side is the character's honest gambling ability. The cheating ability is on the other. At the beginning of each round, each character decides if he will cheat or be honest by placing that side of the paper face up. The referee decides for non-player characters. Bets are placed, then the papers are revealed. Each gambler rolls D100. Anyone failing his roll loses that round, and is eliminated. Anyone passing his roll must roll again until one player is left; that player wins the pot.

Getting Caught

It's up to the players to decide what their characters will do if another character is caught cheating. In the case of non-player characters, I assign a probability value to a variety of options. For example, an old farmer playing would have a 30% chance of attacking anyone caught cheating. If he doesn't attack, he will continue playing, with the chance of attacking increasing by five percent. A mercenary, on the other hand, has only a 2% chance of not attack-

ing, and if he lands a hit in the first two melee rounds, he adds plus one to the damage because of his fury. If he doesn't attack, he leaves the game.

This system can be fitting into your campaign in a number of ways. I use it sometimes to give the characters a map, scroll or other item to start a new adventure. Gambling is also a way to let down-on-their-luck characters pick up a few extra gold pieces without fighting. Finally, gambling is a great way to give the players some safe rest and recreation between adventures.

Cormac's Saga

When Cormac was 23, he decided that gambling would be the quickest way to fame and fortune. At that time [see his Adventurer Sheet on page 13 of the rulebook], his power was 13, his intelligence was 14. The average is 14 (13.5 rounded up) which, multiplied by 4, equals 56.

Cormac's Saga

Later in life, during a particularly evil streak of luck, Cormac decides to cheat. Assuming that his Hide Item skill is 10%, his Lock Picking skill is 15% and his Pick Pockets skills is 35, his cheating ability is 76% (10 plus 15 plus 35 equals 60 which, divided by 3 equals 20%).

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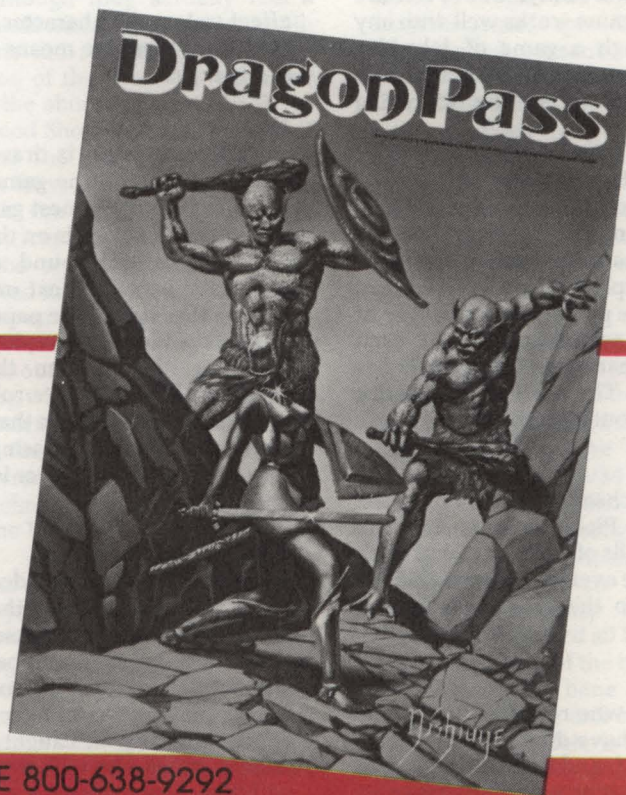
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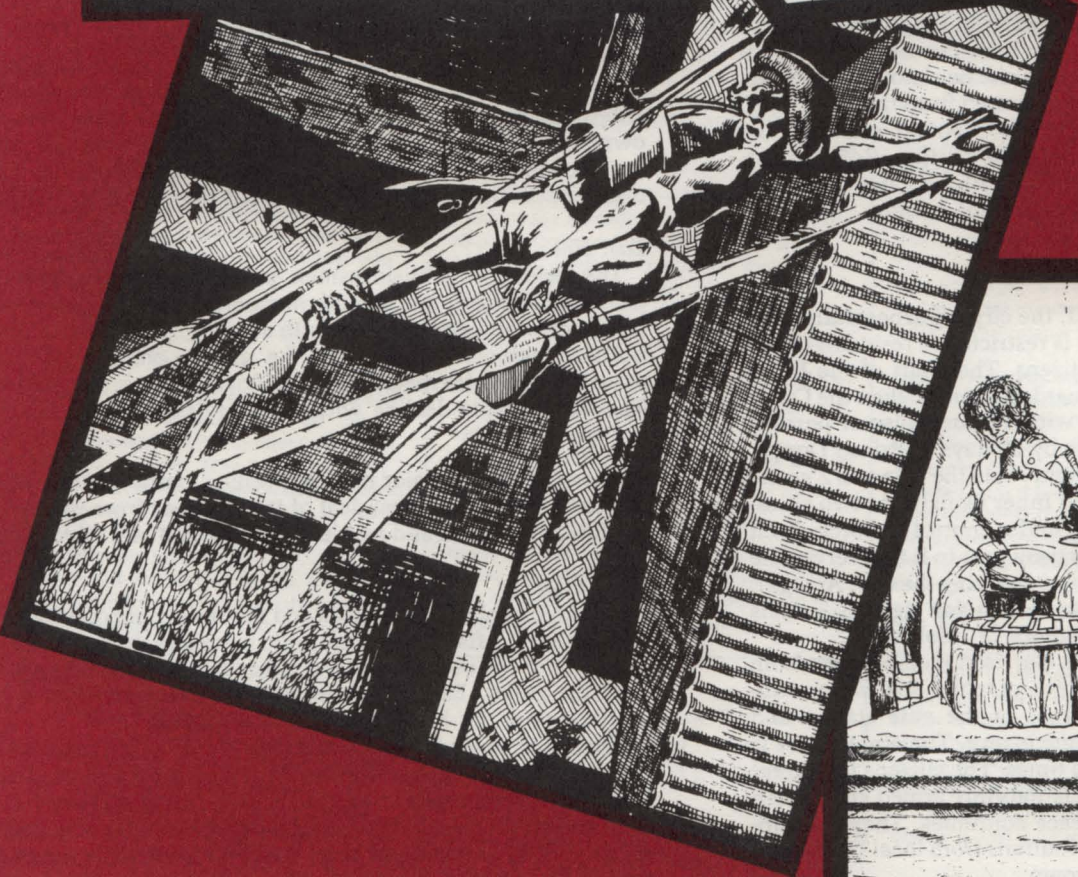
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The Royal City of Donara

By Richard L. Snider



The Royal City of Donara

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The following is a city set in the world of Powers & Perils. The country of Donara was first introduced in "Travels Through Donara" in Heroes #1. Now, Richard Snider takes us deeper with a description of the capital city. WEP.

The city of Donara was founded by Don II (897). It was built to serve as the royal city of the Donaran kings. Its initial inhabitants were the personal host of Don II, Salaqi slaves and those E'lici commoners compelled to move to the new city. Upon its completion in 910, it had become a thriving city with a population of more than 20,000 persons.

In the 200 years since its construction, the city's population has nearly doubled and it has taken a schizophrenic character. The Inner City is the dwelling of Donaran citizens and wealthy people. It is a beautifully designed, placid area catering exclusively to the elite. Donara's Outer City is, in the words of a Caldan merchant: "a festering boil on the face of a land that is unfit for human occupation." In most places, its citizens face a day-to-day struggle to survive. Living conditions are miserable and disease, crime and hostility towards the wealthy are almost endemic.

This article will detail the major areas, places of interest, and important citizens of this city of contrasts. Due to space considerations, only the most general details about the city are included.

STATISTICS

The city's population is 36,000, of which 12,000 reside in the Inner City and the rest in the Outer. The outer limit of the city is its outer wall. The dividing line between the Inner City and the Outer City is the Inner Wall, which can only be passed through by way of its bastions (unless one has knowledge of the sewers). The palace compound is separated from the Inner City by its own walls and bastion. This compound can only be reached from the Outer City through the bastion. Residents of the Inner City can enter through its southern gatehouse, and postern gates in the east and west, middle towers.

CURRENT POLICY

Under the current ruler, Don XII, the city is purposefully kept divided. Access to the Inner City is restricted to residents of the Outer City and non-Donaran citizens. The walls of the Inner City and the Palace are heavily guarded, more so than the Outer Wall. Entry into the Inner City without due cause or permission of the garrison is punishable by 30 days in Prison Donya. The minimum penalty for forced entry into the palace is 2 years.

Functionally, Outer Donara and Inner Donara are two cities. Outer Donara is a poor area kept under control by force. Each neighborhood has at least one garrison post in it that serves the soldiers who patrol (in four-man units) during the day. At night, the guards stay in their barracks except for eight-man raids launched against places on the advice of informants.

Inner Donara is much different. Garrison members are from the royal guard and patrol singly (except in the Boil, where two-man patrols are common). Because of the elite station and general wealth of the people, crime is rare. The atmosphere is placid, genteel and civilized at all times. The citizens take great pride in this. Neighborhood associations hire armed guardsmen to ensure that this climate of peace continues. They are supported by wealthy citizens, contributions from local businesses and a small stipend from the crown.

WEAPON LAWS

Due to the tense situation, Don XII's New Year Edict of 1098 banned the possession and use of "heavy weapons" by any citizen within the walls of the city. This means that no person may enter Donara wearing, or carrying in an accessible position, any weapons that has a WSB of 1 or more. Those who do so are ordered to give up the weapon until they leave the city. They are given a receipt to redeem it when they leave. A refusal is punishable by 90 days in Prison Donya plus any criminal sentence resulting from using that weapon.

NOTE: This law is obligatory on persons with a station of 3 or less. Persons with a higher station are expected to voluntarily abide by it but cannot be compelled to do so. Refusal is reported to the Royal Guard. In determining station, barbarian station has no value, and a non-Donaran station is considered to be one less than it is. Therefore, a barbarian warchief must surrender his battle axe, as would a Caldan with a station of 4.

The common weapons in Donara are swords, daggers and light weapons. Missile weapons, shields, and heavy (AV2+) armor are frowned upon by the garrison. Those that wear or carry them will be suspected and possibly harassed.

THE CITY NEIGHBORHOODS

The sections that follow detail the neighborhoods of the Inner and Outer City in alphabetical order.

Inner City Neighborhoods

The Boil

The Boil is the only "poor" district within the walls of the Inner City. The residents are tradesmen, servants of the wealthy, entertainers and artisans. The majority of the residences are owned and rented from Mavinus Arda. He also owns Spinner's Bar, a common inn serving as his land office. The manager (his nephew) is landlord to more than half the people in the Boil.

East Hill

The residents are businessmen, people working in the Royal Diamond as functionaries and members of the city garrison. It is a quiet, well-patrolled area with a strong, professional neighborhood association. Most of the guards employed by the association are also members of the Royal Army or the garrison. They are used to dealing with unsavory people.

East Market

One of the city's major markets, selling clothing, food, drink and luxury items. A great deal of trade comes from patrons of the Royal Diamond and residents of East Hill and Silver Lane.

Guild Court

This area contains guild halls and the residences of important artisans and craftsmen who are guild members. It does not have the unity of the other areas, but is heavily patrolled by guards from the guilds. Each guild has its own guard, but the neighborhood does not have an overall association.

The major guilds in Guild Court are the jewelers, carpenters, glassworkers and the armorers. They dominate the neighborhood and together own more than 80% of North Market. Of the four, the armorers are the most powerful; their Guildmaster is an old, venal and corrupt man who has dealt with unsavory people like Urzal Kesh and Shaikair the Vendor.

North Market

The lion's share of the market is controlled by the guilds, and contains jewelry shops, armorer's forges, glass sellers and carpentry shops. Other fine trades are also represented, including a few artists, stoneworkers and vintners. No food, animals, or crude goods are available. It is patrolled by the guards of the Guild Court district.

Silver Lane

The Silver Lane district, east and south of the palace, is occupied by wealthy commoners, military officers, government officials and other citizens of this nature. It is a residential area for the middle to low-level elite. Its association is controlled by General Jobar Nels, commander of the Royal Foot Guard and Baronet of Nelsara (located 30 miles to the west). Its guards are seldom seen, but they can appear in force and are well-organized when needed. Through Nels, Silver Lane hires an elite company of the Foot Guard to watch their neighborhood. This is known in the city, and few choose to risk facing the guardsmen of Silver Lane.

Stadara

The area around the Royal Diamond. The residents are all gladiators, employees, and owners of this monumental coliseum. Day-to-day life revolves around the Diamond. On event days (Monday, Thursday and Saturday), Stadara is crawling with people from the Inner City. Herein lies the wealth of the district. NOTE: The principal owners of the Royal Diamond are the royal family of Donara (60%), Mavinus Arda (10%), Duke Salin of Pelara (3%), the Count of Mordara (2%), its manager Krisan Toba (1%) and ten other investors (14%).

Temple Hill

This area is exclusively devoted to the approved religion of Donara. It contains temples, nunneries and monasteries. The major edifice is the temple of Ashur (God of Storms, Lord of War) who is Donara's major god. Other temples are devoted to Enki, Inanna, Vahagn and other lawful gods. At the apex of the hill, in a large courtyard surrounded by the temples, is a large statue of Ashur that looks out to the south. NOTE: The leaders of the faith are powerful. Unlike other cities, they have complete royal authority to try crimes of heresy in their courts. This supersedes the city's justice system and is beyond the purview of the King. This power is allowed them because the King is a devoutly religious follower of Ashur, and the High Priest of Ashur is a persuasive and charismatic man.

Victoria

The residents represent the noble elite of the nation. Most of the major noble houses have manors in this area. It is also home to Donara's major military leaders, wealthiest merchants, and famous artisans. It is heavily-patrolled by an elite, active, and well-paid association composed of some of the western world's finest mercenaries.

The most famous resident is Mavinus Arda, an old man who has risen to become the richest man in Donara. His personal wealth exceeds the King, Duke Salin of Pelara, and other noblemen. As a commoner, he is looked down on by his noble neighbors, but his wealth gives him his status and position.

West Market

This market contains a little bit of everything. It is owned by Mavinus Arda, who rents space to any merchant whose craft is not already represented. Rent is high, but each merchant has a monopoly on the goods of his trade. Customers must deal with him or be forced to look in another market. The market is patrolled and regulated by seven skilled mercenaries. Each is a highly respected and deadly fighter with total loyalty to Mavinus Arda (they are paid ten times the standard rate for a mercenary).

Xalania

This neighborhood got its name from Prince Xalan of Xalanara,

the leader of a famous charge that shattered the flank of a Salaqi army and won the day for the Donarans in 986. Most of its residents are husbandmen, hostlers and merchants dealing in animal or travel-related goods. Others who live here are government officials, members of the Royal Horse Guard and private citizens who have a liking for horses and other animals.

Outer City Neighborhoods

Arrowshot

Arrowshot is a poor district outside of Prison Donya. The majority are poor Donarans and people employed by the prison. It is one of the quietest neighborhoods in the city, and one of the most hated. Its citizens keep to themselves and avoid going into the more dangerous areas of the Outer City.

Crossroads

A non-descript area full of private residences, mostly owned by simple peasants, laborers and caravan guards. As there is little wealth, and its citizens are not exceptionally hostile, it is one of the safest neighborhoods in the outer City. Problems do come in from Rabbit's Run and the Salaqna Quarter.

Craft Street

The residents of Craft Street are skilled and semi-skilled artisans and laborers. A large number of potters, cobblers and other tradesmen live here. It is also the home of wagering parlors, criminal activity, and smuggling. Beneath the veneer of a respectable, impoverished peasant district, Craft Street is an active place where anything can be had for the right price.

Filmark

The Filmark district is the residence of laborers and other unskilled workers. Though not the most dangerous part of the city, it is a rowdy neighborhood where disputes are solved violently (more because of their environment than innate evil or criminality). They tend to be honest, hard-working people who are prone to commit acts of violence when pressed.

Forgotten Valley

This area is inhabited by the destitute; people with no source of income who cannot or will not work. It is the filthiest part of Donara, abounding with beggars, cutpurses and other disreputable characters. A rich man entering this area unarmed or without a guard would be exceptionally foolhardy.

On the other hand, since both legitimate and illegitimate authorities shun it, Forgotten Valley is a good place to hide no matter who might be looking. This is easily done if you can make a deal with Marla Bol, "the Queen of Forgotten Valley."

Golden Triangle

The wealthiest men in the Outer City live in this small triangle of buildings. They employ a large band of thugs and enforcers to protect their dwellings. These guardsmen operate mostly at night because they do not have the support of the crown. Any known thief or disreputable foreigner that they chance upon is beaten severely. Anyone caught performing a criminal act is killed. They are a sadistic group operating as hired vigilantes. Most of them are residents of the Pesthole and Palisar.

Maulton

The people of Maulton are soldiers, laborers, construction workers, and blacksmiths. They are a sullen, burly lot who don't take anything from anyone. Except for occasional brawls and violent occurrences, Maulton is a respectable neighborhood that has no time for its more disreputable neighbors. For a known thief or other felon to start trouble can be quite fatal. Morar the Smith is called upon for help when trouble comes.

Palisar

Palisar is a mercenary, active and dangerous place. Most of its citizens are people whose goal in life is to make enough money to move into the Inner City. They are quite willing to do any-

thing to achieve this goal.

The residents cover a much wider spectrum of skills than what is found in other areas, except for the Salaqona quarter. But whatever skill they have, most are untrustworthy and dangerous towards anyone they do not support or fear.

Pesthole

A descriptive name; almost without exception, the residents are criminals who owe allegiance to the Thieves Guild, Urzal Kesh, or some other group. Most live through cunning or force as con-men, thugs, thieves or smugglers. For the unwary, Pesthole can be an ultimate and final adventure.

Rabbit's Run

This narrow stretch is the personal "fief" of the most wanted felon in Donara: a thief known only as "the Rabbit." No one has seen the Rabbit, yet his gang operates here and owes their allegiance to him. They know him as a sinister voice from the shadows, or a hooded figure who sits in darkness. Anyone learning more about him is marked for murder.

The citizens of the Run have the characteristics of both Craft Street and Crossroads. They are peasants, laborers, artisans and avowed criminals. A great majority of them are hostile towards the wealthy, and consider the Rabbit to be a hero who valiantly opposes the wealthy for the good of the poor.

NOTE: The Rabbit reinforces this story. After each job, some peasant finds a skinned rabbit and a small sack of copper coins on his doorstep. The reward offered by the Kingdom for his capture is 50GC. It should not be easily done. (There is also the spreading belief that the Rabbit is not a man, but an angel sent to teach the wealthy humility.)

Salaqona Quarter

This is the most clannish neighborhood in the Outer City. Its citizens are descendants of the Salaqi prisoners and slaves that were brought here in chains. No man of Donaran blood can walk this quarter safely at night. The people are a hostile, sullen and vicious lot with a hearty hatred of their conquerors.

On the Donaran side, the official government opinion of the Salaqi is that they are rebellious, stupid and lazy creatures who are not, and never will be, as worthy as their Donaran masters. The lords of the city, with few exceptions (notably the current Crown Prince), consider this quarter to be a "reservation" where the Salaqi can be contained when their labor is not required for a demeaning or unsavory task.

Most of the quarter's occupants are laborers for the Donarans. All have experience in dealing with the criminal element and support the growth of the Sea Star Society; a Salaqi secret society dedicated to overthrowing the Donarans and becoming independent.

Shaded Valley

These are innocuous, poor and desperate peasants; unskilled workers and laborers who seldom find employment. Those who do find steady work eventually move to Filmark.

Life in Shaded Valley is made difficult by two groups. The local group is "the Holy Society of Dark Vengeance." It is a chaos-oriented, orgiastic religious cult working for the overthrow of the government and destruction of the lawful temples. Their base of operations is the Twisted Shade, the owner of which is the Grand Master of the order. The order sacrifices local citizens to the dark gods as part of their rites.

The other organization terrorizing Shaded Valley is the Thieves Guild based in the Warren. Its thugs regularly move through the streets exacting tribute from its citizens.

Silken Ribbon

The Silken Ribbon is primarily noted for the entertainment a young man can find in its streets. A large number of its citizens are craftsmen, clothworkers and artisans. Entrepreneurs in the Ribbon regularly associate with and pay the Thieves Guild for protection.

South Market

A sprawling open market where all goods are poor and overpriced. This is the only large market in the Outer City. Its merchants have a death grip on the needs of the city's poor. Most of the merchants charge at least three times what an item is worth, and will take every brass bit that they can get.

As in most markets, prices are negotiable. The merchants start at triple the normal cost but can be talked down, after great complaints about the cruelty of the bargainer, to 1.5 or 2 times the item's value.

The Warren

This is the most wide-open, uncontrolled and dangerous area of the city. It is a maze of twisting alleys and narrow streets. It is controlled by the Thieves Guild. Its citizens are peasants, laborers, common artisans and criminals.

PLACES OF NOTE IN ROYAL DONARA

Now that you are familiar with the basic environment of the city, the section that follows detail important places that should be featured in any adventures conducted in Donara. They will be listed in the same manner used to detail the neighborhoods.

Inner City

Manor Arda

The home and base of operations of Mavinus Arda is a large four-story manor house located at the end of Gold Street. The house proper is surrounded by a garden that is planted with flowers, grass and shade trees. The garden is surrounded by a ten-foot high, stone wall with watch towers in each corner. The normal residents of the manor are the Arda family (Mavinus, his wife, two sons and a daughter), 13 servants and 10 armed guards. Four large dogs also roam the grounds. They are Mavinus' pets: double-size Dog III's trained to obey his orders.

The Palace Compound

The palace walls divide the compound into two sections. The small section contains official government buildings and a large barracks used by the Foot Guard. The large section contains the Royal Palace (the largest building in Donara at 400' x 250' feet) and two large barracks buildings used by the Horse Guards, elements of the Foot Guard, and other Royal Army units.

The Royal Diamond

The original coliseum was a joint venture constructed in 1002 by Mord III, Count of Mordara, and Don IV, King of Donara. Since Mord X took over, Mordara's share in the Diamond has decreased from its initial 40% to the present 2%. The Diamond is used to hold bi-yearly gladiatorial contests staged by the royal family. There is also thrice-weekly afternoon battles featuring single combat, small melees and Donla competitions. It is a favorite place of the Donaran elite.

NOTE: Donla is the national game of Donara. It is a cavalry competition between two 12-man teams. One team starts at each end of the field protecting a distinctive flag. Each team must attempt to take the enemy flag without losing their own. Neither team can move their own flag. If they recapture it, they must take it back to the scone it is set in.

Donla is a blood sport. Contestants provide their own equipment: any weapons are allowed but lances, missile weapons or shields. Any man may strike any other man, any horse used to strike any horse or man. Any man who strikes a horse is removed from the game and fined the cost of that animal if it should die. If a man's horse falls, he may continue to fight on foot if he chooses to do so. It is also legal, if he can do it, for him to take a horse from an enemy rider. He may not ride double with a teammate or take a teammate's horse.)

In most Donla games, the winning team wins the arms and mounts of the losing team. It is an expensive game engendering vociferous wagering and causing violence among the audience.

A great Donla player is almost a hero.

The Silver Shackle (Silver Lane)

The Silver Shackle is a manor house owned by Lorma the Easterner, a refugee from far L'p'nth. It is also a market dealing in only the finest quality slaves, drugs and luxury merchandise. Most Donarans consider the Silver Shackle a disreputable and almost criminal business, but it is popular with the nobility. NOTE: Lorma the Easterner is the known owner, but it is actually owned by a three-member cartel: Zeirina Mavor, Shaikeir the Vendor and Urzal Kesh. Lorma is their employee and a front.

Spinner's Bar (The Boil)

Spinner's Bar is owned by Mavinius Arda and managed by his nephew, Mal Jargas. Besides being a common tavern, it is Arda's land office for building rentals and rent collection. Mal is the major landlord in the Boil. The staff consists of Mal, his wife, three bartenders, seven serving wenches, two cooks, and eight bouncers who also serve as collection agents when rent is past due.

NOTE: Mal is totally dedicated to his wife, a Peska addict who, secretly, has had drug dealings with Lorma the Easterner.

Victory Park

This park was founded in 999 to celebrate Donara's final victory over Salaq. The area contains grass, flowers, shrubs, trees and monuments to the soldiers who served in the Salaqi wars. To the Donarans, it is a holy place and a symbol of their greatness. The Salaqi have a much different attitude about it. A few of them have been executed for attempting to vandalize the monuments.

The Outer City

Boran's Market (Salaqona Quarter)

This food market is run by Boran of Salaqara and his three sons. It sells food and drink, and its prices to Salaqi are reasonable on the high side. The prices that are charged to all others, especially Donarans are exorbitant: 2BB per food point for Salaqi, 6BB for all others.

The food store is a front for selling contraband weapons to Salaqi criminals and revolutionaries. Boran is a leading member of the Sea Star Society and a major source of information for them.

Filmark Hostel

A two-story building with rooms for rent, its only business is to provide a home for travellers and citizens. It is a safe haven and has a manager, three maids and three guards. A full-time resident is Morar the Smith, who lives here in exchange for periodic ironwork, minor repair jobs, and acting as bouncer.

Gaoler's Retreat (Arrowshot)

A tavern often frequented by the guards at Prison Donya, it is a cheap inn that provides common fare and cheap beverages only. It is a place where the prison workers talk easily about their work (a prime source of information for criminals).

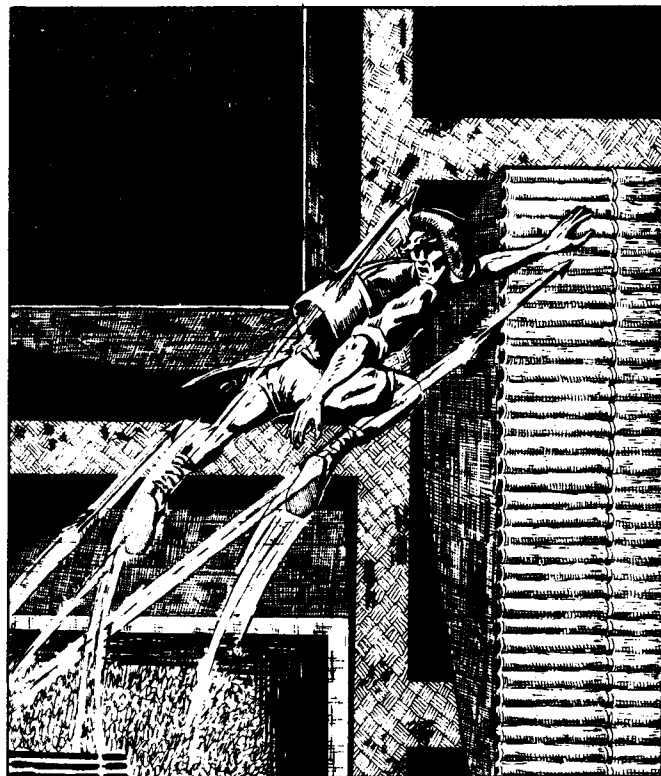
The staff consists of the manager, a bartender, three wenches and two bouncers. It is owned and managed by Girt Lian and makes very little profit. All prices are one-half those listed for a poor inn.

Manor Urzal (Pesthole)

The home of Urzal Kesh, the largest moneylender in Donara. The manor is an old building with three stories, and inhabited by Urzal, his mistress, four servants and twelve guards. It is his base of operations, his treasury, and where the Silver Shackle Cartel meets.

Manor Zeirina (The Warren)

The home of Zeirina Mavor, master of Donara's thieves guild. It is a two-story building with secret exits leading to the sewers,



the city wall, and the Rathole. No illegal business is carried out in Manor Zeirina. All records and guild meeting take place at the Rathole. The occupants consist of Zeirina, her husband (a Donaran trader unaware of Zeirina's occupation), two maids and two guards.

Marla's Tavern (Forgotten Valley)

A poor tavern in the heart of the valley, it serves as her home, a headquarters for her band of thugs, and the focus of her control over Forgotten Valley. Marla is called the Queen of Forgotten Valley. She protects and controls most of the beggars, cutpurses and other disreputable people living here. Nothing happens in the valley that she does not soon become aware of.

The Misty Goblet (Arrowshot)

The clientele are friends and associates of people about to enter or be released from Prison Donya. It does a brisk business on execution days, also. Its owner is a cantankerous man who spent 10 years in the prison. He hates jailers and does his best to help people who have imprisoned relatives. The inn never closes, and its owner works from 4 in the afternoon until midnight. The other staff are two managers, four wenches, and one bouncer. NOTE: The owner is Filian Barca, 42-years-old. As a wild youth of 14, he threw a tomato at a passing noble and was caught. It turned out to be the Crown Prince (now Don XII), and Filian went in for life. He was freed after 10 years and set up in business by the present warden, Girt Lian. The warden faked Filian's death, and smuggled him out.

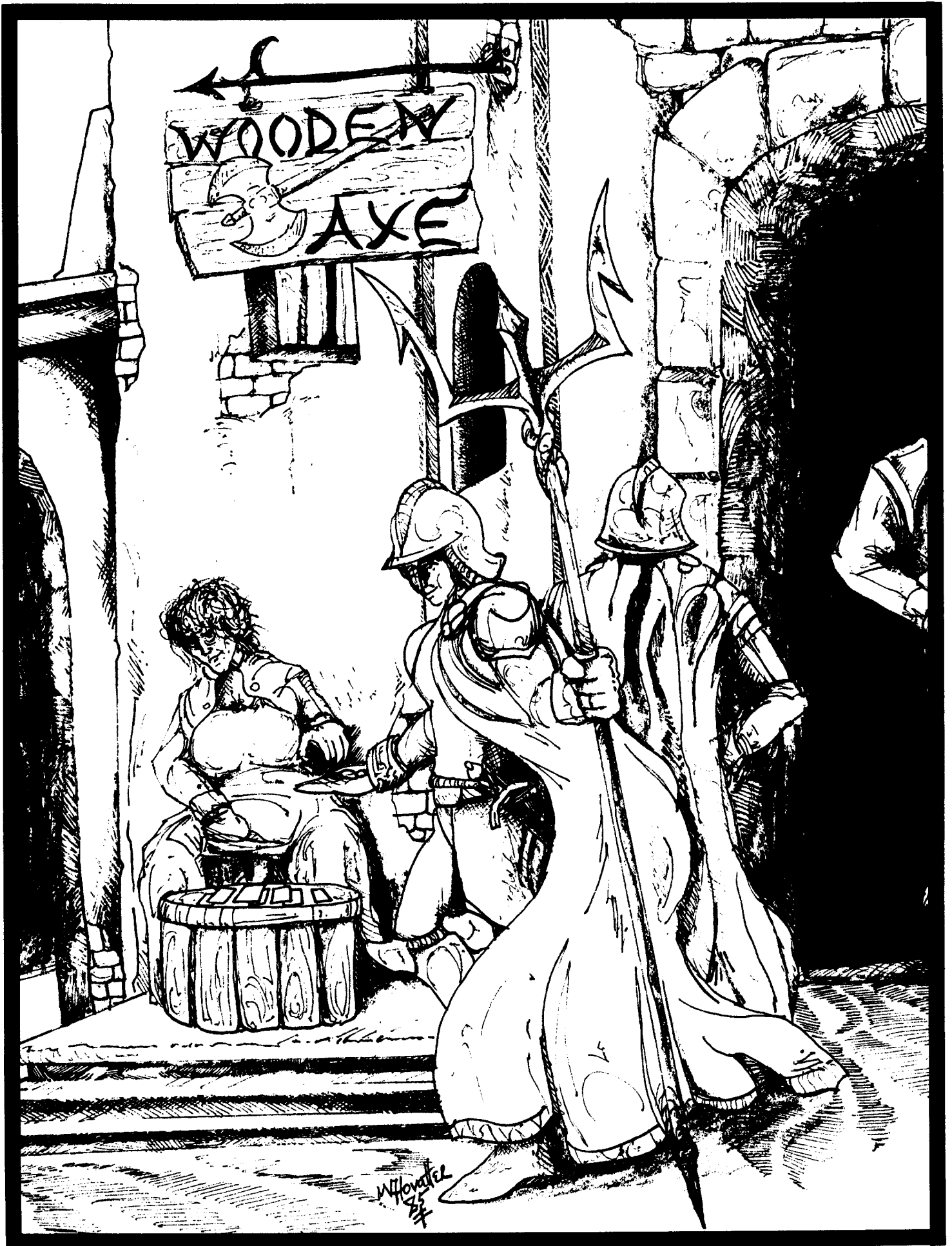
Prison Donya

This walled area contains the main building and two barracks. The prison is a three-story stone structure barely fit for human habitation. It is used to contain criminals whose crimes are serious enough to keep incarcerated, but not serious enough to have them sent to Fortress Mordara.

NOTE: If the king is especially cruel, some felons are kept here so that his majesty can see to their punishment personally.

The Rathole (The Warren)

A large one-story tavern whose basement serves as the headquarters for the Thieves Guild. It is staffed by a manager, two bartenders, twelve wenches and four bouncers. Also, 3d6 guild members are present.



All of the guild's secret business takes place in two basement levels below the tavern. Only common members are ever seen in the tavern proper. The Guildmaster (Zeirina Mavor) is never found anywhere except her Audience Hall.

Roman's Emporium (Craft Street)

Roman's Emporium, in the front salon at least, deals in art, fine statuary and other objects of artistic value. Roman is personally renowned as being one of Donara's finest artists. He is also an unscrupulous man with a great love of gambling and danger. His emporium is a front for a large gambling den and a major center of smuggling activity in Donara. He often deals with Zeirina Mavor, refuses to have anything to do with Urzal Kesh, and is hated by as many criminals as he has dealings with.

The Emporium is a two-story building staffed by Roman and four clerks. The clerks are competent fighters with a minimal knowledge of art. Everyone lives on the second floor.

The Shattered Sword (Salaqona)

The Shattered Sword is a private club open only to people of Salaqi descent. Officially, it is a benevolent society that works to improve Salaqi/Donaran relations, and is tolerated by the crown. Actually, it is the base of a gang that rules the Salaqona quarter and an important meeting place for members of the Sea Star Society.

The sword is a weather-beaten, three-story building that, from the outside, appears to be in terrible condition. It is staffed by a manager (Boran of Salaqara's cousin), two bartenders, four servants, and nine "accountants" who double as armed guards.

Shaikeir's Emporium (Palisar)

A two-story structure standing on Palisar's main street, it provides fine clothing and luxury goods. Behind this respectable front, it provides any service or goods at a substantial price. Shaikeir is a Rogizini who provides quality at the highest he can get. He is also a source of information who has crossed swords of the Thieves Guild on more than one occasion. This makes the cartel somewhat unstable as Zeirina and Shaikeir despise each other. The emporium is staffed by Shaikeir, three clerks and twelve guards.

Silken Bow (Silken Ribbon)

The Silken Bow is the largest, most expensive brothel in Donara. It is a three-story building staffed by its owner, two managers, twenty hostesses and eight armed guards. The average cost of a night's lodging is four gold coins, not including food or beverages.

The Twisted Shade (Shaded Valley)

The Twisted Shade is owned by Marcus Kelvin, a noted scholar whose past history is unknown in Donara. The Shade is a one-story structure dealing in books and antique artifacts. Its basement is headquarters for a chaotic secret society dedicated to overthrowing Donara. This society has close ties to many important people, including Duke Salin of Pelara, and may even have contacts with Clima and other chaotic nations.

The Wooden Axe (Rabbit's Run)

The Wooden Axe is a small, one-room tavern that is commonly known as the Rabbit's Hole in this area. It is owned and operated by the 15 thugs who are in his gang. At any time, 2d6 of them will be here. There is also a 10% chance that the Rabbit will be here, wearing a professional disguise and unknown to anyone. NOTE: The Rabbit's most common disguises are an old man, a crippled soldier, a crusty old trader with one eye, and a crotchety old hag selling fortunes and charms. All are citizens often seen in the Run, and no one knows that they are one and the same person.

Boran of Salaqara (72", 200 lbs., 45 years)

Boran is the representative of the Sea Star Society in Donara. He has lived his life as a peasant trader, dealing in food-stuffs and wool. Behind this facade, he has been a thief, assassin and mercenary. He is descended from the Salaqi counts who ruled this area before the Donarans. His goal is to destroy Donara's control of the region as part of a general rebellion based in Salaqara. Doing so will regain him his family lands and make him the Duke of Donara. He is aided by his three sons, ages 22, 19 and 15. The Donaran chapter has 23 active members.

Girt Lian (69", 153 lbs., 57 years)

Girt is the fourth son of the Baron of Lianara in southwest Donara. From the age of 15, until he retired at 40, he served in the Royal Horse Guard, rising to the rank of Colonel. From his deathbed, Don XI gave him a life appointment as warden of Prison Donya. He has held that post ever since.

Girt has an unusual attitude towards his men and the prisoners. He handles his men roughly and is a strict disciplinarian, but he also eases their lot on the sly, aiding them financially through what he calls windfalls of unbelievable good fortune, and providing them with the Gaoler's Retreat for relaxation. Girt personally reviews all details about each prisoner's case. If he believes that a prisoner is innocent, or his sentence was too harsh for the crime, the felon is cared for. If he decides that the punishment is just, or the too good for him, Girt is a cruel and vicious taskmaster.

Girt is independently wealthy, strong-willed and just a little bit senile. Because of Don's boon, he cannot be removed until he dies or resigns.

Horsch Roman (65", 130 lbs., 32 years)

Horsch is the son of a Donaran sergeant serving in the Xian garrison. His early life was spent in the company of soldiers moving from one Donaran fort to another. In this way, he acquired weapon knowledge and a taste for gambling.

Horsch is a talented artist. He was disowned by his father for the triple crime of refusing to enter the army, becoming an artist, and running up a 13GC gambling debt. Since then, he has become a famous artist and a notorious figure in the Donaran underworld. He is a talented, conniving and intelligent compulsive gambler.

Jobar Nels (74", 220 lbs., 38 years)

Jobar is the Baronet of Nelsara and the Commander of the Royal Foot Guard. His life-long friendship with Don XII has made him a wealthy and prosperous man. He is known as a cruel, ambitious and greedy man. His personal goal is to use his imperial connections to improve his status, become Grand Marshal of the Donaran Army, and challenge a personal enemy, Duke Salin of Pelara, for the title of Donara's richest noble. He operates in Silver Lane, selling his unit's services for a great profit, and is among the most corruptible of Donara's senior officers.

Lorma the Easterner (70", 290 lbs., 44 years)

Lorma was born in L'p'nth, where he was a noted thief and brigand. But, he ran afoul of the Priestess of S'p'h'nth after he stole treasures from her bedchamber, and fled the nation. After years of adventure, he settled in Donara, and made the acquaintanceship of Urzal Kesh. Together, they founded the Silver Shackle in 1092 by pretending noble station and exhibiting obvious wealth. He is still supported by Urzal Kesh, Zeirina Mavor and Shaikeir the Vendor, and, because he knows that Lorma is a criminal, pays blackmail to Jobar Nels.

He is a devout hedonist, epicurean and scholar with very little interest in physical activity. He is also a pragmatist, serving the owners of the Shackle because it is the easiest thing to do.

Marcus Kelvin (66", 159 lbs., 37 years)

Unknown to the citizens, Marcus is the Grandmaster of the Holy Order of Dark Vengeance, and an agent in the employ of

NOTEWORTHY CITIZENS

The final section details some major characters in Donara.

Clima. He is a devious, deadly and educated man whose main concern is acquiring power. He plays the part of an ineffectual scholar. In fact, he is a talented wizard (MEL 9/EL 4 for all spells) who enjoys laying evil curses and banes on his enemies.

Marla Bol (63", 101 lbs, 49 years)

Marla came to the Forgotten Valley 25 years ago to escape the lusty advances of a Donaran Count. She has since risen through guile, wealth and deadliness to mastery over the entire valley. Her total amorality in questions of personal survival, her wealth and her connections with the Assassins of Donara make her a dangerous enemy.

NOTE: Marla is secretly married to the head of Donara's Assassins Guild, the furrier Shandor aChan.

Mavinus Arda (73", 190 lbs., 53 years)

Mavinus was the son of a peasant miner in western Donara. In his early teens, he discovered a major deposit of gold and managed to convince the local nobility (the Garan family) to buy the knowledge from him with money rather than force. This stroke of luck began a career that has led him to the pinnacle of wealth and power.

Mavinus's holdings are concentrated in real estate, foreign trade and jewels. His business is totally legitimate in his eyes, though it is aimed at fostering the most gain for the least cost. He is a pragmatic, intelligent and calculating man whose greatest desire is to be accepted by Donara's ruling elite. (Most of the peers view him as a Garanese serf who happens to have acquired wealth due to the unreasonable generosity of that family. They only associate with him when they have need of monetary support that they do not care to find elsewhere.)

Morar the Smith (79", 253 lbs., 31 years)

Morar is a veteran soldier who lost his left arm and eye in battle. He is a blacksmith, aided by his 9-year-old son. He is very skilled with a hammer, in forging and fighting.

Morar is known in Maulton for his fairness, gruff manners and violent temper. They respect these qualities and like Morar. None will cross him for any reason, and believe him to be the strongest man in the world. He has a +4 SB with a Strength of at least 80).

Old Ghirand (61", 122 lbs., 69 years)

Ghirand is a beggar and herb seller in the Crossroad streets. He has a reputation as a healer and is thought to be a great wizard by the peasants. Both of Ghirand's legs are paralyzed; he moves on a wheeled platform, pushing himself along with his hands. He is an exceptional healer (EL 12), a master herbalist (EL 80) and has no talent in magic.

Ghirand is a cunning old man. He is one of the most respected citizens in Crossroads. An attack on him will invite immediate retaliation. The last thief was beaten to death before the guard could arrive to save him.

The Rabbit (72", 173 lbs., 30 years)

The Rabbit is the most mysterious figure in Donara. For the past 13 years, he has stolen from more than 50 wealthy households, including the Royal Palace. As a free-lance thief, he is hunted by the legal authorities and the Thieves Guild.

The Rabbit's greatest strength is that no one knows who he is. None of his associates have seen his face or know any other name. He is a supremely competent thief (EL 80), a master jeweler (EL 80) and a competent warrior (EL 11 Hand-to-hand, EL 13 throwing and fighting with daggers).

NOTE: The Rabbit's secret identity is Baron Marlan Peran, Sword Captain of Her Majesties Horse Guard. He is not suspected of leading the Rabbit's gang.

Shaikeir the Vendor (69", 207 lbs., 32 years)

Shaikeir is a businessman who was born in the Rogizini city of Acghiza. His parents were servants of Acghiza's Emir. He began his life training in the family tradition. When he was 16,

his father was framed for a theft from the Emir and killed, and his mother and he were forced to flee the empire.

Shaikeir found his way to Pelara, where he opened his first Emporium under his mother's direction. Initially successful, he ran afoul of Pelara's powerful Thieves Guild and was forced out of business to save his life and remaining fortune. He moved north and settled in the capital in 1091. Since then, he has developed strong connections and rebuilt his business. His mother remains his chief advisor and accountant. (She is 59, hard-bitten, and shrewish with a great deal of anger towards the world).

Except where it concerns his family, Shaikeir is an amoral man with no concern for others. He is dedicated to his mother and will do anything to protect her.

Shandor aChan (71", 185 lbs., 56 years)

Shandor aChan is the furrier to the elite. His shop is located in Donara's east market and has been a member of the Furrier's Guild for more than 35 years. His reputation as an upright and unassailable citizen is beyond reproach.

Beneath his facade, Shandor is the master of Donara's most powerful guild: the 40-member Assassins. They strive for total anonymity. They do not have a single secret meeting house, but 10-15 safe houses located around the city. They are known to each other by secret signals and a brand that all wear on the back of their left shoulder. No assassin knows more than two other assassins except for the ruling five.

Shandor is a brilliant man with a great organizational ability. His reign as Guildmaster, beginning in 1083, is responsible for the guild's power. He is the lynchpin holding it together.

NOTE: Shandor is out of condition as an assassin. He has not personally killed anyone for more than eight years. If he is attacked, treat him as an EL 8 assassin with at least EL 6 in any weapon that he uses. At his height, his EL was 13 and his minimum weapon EL was 9.

Urzal Kesh (62", 186 lbs., 42 years)

Urzal is a small rotund man who is Donara's most prosperous and unscrupulous moneylender. He employs a large group of thugs to serve his collection needs and provide him with other sources of income. His primary source of pleasure in life is money. Were he to be given all of the gold in the world, he would try to figure out how to get the silver, copper and brass. Greed is the single dominant facet of his personality.

Urzal will do anything to advance himself regardless of its effect on others. He is a cold, heartless moneylender totally unconcerned with morality or fairness.

Zeirina Mavor (65", 117 lbs., 29 years)

The leadership of Donara's Thieves Guild is, and has always been, hereditary. Zeirina took over after the death of her father three years ago. Under her, the guild has begun to expand its influence into Shaded Valley and other areas. Two years ago, one of her thieves robbed the Silver Shackle and discovered that Shaikeir the Vendor and Urzal Kesh were its owners. She used this information to make herself the third partner. Her goal for the guild is to triple its size before passing it on to her 7-year-old son.

Zeirina leads a dual life. Her husband is an itinerant trader who travels a great deal (20% chance he is home). He is completely honest and devoted to Zeirina, and would probably kill her if he found out.

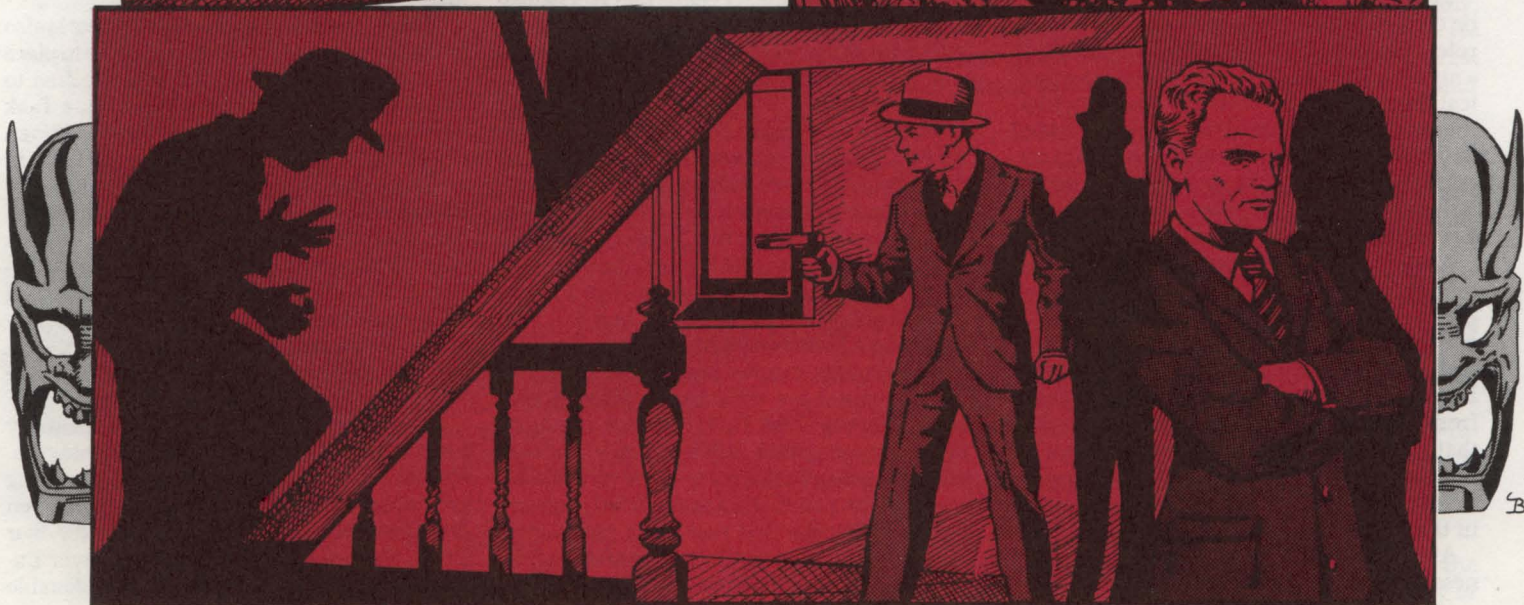
NOTE: Zeirina met her husband when she was working at the Silken Bow. He believes that he saved her from a life of degradation. She doesn't disabuse him of that notion. Zeirina worked at the Bow because her father thought it best that she learn the streets from the bottom. He had forced her to work as a beggar, street thief and con artist also.

The Horn of Roland



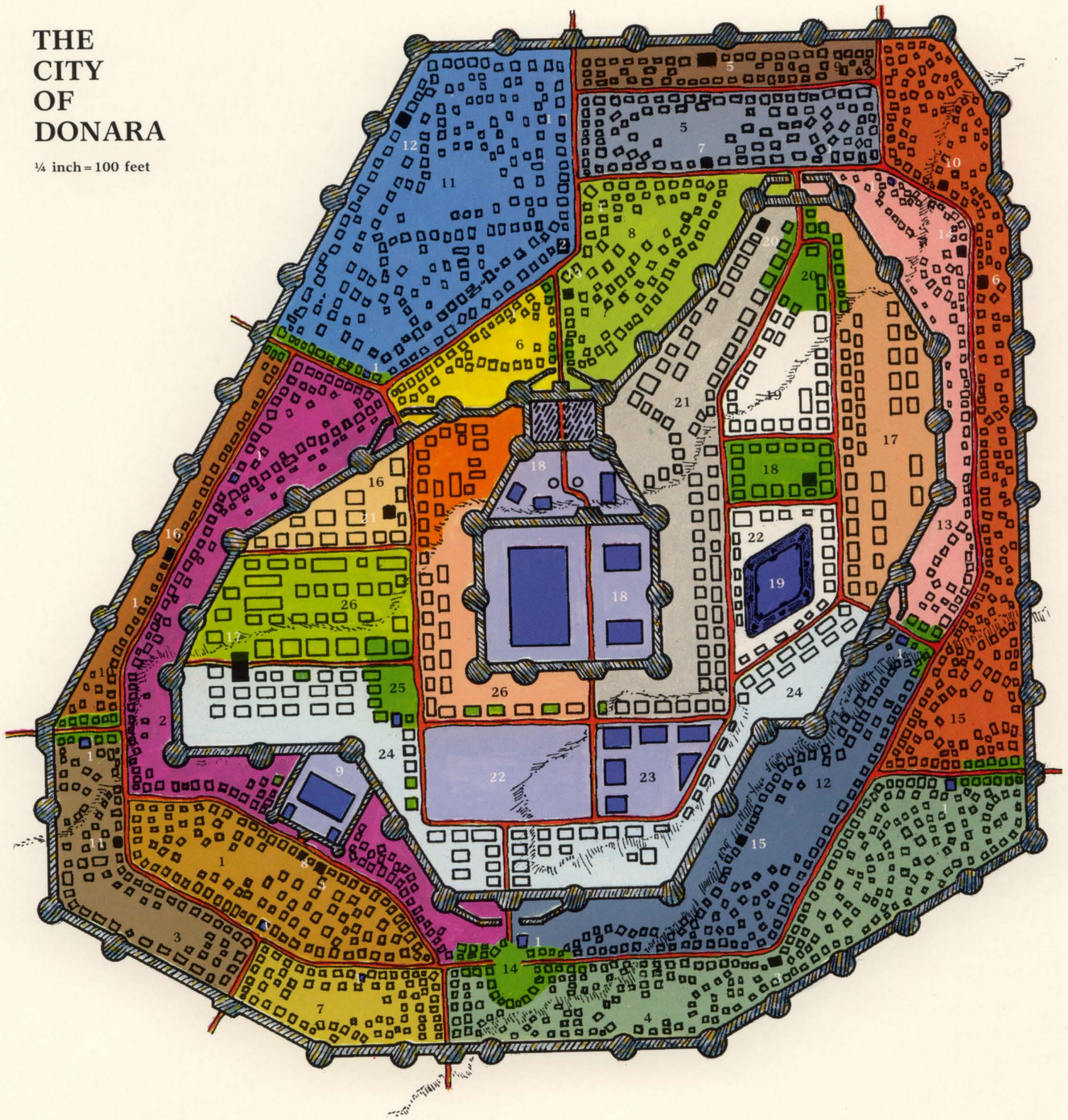
"THE FUN BEGAN at BristolCon, a gaming convention over in Massachussetts run by our friend Tom Morgan. First, there was the stranger in grey who followed us everywhere. Couldn't seem to shake him, but we couldn't catch him either. Then came millionaire John Manchester's death in his penthouse suite at 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 duelled 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



THE CITY OF DONARA

¼ inch = 100 feet



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Tactics and Strategy in Wizards

Fulfilling the Task of Tasks

By Thomas J. Mosbo

You have accepted the challenge of the Task of Tasks: to save the Enchanted Islands from the spreading grip of the Evil Spirit. Many obstacles lie in your path, from Demons and hidden traps to the competition of other seekers, and even Time itself. In order to overcome the difficulties expected and unexpected, there are principles of strategy which may be kept in mind to increase your chance of success. The following guidelines are the results of our own experience and intentions as the designers of *Wizards*.

Setup

The setup of *Wizards* is unique and important in that the way in which the Territory Tiles are placed have a major impact on the course and difficulty of the game.

One to eighteen tiles may be placed. The fewer the islands, the easier the game since travel time from island to island will be reduced, boats need not be sought out as often, and there is less chance of becoming stranded.

The placement of critical Territories can also have a major impact on the game, particularly the Dragon's Lair. If the Dragon's Lair is isolated, the game may be significantly slowed down. If it is close to the edge of the board on a separate island, or adjacent to Common Territories that will be taken over by Evil early in the game, then players may become stranded in the Lair, or force players sent to the Lair to take more time to return.

Also important is the placement of the Sacred Circle, since many Tasks involve visiting it, not to mention its vital importance in the endgame. Players in the Order of Druids must come to the Sacred Circle to advance, so its location is of intense interest to a potential Druid.

The placement of Hamdrel's Cottage must be considered carefully as well. Her central role in finding High Wizards and in finishing a number of Tasks makes her Territory of critical importance. As with the Dragon's Lair, the mazelike structure of her Territory, added to the fact that Random Encounters are impossible here, serves to isolate her. Further isolation increases the time necessary to reach her and increases the game's difficulty.

Aside from actual location of Territories, the way in which walls are used in the set-up can be important. The exterior walls of Hamdrel's Cottage and the Dragon's Lair, as well as the divisions created in Torwall and Longrift, can isolate some parts of the islands from others. Related to this is the knowledge that Common Territories are taken over by Evil first. Thus, the placement of Common Territories can isolate other Territories later in the game.

Another factor is the proximity or remoteness of Territories of the same type, especially

Elven since some Tasks require visiting several Elven Territories. If Territories of the same type are widely spread over the board, travel time increases.

The one other critical element in the setup is the availability of boats. Boats are placed next to Towns and Dwellings next to water hex. The number of boats available in the game can be drastically reduced (even to having none) by placing other Territories so as to cut off Towns from the water. The fewer boats available, the more difficult the game, and the more likely it is for players to become stranded.

Apart from the actual number of boats available, their initial locations can be important. If all boats are placed in one area of the board, players may become stranded on other islands early in the game, when they don't have the Spells to help them.

The presence of boats in lakes is also important, they cannot be move or added to. If there are a number of very small lakes containing boats, the boats become useless. Or if a very large lake exists with no boats in it, players will have to travel around the lake rather than going across it quickly.

These principles in setting up the *Wizards* board affect the difficulty level of the game for everyone. Keep this in mind whether you want a very challenging game which the Evil may win easily unless all players push themselves to their highest possible potential, or to have a quicker and easier game.

Advancing in the Orders

Once the islands have been set up, your goal is to gain points in order to rise as quickly as possible to the highest rank in one of the Magical Orders. Advancing to the fourth level makes the player eligible for the Task of Tasks: collecting the six Gems that will banish the evil. Therefore, the player able to advance to the fourth level first has a great advantage and is sometimes able to win the game soon thereafter.

But first you must find a Mentor: a High Wizard, Master Sorcerer, or Ruktal the Druid High Priest. Before making your first move, it is a good idea to see if you are located near a Sorcerer's Tower, the Sacred Circle, or Hamdrel's Cottage, and try to make your way to the nearest possible Mentor. Even if you choose afterward to change Orders, it is best to obtain a Mentor as soon as possible so that you may start gaining points.

Once you have obtained a Mentor and received your first Task, you are ready to build up your points. Since you may work on more than one Tasks, try to get several Tasks early in the game. This is especially appropriate during the first two Fortnights. Since players are transported at the end of these first two Fortnights, little can be done towards

completing Tasks at this time. Of course, the tactical situation may make it more advantageous to begin work immediately on your first Task, especially if the Task Markers are in a Common Territory which may be taken over quickly by Evil. In many cases, the first two Fortnights may be better used to collect several Tasks from Wizards, Sorcerers, Ruktal, Hamdrel, Common Folk, or Random Encounters.

One principle to keep in mind when seeking after Tasks is that early in the game, having quite a few Mandatory Tasks (those received from your Mentor) can be helpful, since they cannot be transferred to other players (as can other Tasks, often after you have already done much of the work for them). However, later on in the game, having too many Mandatory Tasks can be a problem, since they must all be completed before you can collect the all-important Sacred Gems.

After the first two Fortnights, the Common Territories will begin to be taken over by Evil. The Task Markers on Common Territories usually take first priority, or else they will be lost. This must be weighed against your location. They may be too far for you to reach before they are lost. Remember, however, that any other Markers associated with the Task will turn into Demons if the Task is lost. It is often the case that Demons will begin to appear on Ruktal, Hamdrel, Elven Dwellings, and other crucial spaces. All of this must be kept in mind in choosing the wisest course of action.

Also, once all Common Territories are gone, the Elven Territories will begin to fall to Evil, and so as the last few Common areas are taken over, pay attention to Tasks which involve Elven spaces, lest these Tasks also become lost.

Which Territories are likely to be lost is also an important factor in deciding where to place those Task Markers which you are free to place where you wish. For instance, a Task which goes to "ANY Common Town or Elven Dwelling" would usually be best to have in an Elven Dwelling, since the Common Territories are taken over by Evil the soonest. Or, if a Task calls for "ANY Common Woods space" it is usually not best to place it in a Territory which already has a number of Markers, unless you are very near that Territory (or unless you wish to deliberately sacrifice this Task in order to prevent a more important Territory from flipping).

Finishing Tasks serves as the primary source for obtaining points for players. However, other opportunities for gaining points also present themselves, through Elven Dwellings, Hamdrel, Shrineheart Abbey, Star Crest, Random Encounters, and Player Encounters. Yet these sources are unpredictable

and cannot be depended upon. Seek them out only if a handful of points are needed to advance to the next level, but to use them in place of Tasks is usually not as productive as doing the Tasks themselves.

There is one way to gain points: Demon Dispelling. Before a player has his Demon Dispelling Spell, landing on Demons is very dangerous and is not recommended unless unavoidable or if the space is extremely important (for instance, if landing there will complete a Task). But once the spell is available, it can be an effective way to gain points, particularly for Druid players who receive the spell earliest. Using the spell has its risks, since there is a one-sixth chance it will fail. The rewards of dispelling several demons can be lost by one spell failure. This is especially dangerous if the player is carrying a number of objects for Tasks; they can be lost.

Besides gaining points, other actions can affect a player's advancement to the top of the Order. One question is whether travelling on water or land will prove more fruitful. Travelling on water can be quicker but Random Encounters will be missed. If a player needs to meet a High Wizard to complete a Task or to advance, then a Random Encounter may help. The player may also receive other goodies through an encounter, but a Trap, Demon or other frustrating things may happen. You take your chances.

Another question is how soon should you advance. In general, it is more advantageous to advance as soon as possible because of the added Magical Spells. But circumstances may make it difficult for a player to advance right away once he has the required points, particularly if the player is far across the board from one of his Mentors. Druid players are especially susceptible to this, since they may only advance by meeting Ruktal. In such cases, or if a player needs only a few more points to advance to the next Rank, it may be more advantageous to wait until the player is able to advance both Ranks, then go advance, wait three days, and advance again.

Fighting the Evil

Even as players are questing for points and advancement, the Forces of Evil are present to frustrate their designs. They should not be ignored.

Most prominent of these frustrations is the Evil Attack at the end of each Fortnight. As Day 14 approaches, players need to anticipate the effects of the Evil Attack: which Territory will be taken over, which Tasks will become impossible and will be replaced by Demons, and from where the new Demons will come. Often which Territory is to be flipped will be obvious several days in advance by the number of Demons and Task Markers present, although sometimes at the last minute a player may receive a new Task, adding new Markers onto a different Territory and causing it to flip instead. If a player knows which Territory will be taken over, he should be careful not to be there when the Fortnight ends, lest he find himself in the Dragon's Lair (although you may want to do that intentionally if you have Task Markers for there).

Knowing which Task Markers are likely to be replaced by Demons is extremely important. Be aware of the progress other players are making on their own Tasks. For example, consider what happens if another player has a Task which must be picked up in a Common Territory and delivered to an Elven Dwelling. You have a number of Task Markers of your own in that dwelling. Now, if that Common Territory is taken over without the Marker having been picked up, a Demon will appear over your Task Markers in that Elven Dwelling. That's trouble: if you want your markers, you must encounter the Demon. Thinking several turns ahead will show the wisdom of visiting (and leaving) that Elven Dwelling before Day 14 arrives.

Where you find yourself on Day 14 is also important in that it determines where a new Demon will be placed. The safest place is the center space of a Territory, where no Demon can land. The worst place is in the water, since the Demon will land on you. As the Fortnight draws to a close it is usually wise to come ashore if you are travelling on water, even if you resume your voyage again on Day 1. However, if you have Demon Dispelling, you might want to let the Demon land on you to gain points and keep Demons off the islands. Other dangerous places to be when Demons appear are on Territories with numerous walls, such as the Sorcerer's Towers, where your only exit may become blocked by a Demon.

In addition, players can actively work towards reducing the harm the Evil Attack will do. The most obvious tactic is to finish as many Tasks as possible in order to prevent the Attack from happening. Beyond this, players can work at saving critical Territories by reducing the number of Task Markers and Demons present so that other less critical Territories will be taken over first.

Common Territories fall to Evil first, and of the Common Territories, Longrift is usually the most important to keep free, since it contains Shrineheart Abbey. Yet for this reason, Longrift is especially vulnerable, since a number of Tasks involve visiting the abbey. Green Grove is usually the most vital of the Elven Territories by virtue of the Star Crest. Most important of all, of course, is the Sacred Circle, since if it falls to Evil the game is over.

Some Territories become important because of their location. If the fall of a Territory will isolate important areas of the board, then that Territory must be saved. One example: a territory that leads to one of the two entrances to the Dragon's Lair. One Territory may become important to a player because of the presence of a vital Task Marker.

To save critical lands it is often necessary for players to work together to pick up their Task Markers and dispel Demons. On the other hand, if players disagree as to which Territories ought to be saved, then intense competition may ensue as each seeks to save his favorite Territory. Also, trying to dispel Demons in order to save a Territory can be risky, since if the spell does not work, then not only does the Demon remain, but another Demon joins him! The player who fails may also be Demon Dazed, unable to continue the

spell or even to get off the Territory before it falls to Evil.

If the rule variation below is used which causes any Territory other than the Lair on which a Dragon is present to be taken over by Evil, then this can be countered by a player entering the Lair before Day 14 so that the Dragon will return to the Lair.

If the game reaches the point where only Magic Territories are left, then saving them become vital. The Sacred Circle is all-important, with Hamdrel's Cottage second since she is the best source for locating High Wizards. The Dragon's Lair is never flipped over since it is already evil. And Sorcerer players must work to keep the Sorcerer's Towers safe (usually Melekok's or Meligar's since they are the most accessible). It's very difficult for Sorcerers to collect Gems without a Master Sorcerer's help. Still, if all the towers are taken over, Sorcerers can meet Wizards by encountering other players and Hamdrel. Therefore, the only expendable Magic Territories are Megmorán's Tower and one of the other Sorcerer's Tower. But if only Magic Territories are left, then the players are in grave danger of losing. It is usually not sufficient for players to remove Demons from the important Territories, but must seek to be one of the less critical areas on Day 14 to attract Demons there to ensure that such a Territory will be the next to flip.

One other significant element in how players must deal with Evil is the question of how the Dragon's Lair ought to be approached. The Dragon's Lair is a very dangerous place. Travelling there is long and Dragons can do considerable damage by stealing object, points or turns. The greatest danger is becoming Dragonbound, which loses all the player's spells, objects and Encounter chances until cured. A Dragon Encounter may result in immediate Dragonbinding. When a player finds himself flung into the Lair, he has two goals: to leave as fast as possible and avoid the Dragon. These goals are hindered by the fact that one of the Dragons is always moving about and can block the player's movement. This danger increases if more than one player is in the lair, since the Dragon can move more often.

But there are good reasons to enter the Lair: to meet High Wizards, to rescue stranded players, and to retrieve Task Markers. Tasks which involve the Dragon's Lair deliberately gives the player many points because of the danger involved. The Task which awards the most points requires the player to steal a Dragon's Egg at the center, forcing an encounter with the Dragon. If a Task Marker is near one of the two entrances to the Lair, it is often an easy job to slip in, pick it up, and escape. If a Marker is close to the middle of the Lair, it may take more than the allotted Fortnight to retrieve it. It may be wise to wait until you are sent to the Lair by a Demon or Trap, then pick it up on your way out, or wait until you have the Swiftspell Spell through Mountains, or a Spell to Transport yourself out once you have picked up the Marker.

Should you become stranded in the Lair with only water available at the entrance, you might want to declare yourself stranded,

jump in the water, and wait to be rescued, since the Dragons cannot reach you there.

Collecting Gems

Once you have successfully advanced to the fourth Rank of your Order by fulfilling your Tasks, you are now ready to take on the Task of Tasks: collect the six Sacred Gems. This is the most competitive and tense portion of the game, since all the players are competing for the same goal.

To obtain the Gems you must encounter each of the High Wizards (except the False Wizard) and receive a piece of each of their Gems. There are a number of ways to find High Wizards: through Random Encounters, Telepathy and Summoning Spells, or through Player Encounters, Star Crest Encounters, Hamdrel Encounters, and Dragon Encounters.

Random Encounters do not often result in a Wizard meeting; roughly one out of six encounters will do the trick. Seeking out Random Encounters to gain Gems is not the most effective tactic.

Telepathy and Summoning Spells are the most effective, but limited. Druids have neither. Wizards may only use their Spell in an Elven Dwelling, most or all of which may have already been flipped over. The Spells can only be used if no Wizard location is currently revealed. Plus, the chances of success are only one in three. However, with these Spells there is no danger of another player encountering the High Wizard you have worked to find.

Player Encounters at the highest Rank often provide a Wizard Encounter or location, and although chasing after other players may not be the most productive, in the endgame the board is much smaller and players often have common destinations, making the chance of encounter more frequent. Star Crest is an excellent place to go at any stage of the game and only here may two High Wizards be encountered. It is usually advantageous to use every possible opportunity to enter the Star Crest.

The most effective way to locate High Wizards is to visit Hamdrel's Cottage. She will almost always either reveal a location or summon a Wizard, and you may stay with her for several turns at a time. Her drawback is that while you are with her, other players may be landing on those very same Wizards.

The other alternative is to approach the Dragons. If there is fierce competition to gain Gems, the fact that only you will know the identity of the Wizards as revealed by the Dragons can be advantageous. Other players may be very leary of landing on such a Wizard, since he may turn out to be the False Wizard or a Wizard whose Gem the player already possesses. Of course, landing on Dragons can be very dangerous, since if the Dragon Taming Spell is tried two or three times the player may run the risk of becoming Dragonbound, and there is always the chance that the Spell will fail and the Gems you already possess may be lost.

The best course to follow depends on how many other players are seeking out Gems. If

no one else is near advancing to the highest Rank, then reveal as many Wizard locations as possible at Hamdrel's, then transport from Wizard to Wizard, returning to Hamdrel's after the False Wizard is known or to relocate Wizards who refused you Gems. If other players are also seeking Gems, it may not be wise to sit at Hamdrel's revealing Wizards for others to land on. Hamdrel is still the most efficient way to find High Wizards, but a mad rush may ensue whenever she reveals a location. But if no one is willing to seek her aid, a stalemate may result, with Druids lurking at the Sacred Circle ready to pounce on any revealed Wizard, and Sorcerers lurking just outside a Sorcerer's Tower ready to summon. Such inactivity only serves the forces of Evil, encourage the loss of the islands and the game. Risks must be taken and a certain courtesy must develop among players to try equally to locate Wizards, or all may be lost. Hamdrel's Cottage provides a good meeting ground for players since they can meet Wizards there as well as reveal their locations. The added Player Encounters there increase even more the chance for encountering High Wizards.

Sorcerers must develop their own techniques for gaining Gems since they may not receive them directly from High Wizards unless accompanied by Hamdrel or another player. They should avoid landing directly on High Wizards, then transporting to the Sorcerer's Towers to summon the Gems. If a Wizard Marker is present on a Sorcerer's Territory it may be wisest to transport to one of the other Sorcerers, lest the Transporting Spell land you on the Wizard Marker or force you to detour around it to reach the Master Sorcerer. Sorcerer players do have a definite advantage in being able to summon Gems from Wizards who are located on difficult-to-reach spaces, such as the Dragon's Lair or a stone of the Sacred Circle. They may also be able to reach two Wizards very quickly by summoning one turn, stepping outside the Tower space the next turn, then returning on the next turn to summon another Wizard's Gem.

The False Wizard is the greatest obstacle standing in the player's way. If his identity is known the player is helped. Thus, Druid players, who are told the False Wizard's identity by Ruktal, have an advantage as they begin collecting Gems. Avoiding him, however, is not that simple. If the Wizard is encountered, his card can turn up as easily as any other Wizard's. The best course to hope that his location will be revealed, and avoid landing on him.

Keeping the False Wizard's identity hidden from other players is advantageous, but it can be a two-edged sword. If other players do not know his identity, they may land on him, lose their Gems, and have to start over, giving you more time. But by landing on him, they return his card to the deck, making it possible for you to encounter him. Still, the gains in keeping his identity secret usually outweighs the risk involved. There are ways to keep doubt in other players' minds. If the False Wizard steals your Gems, encounter some of the Wizards you have not yet seen before returning to the

ones whose Gems were stolen to increase the number of suspects (any of which could be possible False Wizards in the other players' eyes). If you are a Druid, deliberately land on the False Wizard, so that they might think you are seeking his Gem. If you do not know the False Wizard's identity, keep track of which Wizards other players have encountered, and what their die rolls were, to narrow down the likely False Wizard.

It is often unavoidable at this stage in the game to encounter Demons, and sometimes it is important (such as to save a vital Territory). Unless it is of great importance, Demons should be avoided. You never know when your Dispelling Spell will fail.

Competition and Cooperation

Throughout the game, the attitude players have towards each other is important to the outcome of the game. *Wizards* is a race rather than a combat. Hence, strategies focus more on how to increase your own speed and advancement rather than on how to hinder other players. Competition serves a creative rather than a destructive purpose: to increase your own abilities rather than to decrease those of others. Mutual encouragement and interest among players should thus help to enhance the richness of the game and improve the chances of success against the real opponent, the Evil Spirit.

It is also a good idea for players to be aware of the Tasks and actions of other players, to keep track of which Territories are most likely to be taken over, which revealed Wizards may be likely to be returned to their deck, and where Demons are likely to appear.

Throughout the game, a choice between pursuing your own goals and cooperating with other players must be considered. If only Magic Territories remain and the players are collecting Gems, it is necessary to temporarily suspend Gem gathering to protect the Sacred Circle from being taken over by Evil. If no one is willing to pursue the common goal because other players might gain more Gems, then the game is lost by all and the hard work already accomplished totally wasted. Risks must be taken in the hope that the Powers which control the dice will reward the selfless effort.

Direct competition is also present when more than one player is after the same Wizard's Gem. If careful records are kept of which Wizards other players have visited, then it is possible to know which Wizards other players also need.

All of the above are the principles of strategy involved in *Wizards*. As in real life, there is often no one right way to proceed. The choices and chances you make are never certain. The actions of others, the often unpredictable results of your own actions, and the force of the Powers Beyond present in the dice and cards all interact to create the perpetual change of life which must be constantly reevaluated in order to choose the right course. When all is said and done, what must be done is to learn to the sense the Spirit of the Game, and to use it to create as much positive energy as possible toward the goal of fulfilling the Spell of Spells.

Rivers of Thought

The Background and Basis of Wizards

By Thomas J. Mosbø

The game of *Wizards* has become for us, its designers, the culmination of more than a decade of investigation, discovery, reflection, creation and living. The Designers' Notes in the rulebook outline very briefly the main concepts behind the game, its characters and the source of our inspirations and influences. Let's look further at the different streams that have flowed together into the world of wizards.

Most obviously, the High Fantasy genre is the prime influence behind *Wizards*, providing its framework and much of its content. Foremost in the fantasy realm are the works of J.R.R. Tolkien, which have held us spellbound for years, and from which we have long heard the Calling to Realms Beyond. In these works are captured the beauty of the Mysteries of the Universe, where Truth, Virtue, Peace, Art, and all good things are held in the highest esteem. Tolkien paints such pictures of Light that we cannot help but yearn for such heavenly lands. And because he reaches such heights of beauty and goodness, he is also able to effectively show the darker and uglier aspects, but always in balance. The struggle between Good and Evil is the most poignantly portrayed, and the

depth of the relationship of Good (freeing and giving) and Evil (seeking dominance and self-gain) is explored, as is the delicate balance between Destiny and Free Will. Fantasy authors after Tolkien initially copied him outright, but never reached his depth.

As the Seventies progressed, works of Fantasy concentrated more and more on the dark and ugly side of life, with increasingly less virtuous heroes. As the Eighties began, we saw our culture becoming more and more ego-centric and materialistic, epitomized by the psychologists who encouraged us to become "self-actualized," with no responsibility toward the feelings of others. Relative to this, the Fantasy genre has been reduced to "hacking and hoarding," represented by the role-playing games in which the player's goal is to attain wealth and glory for himself at the expense of all others. The genre of High Fantasy has fallen prey to the "Gates of Delirium" syndrome. Where once the struggle between Good and Evil was vitally important for the survival of Good, fighting and the violence have become the most important thing, and Good has been turned to Evil.

It was specifically in the face of this that the initial concept for *Wizards* was

born: a game which would once again portray the Good side of things: the Light, the Mystery, the Calling to the Heavenly Realm. We decided to eliminate all violence and combat, in order to portray that Good conquers Evil not through destruction, but through creation. To see how we accomplished this, we turn to the second of our streams: ritual.

Instrumental in reaching our concepts on ritual were the works of Victor Turner, as interpreted by Gordon Lathrop. Turner studied the use of rituals in primitive cultures, and found that they are the means by which the values of a culture are made real for its people, and that rituals have power to change a culture, or persons within a culture. Through the symbols of a ritual, those who carry out the ritual come into contact with the realities which are symbolized, and those realities affect the world. An American Indian doing a rain dance may spit on the ground, his saliva symbolizing the rain which he believes will come as a result of the ritual. In Christian Baptism, the Church believes that the one baptized by his contact with the water actually encounters all that the water symbolizes: the Flood, the Exodus, the death and resurrection of Christ; and



The Spell of Spells

the Church believes that through this ritual, the baptized is forever changed. Thus, through the symbols of a ritual, Good has a real effect on the world.

Ritual becomes a "weapon" for Good against Evil without violence, without destruction. By creating something good, filling the void, no room is left for Evil, and it is driven away.

And closely associated with Ritual (indeed, developing directly from it historically) are the disciplines of Art and Gaming. Every work of Art and every Game is itself a Ritual. We do not subscribe to the view that Art or Games are "merely escape." The world "escaped" to in Art and Gaming is a symbolic world in which the one experiencing it encounters realities relative to the "real" world. In addition to Ritual, we have put into *Wizards* the ability of the Arts to affect good, and we have hope that in actually playing *Wizards*, some good may come into our world, increasing the values expressed through the symbols of our game.

There is a great deal of art invoked in the game: dance, crafting, music, and especially the drawings and paintings which are an integral part of the game. The game is as much dependent on the artwork as the artwork is on the game. A specific example is "The Elflord's Revenge," a seemingly contradictory view of the peaceful Elves which nevertheless forced itself into the game when there were forces threatening the existence of the Elflords (unbeknownst to us at the time, even). Although powerful, this revenge remains non-violent. It only establishes even stronger the reality of these Elflords and their magic in the face of those forces who might wish them not to exist. It is a creative revenge, not a destructive one.

Other artwork carries echoes of the future, realities which will only come to true fruition in times to come. Examples of this include "The Star Dance," "The Messenger of Hope," and "The Calling (Windstar)," the painting which appears on the back cover. In this painting we also see that the world of *Wizards* is not an ancient world that is never to return, but our present world. The Elves lives in geodesic domes complete with solar panels, and a modern astronomical observatory exists in Hillshire. The magic, mystery, and truth of this realm are all in our world now, ready to be awakened.

From the world of music, one of the most powerful of all art forms, two inspirations stand out. The first is John Lennon, in whom can be seen the personification of the spirit of the Sixties: questioning old values, seeking ultimate meaning, hopeful for a future of peace and love (if a bit shaky as to how such a future may be reached).

Lennon's death was especially significant to us and led directly to the development of certain concepts in *Wizards*. In

his death we see the destruction of the spirit of the Sixties by one who exemplifies the spirit of the Eighties: someone who has little to offer society, but who destroys someone else in order to solve his own selfish problem. Besides epitomizing how our culture had changed over fifteen years, this event also impressed on us how difficult and time-consuming it is to create something worthwhile and lasting, yet how easily and quickly one can destroy. And this increased our conviction that creation is vitally important. Although the man was destroyed, his music continues. Evil and destruction are powerful, but creation is ultimately more powerful.

Our second musical inspiration is Jon Anderson of Yes. His mystical musical fantasies, especially "Tales from Topographic Oceans" and "Awaken" express precisely the wonder and longing for the heavens which we have attempted to portray in *Wizards*. They also deal with the struggle between Good and Evil and point to the Sun as the symbol for the Source of Good and the unity of all things. Jon Anderson was an influence on our portrayal of the Druids, mystical sun-worshippers. His presence can also be felt in a number of references to minstrels and harpists in the game.

As a conceptual framework for our struggle between Good and Evil, we turned to Zoroastrianism. Of all world views, Zoroastrianism sets the widest gulf between Good and Evil, personified in the Good Spirit (Spenta Mainyu) and the Evil Spirit (Angra Mainyu). It portrays man's life as a constant choice between the two, and a constant struggle to work for Good, in which the actions of each person are of vital importance. This worldview provided the clearest vehicle for our concepts, and that it emphasized the common ground among all Western Religions, easily assimilated into any specific faith or worthy enough to stand on its own.

The Seven High Wizards also derive directly from Zoroastrianism, corresponding closely to the seven Bounteous Immortals (the Amesha Spenta).

From these major streams, and a number of other minor tributaries, we have attempted to formulate a game which would be exciting and interesting to play. We wanted a game which would present different situations each time it was played, so we rejected the idea of a fixed board. We decided on a moveable set of islands which would allow a virtually infinite number of possible setups, with different relationships between the locations each game. This way, the players must evaluate their options of movement each game in relation to a number of factors in order to make best use of their time. It is also possible for the players to establish the game's difficulty by raising or lowering the number of islands, by making fewer boats available, and by

making key territories (the Sacred Circle, Hamdrel's Cottage, and the Dragon's Lair) more accessible or remote.

The correct portrayal of the Evil forces took a bit of work. The Evil Spirit itself is very aloof, acting directly only at the end of each fortnight, and not able to be directly affected. Only the Dragons and Demons are directly encountered. The Dragons are also seldom affected by players, and stopping Demons does little to stop the onslaught of Evil. Thus, Evil remains rather intangible. This is important because in real life, evil seldom takes the shape of a tangible monster one can hit over the head. The tendency to personify evil often results in prejudice, persecution, and war. Rather than trying to deal with evil on such terms, much more may be accomplished by doing something good or creative so that there is no room for evil. So it is in *Wizards* that only by doing good for others and for the land is the Evil stopped.

Competition versus cooperation posed another major hurdle. From our basic concepts it would seem that cooperation would be the most logical way to accomplish the goal. However, a game which must have a winner must be competitive, and so we limited considerably the options for cooperation. But it is difficult for players to harm each other. Competition can be helpful in assuring that each person pushes himself to his capacity without destroying others, particularly if the excellence one strives for is for the good of all and not merely for personal gain. We have not been able to eliminate all the backstabbing, but we give fair warning to those who exhibit such anti-social behavior: it has been our experience that the Game does not favor such behavior.

These are the more important concepts which helped to shape *Wizards*. They are ideas which hold great meaning for us, and we believe they hold great promise for the future, to help make the Spell of Spells in our world a reality. *Wizards* is the culmination of these different streams, and it is a fountainhead for much yet to be discovered and brought to light as we voyage ever further into a new Realm of Mystery which the Elflords are even now only beginning to reveal.

Rules Clarifications

1. A player may never move out of a space and then back into that same space on the same turn. If a player is transported to another space in the same Territory he is currently in, he is not considered to have left the Territory. If he is transported to the same space he is currently in, he has not left that space and does not re-encounter entities in that space.

2. If a player's Gems are stolen, the player must re-encounter the High Wizards from whom he had received them in order to receive another piece of each to replace the stolen Gems.

What Happened to RuneQuest[®]



An Explanation of the Improvements to *RuneQuest*[®] from the Chaosium Staff

- This is a Chaosium game. The Avalon Hill Game Company prints and distributes it.
- Quick (5 minutes) and Occupational (20 minutes) experience systems.
- New Encumbrance, Fatigue, Training, and Research rules.
- 10 strike ranks per melee round.
- New Sorcery and Ritual magic rules.
- Complete Economics, Wages, and Prices.
- Descriptions for 94 creature species.
- Expanded Information about Glorantha.

The Avalon Hill Game Company version of *RuneQuest* is a complete rewrite of the Chaosium edition. Chaosium staff and play-testers contributed hundreds of hours of work to make the new edition better than the original.

The new *RuneQuest* is the same game that you have come to know. Over the six years since we first published *RuneQuest* we have collected your comments and suggestions and made many revisions. You sent rules changes and additions to the fondly remembered *Wyrms' Footnotes* magazine and to the respected *Different Worlds*. We studied fanzine contributions. At conventions we hosted dozens of games and took note of what went right and what went wrong. We argued endlessly among ourselves.

We signed the deal with AH for the chance to improve upon our best-selling fantasy roleplaying game and to craft the game that we wanted. We approach every product that way: if we like it, if we have fun playing it, experience shows that you will like it too.

What is the Avalon Hill Deal?

The Avalon Hill Game Company prints and distributes *RuneQuest*. We do all the writing, editing, and production work. We do what we do best, then plug into AH's facilities and immense distribution network. Thus a better *RuneQuest* appears in many more stores than before and is available to thousands more players.

When our authors complete a manuscript, our production people edit and mark it with typesetter notes. Then it is sent to Avalon Hill. There it is typeset, and the galleys are shipped back to us. We at Chaosium assign the interior art, the cover art, and do all the paste-up work. We read the galleys again, marking final corrections on them, and mail those corrections back to AH. They typeset the corrections, and return them to us. We send the camera-ready material to Avalon Hill. They photo-

graph it, and then send us proof copies. We review the proofs, indicate the final, final corrections, then rush the proofs back to AH. They make the printing plates, print, collate, box, and shrink-wrap the product. At last it is sent to the distributors who sell to the stores.

How Will *RuneQuest* Be Available?

RuneQuest will appear in three forms: the Players Box, the Gamemaster Box, and the Deluxe Box.

PLAYERS BOX — this one-inch box contains the 88-page Players Book, and 60-page Magic Book, 16-page Players Notes, and all dice needed to play (2D20, 1D8, 3D6).

8571 \$20.00

GAMEMASTER BOX — this one-inch box contains the 48-page Gamemaster Book, the 48-page Creatures Book, and 32-page Glorantha Book, a full-color map of Alternate Earth, and the 16-page Game Aids.

8572 \$25.00

DELUXE BOX — this two-inch box contains everything provided in the other two boxes at a cost savings of \$7.

857 \$38.00

The Avalon Hill Game Company is now taking orders for *RuneQuest*. All three boxes are available. Write to the address below, and send a check for the listed price plus 10% for shipping and handling. Do not order *RuneQuest* from Chaosium.

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4517 Harford Road
Baltimore, MD 21214

What Did We Do To *RuneQuest*?

The following is a detailed, book-by-book look at some of the improvements to *RuneQuest*.

Players Book

The *RuneQuest* Players Book contains all of the basic rules needed to play the game. This is the only essential book. All of the other books add to or expand these rules.

INTRODUCTION — we collected all Gloranthan information into a separate book (described later), and we added an alternate earth where future *RuneQuest* supplements will be based. *RuneQuest* was rewritten with a broader perspective and can now be played in many universes. Our old friend Ruric has been replaced by Cormac the Pict, a red-headed lout who learns much of the world and the ways of magic in the many adventures that lace the *RuneQuest* rules. Cormac is aided by Nikolos, a tubby sorcerer from Byzantium, and by the independent-minded woman, Signy, of the northern Germanic tribes.

CREATING AN ADVENTURER — the seven characteristics (STR, CON, SIZ, INT, POW, DEX, and APP) have been slightly changed. CHA is now APP (appearance). Charisma is not quantified by any single number. It is a function of an adventurer's accomplishments, social position, and personality (the player). SIZ and INT have been revalued somewhat, to provide a broader range of numbers at the low end of the scale. The value of an adventurer's INT and SIZ will increase. The adventurer does not actually grow or get smarter.

There is now only one form of POW. That term refers exclusively to one of the seven characteristics that define all creatures. POW is never used temporarily. It can be permanently sacrificed (lowered) to gain some spells.

That quantity used to power spells and which is lost temporarily is now called

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continued from front

magic points. An adventurer's maximum number of magic points is equal to his or her POW. When the magic point tally falls to zero the adventurer falls unconscious.

The skills list has been revised: Communication and Agility skill categories are added. Bonuses for each category were retained, and are much easier to determine. There are two previous experience systems. One is much quicker (5 minutes to complete), but generates much less detail. The other takes longer (20 minutes), but includes four cultures and 60 occupations.

GAME SYSTEM — we kept the resistance table and the use of skills system. Gaining experience remains roughly the same, though adventurers gain 1D6 percentiles rather than a flat 5.

Skills training has been thoroughly modified. Anyone can teach a less-skilled person. The time required to qualify for a skills increase is equal to the student's current skill percentile expressed in hours. Once this amount of time has been spent in training, the student add 1D6-2 percentiles to his trained skill.

Research has been added. This is self-help or self-tutoring, requires time as does training (above), requires an experience gain roll, and provides a 1D6-2 percentile increase.

The effects of damage have been examined and modified, the formula used to determine the number of hit points per location has been changed to work better for bigger creatures, a spell/missile hit location table has been added.

Simple fatigue rules have been added. This measures tactical fatigue during a melee. An adventurer's maximum fatigue points equals STR + CON. Each melee round, one point of fatigue is subtracted. Each negative fatigue point subtracts one percentile from every skill roll, resistance roll, or characteristic roll. This reduction also decreases the chance for special and critical rolls.

Encumbrance has been changed. An adventurer can carry as much as he or she wants. Each point of ENC carried subtracts one point from the adventurer's fatigue point tally. Encumbered adventurers get tired faster.

COMBAT — nothing happens on strike rank zero any more. A melee round still equals 12 seconds, but it now contains 10 strike ranks. This eases play, especially when sorcerers, who can cast 20 point (or bigger) spells, are in use.

Various maneuvers and other rules have been added to combat: Knockback, Stunning, Mounted Combat, Run Around, Disarm, and other fine points.

The expanded weapons list includes oriental weapons (naginata, shuriken), primitive weapons (atlatl, bolas), exotic weapons (whips, kukri), and missile-firing or stone-firing engines (including a trebuchet doing 12D6 damage).

You can now buy suits of armor, based on your adventurer's SIZ. You can still buy armor by the piece. Armor prices have risen. The penny is the standard currency, and is equivalent to the Glorantha Lunar. An average person earns 4 pennies per day. A small suit of plate armor (SIZ 6-10) costs 5400 pennies in a city. A large suit of

plate armor (SIZ 16-20) costs 8100 pennies in a city. A knight walks about with a fortune on his back!

SKILLS — some skills have been renamed: Move Quietly becomes Sneak; Pick Pockets becomes Sleight; and the old Defense skill is replaced by Dodge. Some skills are redefined: Spot Hidden and Spot Traps disappear, replaced by Scan and Search. Some skills are added: Boat, Martial Arts, five Lore skills, shiphandling.

THE WORLD — aging rules are added. An objective game system is introduced to measure heat damage (melted silver does 9D6 damage) and wind strength (STR 8 wind equals a breeze) for use in magic spell effects and in sailing.

Magic Book

RuneQuest now has four complete magic systems, compatible yet separate, to provide great flexibility for your personal campaign. There are over 150 spells in the game.

One of the best features in this book is a section in the Introduction called The Three Perspectives. A practitioner of each of the three main magic systems (spirit, divine, and sorcery) answers these eight fundamental questions:

Where did the world come from?

Where did we come from?

Why do we die?

What happens after we die?

Why am I here?

How do I do magic?

How do we explain the existence of the other cultures? (usually 2 questions).

Players creating magician adventurers should read and understand the answers to these questions.

Spirit magic replaces Battle Magic. Spirit spells come from spirits, not from vague teachings. All spirit magic spells have a 50 meter range and a duration of 5 minutes. A spirit magician has a chance equal to his POW x5% of successfully casting a spirit spell. Some of the old battle magic spells are dropped (Invisibility), some are added (Control (Species), Endurance, Second Sight, Visibility).

Divine Magic replaces old Rune Magic. The role of the priest in the community is clarified. Rune Lords no longer exist in the basic *RuneQuest* Divine Magic rules, but they still exist in Glorantha. Temples are extensively treated, and now include automatic spell defenses. Twelve generic religions include the Agricultural Goddess, Ruling Deity, Sea God, Trickster, etc. Divine spells work as before, but the different religions use different mixes of the divine spells. Certain spirit spells are available to the religions.

Sorcery is a skill-based magic system, new to *RuneQuest*. All sorcery spells cost 1 magic point to cast, have a range of 10 meters, and have a duration of 10 minutes. Through the use of magical skills, a sorcerer manipulates the intensity, duration, and range of a spell (also increasing the magic point cost). He can also combine the effects of several spells. A sorcerer is limited in manipulating and combining spells by his

Free INT — that quantity of characteristic INT which is not used to remember spells. All of the sorcery spells are new, including Tap (permanently drains characteristics from a victim and gives the caster magic points), Create Familiar, Protective Circle, Teleport, Smother, and other sorcerous magics.

Ritual Magic is also new to *RuneQuest*, but is not an independent system. Rituals are available to practitioners of the other three magic systems. One ritual provides a method of increasing the chance of spell-casting success in exchange for time spent casting the spell. Other rituals allow a magician to summon and control creatures, or to enchant people, places, or things.

Gamemaster Book

The AH edition of *RuneQuest* provides comprehensive help for the gamemaster, especially novice gamemasters, in making campaign decisions including how to run a game, how to design a scenario, and how to plan a campaign.

One section covers languages in role-playing. Another includes encounter tables for five terrain types in the Physical Plane, plus three tables for the Spirit Planes.

The Civilization chapter assembles background data for a medieval society, and includes functional definitions for group sizes (town, city, clan, tribe, etc) and social classes (slave, commoner, rich citizen, noble, etc.). The price lists contain entries for common treasures, weapons and armor, and various services (mercenary troops, spell-casting services, freight costs, boats and ships).

Eleven types of ships, plus simple and effective rules for using ships in a roleplaying game occur in the Ships and Sailing chapter.

The Money Tree is a complete scenario, ready-to-play. Novice adventurers are asked to trek to a secret cave, wherein grows a fabulous coin-sprouting bush.

Creatures Book

Creatures that rely on instinct have Fixed INT (not to be confused with the sorcerer's Free INT). Humans, who can reason, have normal INT. Creatures are also classified as being Complete or Incomplete. Incomplete creatures lack one or more characteristics (a wraith is an incomplete creature).

About 100 animal species are described and quantified, ranging from the ordinary and common (horse, deer, dogs) to wild animals (bears, lions, crocodiles) to monsters (dragons, dinosaurs, werewolves, giant ant) and otherworld creatures (disease spirits, pain spirits, hellions, elementals, ghosts, nymphs).

Glorantha Book

All previous *RuneQuest* information has been collected and expanded upon. The Glorantha Book contains approximately 10 times the information available in old *RuneQuest*. For the first time a map and notes on the whole world are given, including the southern continent, inhuman races, pantheons, and details on the long-awaited Cult of Ernalda. Rune Lords are explained. Statistics are provided for dragonewts and creatures of chaos.

History of the Lunar Empire

Third Wane

By Greg Stafford

The Southern Wars

Although many chieftains and wizards had paid homage to the Conquering Daughter, the changes and flux of barbarian tribal politics meant that her worship gained no permanent position in those lands. Even the crippled deities of the previous pantheons were replaced by unruly fellows of their own divine clans. Most powerful among the new foes of the empire were the young demigods of distant Dragon Pass, known as the Earth Twins, and Mitchuinn, a war spirit who had once been Human. The latter provoked the Lunar Empire to action by leading a powerful raid right down the Daughter's Road, wounding Gwythar Grimwise and defacing the Bridge of Phirmax before being driven off.

In 3/7 (1362 S.T.), the Lunar army approached, armed with fire magics and seeking a grove of trees. The Earth Twins first displayed the awesome power of their cult in the Battle of Falling Hills. The cream of the Lunar army was destroyed, including two members of the Sultanate clan.

In 3/19 (1374 S.T.), fighting between the Empire and hill barbarians ended when the great invasions by horse nomads reached the region. This was the southern prong, led by the Poali nation, noted even among the horse peoples for their savagery, who had already laid waste to Garsting and cities upon the coast of the Elf Sea. They penetrated to Imther before being met in pitched battle.

The battle of Quintus' Vale was fought between the Poili and their allied horse nations, aided by their shamans and plains spirits. The Lunar army had many barbarian allies and were aided by the powerful Lunar College of Magic and many native cults. The slaughter was terrible and the vale is still haunted on New Half Moon nights, but in the end the horse nomads were defeated. Shields on their backs, they withdrew. They were later ambushed in Balazar by the kings there. The Opili tribe stayed in Garsting for some time afterwards.

The army of Sylila, fresh from its victories, marched northward to aid the Empire against the greater barbarian invasion. It was one of several armies destroyed by the invaders over the next few years. The Sultanate of Sylila shrank in size as hill barbarians and mounted nomads raided more heavily upon the borders, but during the entire wane the citadel of Jillaro was never plundered and the goddess there took no wounds.

The Northern Barbarian Invasion

The northern invasion was led by the Vay-uang nation, a powerful alliance of tribes controlled by a single clan. Also mentioned as less powerful allies were the Bao, Kroft, Huang, and Dovgarsh nations.

None of these tribes were strangers to the Empire. They all lived in the region called the "redlands" (because of the immense amount of blood shed there) for at least two Wanes. Two tribes were survivors of the Battle of Seven Horses in 0/8 (1228 S.T.), which had so impressed them of the Goddess' might. They all hired out as mercenaries of the Empire or its foes at one time or another, but, except for their internecine warfare and individual raids, they had lain dormant for fear of the wrath of the Goddess.

Sheng Seleris, Son of the Morning, was a demigod who grew powerful enough to oppose the Goddess, using a combination of his own secret magics.

In 3/20 (1375 S.T.), the Great Army moved from the Redlands across the river Arcos into Jarst. Rather than oppose this force, the natives either fled or joined forces with the enemy. The Great Army moved into First Blessed pushing quickly across the whole province. The citizens retreated into their citadels to await the army. Foot warriors followed the horde (hungry in the ravaged land) to begin their plunder of the walled towns, temples, and sacred preserves.

The first battle, at Yuthuppa, was in the autumn of 3/20 under the light of the Crescent-Go moon. The Lunar hoplites were surrounded and slain. Arcane alchemy from Sheng Seleris exploded the mighty gates of the city, its inhabitants were slaughtered, every temple was defiled, everything mobile was taken and anything immobile was broken.

The first battle, at Yuthuppa, was in the autumn of 3/20 under the light of the Crescent-Go moon. The Lunar hoplites were surrounded and slain. Arcane alchemy from Sheng Seleris exploded the mighty gates of the city, its inhabitants were slaughtered, every temple was defiled, everything mobile was taken and anything immobile was broken.

The Lunar feud with the spirits of the Oslir River caused the Empire ill for the next year when they assaulted a Lunar relief convoy sailing north from Sylila. They then aided the nomad horde to cross the great river without trouble. Another Lunar army, marching to meet the foe, was destroyed. The plains of Peloria were filled with un-

beatable, rampaging barbarians who drove people from their lands and into the cities which had not yet suffered the barbarian touch. Other refugees fled westward to the West Reaches, which had turned away enemy raids throughout the Wane. Others went south to Sylila where the devastation was not so bad. Many fled to the Silver Shadow, to live or die in the shadow of the Red Goddess and rely directly upon the magics of the Emperor and his city.

Lunar magicians succeeded in resealing the Erinflarth River against the passage of the water spirits, thereby trapping a large number of them within the Empire. They were killed or driven out by 3/32 (1387 S.T.).

In 3/33 (1388 S.T.), Sylilan refugees formed an army which reinforced Alkoth and helped prevent a second sack of the city. From there they began an active pirate campaign against the unlearned barbarian traffic. Without their former river allies, the nomads were easy targets upon the river, and within a few years the Alkoth pirates had reached the Thunder River.

In 3/34 (1389 S.T.), the barbarians laid siege to Outer Glamour, although pestilence drove them away before they could enter. Sheng Seleris wrestled with the Red Emperor at the gates of the city, and though neither was hurt the Emperor drove the invader away. It was not for ten years, though, that a Lunar army would claim a victory in the field.

As meagre as the pirate victories on the Oslir were, they provided a communication link between several very important cities who gained strength enough to close their gates to the invaders and expect some relief for doing so. After the Emperor wrestled the enemy deity, there was close contact with Glamour as well, although the losses were heavy among those who passed between the city and the river.

In 3/42 (1397 S.T.), a large army marched north from Sylila to relieve the city of Alkoth. The enemy cavalry eagerly attacked but were virtually destroyed through Lunar magic. Word spread quickly and the army of Glamour marched south to meet them. An attempt to prevent the link-up gave the Emperor another victory as well.

Other battles followed, and some were Lunar defeats, but none were decisive. Although the Lunar citizens began expanding their area again, the nomads still held great portions of the land.

Fronelan Settlements

The onslaught of horse warriors dislodged much of the population of the Empire, and the largest portion which fled escaped west-

ward, away from the invaders. The West Reaches, still ruled by the family of Aronius, absorbed many people, but there were some who preferred to keep going. In Fronela they were accepted into the Kingdom of Valmark, and allowed to settle in three cities (one of which the colonists founded) called Holvburg (entered in 3/29), Starvdyke (3/33), and Norri's Hill (founded 3/41). The latter was ruled by Jarl Norri Spliteye, who married a refugee Lunar priestess.

These regions contributed little to the restoration of the Empire, having given allegiance to another rule. Most of them maintained their Lunar outlook and were the first infusion of this belief into Fronela.

Yara Aranis:

The Second Inspiration of Moonson

When the Red Emperor wrestled with Sheng Seleris it was not merely a battle of muscles and grips, for both were Rune lords and mages and their conflict extended beyond the physical plane. During the psychic turmoil, each was probing the other, seeking secret fears to use as a weapon in the struggle. Both emerged wounded and victorious, and both set about constructing great plans built on the other's weaknesses.

The Red Emperor used the secret fear of the barbarians to summon their Goddess of Tormented Death, who ruled over a hell reserved for outlaws, exiles, and captured sylphs. He courted her grandly using alien sorceries as his calling card, inhuman promises as his proposal, and sealing their vows with unholy rites performed by forgotten deities. The child of this union was named Yara Aranis.

Yara Aranis' first temple was built outside of Glamour, without walls but with a central courtyard open to the skies and surrounded by rows of columns on all four sides which were roofed over in places. Underneath each of these irregular roofs lay an altar, idol, or other minor place of worship. Within it, exposed for all to see, lived the daughter of the Emperor and the hell demon, accompanied by priests and priestesses dressed in imperial scarlet.

In 3/42 (1397 S.T.), a barbarian warrior was tempted to rob the temple. He is called First Slave by the cult and his spirit still guards the temple there.

Emboldened or freed by this victory, Yara Aranis set upon her first trek outside the temple. She stopped to rest on the banks of the Oslir, and there her second temple was built. She did not await robbers here but set off on several hunting expeditions to capture slave spirits to guard the place. This is where boats from Sylila stopped to unload and was called Good Shore by boatmen.

By the end of the Wane she had established two more temples, and instituted many training schools for her cult. An attempt by Sheng Seleris and his horde failed to dislodge her temple at Good Shore in 3/50 (1405 S.T.) and even caused a quarter of his followers to desert a year later.

In 3/54 (1409 S.T.), the Red Emperor named his daughter the Goddess of the

Third Wane: "The changes and flux of barbarian tribal politics meant that (worshipping the Conquering Daughter) gained no permanent position in those lands. Even the crippled deities of the previous pantheons were replaced by unruly fellows of their own divine clans."

Reaching Moon, and revealed her powers to be those of the probing and battling forward edge of the Lunar front. The temples provided centers for magical defense, and the 'glowline' they set up formed a decisive and permanent barrier against hostile magics as long as the temple was inviolate.

The Wane ended with the hopeful apotheosis of the Goddess of the Reaching Moon into the Lunar pantheon, and the spread of her cult among the remaining Lunar strongholds in the Pelorian lowland.

The Fourth Wane:

The Strong-Making Peace

The Lunar name for this period, *The Strong-Making Peace*, is a euphemism for their overall weakness. They claimed to be preserving their strength during the relative peace, though they actually had a tough time maintaining themselves at all.

Strongpoints did remain, for Glamour and the region of the Crater spread their influence to the shores of the Oslir River (including Good Shore and the remains of Raibanth) and the cult of the Reaching Goddess kept those regions well protected. To the south the lands of Sylila were severely restricted by incursions from Tarsh, but the region about the city of Jillaro preserved themselves from any raids throughout the entire barbarian occupation with the aid of the Conquering Daughter. East of Glamour, the Sable People remained strong within their fastness of the Hungry Plateau and their royal house often led raids against the barbarian hordes. Farther west from Glamour, the hills of the Western Reaches preserved Lunar civilization under the leadership of the Jaranthir cult.

Other major cities maintained their existence by paying tribute to the barbarians instead of taxes to the Emperor. The provincial regions often kept their Lunar religion but that did not keep them from raiding Lunar lands. The lowlands of Peloria became a wide grazing ground for the Horse Peoples as they had been in the Dawn Ages.

The situation, though, was far from

hopeless. The Temples of the Reaching Moon continued to spread from Glamour, and each one built was another trap for the barbarian chieftain Sheng Seleris. Sylila increased its strength on the river and in 4/14 (1423 S.T.), sent a secret army into Alkoth which surprised the barbarians there and drove them out. The mighty gates of the city were re-built: barred across with iron and magic. The city temple was purified and again consecrated to the Moon, and the city of Alkoth formed another nucleus for the Lunar refugees to concentrate, linking Glamour with southern Sylila.

These small successes were not ignored by the invaders. They were quick to destroy any Lunar stronghold when troops from Glamour poured forth to plunder their herds or camps. The witches and shamans from the nomads spread their beliefs among the terrified peasants of Peloria so that many foreign spirits inhabited the land. Cities not still controlled by the Empire either supplied troops to the barbarians or fell entirely to invader control and rule. By mid-wane, the situation had grown dangerous. Each side waited, gathering strength while the demons of the enemy camps growled songs of misery long into the dark nights.

The Emperor's Duel

Trouble fell first amid the very heart of Peloria in the year 4/34 (1443 S.T.) when Sheng Seleris revealed the power which he had stolen from the Emperor in their wrestling match of 3/34 (1389 S.T.) 54 years earlier. He had hidden it in the heart of a ruby-throated hummingbird which lived in the Gardens of Carresh.

Seleris had stolen a portion of the Emperor's worship and sovereignty. Kostaddi abandoned all Lunar ways and fell into the worship of the barbarian overlord. Yara Aranis, the bane of Seleris, crossed from Good Shore and challenged the barbarian to battle. Seleris easily tossed her to earth, severely wounding her back and liver. Hours later, the Red Emperor was bedridden with an unknown disease.

A year later the Red Moon visibly dimmed when Sheng Seleris was apotheosized as a Hero by the gods of Peloria. His might and power lit a new star in the sky. He sent his haughty overlords to exact tribute and worship from all of conquered Peloria, and prepared his troops for a great war against the remnants of the Empire. The Emperor, seeking a cure for his illness, fled into exile. He left no traces of his path on the mortal world to be later followed.

In 4/35 (1444 S.T.), Sheng Seleris began a merry hunt for the Emperor, but agents of the Son of the Moon blocked his way at every turn. Each attempt to slow the Hero, however, cost the Empire more and more strength. In 4/37 (1446 S.T.), the Sable People opposed Seleris to gain time for their beloved Emperor and their entire royal house was slain by the savage riders. The High Priestess of the Blue Moon was attacked for defending her nephew, which began a wave of troll-killing through all barbarian lands.

The Emperor seized the opportunity to escape when he was killed by the rampaging Mad Sultanate in 4/40 (1499 S.T.), and his sacrifice tempted the crazed horde to invade the lands of Seleris in Kostaddi, but the Hero used his powers and people cleverly, and turned the invading horde from his lands with minimal losses. He sent them scurrying south, up the Erinflarth River where the Mad Sultanate eventually made their way into dark Dorastor. They either settled in that land, passed their way over the Kartolin Pass into Ralios, or met their deaths at the hand of the twisted elves and strange chaos of the region.

Sheng Seleris did not let the Emperor's mortal death stop his search, and he led the greatest invasion of the center of Lunar power ever attempted. With his loyal band he scaled the edges of the Crater and from there leapt onto the surface of the Red Moon itself. He ransacked the Emperor's Moon Palace during his hunt and won against the multitude of denizens and guardians of the Moon that tried to stop him. The Hero never found his prey, the Emperor, and he was eventually forced to flee back to the earth or lose all his followers to senseless war on the moon.

For eleven years the Emperor was forced to live a life of disguise in the land of Doblian, married to a weaving woman. From there he patiently awaited the fruition of his plans. Sheng Seleris searched in vain. He made deadly enemies of all dwarvish folk when he sacked their city of Jords Eye in 4/47 (1456 S.T.) mistakenly believing the Emperor to be hiding there.

The final showdown between the heroes came in the year 4/51 (1460 S.T.). The Emperor's spells came to maturity and spread their omens far across the Pelorian Plain. The leaders of the barbarians sent their armies home and went to meet their Hero and King. The elite of the Empire crept from hiding and, disguised, gathered in the city of Kitor in the Brass Mountains. The citizens of the city were sent away and

Fourth Wane: "The Lunar Name for this period. The Strong-Making Peace, is a euphemism for their overall weakness. They claimed to be preserving their strength during the relative peace, though they actually had a tough time maintaining themselves at all."

the Emperor began a game of *ravenkaaz* with the bastard child of the Blue Moon, patiently awaiting the arrival of the barbarians. The Blue Moon daughter found that she was losing in her game with the Emperor and enlisted the aid of Aronius Jaranthir to finish it for her. The Emperor could have easily completed his win over his old friend, but instead he conceded the game and granted this prince of the Citizen Foreigners special rights and privileges for his victory.

During the battle the next day, magic and fire continually rained down on the city. Entire blocks were melted from the magic's power. The mountain which formed the foundation of the city bled. An ancient oak became a twisted tree that seized the souls of the warriors and trapped them in its tortured body. The ranks of the barbarian warband were petrified by Lunar magic. Called the Legion of Stone, their bodies decorated the walls of the city decades later.

The soul of Sheng Seleris was tossed into a deep, deep pit where it lay, broken and suffering, forever in the clutches of the mother of Yara Aranis (the Conquering Daughter) and other demons of hell.

After the utter defeat and destruction of their Hero and their best leaders, the barbarians began a withdrawal from Peloria, drifting eastward. The Empire had also lost a severe number of its leaders in the war but the Lunar troops were better trained and

eager to do battle with the despoilers of their land. In 4/52 (1461 S.T.), they goaded the nomads to fight again near the city of Carantes. Lunar magic again destroyed the morale of the barbarians and they were forced to accept insulting and degrading peace terms. Predictably the treaty did not last long and war quickly raged again. The Emperor and the cult of Aronius Jaranthir gave chase and drove them to rout in 4/53 (1462 S.T.). Then, a year later, Imperial troops slaughtered them at Yuthuppa when the barbarians attempted to move their herds and families from central Peloria. The carnage was terrible and made even the mighty Thunder River run red with Lunar vengeance. The pitiful remains of the barbarians fled eastward, finding some refuge with allies in distant Pent. The menace from the east was finally quiet.

The Southern Situation

While Sheng Seleris was pursuing the Emperor through mortal and magical planes, the lands of the south were eager to reap their share of Lunar booty. The Kingdom of Tarsh was the leading power, its nobles and kings were brave leaders in raiding and plundering. Sylila suffered heavily in the regions not controlled by Jillaro, and southern columns penetrated Darjiin and Kostaddi.

King Orios Longarms had the unfortunate fate to cross the cursed borders of the Mad Sultanate of Tork. The boundaries of this place fluctuated at times, and during the illness of the Emperor they expended, quickly overwhelming the normal countryside before the inhabitants could flee the population of madmen with strange powers. The Tarsh king obviously felt secure in his recent victories, and he could not know of the latest change of the border, for he blundered right across it, setting the madmen free. He should have seen the border, for it appeared as a shimmering in the air and as a thin purple line across the ground. It is possible that the Emperor, who was in the region at the time, could have disguised it.

Whatever the cause the results were quickly seen. The army of Orios was encircled and destroyed, and the crazed victors then turned and marched across the broken barrier of their imprisonment. The Mad Sultan caught the Red Emperor unawares, killed him and his followers, and continued into barbarian-held Kostaddi. They were eventually turned southward by Sheng Seleris.

The result of this were beneficial for the Empire in the long run, for the disruption that the Mad Sultanate caused among the barbarians was far greater than all the victories of the Empire against Sheng Seleris.

The end of the Fourth Wane left only the south under Jillaro and the west the most powerful regions still under Lunar control. From these areas, led by Glamour, the Lunar way found a swift resurgence of belief in the Goddess, and remained in control of the lowlands of Peloria during the next Wane.

Swordsmen Real and Reeled

Swashbucklers From History And Cinema For Use With Lords Of Creation Dueling Rules

By Tom Moldvay

These non-player characters can be used with either the Lords of Creation rules, or the dueling rules published in Heroes #2. WEP



Famous Duelists

Chevalier d'Andrieux

ATTACK: 21 x 3
 DAMAGE: 1-6 +11
 INITIATIVE: +7
 ARMOR: none
 LIFE POINTS: 80(31)
 MOVEMENT: 80'
 LUCK: 12
 NUMBER: 1
 EXPERIENCE: 34
 Skills: Rapier-5,
 Knife-4, Unarmed-4,
 Modified Fist-2

Lagarde

ATTACK: 18 x 3
 DAMAGE: 1-6 +8
 INITIATIVE: +5
 ARMOR: none
 LIFE POINTS: 58(19)
 MOVEMENT: 80'
 LUCK: 10
 NUMBER: 1
 EXPERIENCE: 20
 Skills: Rapier-4,
 Unarmed-2, Knife-2

Philip Stanhope

ATTACK: 21 x 2
 DAMAGE: 1-6 +8
 INITIATIVE: +5
 ARMOR: none
 LIFE POINTS: 52(20)
 MOVEMENT: 70'
 LUCK: 10
 NUMBER: 1
 EXPERIENCE: 12
 Skills: Rapier-4,
 Knife-2, Unarmed-2

Francois de Montmorency, Comte de Bouteville

ATTACK: 20 x 3
 DAMAGE: 1-6 +11
 INITIATIVE: +6
 ARMOR: none
 LIFE POINTS: 70(28)
 MOVEMENT: 80'
 LUCK: 11
 NUMBER: 1
 EXPERIENCE: 30
 Skills: Rapier-5,
 Knife-3, Unarmed-3,
 Modified Fist-1

Saint Evremont

ATTACK: 24 x 2
 DAMAGE: 1-6 +9
 INITIATIVE: +5
 ARMOR: none
 LIFE POINTS: 67(21)
 MOVEMENT: 70'
 LUCK: 10
 NUMBER: 1
 EXPERIENCE: 17
 Skills: Rapier-5,
 Unarmed-2

Sir Henry Bellases

ATTACK: 19 x 2
 DAMAGE: 1-6 +8
 INITIATIVE: +4
 ARMOR: none
 LIFE POINTS: 46(17)
 MOVEMENT: 70'
 LUCK: 9
 NUMBER: 1
 EXPERIENCE: 11
 Skills: Rapier-4,
 Knife-2, Unarmed-2

Duc de Richlieu

ATTACK: 18 x 3
 DAMAGE: 1-6 +9
 INITIATIVE: +6
 ARMOR: none
 LIFE POINTS: 73(27)
 MOVEMENT: 80'
 LUCK: 10
 NUMBER: 1
 EXPERIENCE: 27
 Skills: Rapier-4,
 Unarmed-2, Musket-2,
 Flintlock Pistol-2

Maupin

ATTACK: 23 x 2
 DAMAGE: 1-6 +8
 INITIATIVE: +5
 ARMOR: none
 LIFE POINTS: 57(21)
 MOVEMENT: 70'
 LUCK: 10
 NUMBER: 1
 EXPERIENCE: 13
 Skills: Rapier-4,
 Knife-2

Duelist

ATTACK: 16 x 2
 DAMAGE: 1-6 +6
 INITIATIVE: +3
 ARMOR: none
 LIFE POINTS: 40(13)
 MOVEMENT: 70'
 LUCK: 8
 NUMBER: 1-3
 EXPERIENCE: 8
 Skills: Rapier-3,
 Knife-1, Unarmed-1,
 Flintlock Pistol-2

The **Chevalier d'Andrieux** was a noted duelist in the reign of Louis XIII (1601-1643). By age 30, he had already killed 72 men in duels, and reveled in dealing death.

Francois de Montmorency was a swashbuckling duelist who continually defied the edict against dueling during the reign of Louis XIII. He was exiled for a time to Belgium, but returned to fight a famous duel in the Place Royal, one of the most public places in Paris. He was caught after the duel and eventually beheaded for flagrant violation of the anti-dueling law. On the scaffold, when he was about to die, the Count de Bouteville was exorted by a bishop: "My son, you must no longer dwell on worldly things. Are you still thinking of life?" Francois replied, "I am thinking only of the loss of my mustacios—the very finest in France."

The **Duc de Richelieu** was a famous politician and duelist of the Regency and reign of Louis XV. He would be most actively dueling from about 1710 to 1730. He should not be confused with Cardinal Richelieu, who was first minister of France some 70 years earlier.

Lagarde was a fanatical duelist during the reign of Louis XIII. He once wrote as a challenge: "I have reduced your house to ashes, ravished your wife, and hanged your children; and now have the honour to be your mortal enemy—Lagarde."

Saint Evremont was a duelist most active from 1710 to 1730. His

Secret Attack became a noted new dueling maneuver (once it was no longer a secret).

Maupin was a noted woman duelist. She was taught to fight by her first lover, the great fencing master Serane. She was a performer at the Paris Opera who later became mistress of the Elector of Bavaria.

Philip Stanhope was an English duelist who defied the edicts of Cromwell, the Protector (1649-1659). As a result, he was eventually imprisoned in the Tower of London.

Sir Henry Bellases was an Englishman whose duels constantly got him in trouble with the authorities. To escape scandal and jail, he spent about half his lifetime outside of England. He was most actively dueling from about 1650 to 1667.

Duelist is a category used in a generic sense for opponents the characters might meet in a duel who are better than the Human Soldier category, but not listed separately by name. Some duelists in this category, and their active times, would include: the Marquis de Beuvron (1620-1630), the Duc de Beaufort (1645-1655), the Duc de Nemours (1645-1655), La Frette (1640-1650), de Chalais (1640-1650), Saint-Aignan (1640-1650), the Marquis de la Donze (1630-1650), the Earl of Dorset (1610-1625), Lord Mohun (1692-1712) the Duke of Hamilton (1692-1712), and Du Vighan (1715-1730).



Maupin



Errol Flynn
 ATTACK: 25 x 3
 DAMAGE: 1-6 + 14
 INITIATIVE: +10
 ARMOR: none
 LIFE POINTS: 113(44)
 MOVEMENT: 80'
 LUCK: 14
 NUMBER: 1
 EXPERIENCE: 61
 POWER: 8

Basil Rathbone
 ATTACK: 21 x 3
 DAMAGE: 1-6 + 12
 INITIATIVE: +7
 ARMOR: none
 LIFE POINTS: 88(34)
 MOVEMENT: 80'
 LUCK: 11
 NUMBER: 1
 EXPERIENCE: 40

Tyrone Power
 ATTACK: 21 x 3
 DAMAGE: 1-6 + 12
 INITIATIVE: +8
 ARMOR: none
 LIFE POINTS: 93(36)
 MOVEMENT: 80'
 LUCK: 12
 NUMBER: 1
 EXPERIENCE: 43

Douglas Fairbanks Sr.
 ATTACK: 23 x 3
 DAMAGE: 1-6 + 13
 INITIATIVE: +9
 ARMOR: none
 LIFE POINTS: 102(39)
 MOVEMENT: 80'
 LUCK: 13
 NUMBER: 1
 EXPERIENCE: 50

Cornel Wilde
 ATTACK: 18 x 3
 DAMAGE: 1-6 + 10
 INITIATIVE: +6
 ARMOR: none
 LIFE POINTS: 72(23)
 MOVEMENT: 80'
 LUCK: 10
 NUMBER: 1
 EXPERIENCE: 29

Maureen O'Hara
 ATTACK: 17 x 3
 DAMAGE: 1-6 + 9
 INITIATIVE: +5
 ARMOR: none
 LIFE POINTS: 65(22)
 MOVEMENT: 80'
 LUCK: 10
 NUMBER: 1
 EXPERIENCE: 24

Movie Swashbucklers

This final section deals with five actors and one actress who starred in many swashbuckling movies. The descriptions focus on the image portrayed on the screen during their acting careers. The image is a composite from many movies. It is necessarily abstract and does not deal with the real life of the six people. The composite was based mainly on their roles in swashbuckling movies. Since screen roles are larger-than-life, it is not surprising that the most famous of the movie swashbucklers are worth more experience than any of the real-life swashbucklers.

Errol Flynn is the swashbuckler supreme. More often than not, he is a rebel in a just cause, fighting foul villains and winning the love of fair women. He is a bit of a rogue with a touch of the Irish blarney, but he never loses his just and chivalrous ways. Above all else, he is charming and adventuresome, a fearless champion who cannot help but win out in the end. Errol Flynn has the skills of: Rapier-5, Knife-4, Unarmed-5, Quarterstaff-3, Revolver-3, Rifle-2, Pistol-2, Commando-3, Medical-4, Wilderness-1, Communication-1, Pilot-3, Detective-2, Stage Magician-1, Master Criminal-2, and Theatrical-3. (When choosing skills, I considered all of the actor's movies, not just their swashbuckling ones). Errol Flynn has the power of **Persuasion**.

Errol Flynn's swashbuckling movies, and their release dates, include: "Captain Blood" (1935), "The Prince and the Pauper" (1937), "The Adventures of Robin Hood" (1938), "The Private Lives of Elizabeth and Essex" (1939), "The Sea Hawk" (1940), "Adventures of Don Juan" (1948), "Against All Flags" (1952), "The Master of Ballantrae" (1953), "Crossed Swords" (1954), and "The Warriors" (1955). "Captain Blood" and "The Adventures of Robin Hood" are swashbuckling classics.

Douglas Fairbanks Sr. was an athlete, an acrobat, and a gymnast. His roles in silent films pioneered the role of the swashbuckling hero. He has the skills of Rapier-5, Unarmed-4, Modified Fist-2, Knife-4, Master Criminal-2, Musket-2, Pilot-2, Flintlock Pistol-2, Stage Magician-1, Theatrical-4, Revolver-4, Rifle-2, Wilderness-1, and Street Criminal-4. His swashbuckling films include: "The Mark of Zorro" (1920), "The Three Musketeers" (1921), "Robin Hood" (1922), "The Thief of Bagdad" (1924), "Don Q, Son of Zorro" (1925), "The Black Pirate" (1926), "The Iron Mask" (1929), and "The Private Life of Don Juan" (1934). Of the films, only the last one is not silent and is rerun on television. Most of his silent films, however, were remade by others into talking swashbuckling films.

Tyrone Power is a darkly handsome, mysterious swashbuckler. He often hides his true heroism under a cloak of pretended effiteness or villainy. But in the end his true nature becomes apparent to everyone after he foils the villain and saves the day.

Tyrone Power has the skills of Rapier-4, Knife-3, Unarmed-3, Modified Fist-1, Revolver-3, Rifle-2, Master Criminal-3, Street Criminal-3, Pilot-3, Theatrical-2, Wilderness-1, Stage Magician-4. His swashbuckling films include: "Lloyds of London" (1936), "The Mark of Zorro" (1940), "Son of Fury" (1942), "The Black Swan" (1942), "Captain from Castile" (1947), "Prince of Foxes" (1949), and "The Black Rose" (1950). "The Mark of Zorro" is a swashbuckling classic.

Basil Rathbone was basically a nice person and excellent actor who became typecast first as a villain and later as Sherlock Holmes. His knowledge of fencing helped create some of the finest dueling scenes in the movies. He usually plays a swaggering, intelligent villain who is proud of his swordsmanship. His pride eventually leads to his downfall in a spectacular fight scene. Basil Rathbone has the skills of Rapier-5, Knife-2, Unarmed-3, Revolver-4, Detective-4, Espionage-4, Master Criminal-2, Scientist-1, Street Criminal-1, Pilot-3, Flintlock Pistol-1, Sword-3, and Medical-1. His swashbuckling movies include: "Captain Blood" (1935), "The Adventures of Marco Polo" (1939), "The Adventures of Robin Hood" (1938), "If I Were King" (1938), "Tower of London" (1939), "The Mark of Zorro" (1940), "Frenchan's Creek" (1944), and "The Magic Sword" (1962). Note that every time he played the villain against a swashbuckling actor of equal caliber, the result was a swashbuckling classic.

Cornel Wilde might be termed the "son of the swashbuckler." He played the son of Robin Hood and the son of D'Artagnan. Another movie (Treasure of the Golden Condor) was essentially a remake of a Tyrone Power movie (Son of Fury). Cornel Wilde has the skills of

Rapier-4, Knife-3, Unarmed-4, Modified Fist-1, Sword-2, Revolver-2, Rifle-1, Submachinegun-1, Commando-2, and Wilderness-3. His swashbuckling movies include: "The Bandit of Sherwood Forest" (1946), "Forever Amber" (1947), "At Sword's Point" (1952), "Treasure of the Golden Condor" (1954), "Star of India" (1956), and "Sword of Lancelot" (1963).

Maureen O'Hara is one of the few women in swashbuckling films who can hold her own in a duel. She has the skills of Rapier-4, Flintlock Pistol-2, Knife-3, and Unarmed-2. Her swashbuckling films include: "The Black Swan" (1942), "At Sword's Point" (1952), and "Against All Flags" (1952).

List Of Swashbucklers

XP Name	XP Name
61 Errol Flynn	30 Francis L'Ollonais
50 Douglas Fairbanks Sr.	29 Cornel Wilde
43 Tyrone Power	29 Blackbeard
42 D'Artagnan	28 Owen Roe O'Neill
41 Prince Rupert	28 Captain Robert Kidd
40 Basil Rathbone	27 Duc de Richlieu
39 Chevalier de Rochefort	27 Sir Chaloner Ogle
38 Long John Silver	26 Robert Maynard
37 John Churchill, Duke of Marlborough	25 John Avery
36 Aramis	25 Cahusac
35 Athos	24 Maureen O'Hara
34 Chevalier d'Andrieux	24 Edward Davis
34 James Graham, Earl of Montrose	23 Woodes Rogers

33 Henry Morgan	22 George Villiers, 1st Duke of Buckingham
33 Bicarot	21 William Nevison
32 Cyrano de Bergerac*	20 Lagarde
32 Porthos	18 Thomas Tew
32 Captain Flint	17 Saint Evremont
31 Batholomew Roberts	16 M. Treville
30 Francois de Montmorency, Comte de Bouteville	16 Howell Davis
15 Patrick Sarsfield	10 Cardinal's Guard
15 de Jussac	9 James Butler, Earl of Ormonde
15 Ravenau de Lussan	9 Bucaneer Captain
14 Sir John Byron	9 Captain James Hind
14 Edward Mansfield	8 Duelist
14 Lord de Winter	8 Pirate Captain
13 Claude du Vall	8 Anne Bonny
13 Maupin	8 Basil Ringrose
12 John Davis	8 William Dampier
12 Philip Stanhope	7 Cavalier
11 King's Musketeer	7 Flint's Crew
11 Prince Maurice	7 Mary Reed
11 Sir Henry Bellasses	6 Roundhead
11 Billy Bones	6 Buccaneer
10 Major Stede Bonnet	6 Highwayman
10 George Villiers, 2nd Duke of Buckingham	5 Pirate

*as detailed in "The Book Of Foes" and "The Horn of Roland" adventure.

Elder and Sidh immunity to magic, Might, Dark Sight, and a bloody partridge in a pear tree, but no gamemaster should permit it.

The Screaming Sword, although a powerful weapon, would not unbalance a campaign. It has a consistent idea running through all its powers (a weapon against law and chaos supernatural influences), it has several disadvantages (Energy drain, battle fury against Law or Chaos, and the fact that the user will get no help from friends; he who walks in a sea of Astral Fire walks alone). It also has several holes: it gives the user no protection against missile fire, Elder, Sidh, or Balance spells. It is, however, a very interesting item, bound to create strange situations and heroic actions. Since it is so dangerous to the user, Oom himself never intended to use it when he made it. He made it because, by doing so, he could further the cause of Balance (and make a little money in the bargain).

A Suggested Reading List

The following books have interesting systems or details on magical rules and rituals. Although they do not always agree, they can add insight to your magic items. Books noted with an asterix have useful diagrams and illustrations.

*Bezoir, Jeanyne; *Magicks and Ceremonies*, Lancer Books, New York, 1972.

Bias, Clifford; *Ritual Book of Magic*, Samuel Weiser, Inc., York Beach, ME, 1981.

*Blum, Ralph; *The Book of Runes*, St. Martin's Press, New York, 1982.

P.E.I. Bonewits, *Real Magic*, Coward, McCann & Geoghegan, New York, 1971.

Various authors, *Authentic Thaumaturgy*, The Chaosium, Albany, CA, 1978.

Crowley, Aleister, *777 and Other Qabalistic Writings*, Samuel Weiser, Inc., New York, 1973.

Frazer, Sir James; *The Golden Bough*, Macmillan, Inc., New York, 1950.

*King, Francis and Skinner, Stephen; *Techniques of High Magic*, Warner Books, Inc., New York, 1976.

Love, Jeff; *The Quantum Gods*, Compton Russell Ltd., Great Britain, 1976.

*Regardie, Israel; *How to Make and Use Talismans*, Samuel Weiser, New York, 1972.

Regardie, Israel; *A Garden of Pomegranates*, Llewellyn Publications, St. Paul, MN, 1970.

*Wang, Robert; *The Secret Temple*, Samuel Weiser, Inc., New York, 1980.

Various "schools" of magic have their own systems of associations used for making spells. For instance, in the Golden Dawn system, a love spell could include symbols of the planet Venus, the tarot card "The Empress", the hebrew letter *daleth*, copper, and seven-pointed stars. One can find talbes of these associations in some boioks on the occult. They are sometimes called "tables of correspondences." A Garden of Pomegranates by I. Regardie and 777 by Aleister Crowley have examples of these tables.

In addition, the following books from fantasy literature have detailed and interesting magic systems, although this is only a small selection.

Chalker, Jack; *Lilith: A Snake In The Grass*, Ballantine Books, New York, 1981.

de Camp, L. Sprague and Pratt, Fletcher; *The Compleat Enchanter*, Ballantine Books, New York, 1975.

Garrett, Randall; *Murder and Magic*, Lord Darcy Investigates and Too Many Magicians, Ace Books, New York, 1966.

Hardy, Lyndon; *Master of the Five Magics*, Ballantine Books, New York, 1980.

Hardy, Lyndon; *Secret of the Sixth Magic*, Ballantine Books, New York, 1984.

RuneQuestions

By The Chaosium Staff

This inaugural edition of *RuneQuestions* is dedicated to David Dunham, who courageously ran the *RuneQuest* tournament at Origins 1984, and whose questions sparked many of these entries.

To ask questions about the Avalon Hill edition of *RuneQuest*, send questions answerable by a yes or no to: *RuneQuestions*, c/o Chaosium, Inc., PO Box 6302-HM, Albany, CA 94706. Always cite specific page references whenever possible.

All questions will be considered for this column. Please include a Self Addressed Stamped Envelope (SASE) with your inquiry if you want a personal answer. If you are outside the United States, include International Postal Coupons instead. Otherwise, watch this space for your Q&A.

Some questions are too esoteric to be answered either in this column or in private correspondence. Some things must be considered by the gamemaster using the rules as guidelines. For instance: "Should I allow my players to get Greatsword Training in Londinium during the Roman period?" is not something we should answer. That's up to the gamemaster.

Players Book/Character Generation

The equipment for Nomad Nobles on page 17 includes a number of duplicate items such as two shields and multiple weapons. Which set of equipment is correct.

The Nomad Noble gets water skins, 50m of rope, a firemaker, leather clothing, 2 point leather armor, a 3 point helm, a 1H weapon, a sword, a missile weapon, good clothing, one riding animal, and herd animals worth 1920 pennies.

The Civilized Farmer (page 30) included two different multiples for First Aid. Which is correct?

The First Aid multiple is $\times 2$, not $\times 3$. Furthermore, his World Lore should only be $\times 2$, not $\times 3$.

Players Book/Game System

How much time does it take to train in a skill that starts at 05? The rule on page 38 indicates the time is zero hours.

The time to initially train a 0% skill, or one in which the character's skill category modifier drives the beginning chance into a negative number, is the same as that to initially learn a sorcery skill: 50 hours. This gives the character the general background in a skill that will make the rest of the training make sense. The trainee will learn 1D6 percentiles in the skill category. If this still results in a negative number, then that number is his new chance with the skill, and he must spend another 50 hours and roll again. Unlike sorcery skills, the trainee need not make an

INT $\times 3$ roll to learn the basic skill.

Players Book/Combat System

The limits of using dodge with other combat skills shown on page 48 are a little unclear. If an adventurer has 100% attack and 100% parry, and Dodge, can he make one 50% attack, one 50% parry, and Dodge, too, since he is entitled to two attacks and two parries because of his 100% ability?

No. The rule is he cannot combine attacks, parries, and dodges in one melee round. He can make two 50% attacks and Dodge, or two 50% parries and Dodge, or both his attack and both parries and not Dodge at all.

A character attempting to use a weapon with his off-hand has a .5% base chance (page 51)? What does this mean?

The character fights at half of the weapon's base percentage. Normal Attack and Parry Bonuses do not count.

Does the rule on weapons categories (page 60) mean that weapons in categories like 1H sword could be listed once on the sheet, as their percentages would always be identical?

Yes.

Which is the correct rate of fire for slings: the weapons table listing on page 64, or the one in the Creatures Book?

Use the rate on the weapons table.

What is the ENC for armor for characters in the 1-5 SIZ range, like halflings and ducks (page 66)?

Take Medium as the standard and see how much is subtracted for Small, then subtract the same amount to get Tiny (SIZ 1-5). Thus:

Armor Type	Armor Points	Tiny (1-5)
Clothes	0	1.5
Soft Leather	1	2.5
Stiff Leather	2	3.0
Cuirboilli	3	3.0
Benzainted	4	4.5
Ringmail	5	6.0
Lamellar	6	11.0
Scale	6	12.0
Chainmail	7	12.0
Brigandine	7	13.0
Plate	8	15.0

Players Book/Skills

Should perception skill rolls (page 78) be done for each member of a group?

This is up to the gamemaster and what he perceives as the dramatic needs of the moment. If it is not immediately vital for the survival of the adventurers, the gamemaster can call for the member of the party who is best in the skill to make the roll. If the situation is deadly for the adventurers unless they succeed with the Perception Skill, call for each member of the party to attempt the roll.

Players Book/The World

Should acid be treated somewhat like fire (page 81) on its effect on armor and the hit points beneath the armor?

Not exactly. Fire is affected by armor the first round, but ignores it thereafter. Acid destroys the armor, and does not affect the hit points until the armor is destroyed.

Magic Book/Spirit Combat

Can the target of spirit combat put up Spirit Shield, Spirit Block or Spirit Resistance while being attacked (page 8)?

Yes, he can throw a spirit-affecting spell during spirit combat as long as he makes a concentration roll of his INT $\times 3$, as described in the Magic book (page 11). Another person could simply throw one of the spells on the victim or the spirit.

Will Command Spirit or Dominate Spirit allow a combatant or onlooker to break up a spirit combat by ordering the spirit away (page 8)?

Command Spirit will work to break up a spirit combat only if the Commanded combatant has 10 points or more higher magic points than the other, or one party wants to break off, and the other party is commanded to break off.

Under Dominate Spirit (page 46), the spirit is supposed to attack the user if the domination is unsuccessful. If the spellcaster is trying to use the spell to drag a spirit off a companion, and the spell fails, what happens?

Normally, the attacking spirit will stay with his victim under the above ruling. However, if the unsuccessfully dominated spirit is 10 or more magic points superior to his adversary (or the dominant combatant wants to let the lesser one break off the combat), it will break off and attack the presumptuous sorcerer.

Magic Book/Spirit Magic

How is a spell spirit able to attack someone to teach him a spell if it is unable to initiate spirit combat (page 36, Creatures Book)?

A spell spirit is too mindless to initiate spirit combat on its own, but can be directed to do so by a shaman or a Spell Teaching priest.

Do you have to pay full price (page 12) to learn Heal 2 if you already know Heal 1?

Yes, because the shaman still has to go to the trouble of finding a spirit. Thus, learning Heal 6 one point at a time will cost the student 2,10 pennies (about 10.5 cows) instead of 600. However, since he only had to buy a focus once (see below) for 33 pennies, the actual prices is 1,433 pennies, or about 7 cows.

Speaking of focuses (page 16), if you have a Bladesharp 1 focus, do you need a new focus for a Bladesharp 2 spell, or can you get a break on the price by using the old focus?

Once you have a focus for a variable spell, you can use it for any version of that spell. Thus, you can get a reduction on the price for having the focus already, just as you do if you forgot the spell and want to relearn it entirely. See the Heal 6 discussion above.

The spirit spell Coordination (page 19) says that DEX can be raised to double current DEX, but the character generation description of DEX (page 12, Players Book) says that the limit to increase in DEX by magic is 1.5 times original DEX? Which is correct?

Both. Coordination is a temporary effect. The 1.5 times original maximum increase in DEX refers to permanent increase.

Does Dullblade (page 20) put out a Fireblade (page 20)?

No, it just reduces its damage by 1 point per point of Dullblade.

How many points of Extinguish (page 20) are needed to get rid of a salamander?

One point of Extinguish does 1 point of damage to a Salamander. Similarly, Light is put out by a Shade and does not harm it, but a Shade passing through a Lightwall (page 21) will take 4 points of damage and destroy the light wall unless the 4 points kills him. The Sorcery spell Glow (page 47) will do damage to a Shade just as Phantom Touch (page 49) harms any target (including shades). Again, if the Shade is not slain, it puts out the Glow.

Does the one point loss of hit points by objects fixed by Repair (page 21) apply only to which are sundered/destroyed rather than the damaged/chipped?

No. Every use of Repair reduces the object's hit points by one. Thus, it is a waste of time to cast Repair on an object that has only been damaged by one point.

Magic Book/Divine Magic

According to character generation, any character whose parents are initiates of a god may become an initiate of that god automatically, but the Magic Book (page 24) says he must sacrifice a point of POW. Which is correct?

Sacrificing the point of POW establishes a permanent link with the deity, and must be performed by all. However, if the parents are initiates, he doesn't have to worry about any of the other folderol.

A priest gains 1 POW point a year for leading his congregation in worship (page 27). The Worship spell described on page 37 allows a POW gain roll for using Worship correctly. This can mean that a priest can gain more than one POW point a year, or fail the roll and not gain a point. Which is correct?

The description on page 27 is an average case, useful for campaigns in which the gamemaster does not want to worry about his players making Ceremony rolls for their characters every game year. Remember, a priest has several chances to lead a ceremony each year. In effect, as long as the character has the Worship spell, a gamemaster can assume he gains one POW point a year. If he wants to, he can have the player make the roll for each year to see how many points he

actually gets.

Is Command (Species) a one point spell, as it shows on the list of Special Divine Spells (page 32), or a two point spell as it shows on the spell description (page 33)?

A one point spell.

Does a Command/Dominate/Control (page 33) spell have to specify the target, say, Command Dark Troll?

No, it is specific to a species. Thus, Command Troll would command Gloranthan Dark Trolls, Trollkin, and Great Trolls (who are all one species). However, Mistress Race Trolls and Cave Trolls are different species, and must be commanded independently.

Will a 1-point Dismiss Magic (page 33) turn a 4 point Countermagic into a 2 point Countermagic?

No, there must be enough points of Dismiss Magic present to affect the entire spell, not just part of a spell.

Does a Trickster have to roll DEX x 3% each round to use his Illusory Motion (page 34), or does he just need the DEX roll to make the illusion attack or perform another action besides moving?

The spell automatically allows the user to move the illusion. The DEX x 3% is for performing other actions besides moving.

All Divine Magic has a 100% chance of success (page 27), yet the Divine Magic of Resurrect (page 36) is a Ceremony ritual. Is the priest using Resurrect supposed to make a 100% skill roll (minus his ENC, of course) or his Ceremony skill roll?

Any Ritual spell from any system means that the user must make the particular ritual roll, not the usual roll for the spell (see page 10 of the Magic Book). Thus, a Divine Ritual like Resurrect means that the priest must make a Ceremony roll instead of a 100% roll.

How long does a Ceremony Spell like Resurrect (page 36) take to perform?

The same as for other spells like Excommunication and Divination: 1 hour per point of spell. Thus, Resurrect takes 3 hours. Worship Deity is a possible exception, as the Worship ceremony may take as much as a day for gods that enjoy ceremony. This is the Gamemaster's choice.

Magic Book/Sorcery

Can sorcerers pass a familiar (page 44) down, like a pet rock? Can someone else, such as a favored apprentice, make use of the altered characteristics of a familiar?

No, once the original sorcerer dies, the altered characteristics go away and a new sorcerer would have to alter them all over again to make a familiar for himself. Of course, the creature might very well retain the old personality if he was speedily converted to someone else's familiar, or he was normally intelligent before becoming a familiar.

Can a Sorcerer's Phantom Touch (page 49) be attacked in the same manner as a priest's Substance Illusion?

No, no more than a Palsy spell can be attacked.

Magic Book/Ritual Magic

If a Salamander, for instance, is bound

into a staff, do you still need a volume of fire to be present before you can summon the salamander, or does the staff contain the fire as well?

You still need a volume of material to summon an elemental of that material.

Gamemaster Book

What is the minimum an adventurer would spend to live (page 24) while training?

Two pennies a day, which is double a slave's minimum standard of living.

Creatures Book

Do Ghosts (page 21) have INT and POW or STR and POW?

INT and POW.

Page 6 implies that a lion has a dodge skill, but none is listed. What is it?

20%. This also applies to tigers and other big cats.

Glorantha Book

If a Cult Allied Spirit (page 16) is put into a ceremonial object, how does it see? Can it see from the holder's eyes?

Allied spirits placed into objects must first cast a spell such as Second Sight, Mystic Vision, or Soul Sight to be able to see into the mundane world, then cast any other spell it knows. If it is in Mind-Link with its holder, it can see from his eyes.

Lords of Creation Oversights

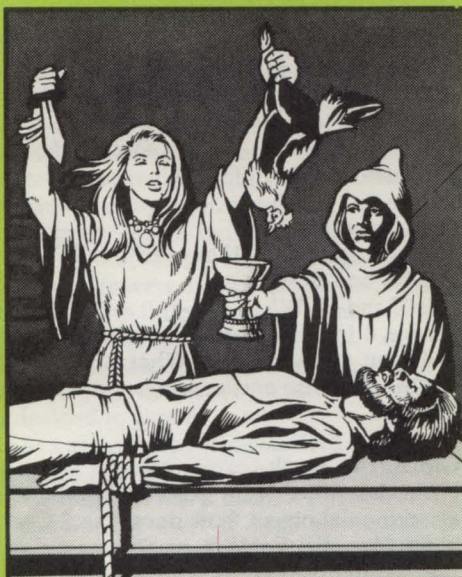
This is official errata for Lords of Creation.

The Magneto Power of Electrosensing has a Time of Power $\times 4$, not the maximum of 1 turn for every power point of the Magneto as said below.

The Somatron power of Dermal Armor increases the user's armor by -4 against all forms of attack, including magical weapons.

An energy vest costs 1,000 cr., and an energy shield costs 2,000.

HEROES ETCETERA



Looking Ahead With Soothsayers

In *Powers & Perils* and *RuneQuest*, there may come a time when players may need to appeal to the gods for information. This could occur during the course of the game, or could be used by the judge to start a scenario. In the mythic past, this was done through a special priest or emissary through whom the gods would speak. And, like any good business transaction, the petitioner was sometimes required to perform a task or sacrifice.

In lieu of specific guidelines found in these games, presented below are three

sources of prophecies, illustrated by three characters from Greek mythology: the oracle-priest, the god, and an individual blessed with this power.

The Oracle of Delphi was not one person, but a long series of priestesses who lived in a temple dedicated to Apollo, god of the sun, light and reason. The temple can be found in central Greece, on the slope of a volcano near hot springs. The temple was built over an old volcanic vent, and the oracle would sit near it on a three-legged stool.

The procedure was simple: the petitioner would enter and make a request, usually preceded by a sacrifice and/or payment. The priestess would then go into a trance and speak in a special language understood only by the priests who stood nearby. They would confer in private, and inform the petitioner of the advice or orders that the gods had given.

In the myths, the answers were easily understood. When Hercules was stricken with madness and slew his wife and children, he came to Delphi to learn how to do penitence. The priestess informed him that he must go to King Eurystheus and follow his orders twelve times. These twelve dangerous and painful tasks became known as the Twelve Labors of Hercules.

History records, however, that the priestesses would always answer in ambiguous phrases capable of many interpretations. For example, a group of Athenian generals came for advice on how to face a Persian invasion. The advice came back: "Put your faith in wooden walls."

This could have meant that they should fortify their city. They decided, however, that it meant they should attack with their fleets of wooden ships. The speedy Greek galleys outmaneuvered the larger Persian fleet and won a great victory.

Proteus was a minor god, usually portrayed as a muscular man with long white hair. He has been described as the servant or son of Poseidon, god of the sea, and though he was sought after for advice because of his great wisdom, he would not answer willingly.

When King Menelaus was returning from the Trojan war with his wife Helen, his ship ran aground on the island of Pharos, near Egypt. Unable to leave because of the weather, they were running out of supplies when a sea nymph took pity on them. She told them that her father, Proteus, came ashore with a herd of seals everyday to sun himself. If they could seize and hold him, he would answer their questions in return for his freedom.

Menelaus and three sailors dug holes in the sand and hid in them under seal skins. When Proteus came ashore, the king and the sailors quickly seized him. He fought back, changing into a lion, a dragon, and finally, a tall tree. The mortals, though, were able to hold him and he surrendered. As a result, Proteus not only explained how they could escape Pharos, but also where the other heroes of the Trojan war were at that moment.

The strangest of the three oracles was Cassandra, daughter of King Priam of Troy. Apollo was infatuated with her, and granted her the power of prophecy. As a result, she could receive clear visions of the future without having to perform any special rituals.

But this power became cursed when she failed to return his love. Her vision of the future was as clear as ever, but no one would believe her predictions. She foresaw the coming of the Trojan war, the defeat and destruction of Troy, and the true purpose of the Trojan Horse, but no one would listen.

— William Goodson



Thugs

One of the mainstays of both adventure fiction and role-playing scenarios has been the secret society. Enemies who can strike for mysterious goals from a variety of identities. Perhaps the most carefully organized group which engaged in theft and murder was the Indian Thugs, or Phansigers (literally "people who strangle.")

The Thugs have appeared in many stories from "The Mysterious Dr. FuManchu" up to this summer's "Indiana Jones and the Temple of Doom." But exactly who were these human fiends and what were their particular crimes? And how can we translate this to games like *Lords of Creation*?

In the early nineteenth century, the East India Company was already nominal ruler of much of India. However it's administrators constantly discovered how little they knew about the people they ruled.

About 1837, the murder of Sepoys (Indians who served in the company army) alerted the authorities to a gang of murderers preying on travellers. When some gang members were captured, the English discovered that there existed bands of hereditary murderers called Thugs. These societies, sometimes numbering up to 300 members, had secret burial plots and contacts with corrupt authorities all over India.

The practice of Thuggee seems to go back to before the 17th century. It's practitioners claim to have been the chosen of the goddess Kali, who instructed them in their "art." The religious basis of Thuggee was explained by an informer who worked with Captain Meadows Taylor, one of the earliest investigators appointed by the company:

"In the beginning of the world according to the Hindus, there existed a creating and a destroying power, both emanations from the Supreme Being. The creative power however peopled the earth so fast that the destroyer could not keep pace with him, nor was he allowed to do so. But he was given permission to resort to every means he could devise to effect his objects. Among others, his consort Devi, Bjowani or Kali constructed an image into which, on this occasion, she was empowered to infuse the breath of life. No sooner was this effected than she assembled a number of her votaries, whom she named Thugs. She instructed them in the art of Thuggee, and to prove its efficacy, with her own hands destroyed before them the image she had made in the manner which we now practice. She endowed the Thugs with superior intelligence and cunning in order that they might decoy human beings to destruction, and sent them abroad into the world, giving them, as the reward of their exertions, the plunder they might obtain from those they put to death."

The art to which the informer referred was strangulation, especially the use of the ruhmal, a silken sash usually yellow and up to 36 inches long. The shedding of blood was forbidden in the worship of Kali, since blood would fertilize the soil. Different thugs seem to have practiced long hours on

different techniques using several types of garrots.

Edward Thornton, author of "History and Practices of the Thug" described how most murders were arranged so no danger would fall on any Thug:

"While travelling along, one of the gang suddenly throws a rope or cloth round the neck of the (chosen) individual and retains hold of one end, the other end being seized by an accomplice. The instrument of death, crossed behind the neck, is then drawn very tight, the two thugs who hold it pressing the head of the victim forward, a third villain, who is in readiness behind the traveller, seizes him by the legs. The operation of the noose is aided by kicks inflicted in the manner most likely to produce vital injury and the sufferer is thus quickly dispatched."

The English assigned to understand and destroy the Thugs were headed by Captain William Sleeman from 1832-1840. He and his associates all agreed that the religious aspect of Thuggee was simply a rationalization of the criminal's love of cruelty and loot. Many Thugs were not even Hindus, but Moslems (as much as such a person can belong to any religion).

The candidate for Thughood was usually from a family that contained successful thugs. Upon their initiation they declared their devotion to Kali, their loyalty to their band and tasted the sacred goor or gur (raw sugar). They were taught to regard any human being, except for followers of certain useful professions, holy man, and deformed persons as legitimate prey to be slain without hesitation.

The sacred gur was an important part of their ceremonies. It was eaten often when they were out on "business" and was believed to possess some sort of dark virtue.

There are legends of how an ordinary person would eat gur and take up the life of a thug killing in honor of Kali.

When they were ready to begin a trip, the band would gather and consult the omens. After a proper sacrifice they would receive a sign if the time was right to move or not.

The omens were numerous. The most favorable sign was a donkey braying at night, while the sight of a woman with an empty jar might cause a successful endeavor to be abandoned.

Travelling from city to city in a band the Thugs would change names and identities. Sometimes posing as merchants, pilgrims, even mercenaries, they would study their fellow travellers.

The Sothas or inveiglers would pass among their fellow travellers and choose victims. These they would befriend and charm, agreeing with them about how high prices were, and warning them how dangerous the roads were. At some point, they would invite them to go along with their larger party for protection. Sometimes they were rich persons with retinues, sometimes families with a few pennies.

At a deserted point in the road, or as they made camp at night, the thugs would see that the victims were separated and surrounded. At a signal, usually the words "bring the tobacco," the bhuttoes (expert stranglers) would attack. Strangulation was the chosen tool, but many thugs were trained with swords and daggers, and used them if speed and quickness was necessary.

Seldom was anyone spared, and never witnesses. In a few cases, small children were spared and raised by childless families.

The Thugs work was well-planned and



A Civilized Amendment

I have been playing the two- and six-player versions of *Civilization* for over a year. Each time presents fresh points of interest, and I suspect this will be true for some time to come.

However, a problem has emerged with one of the calamities which gives the game its unusual flavor. Famine is a common occurrence as it should be since this represents the Ancient World. According to the rulebook, players with a Pottery civilization card may reduce his loss to famine by 4 points for each Grain trade card he holds.

In game terms, this simulates the storing of grain for lean years, and it's the only time

a Trade card may be combined with a civilization card in order to affect a calamity's effect.

The problem is that the rule encourages players to hoard grain. Players with two or more Grain cards start to hold on to them for several turns, despite the six-card Trade card limit. The result is that the Civil War card starts to turn up almost every turn, disrupting the game and making it a little dull.

Now for the house rule: when a player uses his Grain cards to reduce the effects of a famine, the cards are considered expended. They return to the stack of Grain cards as if they had been used to purchase a Civilization Card. This not only moves the game along, but simulates the fact that the grain was consumed during the famine.

— William Goodson

thorough. By the time of the attack, grave diggers called Lughoos had moved on ahead to prepare mass graves. These graveyards were often used on several different trips. It was from opening these graves that Captain Sleeman estimated that more than twenty thousand travellers were killed every year. One group had more than 250 graves prepared before setting out from their home villages.

It is appropriate to note that the sacred symbol of the thugs was the pick axe they used to bury their victims. After each murder, the entire band would worship Kali using the axe as an altar. They then divided their loot, reserving portions for Kali and the families of retired or deceased members.

The leader of each band was called a *jamadar*. He not only consulted the omens, planned the crimes and divided the loot, he was also skilful in bribing the local authorities. Not only local chieftains were corrupted. Village heads would connive to protect the thugs who lived in their village and brought wealth home with them. Minor Rajas and other rulers sometimes taxed the leaders in return for secret protection.

In their own communities, Thugs could appear as honest citizens. Many had professions that explained their frequent trips. They were able to silence complaints by terror, since no one knew who the Thugs accomplices were. False identities, a lack of witnesses, and the authorities' protection complicated the job of the British authorities in tracing the disturbers of the public peace.

Yet, day by day, informers were gathered who exposed more members who, under the threat of prison terms, would also become informers and draw others into traps. The character of such men sometimes horrified even the most hardened investigators. One man facing the noose admitted he had committed 719 murders, and insisted that his only regret was that he would never achieve a thousand. Witnesses comparing memories would discuss with pride the murder of entire families. Few ever reformed.

In 1840, after seven years of constant investigation, several hundred Thugs were still at large, but the dimensions of the problem were apparent. By the 1850s, Thuggee as an organized profession seems to have disappeared.

But in 1952, John F. Gilbey, an American martial arts expert, found a 68-year-old Thug named Surbul Kormi in Hyderabad. He described how among some families, the practice of Thuggee continued:

"My father was a Thug. When I was twelve, he initiated me into the fraternity by having me swallow a piece of coarse sugar we call gur. Gur is everything. After taking it, everyone's nature changes. I could do anything I wished with my life after swallowing gur. I could choose any profession, but I could not leave off being a Thug."

Kormi always had to work alone, and he had learned to cast his ruhmals quickly at an opponent from any direction. His technique

had been to be a drinking companion of persons who seemed to have money, get them alone, and strangle them. He told an instructional story of how in 1942 he invited a wealthy law student he disliked to his home. Just as he was getting ready to pull out his ruhmals, he discovered that he was being strangled.

Kormi tightened his neck and threw himself sideways so that he got his attacker off-balance, and kicked him. Then he caught the lawyer with one cast of his scarf and stepped behind to strangle him. "He was obviously a Thug with the same intentions as mine. I was thankful that he was young and therefore inexpert."

Thugs in Lords of Creation

Thugs fit well as opponents. They are ready to attack anyone for profit, and their technique gives players a chance to exercise their wits as well as their fighting skills.

Since Thugs learned to cast their ruhmals, I think they could be considered a close combat weapon. If they hit, they could cause a certain amount of damage each round until the victim escapes or dies.

In *Lords of Creation* terms this would read as:

Weapon	Damage
Garrot	10-20 pts./round

Defense	Skill	Cost
Regular	2	1 SC

It is possible to make the leader or jamadar an adept so it will be a fairer contest against users of magic.

Gur is an interesting prop. It is possible for a game master to introduce it as a magic potion which would urge a player character to adopt Thuggee practices after tasting it. Naturally, there should be a resistance chance based upon the character's health, and the presence of Thuggee signs (good omens, wealthy victims in dark alleys).

KALI (Devi)
 ATTACK: 20×4
 DAMAGE: 1d10+10
 INITIATIVE: +35
 ARMOR: 8 (all)
 LIFE POINTS: 300
 MOVEMENT: 300'
 LUCK: 60
 NUMBER: 1
 EXPERIENCE: 594

Kali is a goddess worshipped by Thugs and other professional criminals. She represents the force of destruction in the universe and always acts to end life. She appears to worshippers at her choice and may never be summoned. She possess all powers of Adept, Invoker, Sorcerer, and Wizard. She holds the skills of a 5th level Master Criminal and Street Criminal.

THUG (Jamadar)
 ATTACK: 15×2
 DAMAGE: Weapon +4
 INITIATIVE: +5
 ARMOR: None

LIFE POINTS: 35
 MOVEMENT: 60'
 LUCK: 11
 NUMBER: 1-5
 EXPERIENCE: 2

A normal Thug always carries his ruhmals or garrot as well as any historical weapon. He always has a skill bonus of +1 with the garrot. His skills include Street Criminal Level 1, and (game master's option) Wilderness Level 1.

THUG (Jamadar)
 ATTACK: 15×2
 DAMAGE: Weapon +4
 INITIATIVE: +7
 ARMOR: None
 LIFE POINTS: 35
 MOVEMENT: 60'
 LUCK: 11
 NUMBER: 1
 EXPERIENCE: L'

A Jamadar, or leader, of a band of Thugs carries a ruhmals with a skill bonus of +2, plus any other historical weapon. His skills include Street Criminal Level 1, Bureaucracy Level 3, and, at the game masters choice: Magical skills Level 1-3. They may also be Adepts, but with no more than a Level 3.

Convention Listings

Stellarcon 10
 Greensboro, NC
 March 22-24

The 10th annual science-fiction convention also features a gaming tournament. Contact: Stellarcon 10; Box 4 Elliott University Center; UNC-Greensboro; Greensboro, NC 27412.

Neo Con IV
 Akron, Ohio
 March 22-24

Neo Con IV will be held at the Gardner Student Center, The University of Akron, and will feature boardgames, fantasy role-playing, miniatures battles, seminars and a dealers room. Contact: Neo Con IV; P.O. Box 7411; Akron, Ohio 44306.

Contest II
 Tulsa, OK
 March 29-31

This convention will feature wargames, miniatures, science-fiction and fantasy boardgames, and role-playing games. Contact: Contest II; Tactical Simulation Society; P.O. Box 4726; Tulsa, OK 74159.

Heroes Magazine wants to know what's up in your area. We have plenty of space to run almost any kind of announcement. Send convention listings, press releases, etc., to Heroes Magazine, 4517 Harford Rd., Baltimore, MD 21214.

Badlander, Boatman, Hillman, Thief

New Careers In Powers & Perils

By Craig Barrett

I've got a bone to pick with Richard Snider! Either he should have made the Character Generation process in *Powers & Perils* less enjoyable, or he should have included a thicker pad of Character Record Sheets. I enjoy creating new characters so much – almost as much as I enjoy the game itself – that I am already in danger of running out of Character Record Sheets.

Aside from providing me with an excess of characters, my addiction to Character Generation has shown me something interesting about the process. Of the available skills, five give you a better than average bargain for your expertise points: Assassin, Thief, Forester, Miner and Actor. In all five cases, for the price of the basic skill, you get two to six more almost free of charge.

With the advantages that these skills offer, who wouldn't choose at least one of them for his character? I do frequently and this means that I have an over-abundance of Assassins, Thieves and Foresters. I suspect that this happens to other players as well, creating a logjam around the skill groups, especially the three above that are the most favorable. What we need are other group or special skills that offer their own advantages; something important and attractive enough to entice players into other professions. To answer this need, I propose the following career opportunities:

Badlander

Cost to Learn: 50

Per EL Increase: 10

Maximum EL: $(A + Em) + (StB \times 5)$ or 80

The Badlander is skilled in finding his way through unfamiliar and/or hostile terrain, seeking out trails and water sources and in avoiding or anticipating ambushes. They are frequently loners who are employed as border guards and guides.

When Searching, Ambushing, Avoiding or Hunting, the Badlander will add his EL/5 (round up) to his Survival skill in both Badlands and Desert terrain. The resulting increase may not more than double his effective Survival EL. He may roll D100 against his EL to detect an ambush in these terrains before it is sprung. Success indicates that he is aware of the ambush, knows where the enemy is coming from and can alert other party members. Partial Success indicates that he is alert but cannot warn anyone else. Failure gives him no advantage; he is caught unaware. (Party members that are aware may strike on the first phase of the ambush or roll to wake up immediately. This skill is only usable when the Badlander is awake.)

Badlanders have an increased chance of Waking Up in any environment. Their chance will be one level higher than normal, i.e. if the normal roll for the situation is $W + Em$, the Badlander will roll against $(W + Em) \times 2$.

The other advantages gained through this skill are:

- 1) Tracking, maximum EL currently possible.
- 2) The Badlander knows the basic creatures native to the Badlands and any legends about the Badlands nearest to his home.
- 3) 40% chance the Badlander speaks Dwarf Elder (EL equal to Current Empathy). If so, he is a dwarf friend.
- 4) 10% chance of speaking Elf Sidh (EL equal to Current Empathy). If so, he is a friend of the Searbhani.
- 5) Starting EL in both Sling forms.
- 6) 60% chance maximum EL currently possible in Fighting Dagger.
- 7) Maximum EL currently possible in Badlands Survival.

Boatman

Cost to Learn: 40

Per EL increase: 9

Maximum EL: $(S + A) + (StB \times 5)$ or 80

This skill is divided into two types. Either the character is skilled in lakes and open waterways or he is skilled in Swamps. The advantages that the character will gain varies depending on the environment that the player chooses. In both environments, the character can judge currents and distances travelled by water, with a successful roll against his EL, and has a memory for landmarks and watercourses similar to the Thief's memory of maps and passages. Success in both cases equals 100% accuracy, partial success is 75% accuracy and failure is 50% accuracy.

The other advantages of this skill are:

Open Waterway Boatman

- 1) Knowledge of creatures that can be encountered in waterways.
- 2) Waterway Survival, maximum EL currently possible.
- 3) Starting EL with War Staff.
- 4) 40% chance of maximum EL currently possible with the Sling.

Swamp Boatman

- 1) Maximum EL currently possible in Swamp Survival.
- 2) Knowledge of creatures that can be encountered in the Swamp.
- 3) Starting EL with the Bow.

- 4) 40% chance of maximum EL currently possible with War Staff.

Mountaineer (Hillman)

Cost to Learn: 40

Per EL increase: 9

Maximum EL: $(S + A) + (StB \times 5)$ or 80

Like the Boatman skill, a character must specialize; in this case the Mountains or Hills. In both cases the character can judge heights and distances and has a memory for landmarks similar to a Thief's memory of maps. A Mountaineer/Hillman has a chance equal to his EL to know where he is, relative to where he had been and where he wants to go. With success, he can retrace his steps and/or plot the most efficient route from where he is to where he wants to be. Success, Partial Success and Failure have the meaning specified for Boatman above.

The separate skills of each career are as follows:

Mountaineer

- 1) Knowledge of the creatures that can be encountered in the Mountains.
- 2) Maximum EL currently possible in Climbing.
- 3) 40% chance of speaking Dwarf Elder (starting EL equals Current Empathy). If so, he is a Dwarf friend and gains a starting EL in both forms of Underground Survival.
- 4) Starting EL with Throwing Spear.
- 5) 40% chance maximum EL currently possible with one type of Heavy Sword or Axe (player's choice).
- 6) Maximum EL currently possible in Mountain Survival.

Hillman

- 1) Knowledge of the creatures encountered in the Hills.
- 2) Starting EL in Climbing.
- 3) 40% chance of speaking Elf Sidh (starting EL equals Current Empathy). If so, character is an elf friend and gains a starting EL in Forest Survival.
- 4) Starting EL with Throwing Spear.
- 5) Maximum EL currently possible in Hill Survival.
- 6) 40% chance maximum EL currently possible in Sword or Hand-to-Hand skill (player's choice).

Watercraft

Cost to learn: 25

Per EL increase: 5

Maximum EL: $(S + St + A)/2$ or 80

The character is trained to perform tasks common in operating small boats. He may fight from these boats without reduction

of his OCV or DCV. (Those without this skill reduce both values and their weapon EL by 50% when fighting from a small boat.)

Skilled watermen may navigate on inland waterways, handle swift currents and avoid water obstacles in inland waterways and lakes. They may use their Watercraft EL at ½ value when sailing in the open sea, i.e. operating as Seamen. (The same applies for Seamen when they sail on inland waterways and lakes.)

Finally, watermen will have some training in maintaining and repairing small vessels. Their success chance doing either is equal to their EL.

New Survival Skills

The following adds a new skill and cover omissions in other skills. All are gained for the basic Survival skill cost and advance in the same way as any of those skills do.

Scrounger

This allows the character to find what he wants near or in human habitations. It has no value anywhere else. The basic attributes of the skill are as follows:

1) When hunting for food, the Scrounging EL is subtracted from the success roll, i.e. if the EL is 4 and the roll is a 32, the roll becomes a 28. (Only the highest Scrounger EL applies.)

2) Add the EL×2 to the Availability Chance for an item that the Scrounger tries to find in a market or elsewhere in a human habitation.

3) Subtract the EL from the roll when searching for anything in a city or town environment.

This skill may only be learned by a person who has City Survival. It may not be used at an EL higher than the character's current EL in City Survival. It is used at ½ value, round up, in areas that the Scrounger does not have personal knowledge of or where he does not speak the native language of the area.

Waterway Survival

The basic survival skill operating on waterways and lakes. Use it as specified for all other Survival skills.

Ocean Survival

Survival skill that applies for Ocean environments, sea voyages and other like areas. Its full usefulness awaits the introduction of Sea Encounter rules. Where a character is a Navigator or Seaman, he should have the maximum EL currently possible in this skill without additional cost (as part of buying either or both of those skills).

Modifications of Existing Skills

In company with the new skills above, I would suggest some changes to the skills below.

Forester

Add the ability to remember trails and

landmarks, as for a Thief's memory for maps and passages. His chance of success in this equals his EL, as specified for other skills above.

If this addition to the skill is used, increase the Cost to Learn to 40, the Per EL Increase to 9 and do not change the Maximum EL formula.

NOTE: In all cases, this increased cost should not be applied to existing characters who are Foresters. If the Referee feels that it is necessary, he may withhold expertise gain from those characters until the additional cost above is paid.

Guild Assassinations

The basic amount that the Guild pays its assassins is only 20% of what they receive. While this is appropriate for thugs and inexperienced guild members, it is insufficient for a Master Assassin (especially if he is a loyal guild member with a good reputation). If you agree, the fee paid by the Guild can be the base fee, plus an additional percentage equal to $(EL - 3) \times 5\%$ or 40%, whichever is lower, of the total amount paid to the guild. The minimum payment will always be the base fee.

The Guild receives 4GC to kill a merchant. The assassin chosen receives a base of 4SC to do the job. If his EL is 3 or less, this is all that he gets. If his EL is 8 he receives an additional 25% (1GC) because of his skill and reputation. In the best case, EL11 and up, the assassin would make 2GC on the job.

NOTE: Though it is not specified, it is logical to assume the Assassin's Guild members would have safe houses and other facilities available to them, as specified for the Thieves Guild. Such facilities should be made available to guild members.

Assassins and Thieves

When a player starts a city-born character as an assassin or thief, he duplicates his starting City Survival. To eliminate this and add an element of knowledge that these characters should have, city-born assassins and thieves should be allowed to replace the City Survival increase for their skill with Underground II survival, to reflect their knowledge of the city's sewers and labyrinths.

IMPORTANT: Any time where a skill is duplicated, the player may choose to give the character another related skill of the same value or the maximum EL currently possible in the skill that is duplicated. (This applies only when a group skill is bought that duplicates a Common Knowledge skill of that character.)

Combat Skills

Except through special events, all weapon skills must start at EL 0. While this is reasonable, it should be possible to increase a character's weapon ability (to reflect concentrated training in various combat forms) at a lower cost than is currently the case. Therefore, the following rule is suggested:

Payment of the basic cost to learn a combat skill will get the character EL 0 in that

skill. If *double* the listed cost to learn is paid, the character gets a starting level as for non-combat skills with the same EL range.

For weapons, this applies for one member of the family. For each member, a cost equal to the cost to learn will gain the character a starting level in the individual weapon.

If *triple* the listed cost to learn is paid, the character gets his Maximum EL in that Combat Skill. (For weapons, each payment of *double* the cost to learn after the basic cost is paid will give the character his Maximum EL in one member of the weapon class.

To get Hand-to-hand at EL 0 costs 25 expertise points. To get it at a starting level costs 50. To get it at the Maximum EL currently possible costs 75.

For a mace-user, the problem differs. If he wishes to be good with a hammer and great with a mace (starting level and maximum respectively) he pays 20 for mace class weapons, another 20 for his hammer skill and another 40 for his mace skill. For 80 expertise points he has his current Maximum EL with Mace, a starting level with Hammer and EL 0 in Club and Flail.

NOTE: The Referee should take care with this rule to avoid unbalancing his game. As a general rule, no character should be allowed to have this advantage in more than one weapon class and one other Combat Skill.

These new skills and modifications provide fresh opportunities in character development. Using them, personalities can be filled out in even greater variation than before so that new horizons can be explored in play.

NOTE: This article was revised and edited by Richard Snider.

Opponents Wanted

LC, PP, 007, and other fine AH games. FTF and maybe PBM. Willing to learn new games. Write or call. David Wong, 12 William Way RD1, Matawan, NJ 07747; (201)566-3444.

Who in Dallas area plays RQ? Adult CIV players near Irving also wanted. Ian Straus, 4127 Pleasant Run, Apt. 220, Irving, TX 75038. 252-0874.

FTF for WQ, DUNE, EL, WZ and others. Steve Condit, 16739 Corliss Pl. N., Seattle, WA 98133. (206)364-5980.

007 opponents wanted. Ages 12 to 14. Eugene Cajayon, 9262 Jack Rd., Garden Grove, CA 92641. 539-4705.

RQ, PP, LC: players and/or gamemaster wanted. Mike Strathearn, Urbana, IL (217)333-2285.

I play 007, LC, and I want to learn to play PP, RQ, and SST. Other games as well. Please call. Andrew Wilson, 6979 Palm Ct., Riverside, CA 92504. (714)686-5590.

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