

HEROES[®]

Volume II Number 2

\$3.00



The Sea of Tears
RuneQuest Adventurer Sheet



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EDITOR'S NOTE

by

Richard Snider

Beginning with this issue, for the foreseeable future, HEROES will have a new editor. As the new editor I intend to do my best to make HEROES a product worthy of its customers. My first priority will be to insure that this publication gets out in a timely manner. I can not guarantee that there will never be any delays in publication but I will make every effort to see that they are as few, and as short, as possible.

In future issues I hope to improve the publication by adding regular features of interest to all. I would appreciate any input that you may have on this. Beyond any other consideration, this is your magazine. If you have any ideas about what you want to see, or complaints about what you have been seeing, I am waiting to hear from you.

This magazine, as always, is dedicated to supporting RuneQuest, James Bond 007, Powers & Perils and Lords of Creation. We need articles, short or long, and any other input that you feel might be suitable for publication. It will be my pleasure to review material submitted and prepare it for publication if it is deemed suitable. On all submissions, please allow eight weeks for review and response.

Enough said. I am looking forward to hearing from those of you who care to respond. For all of you, I hope that HEROES will soon be all that you hope for.

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Expanded RuneQuest Character Sheet

By John T. Sapienza, Jr.

Experienced *RuneQuest* players know that the official one-page character sheet that comes with the game is useful, but that you eventually need more room to record information on the character's growth with spells and skills and newly acquired equipment. This article presents an expanded character sheet that provides both additional room and some new features to help you enjoy playing *RuneQuest* even more.

This sheet is divided into personal features and skills on page one, and combat and equipment on page two. Although the sheet is mainly designed for use with humanoid characters, the hit location table on page two contains enough locations to be used with nonhumanoid forms, such as centaurs. Both sides of the character sheet contain checkoff boxes to record the expenditure of magic points, fatigue points, life points, and hit points.

To save wear and tear on the sheet, I recommend using a plastic page protector such as you can buy in drug stores in the school supplies section. Put the character sheet in the holder and mark on the plastic with a grease pencil, which wipes off easily when you no longer need your temporary record marks. I circle the permanent value for each type of points in pencil on my character's sheet and mark off points down toward zero because you sometimes find yourself recording negative number values in points, especially for fatigue points.

What are "life points"? I find it confusing to have two kinds of hit points to report in *RuneQuest*, because when you speak of hit points in a location you are thinking of a different set of rules to worry about than those that apply to total hit points. So I suggested to The Chaosium that it would be better to have different terms to describe each kind of point, and they agreed with my idea to call body hit points "life points", and have "hit points" refer to hit locations. Life points are the average of the character's SIZ + CON.

The top section of page one records basic information concerning the character as a person. You may need a separate sheet of paper to record a detailed history of the character's origin and adventures, but this gives you a summary of who the character is, including a short physical description. I find that having these blanks to fill in helps me to create a more vivid mental image of a new character, as I go down the list and decide what he or she looks like.

The Personal Characteristics section contains three columns. The left column is current values, the middle column is original values, and the right column is racial maximum values—which is something I like to have for reference when I am putting a character through characteristics training. The Personal Background section is for

recording notes on the character's family, culture, and religion.

The Personality Factors section is intended to help the player roleplay the character as a personality that is at least somewhat different from the player's own. This list of factors is adapted from another game, used with permission of The Chaosium. The idea is that the complexity of human behavior can be analyzed into pairs of words that express extremes of a given personality factor. Each extreme represents an ideal expression of that factor in a particular direction. A barbarian culture might emphasize Cruel, Proud, and Extravagant as virtues, while a civilized culture might emphasize their opposites of Merciful, Modest, and Thrifty, depending on the nature of each society.

The attitude of the character's own culture toward its ideal personality expressions will form the character's personality, either by striving to match it, or by resisting it and striving to attain a different pattern that the character admires. The referee should identify five personality factors that typify the cultural norms for the characters born into the *RuneQuest* campaign world. Underline these five key words on your character sheet, and use them for reference when deciding how the character would react in an encounter. This is the simplest way to use this feature of the sheet.

If you want to use the personality factor system to help you decide how the character might react during the game when you, the player, are in doubt, assign number values between 3 and 18 by rolling 3D6 for those factors on the list that you want to use. (There is no reason to use the whole list unless you really want to. I find that keeping mental track of some 10 factors is about all I am interested in.) Write the rolled value in pencil on the left side of the line, and write that number subtracted from 20 on the right side of the line. For the five cultural factors you underlined, increase the number on that side by three (and reduce its opposite by three), but in no factor should you end up with a value less than three or more than 18. The resulting numbers will give you a better idea of just how far the character tilts, and in which direction, on those personality factors you consider significant.

When you want to test the character's reaction to something during the game, pick the factor to be tested and roll 1D20. If you rolled within the range from one to the number shown on the sheet for that factor, the character will tend to react that way to that encounter. For example, if you have been offered a drinking bout at a royal feast and the character's Temperate/Indulgent is 8/12, you have someone who is not extremely inclined in either direction. If you rolled a "1" on the decision after

deciding to roll on the character's Temperate factor, you might decide that the character became huffy in turning down the suggestion, while if you rolled a "20" you might decide the character forgot his upbringing and became very drunk. Just don't get carried away in this; if the die roll violates your sense of the character's inner personality, ignore it or modify the result to something more in character.

Having number values for personality factors allows the referee to use them to help the player stay in character, by requiring a die roll against the appropriate factor when the player has announced an intention to do something the character would not normally do. It also allows pairing factors against each other with die rolls to see whether a character succeeds in an encounter with a non-player-character that does not call for the use of regular skills. For example, an attempt to bribe a court official might pair the character's Generous factor against the official's Suspicious factor. If the character succeeds in the roll and the NPC doesn't, the official accepts the bribe. If the reverse, the attempt fails, and the official gets to decide whether to call the guards. If both failed the roll, the official might be approached later with a different offer, or might suggest something the character might do instead.

After a game, the referee may decide that the character's behavior justifies a change of a personality factor by one point in the direction that represents the way the character acted. This process rewards good roleplaying, but should be done sparingly. I recommend not changing any particular factor more than once per game year, especially with the five cultural personality ideals.

The rest of page one is for types of skills and spells learned. In order to make maximum use of space, the skills have been divided into groups of related skills, with blank spaces between some groups that can be used to expand either or both groups into that space. Communication skills and Knowledge skills were put side by side to allow the player to line up spoken language skills with read/write skill in those languages. Note that only the first line is marked with an *, meaning that no skill gain from experience is possible, while the other lines have skill check boxes. For every line you use for additional languages, put an * in the box on that line, since all language skills require training or research to improve. Those skill check boxes are for any skills you write on those lines that are improvable by experience. Similarly, any lore skills added to a character's sheet (such as City Lore for a city dweller) should be written immediately above the other lore skills, and marked with an * in the check-off box on that line.

Some of the skills are either new or changed slightly. The performance skills of Act and Dance should be applied in the same manner as the Sing and Play Instrument skills. The Drive skill applies to specific vehicle types, just as the Ride skill applies to specific types of mount. Treat Disease and Treat Poison are defined in the *Gods of Glorantha* supplement. Culture Lore is a modification of Human Lore, and is intended to apply specifically to the race of the specific character. So for an elven character this would be Elf Lore. However, in a campaign with well-defined national cultures the referee may want to break this down into subcategories, with a different Culture Lore for each such nation.

The Magic skills section includes skill checkoff boxes for spells, for use with sorcerors. Other types of spell users do not gain individual skill with spells and can ignore the boxes. The box next to Magic

Points should be checked if the referee determines that the character has earned a POW gain roll. The reason the Magic Points box has so many numbers is that I use it to include points available from POW spirits and magical items as well as the character's own personal power supply.

Page two is mainly for combat-related data. The right column is for listing your equipment and totalling encumbrance on the character. The sheet breaks this down into Fighting ENC and Total ENC, on the observation that in a fight characters drop their loads and retain only weapons and armor so as to insure maximum endurance (fatigue points). The center column records your basic attack and parry bonuses, damage bonus, movement rate, and strike rank modifiers. Your Dodge skill is repeated here for convenience from its position under Agility skills, and is shown as net skill being raw skill as modified by

Agility bonus and ENC. Below this is a box to record any changes to these factors produced by magical spells or equipment, such as a spell that enhances the character's STR long enough to improve the damage bonus for the duration of the fight.

Combat skills are divided by class of weapon. For each there is a space for attack skill (A%) and parry skill (P%) and their respective odds for a critical hit, a special hit, or a fumble. There are also spaces for damage, attack strike rank, and the armor point value of the weapon used.

The left column contains checkoff boxes for fatigue points, life points, and for hit points at each hit location appropriate to the race of the character. The hit locations section also has spaces to record the type of armor at each location and its ENC. Fill in the name of each hit location at the beginning of each line.

PERSONALITY FACTORS

The personality factors are pairs of behavioral tendencies that are not necessarily opposites exactly, but that provide interesting dynamics as competing behavioral impulses. They are based on the medieval western standards of behavior that were expressed as the traditional seven virtues and seven vices. But remember that the factors on the left column are not necessarily good, and those on the right are not necessarily bad. You have to think of them in their cultural context.

The traditional virtues are Fortitude, Justice, Prudence, Temperance, Faith, Hope, and Charity. The traditional vices are Anger, Envy, Gluttony, Greed, Lust, Pride, and Sloth. You may have noticed that most of the vices cluster around the virtue of Temperance, instead of neatly lining up one-on-one with the virtues. This is why there is a list of twenty pairs of factors, instead of seven.

Under Fortitude is the vice of Sloth, which appears on the list as Energetic-

Lazy. Also under Fortitude are Brave-Cowardly and Enduring-Yielding. The latter combines the qualities of stick-to-itiveness and that of stubbornness.

Under Justice are Just-Arbitrary, which contains qualities of principled vs. situational ethics in deciding moral choices. Also under Justice is Forgiving-Vengeful, which contains a bit of the vice of Anger but mainly has to do with how you let reason and emotion decide your actions.

Under Prudence is the vice of Envy or covetousness, which I put as Content-Covetous. Note the contrast between Envy and Greed. Envy desires to possess what others have, while Greed grasps what it has already. Also under Prudence are Cautious-Impulsive, and Thrifty-Extravagant.

Under Temperance are four of the vices. Anger I paired up as Gentle-Wrathful. Gluttony is generalized into Temperate-Indulgent. Pride is Modest-

Proud. And Lust is Chaste-Lustful.

Under Faith is the specifically religious virtue of Pious-Worldly. It also covers more general qualities of faithfulness to standards in Honest-Deceitful. And faithfulness to others is listed as Loyal-Selfish, in which "selfish" means self-centered instead of group-centered or other-centered. Note that a character might be mixed on this, being very loyal to another individual while casual towards the needs of a group.

Under Hope there are two that in a sense are one: Trusting-Suspicious is a specific example of Optimistic-Pessimistic. I included both because the first has to do with reactions to strangers and situations, while the second has to do with more general personality (do you smile or grumble a lot).

Under Charity the vice of Greed I put as Generous-Grasping. Charity also has Tolerant-Prejudiced to cover the quality of love vs. bigotry.



PLAYER NAME _____

Name _____

Species _____ Sex _____

Birthday _____ Age _____

Height _____ Weight _____

Skin _____ Build _____

Eyes _____ Ears _____

Voice _____ Pitch _____

Hair _____

Usual Expression _____

Current	Original	Maximum
STR _____	STR _____	STR _____
CON _____	CON _____	CON _____
SIZ _____	SIZ _____	SIZ _____
INT _____	INT _____	INT _____
POW _____	POW _____	POW _____
DEX _____	DEX _____	DEX _____
APP _____	APP _____	APP _____

Spoken Languages*(Own 30):

_____	•	_____ %
_____	<input type="checkbox"/>	_____ %
_____	<input type="checkbox"/>	_____ %
_____	<input type="checkbox"/>	_____ %
_____	<input type="checkbox"/>	_____ %
_____	<input type="checkbox"/>	_____ %
Act (00)	<input type="checkbox"/>	_____ %
Fast Talk (05)	<input type="checkbox"/>	_____ %
Orate (05)	<input type="checkbox"/>	_____ %
Sing (05)	<input type="checkbox"/>	_____ %

Boat (05)	<input type="checkbox"/>	_____	%
Climb (40)	<input type="checkbox"/>	_____	%
Dance (10)	<input type="checkbox"/>	_____	%
Dodge (05) (-ENC)	<input type="checkbox"/>	_____	%
Jump (25) (-ENC)	<input type="checkbox"/>	_____	%
Ride (05) _____	<input type="checkbox"/>	_____	%
Swim (15) (-5×ENC)	<input type="checkbox"/>	_____	%
Throw (25)	<input type="checkbox"/>	_____	%
_____	<input type="checkbox"/>	_____	%
_____	<input type="checkbox"/>	_____	%

Conceal (05)	<input type="checkbox"/>	_____	%
Devise (05)	<input type="checkbox"/>	_____	%
Drive (05) _____	<input type="checkbox"/>	_____	%
Sleight (05)	<input type="checkbox"/>	_____	%
Play (00) _____	<input type="checkbox"/>	_____	%
_____	<input type="checkbox"/>	_____	%
_____	<input type="checkbox"/>	_____	%
_____	<input type="checkbox"/>	_____	%

Hide (10)	<input type="checkbox"/>	_____ %
Sneak (10) (-ENC)	<input type="checkbox"/>	_____ %
_____	<input type="checkbox"/>	_____ %
_____	<input type="checkbox"/>	_____ %

Brave	/	Cowardly
Cautious	/	Impulsive
Chaste	/	Lustful
Content	/	Covetous
Enduring	/	Yielding
Energetic	/	Lazy
Forgiving	/	Vengeful
Generous	/	Greedy
Gentle	/	Wrathful
Honest	/	Deceitful
Just	/	Arbitrary
Loyal	/	Selfish
Merciful	/	Cruel
Modest	/	Proud
Optimist	/	Pessimist
Pious	/	Worldly
Temperate	/	Indulgent
Thrifty	/	Extravagant
Tolerant	/	Prejudiced
Trusting	/	Suspicious

Written Languages*(00):	*	%
	<input type="checkbox"/>	%
	<input type="checkbox"/>	%
	<input type="checkbox"/>	%
	<input type="checkbox"/>	%
	<input type="checkbox"/>	%
	<input type="checkbox"/>	%
Evaluate (05)	<input type="checkbox"/>	%
First Aid (10)	<input type="checkbox"/>	%
Martial Arts (00)	*	%
Shiphandling (00)	<input type="checkbox"/>	%
Treat Disease (05)	<input type="checkbox"/>	%
Treat Poison (05)	<input type="checkbox"/>	%
Craft (10)	<input type="checkbox"/>	%
	<input type="checkbox"/>	%
	<input type="checkbox"/>	%
	<input type="checkbox"/>	%
	<input type="checkbox"/>	%
	<input type="checkbox"/>	%
	<input type="checkbox"/>	%
	<input type="checkbox"/>	%
	<input type="checkbox"/>	%
Animal Lore (05)	*	%
Culture Lore (05)	*	%
Mineral Lore (05)	*	%
Plant Lore (05)	*	%
World Lore (05)	*	%

Feel (10)	<input type="checkbox"/>	_____ %
Listen (25)	<input type="checkbox"/>	_____ %
Scan (25)	<input type="checkbox"/>	_____ %
Search (25)	<input type="checkbox"/>	_____ %
Smell (05)	<input type="checkbox"/>	_____ %
Taste (05)	<input type="checkbox"/>	_____ %
Track (05)	<input type="checkbox"/>	_____ %
_____	<input type="checkbox"/>	_____ %
_____	<input type="checkbox"/>	_____ %

Culture _____
Occupation _____
Birthplace _____
Homeland _____
Family _____
Religion _____
Notes _____

Ceremony (05)	*	_____ %
Enchant (00)	*	_____ %
Summon (00)	*	_____ %
(Free INT Points _____)		
Duration (00)	*	_____ %
Intensity (00)	*	_____ %
Multispell (00)	*	_____ %
Range (00)	*	_____ %

[illegible]

01	02	03	04	05	06	07	08	09	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50

Mk4 by John T. Sapienza, Jr.

RuneQuest

PLAYER NAME _____

ADVENTURER _____

Adventurer Sheet

FATIGUE POINTS

51	52	53	54	55	56	57	58	59	60
41	42	43	44	45	46	47	48	49	50
31	32	33	34	35	36	37	38	39	40
21	22	23	24	25	26	27	28	29	30
11	12	13	14	15	16	17	18	19	20
-1	-2	-3	-4	-5	-6	-7	-8	-9	10

0 (Deduct ENC from FP)

01	02	03	04	05	06	07	08	09	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60

LIFE POINTS

01	02	03	04	05	06	07	08	09	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60

HIT LOCATIONS HP & ARMOR

Location	Armor No./Type	ENC
()		
HP 1 2 3 4 5 6 7 8 9 10 11		12
()		
HP 1 2 3 4 5 6 7 8 9 10 11		12
()		
HP 1 2 3 4 5 6 7 8 9 10 11		12
()		
HP 1 2 3 4 5 6 7 8 9 10 11		12
()		
HP 1 2 3 4 5 6 7 8 9 10 11		12
()		
HP 1 2 3 4 5 6 7 8 9 10 11		12
()		
HP 1 2 3 4 5 6 7 8 9 10 11		12
()		
HP 1 2 3 4 5 6 7 8 9 10 11		12

CHARACTER DRAWING

ATTACK BONUS _____ % PARRY BONUS _____ %
 Damage Bonus _____ Movement _____
 Melee SRM _____ =DEX SRM _____ +SIZ SRM _____
 Dodge ☐ % =Skill _____ % +AGI _____ % -ENC _____

MAGICAL MODIFIERS:

SHIELD _____ Damage _____
☐ A _____ % CRI _____ % SPE _____ % FUM _____ % SR _____
☐ P _____ % CRI _____ % SPE _____ % FUM _____ % AP _____

WEAPON _____ Damage _____
☐ A _____ % CRI _____ % SPE _____ % FUM _____ % SR _____
☐ P _____ % CRI _____ % SPE _____ % FUM _____ % AP _____

WEAPON _____ Damage _____
☐ A _____ % CRI _____ % SPE _____ % FUM _____ % SR _____
☐ P _____ % CRI _____ % SPE _____ % FUM _____ % AP _____

WEAPON _____ Damage _____
☐ A _____ % CRI _____ % SPE _____ % FUM _____ % SR _____
☐ P _____ % CRI _____ % SPE _____ % FUM _____ % AP _____

WEAPON _____ Damage _____
☐ A _____ % CRI _____ % SPE _____ % FUM _____ % SR _____
☐ P _____ % CRI _____ % SPE _____ % FUM _____ % AP _____

WEAPON _____ Damage _____
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WEAPON _____ Damage _____
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WEAPON _____ Damage _____
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☐ P _____ % CRI _____ % SPE _____ % FUM _____ % AP _____

WEAPON _____ Damage _____
☐ A _____ % CRI _____ % SPE _____ % FUM _____ % SR _____
☐ P _____ % CRI _____ % SPE _____ % FUM _____ % AP _____

WEAPON _____ Damage _____
☐ A _____ % CRI _____ % SPE _____ % FUM _____ % SR _____
☐ P _____ % CRI _____ % SPE _____ % FUM _____ % AP _____

WEAPON _____ Damage _____
☐ A _____ % CRI _____ % SPE _____ % FUM _____ % SR _____
☐ P _____ % CRI _____ % SPE _____ % FUM _____ % AP _____

MISSILE _____ Damage _____
☐ A _____ % CRI _____ % SPE _____ % FUM _____ % SR _____
☐ P _____ % Fire Rate _____ Range _____

MISSILE _____ Damage _____
☐ A _____ % CRI _____ % SPE _____ % FUM _____ % SR _____
☐ P _____ % Fire Rate _____ Range _____

EQUIPMENT ENC

Armor _____
 Shield _____

Fighting ENC

Pennies _____
 TOTAL ENC: _____

FINANCES AND NOTES

HUMANOID LOCATIONS

Melee	Head	Missile
19-20		20
16-18	L Arm	18-19
13-15	R Arm	16-17
12	Chest	11-15
09-11	Abdomen	07-10
05-08	L Leg	04-06
01-04	R Leg	01-03



Fatigue and Damage Changes for *RUNEQUEST*

Consider the following example of play:

Bolos the adventurer hikes for eight hours across broken terrain and therefore loses eight fatigue points before reaching his destination, a hamlet. Here he strolls down the main street for two minutes and thereby recovers completely from the day's hike. Being a rowdy fellow, however, Bolos is soon in a fist fight. One good punch (aided by Bolos' +1D4 damage bonus) does seven points of damage to his opponent's arm. The wounded man falls to the ground with maimed arm and quickly bleeds to death. The dead man's friends respond by attacking Bolos, who takes eight hit points of damage to various hit locations. Luckily, this damage does not impair the warrior in the least, and Bolos dispatches his opponents.

The proceeding scenario is possible with current *RuneQuest* rules, rules that this article proposes to change.

The first problem is fatigue points. The main problem with fatigue in *RuneQuest* is that it does not account for the difference between weariness caused by extended exertion and the windedness caused by violent action. For example, a character can recover lost fatigue points at the rate of about one per melee round whether these points were lost in combat or from hiking. If a character loses a fatigue point from hiking an hour, it does not make sense for him to recover that very fatigue point from walking three km per hour for 12 seconds.

A second problem is the unarmed damage system. *RuneQuest*, like most other roleplaying games, revolves to a great extent around armed combat, and its rules reflect this focus. Therefore, these rules

simulate hand-to-hand combat poorly; specifically, natural and casual weapons do too much damage. One average punch to the head from the average warrior (given the +1D4 damage bonus that most of them have) would knock out the average human.

The following suggestions would make both damage and fatigue in *RuneQuest* more realistic and more playable. They do add more rules, but the added realism and playability make these additions worthwhile.

First let us change the fatigue system because fatigue points will play a large part in the damage rules to be proposed. Current rules distinguish between two fatigue point factors: the attribute and the current level. To represent long-lasting fatigue, the rules should have a third factor, called current fatigue points, while what the rules call current fatigue points become temporary fatigue points. Attribute fatigue points remain exactly as described in the rules.

Current fatigue points are always equal to or less than attribute fatigue points. Carrying things (e.g. encumbrance), prolonged exertion (e.g. hiking or performing rituals), and damage all subtract from current fatigue points. The big change is that damage comes off current fatigue points as well as off hit points. Realistically, it makes sense; blood loss and pain should detract from one's abilities. This damage/fatigue point relationship is also paramount to unarmed combat rules, as we will see. Current fatigue points, representing long-term weariness, come back slower than indicated in the rules. Give a character 1D3-1 current fatigue points back for each full turn (five minutes) he rests, up to a limit of attribute fatigue points minus encumbrance. This rest must be complete, such as sitting, riding slowly, or sleeping. Current fatigue points will not return to a character while she is walking. Restoring

hit points does not restore fatigue points lost because of that damage. Current fatigue points will not return until temporary fatigue points equal current fatigue points. Whenever a character loses or gains a current fatigue point, she also loses or gains, as appropriate, a temporary fatigue point.

Temporary fatigue points determine reduced ability from fatigue point loss because the temporary level is always equal to or lower than the current fatigue point level. As stated in the rules, fighting and other rapid physical activity reduces temporary fatigue points. Temporary fatigue points are also lost when a character goes unconscious and loses all positive fatigue points and when a character is hit by a fatigue-reducing spell. These points return at the normal rate of 1D3-1 per melee round, up to a limit of the character's current fatigue points. After reaching that limit, a character will begin to recover current fatigue points (and thus temporary fatigue points as well).

Now that we have established a better fatigue system, we can use it to improve the damage rules. For normal, lethal weapons and for damaging spells, each point of damage delivered does one current fatigue point of "damage" as well. When using casual weapons (e.g. rocks, clubs) or natural weapons, however, less hit point damage than fatigue point damage is delivered. This simulates an inferior weapon's low potential to harm seriously while recognizing its ability to weaken and hurt. Let the damage that normally would have been received from such a weapon be current fatigue point damage, but either subtract one point or divide by two (depending on the weapon) to determine hit point damage. Clubs, rocks, and similar weapons deliver one fewer hit point than stated in the rules. Punches and kicks deliver one-half damage, rounded down. (In this case rounding down is important to keep this damage type always equal to or below damage caused by the "minus one hit point" weapons.) Remember to divide the damage that penetrates armor by two, not the damage rolled. Claws and fangs do normal damage, but the gamemaster should judge other natural attack forms such as butts and tail lashes. Some will fall into a reduced damage category. The extra damage done by the Martial Arts skill or by damage-enhancing spells is not subject to reduction. When striking an inanimate object, use full damage rolled as damage, not the reduced level.

Of course, these rules do not make fatigue or unarmed combat perfect, but I think they help. If a game is to include fatigue and fighting with natural weapons, the rules should simulate reality, even if this simulation requires some extra rules. Now our friend Bolos, tired from a day's hike and unable to maim with one punch, might have more trouble with the locals.

—Jonathan Tweet

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is only half the fun!"**

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A NEW LOOK AT SORCERY

by
B.L. Humphreys

The sorcery system in RuneQuest uses an idealized set of conventions, the most fundamental of which is that the campaign is set in a "magic literate" world. That is to say that everyone has access to magic and everyone can practice it. In order to service this ideal a host of spirits have been created (INT, POW and Magic Spirits). Obviously, not all worlds are, or should be, like this. For example, I run a campaign where the vast majority of people are ignorant and afraid of magic. Sorcerers keep their secrets to themselves, priestly miracles are few and far between and primitive magics are left to witches and wild men. This has led to me experimenting with RuneQuest's magic system in order to adapt it to my world. For those who may be interested, I will detail many of the changes below.

The most radical alteration is to allow mages to use "Fatigue Points" (hereafter referred to as FP) to help power spells. The essential rule for this is:

- 1 FP = 1%
- 1 MP = 5%
- 5 FP = 1MP

The mage is allowed to replace SOME of the MP (*Magic Point*) requirement for a spell with FPs.

There are several reasons why I wanted to allow mages to use fatigue to help in spell casting. First, there is no way of binding spirits to use their INT or POW for spells. This means mages have to rely heavily on magic point matrices. I thought this was too restrictive. Second, using fatigue has a nice side effect—leaving the mage wheezing for breath after casting a major spell. The previous gradient between conscious on 1MP and unconscious at OMP seemed too coarse. Thus, using FPs gives a mage a second source of power while retaining the balance of the game.

To allow for mages using fatigue, I modified the fatigue point system slightly. At present, an adventurer's positive and negative FPs are equal to **STR + CON** which is unfair to large creatures. To rectify this, 1 split fatigue points into two types. Positive FPs (equal to **STR + SIZ**) represent brute physical force. Negative FPs (equal to **CON + POW**) represents willpower and the willingness to keep going once you start to tire. This has the disadvantage of requiring two numbers where the old system had one, however I feel that this is a reasonable price to pay for the fairness and realism that these factors provide. I suggest that a note of the persons negative fatigue threshold be kept in the corner of the box.

Not content with allowing mages to tire themselves out casting spells, I thought it

would be nice if they could physically injure themselves as well. This is done by allowing them to go to negative magic points. A mage still goes unconscious at OMP but they are allowed to deliberately take themselves BELOW zero in wringing out the last few magic points. There is a stiff penalty for this. For each negative magic point taken, the mage takes a 1D6 fatigue loss and 1 general hit for every 5 fatigue points lost (round down). If a mage took himself to -10MP he would lose 10D6 fatigue. On the average, he would lose 35 fatigue points and take 7 general hit points, perhaps enough to kill himself (the old exploding mage trick). In the interest of play balance, you may wish to rule that a spell powerful enough to kill the caster either does not work or does not work but kills the mage anyway.

Mages may try to overcome this by using excessive numbers of fatigue points. For this reason, I give them a negative FP limit of $FP \times 5$. This is a fairly arbitrary number, chosen because it fits well with the general concepts that have gone before. You may wish to raise or lower it in your campaign. Whichever option you choose, for each negative 5 fatigue, or portion thereof, the caster will take damage as specified for negative magic points.

EXAMPLE

Marvo casts a great spell to eliminate a troll before it can lunch on him. After casting, he has -2MP and -21FP. He is quite unconscious, whatever the result of his spell, and

takes (2+5) 7D6 fatigue loss. If his luck is poor, he may have succeeded in preheating himself for the hungry troll.

Enough of fatigue for the moment, lets get into spell casting. Beginning sorcerers find spell casting difficult without expending inordinate amounts of time. This is good but I think that there should also be a brute force approach that can be taken. I allow mages to use extra fatigue or magic points to increase their cast chance. Each FP spent to boost the chance of successful casting increases it by 1%. Each MP allocated increases it by 5%. A disadvantage to this is that each MP or 5 FP used spent in casting takes one strike rank to use. I think that mages should be allowed to reduce their cast chance by 5% for each less strike rank used in spell casting.

So far mages have been having a hard time so now for some good news. Mastering a spell grants two distinct advantages. First, all spells have a base cost of one real MP. A master can ignore that and cast a spell totally on fatigue if he wishes to do so. Second, a master can perform minor cantrips with the spell for a minimal 1FP, i.e. palsyng a small insect, creating an imposing aura of light or dark around himself, etc. Whatever can rationally be assumed to be the least form of the spell that he has mastered, cast at a level where it has little or no significance other than the appearance or moral effect that it engenders.



RuneQuest has melee, missile and natural fumble tables. Why let mages be immune to the whims of fate? The tables I offer below are built around two premises. First, the more powerful a spell the more dangerous it is to everyone. Second, as magic is fueled by POW magic fumbles should primarily affect that characteristic. Because magic fumbles can be dangerous to more than the caster, I use a fumble table and a backlash table. The fumble table assumes that the caster retains enough control over the spell so that he primarily damages himself. Only if he fails to hold onto the spell will he roll on the backlash table, risking the potentially lethal results therein. The tables that I use are reprinted below:

SPELL FUMBLE TABLE

ROLL	EFFECT
01-10	Caster stunned for spell MPs in Melee rounds.
11-25	Next D3 spells automatically fail.
26-35	For next spell MP hours all spells fail.
36-43	Spell costs double magic points. (Not below zero)
44-50	MPs regenerate at ½ normal rate for spell MP days.
51-60	Spell cast has percentage reduced by spell MPs.
61-70	Spell cast percentage is reduced by double spell MPs.
71-80	Caster loses 1D3 POW.
81-85	Caster loses spell MPs in POW (Minimum loss is ONE).
86-90	Caster's Magic Bonus is reduced by 1D3%
91 + 92	Caster's Magic Bonus is reduced by spell MPs%.
93-95	Roll twice and apply both results.
96-100	Roll on the Backlash Table.

NOTE—*Spell Magic Points = the number of MPs in the intensity of the spell that the caster fumbles.*



SPELL BACKLASH TABLE

ROLL	EFFECT
01-05	The spell bounces around harmlessly, you survive.
06-15	Double MP cost for spell.
16-25	Spell cost equals D4 + 1 times the normal MP cost.
26-40	Spell explodes at point of impact scoring 1D6 damage/5 spell MPs.
41-50	Spell affects random person adversely.
51-60	Spell affects nearest friend or prized item adversely.
61-70	Spell hits nearest person for 1 hit per spell MP.
71-80	Strikes nearest friend or prized item for 1 hit per MP.
81-85	Nearest person suffers 1D6 damage per spell MP.
86-90	The nearest friend or prized item suffers 1D6 damage per spell MP.
91-93	The spell strikes everything in its radius for 1 hit per spell MP.
94-96	Spell strikes everything in its radius for 1D6 per spell MP.
97 + 98	The spell causes a rift in the planes. Roll D100 on the Summons Table.
99	Spell causes a rift in the planes. Roll D50 on the Summons Table.
100	The caster disappears in a puff of smoke. All magic within spell MP meters is automatically dispelled. All magicusers in this radius lose 1D3 POW if this effect occurs.

Spell componenets are a classic fantasy cliché which you may wish to include in your campaign. I take the view that they enhance the affect of spells. In example, the hair from the mane of a griffin adds +10% to the caster's FLY percentage. Spell components are either consumed in the casting of a spell or lose their potency after a single use. Exceptionally magical components may retain their potency permanently. The inner pupil plucked from the eye of a sleeping Dragon could provide a permanent Sight Projection range 5 enhancement. If you wish to use such items in your campaign, keep the Law of Similarity in mind and let your imagination be your guide.

I hope that the ideas I have presented here have engaged your mind. None of them are fixed conclusions. I shall probably change them myself given time. I hope that they have given you an idea of what can be done to the sorcery system to mold it to your campaign. Finally, I would like to thank Andy Soden and Alan Jeffrey for playtesting these changes and Alan for all those long conversations after the midnight hour.

DRAGONSLAYERS

by
William Wilson Goodson Jr.

A basic fact about Dragons is that the poets and artists who have portrayed them have almost never had the chance to study them firsthand. Like the Martians of science fiction, the Dragon is a symbol used to represent whatever they desire. So too it is with the Dragonslayer. Each of these heroes has become a myth or a legend and each stands for an ideal of some sort.

Let us look at three famous Dragonslayers, Hercules, Siegfried and St. George. Each of these heroes has come to represent a different kind of courage. They can be used in a RPG, especially the Universe spanning Lords of Creation system.

HERCULES

Hercules was the illegitimate son of Zeus, king of the Greek Gods. Zeus granted his half-mortal son great strength, partly to protect him from the wrath of Hera, Zeus's lawful wife.

Hera's machinations against Hercules began when he was an infant. As he grew

older, Hera nurtured monsters, partly to strike at Hercules. Each monster was a piece of chaos. According to Greek thought, nature was created out of primal chaos. The monsters that their storytellers populated the world with were remnants of that chaos, a violation of the natural order of things. Each had to be met and defeated with human courage and ingenuity.

Hercules, as he came to age, became a prime representative of human courage and strength. He also fell prey to the vices of anger and pride, which Hera used to force him into performing his Twelve Labours (one of which was the slaying of the Lernean Hydra, a Dragon of horrifying proportions).

The Hydra was a child of the Titans, the gods who ruled the universe before the coming of Zeus. It lived in a swamp, away from man but always a danger.

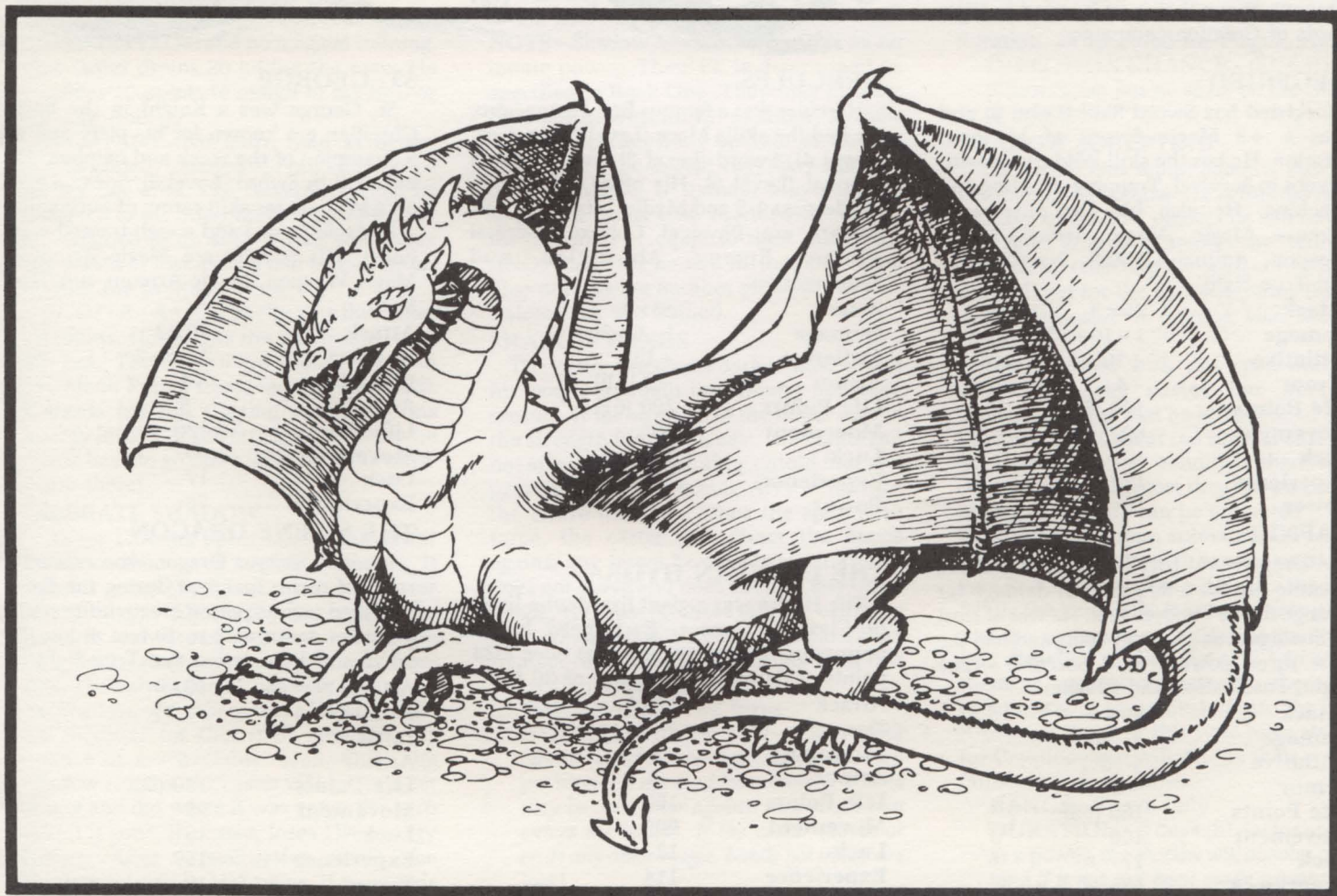
The Hydra had nine heads, each of which gave off vapors that could sicken a normal man. One of its heads, no one knew

for certain which, could not be slain—it was immortal. As one head was struck off, two would replace it. With the help of Iolaus, who seared the necks when they were destroyed, Hercules managed to kill the beast.

The Hydra symbolizes problems that attack from all directions and get worse as time passes. Hercules, in this legend, shows the value of steady, indomitable courage and the necessity for teamwork against the greatest problems. If not for Iolaus, Hercules, for all his might, would fall. Working with Iolaus, the great problem is laid low instead.

SIEGFRIED

Siegfried was raised as a warrior and a swordsmith. In the operas of Wagner, and the movie by Fritz Lang, he is shown as a naive, courageous figure ignorant of many things, especially fear and treachery. Siegfried faced Fafnir in pursuit of glory and to learn the meaning of fear, a word he could not fathom.



Fafnir was Siegfried's opposite, a thief who centuries before had stolen a great treasure and after years of hoarding it was changed from a dwarf to a Dragon. He was a cunning beast with great strength and greater greed. His main interest in life was to revel in the glory of his hoard and protect it from interlopers. Essentially, Fafnir is the Dragon type most commonly found in the work of most fantasy writers.

Siegfried met Fafnir at the mouth of his cave. When he demanded the answer to his question, "What is Fear?", Fafnir tried to teach him with a sudden, crushing attack. Through courage, and the quality of his great sword, Siegfried was able to slay Fafnir and gain powers from being bathed in that Dragon's blood.

SAINT GEORGE

Among Christian artists and theologians, the Dragon and the Serpent have become intertwined as symbols of the Devil. The Serpent who tempted Eve in the garden is a sort of Dragon in reverse. It coiled around a treasure and used it to entice people to their damnation. In Byzantine art, the

Dragon represented public calamities such as plague and famine. Several Christian saints are said to have repelled them with crosses and holy words.

Undoubtedly, the most famous Dragon-slayer was St. George, patron saint of England and Chivalry. His battle at Silene has been portrayed by artists as diverse as Tintoretto, Pisanella, Memling and John Busceme. The most complete report of this battle was given in Jacques de Vorigine's "The Golden Legend" in the 13th century.

A Dragon of voracious appetite with poisonous breath appeared in a marsh outside of Silene. Unstoppable, it attacked both humans and herds until the desperate locals decided to appease it. Each day two sheep were staked out for the Dragon. After a time, the livestock ran out and the villagers replaced them at the stake with unmarried girls. Each day the one chosen by lot was dressed as a bride and tied to a stake to await the Dragon. Finally, on the day that the Princess was chosen, George appeared riding a war horse and armed with lance, sword and armour. At the sight of girl and Dragon, he attacked without hesitation.

Because of the strength of his attack, or by virtue of his purity and courage, George was able to transfix the Dragon, who had seemed immune to normal weapons, and pin him to the ground. Borrowing the Princess's girdle, he leashed the Dragon and led it to the city walls. There he proposed that, if the citizens would embrace Christianity, he would slay the Dragon. They accepted and he did so, refusing all other rewards for his great feat.

The symbolism of this story seems clear. The Dragon is the servant and/or creation of Satan. It brings death and despair, tempting the people of Silene to communal suicide in their desperation. George is the image of chivalry, a man trained for war who fights in defense of the weak and helpless. He refuses material reward, using his influence to strengthen the Church and restore faith and hope to the oppressed.

As recently as the movie "Dragonslayer", the Dragon and the Dragonslayer have been used to represent the confrontation of evil and good. Both are symbols of a romantic past where magic was real. Their battles teach that the proper way to face adversity is with courage, hope and faith.

DRAGONSLAYERS, DRAGONS AND LORDS OF CREATION

The tables that follow give information and statistics for the Dragonslayers and Dragons above that may be used in your Lords of Creation campaign.

SIEGFRIED

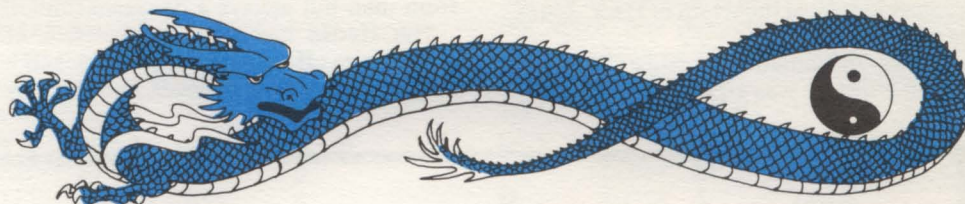
Siegfried has Sword Skill (Level 3) and uses a +3 Magic Sword of his own creation. He has the skill Wilderness with Level 4 in Survival, Trapping, Hunting and Tracking. He also has the powers of Remove Magic, Magic Armor, Magic Weapon, Animal Control, Necromancy and True Sight

Attack	25x3
Damage	1-10+15
Initiative	+10
Armor	-4
Life Points	120 (51)
Movement	80'
Luck	12
Experience	120
Power	10

FAFNIR

A Dragon over fifty feet long who could breathe fire for 5-50 points of damage for a range of one hundred feet. He was at least as intelligent as a human being and had the first three powers of a Sorcerer—True Sight, Fascination and Illusion.

Attack	19x4
Damage	3-50
Initiative	+13
Armor	-8
Life Points	160 (65)
Movement	100'
Luck	17
Experience	178
Power	13



HERCULES

Hercules was a famous Bronze Age hero. He had the skills Mace (Level 2), Archery (Level 4), Sword (Level 3) and Unarmed Combat (Level 6). His other skills were Wilderness 1-5 and Medical (Level 1). His powers are Physical Control, Dermal Armor, Energy Absorption and Regeneration.

Attack	22x4
Damage	1-6+20
Initiative	+13
Armor	-8 (All)
Life Points	200 (61)
Movement	90'
Luck	20
Experience	250
Power	12

THE LERNEAN HYDRA

The Hydra was a giant lizard who lived in Classical Greece. Each head has a poisonous breath weapon that does 2-24 points of damage for a range of 30 feet.

Attack	17x5
Damage	4-24
Initiative	+14
Armor	-4
Life Points	150
Movement	90'
Luck	12
Experience	114

ST. GEORGE

St. George was a Knight in the Early Christian era known for his piety and as a champion of the weak and helpless. He has skill in Sword (Level 3), Spear (Level 3), a Wilderness skill rating of Survival, a +2 Magic Sword and a well-trained war-horse. His powers are Magic Removal, Magic Weapon, Magic Armour and True Sight.

Attack	20x2
Damage	1-6+2
Initiative	+1
Armor	-6
Life Points	120
Movement	90'
Luck	17
Experience	76

THE SILENE DRAGON

A small, vicious Dragon who created a reign of terror in Libya during the Early Christian era. Its poison breath inflicts 2-10 points of damage up to 10 feet. It has the powers of Fascination and True Sight.

Attack	19x4
Damage	3-25
Initiative	+7
Armor	-6
Life Points	130 (50)
Movement	95'
Luck	15
Experience	159
Power	10

THE SEA OF TEARS

This article details economic forces in the Sea of Tears region. Information given includes the mercantile strength of various port cities, major ports, zones of piracy on the high seas and basic rules for sea encounters. The article also details criminal organizations operating in the area and highlights the most powerful criminals and merchants in the region. The purpose of this article is to build a firm foundation for campaigns based in the Sea of Tears region. The article presents regional economic factors, major merchants and insights into the powers that be in the criminal world. This will help the Referee create encounters when the party is looking for somewhere to go, or something to do to satiate their thirst for adventure.

PORT CITIES

The table below ranks the area's ports (based on a composite of wealth and available merchant shipping, with wealth resolving any ties) into four classes of port. Within the listing of each class, the ports are listed in a rough order of economic importance to the region.

PORTS ON THE SEA OF TEARS

PORT	NATION	PORT	NATION
1) Pelara	Donara	7) Gom	Gom
2) Aratad	Confederacy	8) Erdan	Xan
3) Rogh'sa	Rogizini	9) Tilal	Rogizini
4) Sivas	Marentia	10) Clima	Clima
5) Kasha	Bhamotin	11) Rhoad	Confederacy
6) Acghiza	Rogizini		

FIRST CLASS PORTS

12) Maren	Marentia	17) Shimama	Clima
13) Maoon	Rogizini	18) Shiaz	Rogizini
14) Malnon	Marentia	19) Musci	Rogizini
15) Vistair	Bhamotin	20) Ticas	Ticas
16) A'iam	Ced		

SECOND CLASS PORTS

21) Porta	Thaliba	25) Ft. Verin	Xan*
22) Provini	Bhamotin	26) Nerid	Nerid
23) Salaqara	Donara	27) Araou	Rogizini
24) Samma	Donara	28) Affea	Clima

THIRD CLASS PORTS

29) Vizan	Clima	32) Roghara	Shanda
30) Chiros	Chiros	33) Melecini	Clima
31) Zarun	Zarun	34) Fort Kira	Clima

FOURTH CLASS PORTS

*Located on the peninsula northeast of Xantia in Xan. A military colony with a strong fleet presence and some mercantile activity. Excluding military personnel, the normal population of the area is about 2500 persons.

NOTE—Tilal is located where the Eye of Tiamat meets the Sea of Tears. Because of this position, and because most of its trade is in the Sea of Tears area, it is included in this list. Acghiza is the second largest Rogizini port, a major economic force, a military center and the seat of the empire's Grand Vizier.

PORT DEFINITION

FIRST CLASS PORTS

First class ports have extensive facilities and large harbors. Maritime industry is of great importance in the life of the city, with at least 20% of the population employed filling maritime needs. Warehouse, ship repair and ship building facilities are well-organized. The major merchant houses and shipping lines have a great deal of influence, both locally and in the region as a whole. In some cities, Rogh'sa and Sivas for example, they can be "the tail that shakes the tiger" when they enter the political arena for some reason.

SECOND CLASS PORTS

Second class ports have good facilities and harbors. The warehouse space and other maritime resources in the city are adequate to their needs. In most of these cities, facilities for ship building are small. (A notable exception is Maren where most of the nation of Marentia's ships are built.) Merchant houses and shipping lines operating in these cities are strong, but not overwhelming. They are powerful locally and have a little regional influence when they choose to extend themselves. They are a force, but not a dominant one.

THIRD CLASS PORTS

The quality of these harbors ranges from good to poor. All have minimum facilities for supplying the city's maritime needs, i.e. enough to care for outgoing trade and reprovisioning ships that stop in. Most of these cities exist as trade or reprovisioning stops for vessels headed somewhere else. None have any ship building industry to speak of. Their merchant houses and shipping lines are not strong, though they can sometimes influence local policy. Those that are in strategic positions, or have a strong reason for having such, have facilities for repairing vessels. (Examples would be Provini and Nerid.)

FOURTH CLASS PORTS

These ports are small and/or have desperately inadequate facilities. They are working ports because of some strategic need or valuable commodity that they produce. Few have sizable warehouse space or ship repair/ship building capability. The merchant houses and shipping lines extant in the area are offshoots from other nations or the independent effort of a few local entrepreneurs. (In Roghara the dominant force is House Chian, one of the great houses of Fomoria. In Zarun, ten to twenty small locals do their best to handle the business.) They are rarely a major power in area politics though they can have an important impact on the local economy.

MERCHANT PRINCES OF THE SEA OF TEARS

This part of the article details the five wealthiest merchants resident in the area. They may be used as non-player characters, either as enemies or as personages who sponsor players on adventures of your creation. The five are listed in order of wealth. (The monthly income listed for each man is his pocket money, i.e. discretionary funds that he uses as he sees fit, not the total income of his house.)

RIZA MULLABI Merchant of Rogh'sa, Moneylender

HPV 14 OCV 2 DCV 2 CEL 1
S 12 St 16(+1) D 8 A 17(+1) C 25(+1)
I 40 W 45 E 80 Em 4 Ap 48
MR 9* NAV 0 MDV 9 EnL 70 CDF 2
Height 5'4" Weight 225 lbs Age 56

*Reduced 20% because of his obesity.

HOME OFFICE—Rogh'sa

MAJOR OFFICES—All other Rogizini cities, Malnon, Gom, Porta, Port Doman, Halle, Dechat, Vahear, Matan, Shimama and Kirazan.

MONTHLY INCOME—650GC

MAIN AREAS OF BUSINESS—Slaving (10), Gambling and Entertainment (8), Moneylending (7), Drug and Spice Trade (5), Fine Cloth (5), Exotic Goods (4).

EXPERTISE

EL80 Rogizini, Gomese, Moneylender and Merchant (Slaver), EL60 Sair'a'cili, Climan and Fomorian, EL50 Jeweler, EL45 Herbalist, EL40 Ma'helan, Dechan and Robari, EL30 Sign Language, EL9 Rhetoric, EL5 City, Hill and Desert Survival, EL3 Gambler, EL2 Fighting Dagger, EL0 Hand-to-Hand.

EQUIPMENT

Many items of jewelry (value = D100 + 50GC at any time), fine robes, fighting dagger.

NOTE—Riza is always accompanied by 1D6 + 2 Kacili guardsmen and 1D3 slave girls. The guardsmen are deadly

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(OCV7/DCV6, EL5 in combat skills) and loyal. The slave girls are always exquisite.

Riza's house, House Mullabi, has dominated the economy in Rogh'sa and most of the empire for three centuries. The basis of its power is moneylending, gambling and slavery. Its founder (Fashod Mullabi) was a hard man who clawed his way out of the gutter and became, possibly, the most successful slaver in history. Riza is a sly hedonist, devoted to personal pleasure, increasing his wealth and assuring that he is on the right side of the "political fence". At the present time he is a major supporter of the empire's Grand Vizier. Because loyalty is a foreign concept to him, especially when his survival is at stake, there is no one he would not use, betray or discard to save himself. If the Emir shows weakness, or his enemies begin to make strides against him, Riza will certainly change his allegiance. Until then, his money and resources remain a convenient cornerstone for the Grand Vizier to build his power on.

JANUS KARALD Merchant of Sivas, Naval Lieutenant (retired)

HPV 20 OCV 5 DCV 4 CEL 3
S 20(+1) St 17(+1) D 18(+1) A 11 C 42(+2)
I 24 W 15 E 54 Em 60 Ap 24
MR 10 NAV 0 MDV 10 EnL 57 CDF 2
Height 70" Weight 203 lbs Age 61

HOME OFFICE—Sivas

MAJOR OFFICES—All other Marentian cities, Ba'Ru, All Bhamotin cities, Rogh'sa, Zarun, Aratad, Rhozad, A'iam and Pelara.

MONTHLY INCOME—460GC

MAJOR AREAS OF BUSINESS—Common Goods (9), Jewelry (7), Weapons (7), Food (5), Livestock (4), and Armor (3).

EXPERTISE

EL80 Navigation, Marentian, Bhamoti, Zen'dali and Ba'Ru, EL65 Merchant (Jewelry and Weapons, all types), EL40 Rogizini, EL24 Seaman, EL10 City, Plains, Ocean and Hill Survival, EL3 Swords, Shield and Hand-to-Hand, EL2 Rhetoric.

EQUIPMENT

The House of Janus has existed for more than 500 years. It owns, or controls, much of the industry in the Kingdom of Marentia (especially in Sivas). In the past, it played a major role in the foundation of the Karestian dynasty. Its elder, whoever he may be, is one of the most powerful men in this kingdom. The current elder, Janus Karald, is an honest old man who served as an officer in the Marentian fleet for ten years. He does not believe in profit through chicanery. His shops and industries are completely honest in dealing with their customers. His products are always good quality and never over priced. Where he finds less moral conditions prevalent in his business, he fires the crook responsible. Janus feels that Maros the Reaver, his King, is the world's greatest monarch.

FA THE TRADER Master of House Galeir, Agent of the Climan Empire, Merchant and Entrepreneur.

HPV 14 OCV 2 DCV 4 CEL 2
S 12 St 14 D 18(+1) A 20(+1) C 30(+1)
I 88 W 15 E 33 Em 24 Ap 21
MR 11 NAV 0 MDV 16 EnL 45 CDF 5
MEL 6 EL 2 Casting Ability 65
Height 63" Weight 139 lbs Age 51

HOME OFFICE—Pelara

MAJOR OFFICES—All other Donaran cities, Chiros, Nerid, A'iam, Caldo, Aratad, Eured, Rhozad, Zarun, Maoun, Gom and Porta.

MONTHLY INCOME—390GC (Of this sum 250GC per month is spent to support his espionage apparatus in addition to the funds provided by Clima. 75GC a month is hidden away in case of future need. He lives on 65GC a month and gifts from his friends.)

MAJOR AREAS OF BUSINESS—Fine Cloth (8), Manufactured Goods (6), Timber (6), Exotic Goods (5), Jewelry (2).

EXPERTISE

EL80 Climan, Armorer and Read and write all tongues known, EL75 Moneylender and Navigation, EL65 Trailing, EL60 Donaran, Salaqi, Elici and Tongue of Young Chaos, EL50 Katai, EL40 Merchant*, EL33 Jeweler, EL20 Seaman, Trained wizard, EL3 General Skills, EL2 Hell Powers, Fascination, Compulsions and Theft, EL1 Storm Powers, Decay, Corruption, Quarrels and Paralysis, EL12 City Survival, EL9 Hill, Mountain, Forest, Desert and Plains Survival, EL5 Singer and Rhetoric, EL4 Fighting Dagger, Horsemanship and Gambler, EL2 Swords and Sling.

*General knowledge in bargaining techniques, negotiations and haggling. Has some competence in business law as well.

EQUIPMENT

Fine clothing, fighting dagger, two rings (8SC, 2GC).

Fa Galeir is an effervescent and hyperactive man. He is married to a former slave from Katai and is a Climan agent. Fa has his fingers in as many pies as he can get into. When this endangers him, he stops at nothing to survive or avenge himself. He has served Clima for 23 years and is valued by his masters. It is through him that the Duke Salin reached Clima and was taught magic after his near death at the hands of Actin. His spy network covers Donara and extends into other lands as well.

Fa came to Pelara nineteen years ago. He quickly established a good business and, with his charisma, intellect and energy, came to be one of the favorites of Duke Salin and other notables of Pelara. Today, after Salin, he is the wealthiest merchant in Pelara though he lives relatively simple. He has a reputation as a humanitarian, living simply so that his immense profits can do good for others. In fact, he is the leader of a Climan spy ring. His profits, plus 500GC a year from Clima, finance an operation that covers most of the Sea of Tears area.

Fa is an amoral man devoted to the service of his faith, but not to the point that he will die for it. The most important thing in his life is power. After himself, he cares most for his wife Pia and their children. He would go to extreme lengths to protect them, though not far enough to endanger himself.

NOTE—Fa is a pragmatist. He is happy with things as they stand but is prepared if he has to bolt. In five cities outside of Donara, he has hidden treasures (his savings for the last 19 years). The money hidden in case of emergency is:

CITY	TREASURE	CITY	TREASURE
Gom	180GC	Maoun	280GC
Nerid	270GC	Melecin	200GC
Porta	160GC	TOTAL	= 1090GC

JAI AVERG Baronet of Aratad, Merchant of Aratad

HPV 28 OCV 8 DCV 9 CEL 5
S 20(+1) St 35(+2) D 24(+2) A 42(+2) C 55(+3)
I 60 W 30 E 36 Em 51 Ap 72
MR 12 NAV 0 MDV 15 EnL 85 CDF 3
Height 5'6" Weight 140 lbs Age 38

HOME OFFICE—Aratad

MAJOR OFFICES—Rhozad, Eured, Irava, Zarun, All Marentia and Bhamotin cities, Malnon, Tilal, Rogh'sa, Maoun, Araou, Pelara, Donara, Samma, Caldo, Gom, Shieram, Xantia and Erdan.

MONTHLY INCOME—320GC (Reinvests 150-200GC of his income each month into his business or acquiring new properties. The rest is given away, spent on lavish entertainments and amusement, etc.)

MAJOR AREAS OF BUSINESS—General goods (5)

NOTE—House Averg does not specialize in particular items, as other houses do. Jai deals wherever a profit is to be had without excessive risk. (Some of his offices deal in illegal or stolen goods. Most do not. Jai does not favor such dealings and will not back those arrested or hurt by doing so. He will collect his share of the profits however.)

EXPERTISE

EL80 Aratad, EL60 Merchant (Cloth, Spice, Drugs, Weapons, Armor, Art, Musical Instruments, Salver), La'Ced, Zarunese, Irava, Marentian and Donaran, EL50 Moneylender, Navigation, Jeweler and Seaman, EL40 Scholar (Geography, Astronomy), EL30 Clothier, EL14 City Survival, EL8 Plains, Hills and Forest Survival, EL7 Swords, EL6 Climbing and Musician (Oboe), EL4 Swimming, Bows and Tracking, EL3 Horsemanship, EL1 Maces and Shield, EL0 Heavy Lance.

Jai Averg is the heir of a Baronet from one of the finest, and poorest, families in Aratad. He came to detest charity from the wealthy who hoped to win favor at court by throwing brass to the Averg. When Jai was 11 he left home and stowed away on a trading vessel. He began his career as a cabin boy and swabber named Heur and never allowed his station to show. During three hard years Jai showed a good deal of talent. His captain thought him worth training and arranged his apprenticeship. While in training (the next five years) he ran a mercantile shop and made a substantial profit. From this shop, and an inheritance from the Captain on his death, he built his house into one of the major houses in the Sea of Tears.

Jai Averg is a stubborn individualist and fierce competitor. Though he is a kind man, he is also a consummate artist in mercantile dealings. It is his game, he loves it and relishes the opportunity it gives him to travel the world, meet other peoples and make money at their expense. It is a much more enjoyable life than accepting handouts to maintain the honor and pride of one's family name.

MUYAN XANABAR Baron of Sheir'zi, Merchant of Gom

HPV 16 OCV 1 DCV 0 CEL 1
S 9 St 14 D 3(-1) A 12 C 40(+2)
I 45 W 30 E 36 Em 42 Ap 33
MR 10 NAV 0 MDV 12 EnL 70 CDF 2
Height 61" Weight 122 lbs Age 30

HOME OFFICE—Shieram

MAJOR OFFICES—Gom, Erdan, Xantia, Araou, Pelara, Kirazan, Port Doman, Shestar, Atler and Maboiba.

MONTHLY INCOME—270GC

MAJOR AREAS OF BUSINESS—Spices (9), Exotic Goods (7), Drugs (6), Fine Metals (5), Stone (3).

EXPERTISE

EL80 Gomese, EL60 Herbalist, Donaran and Fomorian, EL54 Merchant (Spices, Exotic Goods and Stone), EL40 Dwarf Elder, EL23 Miner, EL9 City, Hill and Mountain Survival, EL7 Rhetoric, EL5 Musician (Lute), EL2 Axes, Horsemanship, Swimming and Climbing.

House Xanabar was built by Muyan's father. Until a few years ago Muyan worked in the Xantia office and as a supervisor of the family mines. He is fond of Fomorian society and behavior. His best friend is Gorel Chian, his sister's husband and heir to House Chian of Fomoria. Two years ago Muyan's father was assassinated by the Brothers of the Night for testifying against one of their middle level leaders. Muyan assumed leadership of the house, returned to Sheiram and has spent the last two years getting the house in order.

Muyan's public goal is to expand until his house is the most powerful operation in the Sea of Tears. Privately he wants to destroy the Brothers of the Night, eradicate the secret Climan cults, and the hedonism and abusive slavery practiced in his nation and bring the capital to Sheiram where it belongs. He is a crusading reformer set to make his nation as perfect as his beloved Fomoria. As yet, Muyan has not found agents competent for these tasks but he is patient and can wait. In all ways he appears to be an industrious, Gomese merchant with no concern in politics. He has made great strides towards building his financial power base. In financing his secret projects, he will not expose himself. His agents are on their own if they get caught. He will not help them unless it is completely safe for him to do so. His survival is of paramount importance if his goals are to prosper.

AREAS OF BUSINESS

Each merchant house has areas of interest listed. The number in parentheses rates the importance of that area to the house. A scale rated from 1 to 10 is used. The value listed for each area can be used, multiplying it times itself, to determine the chance the merchant takes action against those who damage that part of his business. If the action is intended to hurt him, and he finds out, double this chance. When players go to shops owned by these merchants the goods for sale reflect the preferences above. For each point above five, add five to the availability chance. If the rating is 9 or 10, the item is present automatically. For each point below 5 subtract 10 from availability. If the rating is 1, the house can make the item available given time but never has it in stock.

CRIME IN THE SEA OF TEARS**CRIMINAL STRONGHOLDS**

Certain cities in the area are reputed to be criminal strongholds. In these cities, legal authority fails to control the criminal element and citizens, especially the poor, are at the mercy of the forces of the night. The following cities are notorious in this way. The description for each of them details its major criminal forces including primary bases, political importance and relative strength.

1) PELARA

Pelara is the largest city in Donara and the busiest trade port in the area. It is notorious for its thieves and smugglers. Pelara's Thieves Guild is a monolithic organization. For the last eighty years, since Feral Manion's Month of Blood united the various guilds under his leadership, it has controlled the city's thieves, cutpurses, beggars and a large number of criminal specialists, i.e. ladies of the night, gamblers, fences, etc. Only the Smugglers and Assassins are free from guild control. In a city of 44,000 people, the total membership of the Pelaran Thieves Guild is nearly 2,000. It is a pervasive influence connected to all strata of society.

The central base of the Guild is the Saffron Delight, a private brothel located in a two-story building in Pelara's Ghetto district. Beneath its basement are two sub-basement levels where guild business is taken care of. These levels contain a small hospital, dormitories, planning rooms, training facilities and the guild treasure house (believed to contain more than 400GC worth of treasure and equipment).

Before the Month of Blood, Pelara's dominant criminal guild was the Ancient Order of Silent Merchants (the Smugglers Guild). It has existed, under an unbroken line of clan leaders, for a millenium. The two clans who make up its membership have about 400 members. Membership is restricted to members of these clans. No outsider is ever admitted into this guild, if you aren't family you aren't.

The sacred watchwords of this society are secrecy and silence. The major businesses are smuggling, kidnapping, the sale of information and the sale of drugs. It is often said in Pelara "if you can afford it, the smugglers can get it." The master of the Smugglers Guild is Xitan the Spicer. Its base of operations is an underground grotto connected, through ancient tunnels and the local sewer, to the Elite Spicer (Xitan's shop), a few warehouses and hidden bases outside of the city. The Smugglers Guild is an organized, efficient and dangerous organization. Their bases are well-hidden and were created, over the centuries, with exhaustive and calculated effort. Every member is a highly-trained professional and some are easily as deadly as trained assassins.

The assassins guild is not a major force in Pelara at this time. Because of the strength of the Smugglers, the recent growth of the Thieves Guild and the traditions of the area, the Assassins Guild in Pelara is small. None of its guilds have had more than 25 members or lasted longer than 40 years without having to be rebuilt. Rarely have any of the assassins guilds had two strong leaders back to back, which is one reason for their "seasonal" demise. The current guild, founded and led by Arno the Lame, has 15 members. Due to the influence of Arno, and the obvious talent of his successor

(Actin the Black), it could beat the "40 year jinx" and become a force to be reckoned with. The current organization is a deeply-buried, well-financed and brilliantly led unit that is virtually untouchable.

Like the Smugglers, the rule of this guild is silence. An assassin who talks is dead. Seeing to his death takes priority over other guild contracts. All members are tattooed, on their scalp, with a figure of crossed daggers. They learn a system of code words and hand symbols to make themselves known to other members when they must. All assassins in Pelara have a cover identity, i.e. a person they are when they aren't on the job. Most lower assassins are simple tradesmen. The leaders are well known figures who exercise some power and, in some cases, are quite wealthy. Advancement by murder is not tolerated in this guild. The penalty for killing a brother assassin is death.

NOTE—*There is little market in Pelara for assassination. Traditionally, both the Donarans and the E'lici prefer other methods of disposing of bothersome enemies. Kidnapping, beatings, humiliations of various kinds and imprisonment are most commonly preferred to murder.*

2) GOM

Gom is known for its wide-open nightlife, the availability of any kind of luxury imaginable and the Brothers of the Night. What thieves and smugglers exist in this city are poorly organized groups whose influence is negligible. The Brothers of the Night are a large, efficient organization whose tendrils extend from the gutter to the royal palace. Few men have the courage to risk their ire. Those who do seldom live long afterwards.

The secret base of the Brothers is a noble estate ten miles east of Gom. It is owned by Count Nabar Meirjan, Colonel of the Eunuch Guard and the secret Master of the Night (his title as Guildmaster). It is a beautifully-designed, three-story structure with two basement levels. Its grounds contain stables, ponds, gardens and are surrounded by 1,200 acres of forested hills. Other bases and safehouses are located in the cities of Gom and Sheiram. They also have bases in Maoun, Araou, Roghara and Erdan. The guild's membership includes over 200 thugs and specialists, 300 spies and informants and 120 highly-trained assassins. It is a deadly force that plays an important role in Gomese politics. (According to rumor, when the current emperor returned the throne to Gom after his predecessors moved it to Sheiram a major factor in his decision to do so was the receipt of a death threat from the Brothers of the Night.)

3) NERID

The business of Nerid is piracy. Much of the people's income comes from repairing and supplying vessels for the corsairs who base here. What legal authority exists mostly leaves the city to the pirates and rules the countryside. This compromise promotes business and eliminates the potential for confrontation. Effectively, Nerid is a free pot ruled by whoever can make his wishes stick. Its people are conniving, greedy and somewhat cowardly, in that personal survival comes well ahead of morality in their eyes.

The pirate who dominates Nerid is Cazil the Scar, master of the Falcon's Dream (a fast vessel crewed by 120 of the best pirates in the world). Most of his time in port is spent at the Silver Alicorn trying to impress Ghia Trell. As necessary, he sends his men around town to make sure that things are running his way. He also employs 50 thugs who make sure that his will is obeyed when he is on the High Seas.

Nerid is also a major clearing house for stolen goods. Many of its citizens are moneylenders or dealers in stolen goods. Only Porta has a larger piece of this action. Unlike Porta, these goods are not sold openly in Nerid. Because of the political exigencies of the area, Nerid tries to retain the illusion of being an honest community beset by evil men that they can not hope to control.

4) PORTA

As shown in **TOWER OF THE DEAD**, Porta is a wide-open city run by its gang bosses. No pretense of normal legal authority exists here. In each of its gang territories one boss rules and his word is law. The most important gang in Porta is the Firehall Gang run by Qun Firemane. It has close ties with Porta's pirates and possesses vessels of its own. The most important, for its regional significance, is Mavan the Whore's Tavern Gang. Mavan is known from Pelara to Rogh'sa as a dealer in stolen goods. She will handle anything and has strong ties with Pelara's Guild.

Any criminal activity, with some variance due to the attitude of the local boss, is acceptable in Porta. It is an important base for pirates, sometimes being visited by notable pirates like Cazil the Scar and Noman Kha of Dechat. For precise information on bases, relative strengths, etc., see **TOWER OF THE DEAD**.

5) THE ISLAND OF SHAZIZAN

Crime has been severely punished in this emirate since the Rogizini Empire broke the Shazi pirates centuries ago. This has not stopped the locals from continuing to profit from crime. The citizens of this island are renowned smugglers and pirates. Kidnapping and graft are also old traditions in this land.

Shazizan is an unusual island. Its city is mainly populated by Rogizini settlers and is relatively crime free. Its Emir is dedicated to maintaining order. The streets are patrolled by heavily-armed constables and loaded with his spies. It is not a safe place for criminals, as his enforcement network is efficient and his punishments are terribly harsh.

In the countryside, Rogizini authority is tolerated while the sun shines. At night, Rogizini authority is ignored for the most part and crime runs rampant, especially against Rogizini citizens and foreigners. The most powerful gang on the island is the Silvered Shadow Society. It is composed of skilled criminals and fanatics, many of whose families have been members for ten generations. Underlying the society's criminal power, is an ancient cult worshipping the Lords of Shadow, the gods of the island's most powerful minority before the Rogizini conquest. The members of this cult, including Baciën the Tall (High Master of the Silvered Shadow), worship their gods through ritual theft, kidnapping and murder. They inspire fear throughout the island. Their power, and the market for their services, extend throughout the island and into Rogh'sa, Acghiza, Halle and Tilal.

The headquarters of the Silvered Shadow Society is an ancient shrine hidden in the island's northern hills. Within this cavern is a shrine to the Lord of Shadow, a barracks area, an armory and tunnels leading to a hidden cove. The main entrance to the cave is set 100 feet up a cliff. It is reached on rope ladders dropped down by ever-present and vigilant guards. The only way to sneak into this cave is to find the hidden cove and sneak up through the tunnels. All other approaches are watched.

6) TILAL

Tilal is a cosmopolitan city. Its Emir cares little about the everyday lives of his subjects. His concerns are his pleasure and his armed forces. Because of this laissez faire attitude, and the city's location, Tilal is a wild city noted for the availability of almost anything, moral or immoral. In fact, the immense wealth this climate generates has done much to prevent the unification of its guilds. Until the recent past, a "free market" environment existed in Tilal's criminal world with everyone grabbing what they could. In the last year, this has changed as major factions in the underworld have gone to war. Most of those involved fight for survival. The instigator, Alessandra Makel, fights to unify all under her leadership.

The dominant leaders in this war are Alessandra Makel and the Fox, a Dechan who is greatly feared. Backed by powerful magic, and solid connections at court, the Alessandra is

well on her way to unifying Tilal's criminals. If she can eliminate the Fox, Tilal is her's for the taking. Her base of operations is her manor house in Tilal. This is a two-story building surrounded by gardens and a high wall. It is heavily-guarded at all times. The total strength of her faction is 30 mercenary soldiers, 120 thugs, 50 thieves, 150 other specialists and A'kal the Ancient, a powerful wizard from A'korchu.

The Fox is a master thief and assassin. His base is hidden in the basement of a wine shop in Tilal's poorest district. Its location is a closely guarded secret. Men have died for finding it. The Fox's organization is not large. He has 20 highly-trained elite (trained as assassins and thieves) and 30 lesser thugs following him. Of these, only the elite know where his base is. They would kill themselves rather than reveal its location. Financially, and sometimes militarily, the Fox is supported by the Silvered Shadow Society (who want him to eliminate the threat that Alessandra represents). His goal is to regain lost holdings in Tilal and enslave Alessandra.

Beyond these forces, Tilal has five independent thieves guilds and two assassins guilds. All have less than 50 members (D100/2 rounded up) and no more than three safehouses (1D3). One of the assassins guilds is run by Alessandra's brother. The others are in danger of being taken over.

NOTORIOUS CRIMINALS OF THE SEA OF TEARS

ALLESANDRA MAKEL Courtier, Lady of the Veil*, Mistress of the Palm District Thieves Guild, Mistress of Palair Shan (Chamberlain of the Emir of Tilal)

HPV 17 OCV 4 DCV 6 CEL 3
S 11 St 24(+1) D 18(+1) A 35(+2) C 33(+2)
I 64 W 30 E 35 Em 35 Ap 70
MR 12 NAV 0 MDV 14 EnL 56 CDF 2
Height 61" Weight 109 lbs Age 30

*A Lady of the Veil is a noblewoman who serves or has served as the companion of an Emir's wife. "The Veil" is the common name for the palace where the Emir sequesters his wives.

EXPERTISE

EL80 Rogizini, EL74 Herbalist, Sign Language, Read and Write Rogizini, Dechan and Gomese, EL60 Moneylender, Dechan, Gomese, Korchi*, Climan, Bhamoti and Marentian, EL55 Trailing, EL51 Thief, EL50 Eagle Husbandry, EL40 Disguise Artist, Deftness and Locksmith, EL8 Dancer, Actor, Healer and City Survival, EL6 Rhetoric and Throwing Dagger, EL3 Fighting Dagger.

*Alessandra has a wizard from A'korchu in her service. He has taught her his tongue and how to act like a magic-user.

EQUIPMENT

Fine Clothing, Fur Cape, Necklace, Ring, Silver Belt*, Throwing Dagger.

*The belt grants the wearer +15 I and Em, EL2 Protection and EL2 Immunity to all forms of magic. Its benefits are not included in the statistics listed above.

Alessandra is an intelligent, amoral woman. Her plan to unify the guilds of Tilal is her great passion. Since allying with A'kal the Ancient (MEL10/EL5), a Korchi wizard, she has made major strides towards the fruition of her dream. For four years she has been using A'kal, connections at court and friends in Dechat to force unity on the guilds. She plans to control every criminal operation in the area and form the most powerful criminal guild in the world. She is motivated by greed, lust for power and a personal need to prove that she is as good as any man. She conceals these motivations very well.

NOTE—Alessandra pretends to be a magic-user to intimate potential enemies. She is quite good at this because of A'kal's instruction and her talent as an actress. Where intimidation will not work she will use any resource at her disposal to get what she wants.

ARNO THE LAME Scribe, Messenger, Master of the Pelaran Assassins Guild.

HPV 21 OCV 13* DCV 13 CEL 9
S 15 St 28(+1) D 30(+1) A 57(+3) C 38(+2)
I 44 W 80 E 30 Em 21 Ap 16
MR 9** NAV 0 MDV 15 EnL 112 CDF 3
Height 63" Weight 139 lbs Age 60

*+3OCV for level as an Assassin.

**MR when acting lame, otherwise use a MR of 13.

EXPERTISE

EL80 Deftness, Donaran, E'lici and Salaqi, EL65 Herbalist and Read and Write languages known, EL60 Trailing, Portan, Dechan, La'Ced, Aratad, Rogizini, Fomorian, Gomese and Marentian, EL51 Scribe in Donaran, La'Ced, Aratad and Rogizini, EL40 Disguise Artist, EL12 Short Sword and Throwing Dagger, EL10 Hand-to-Hand, Assassin, Miscellaneous Throwing Weapons and War Staff, EL9 Horsemanship, Fighting Dagger, Executioner and Rhetoric, EL7 City, Plains, Forest, Hill, Underground I and II Survival, EL6 Actor, EL5 Sword, EL4 Climbing and Swimming.

NOTE—All Weapon EL's include +3 levels for Assassin skill. (As Messenger) Staff, Short Sword, common robes, pouch, two throwing daggers*.

(As Scribe) Common robes, staff, papaer and ink, fighting dagger, two throwing daggers*.

*Hidden, the blades are treated with BL4 Immediate Death poison.

Arno the Lame has been an assassin for 43 years. He has been Pelara's Master Assassin for 21 of those years. During his long career he has never been caught, and rarely suspected of, fulfilling a contract. People who know his true identity, outside of guild members and "brokers", can be numbered on one hand. None of them live in the city of Pelara, at his suggestion.

Arno has devoted his last ten years to teaching young assassins and laying the foundation for a permanent Pelaran guild. (He has only slain four people personally in this time.) He has retired as an active assassin. Only when a job is



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especially intriguing to him, as a challenge or from some possible gain, will he take a sabbatical from retirement. Because the guild is small (less than 15 members), Arno teaches them all and is their personal advisor. He is a tireless instructor. His best pupil, and heir, is Actin the Black.



BACIEN THE TALL High Master of the Silvered Shadow, Smuggler, Pirate

HPV 34 OCV 13 DCV 11 CEL 7
S 54(+3) St 51(+3) D 60(+3) A 22(+1) C 27(+1)
I 30 W 44 E 14 Em 35 Ap 38
MR 10 NAV 0 MDV 21 EnL 71 CDF 9
MEL 10 EL 3 (Shadow Weaver)
Height 81" Weight 260 lbs Age 37

EXPERTISE

EL80 Deftness, Locksmith and Rogizini, EL60 Shadow Tongue, Navigation and Cerulean, EL55 Marine Carpenter, Trailing, Read and Write Rogizini, EL35 Thief, EL11 Swimming and Fighting Dagger, EL10 Climbing, EL9 Bows, Horsemanship, City and Hill Survival, EL8 Scimitars and Shield, EL6 Two Weapon, Spears, Rhetoric, Tracking and Hand-to-Hand, EL3 Throwing Dagger.

SPECIAL

Bacien is an innate Shadow Weaver trained in all forms of Shadow Magic. All powers, innate and trained, use the power level listed above.

EQUIPMENT

Scimitar, Scalemail, Buckler, Metal Helmet, Fighting Dagger, Composite Bow, the Ring of Shadows*.

*The symbol of the cult leader. When it is worn by a Shadow Weaver, it provides 30 mana points per day for Shadow Magic, allows the wearer to regenerate 1D6 energy points per day in addition to his normal energy recovery and allows him to use Soul Sight on any shadow, at the ring's power level, for a casting cost of 2 energy points per use. It is an MEL14/EL6 magic item that is more than a thousand years old.

Bacien is descended from a long line of Shadow Weavers, dating back more than 1,500 years. He has been High Master for five years. Before "taking the ring" he was a pirate and smuggler. He is happy with his current life and does not want more power or strife. He loves the night and is quite uncomfortable in daylight. Except for this neurosis, he is a kind man with a decent sense of humor. He only hurts others when he must, for business or religious reasons. He does not go out of his way to harm his enemies and does not enjoy

inflicting pain on others. When possible, he is placid and generous to all. When the situation demands that he act, he is as cruel and deadly as necessary to get the problem resolved immediately. He has little patience with those who disturb his tranquility.

CAZIL THE SCAR Pirate

HPV 41 OCV 15 DCV 11 CEL 8
S 76(+4) St 52(+3) D 28(+1) A 44(+2) C 35(+2)
I 38 W 40 E 21 Em 52 Ap 20
MR 12 NAV 0 MDV 13 EnL 75 CDF 4
Height 78" Weight 230 lbs Age 36

EXPERTISE

EL80 Salaqi, Navigation and Seaman, EL60 La'Ced, Portan and Rogizini, EL50 Dog Husbandry, EL13 Swimming and Climbing, EL12 Broadsword, EL10 City, Plains, Hill and Ocean Survival, EL9 Shield and Fighting Dagger, EL8 Bows, EL7 Gambler, EL6 Healer and Dog Healer, EL5 Other Heavy Swords, Throwing Dagger and Hand-to-Hand, EL2 Rhetoric.

EQUIPMENT

(Battle) Scalemail, Metal Helmet, Composite Bow, Broadsword, Metal Shield, Fighting Dagger, Throwing Dagger (Set in shield sheath above hand grip).

(Other) Leather Armor, Broadsword, Fighting Dagger, Two Throwing Daggers, Three Necklaces, Two Armbands, Four Rings, 1D3 Dog III (1.4x normal size).

Cazil was born twelve miles north of the city of Salaqara. At the age of eight his father was hung for rebel activity and all his property (a small farm and 15 dogs) was confiscated. Homeless, Cazil's mother took the family to live with relatives in Shibben. Growing there, knowing that his father was murdered, Cazil became a hard and stubborn man. He has an ability to understand the motives and actions of others. As a loyal Salaqi and to honor the memory of his father, he despises Donarans and makes an effort to plague them. In his career, he has learned to dislike the Climans (for their interference with freedom on the seas) and the Rogizini (because they are effete and cowardly fops). He is a devoted worshipper of Mannannan Mac Lir (Elder God of the Sea) and Morrigan (A Goddess of War). Ten percent of each cargo he captures is sacrificed to these gods.

Cazil enjoys power but does not needlessly cow his followers. He leads through charisma and courage, often placing himself in situations that force his men to fight like devils to save him. He is loved by his men and feared by enemies. His life is dedicated to good times, the pursuit of adventure and winning the love of Ghia Trell. As a pirate, his raids are aimed at Donaran vessels though he will not pass up a plump Climan or Rogizini ship when he finds one. The reward offered for his head, dead or alive, is 40GC in Donara, 30 GC in the Rogizini Empire and Clima.





THE FOX Free-Lance Assassin, Thief, Agent of the Silvered Shadow Society

HPV 27 OCV 12* DCV 14 CEL 7
S 15 St 32(+ 2) D 52(+ 3) A 76(+ 4) C 60(+ 3)
I 72 W 44 E 30 Em 22 Ap 30
MR 14 NAV 0 MDV 14 EnL 104 CDF 3
Height 73" Weight 176 lbs Age 38

EXPERTISE

EL80 Dechan, Thief, Deftness, Trailing, Locksmith and Read and Write Tongues Known, EL73 Disguise Artist, EL63 Seaman, EL60 Rogizini and Cerulean, EL15 Bow*, EL12 Climbing, Swords*, Scimitars*, City and Ocean Survival, EL10 Throwing Dagger* and Shield, EL9 Assassin and Two Weapon*, EL8 Horsemanship, EL6 Swimming, EL5 Rhetoric.

*Includes +3OCV and +3EL for Assassin skill.

EQUIPMENT

(Killing*) Two Short Swords, Bow, 10 arrows, Throwing Dagger (Treated with BL12 Death Poison), Leather Armor, Red Silk Mask.

(Other) Scimitar, Fighting Dagger, Two Throwing Daggers, Fine Clothing, 2D10GC Miscellaneous Jewelry.

*Equipment used when he sets out to kill someone.

The Fox (Jaibar Silan) comes from a long line of Assassins. At an early age, his lack of discipline and failure to abide by guild rules forced his father to disown him. Out of love, his father gave him 48 hours before he made it known to the guild (thus allowing him to stowaway on a boat and get out of Dechat alive). Since then, he has built a small empire in Tilal, keeping his true identity secret to avoid attracting Dechan visitors. His goal is to avoid death and retake what Alessandra's guild has taken from him. In doing so, because of her Dechan connections and her refusal to be his woman, he is intent on enslaving her.

The Fox fears two things, magic and his twin brother (Mor Silan). He makes every effort to avoid a direct conflict with either. This is one reason why Alessandra's plans have borne fruit. The Fox's power base is his connection to the Silvered Shadow Society and the cadre of thieving assassins who serve him. Man for man his followers are better than any others in the area. When he can come up with a plan that negates or eliminates the magics that serve Alessandra he will pounce. Until then he fights a guerrilla war against her gang.

NOTE—Mor Silan is not included because Dechat is in the East. He is an EL13 Assassin, is not a Thief and is an accomplished poisoner. He is, arguably, the world's greatest assassin. He is definitely the world's most talented poisoner.

NABAR MEIRJAN Count of Shi'gom, Colonel of the Eunuch Guard, Master of the Night

HPV 17 OCV 10* DCV 11 CEL 7
S 12 St 17(+ 1) D 32(+ 2) A 45(+ 2) C 39(+ 2)
I 52 W 45 E 33 Em 8 Ap 25
MR 13 NAV 0 MDV 11 EnL 84 CDF 2
Height 65" Weight 130 lbs Age 52

EXPERTISE

EL80 Gomese, EL65 Deftness, EL60 Read and Write Gomese and Fomorian, EL60 Sair'a'cili, Fomorian and Rogizini, EL50 Trailing and Herbalist, EL40 Merchant (Slaver), Artist (Ceramics), Potter and Moneylender, EL9 Swords*, EL8 Hand-to-Hand*, Fighting Dagger* and Horsemanship, EL7 Climbing, City, Hill, Underground II, Desert and Palins Survival, EL6 Tracking, Assassin, Executioner and Shield, EL5 Maces* and Horse Archery, EL4 Eroticist, EL3 Swimming and Rhetoric.

*Includes +1 OCV and +2EL for assassin skill.

EQUIPMENT

(As Colonel) Sword, Fighting Dagger, Platemail, Full Helm, Signet Ring (10GC). When mounted also has a Flail, Banded Shield, Composite Bow and 15 arrows.

(As Master) Short Sword, Fighting Dagger, Black Robes and Mask, Necklace (12GC), Ring (5GC).

Nabar is the current elder of the Hai'gom clan, the former rulers of Gom. When they were deposed the surviving members of his family swore fealty to the new dynasty. At the same time, they formed an underground society to fight their way back to power. Over the decades there has been schisms in this group, leading to the formation of different rebel societies (some devoted to Climan mysticism). All retain some loyalty to Nabar because he, in their eyes, is the rightful emperor.

Nabar, leader of the Brothers of the Night (the most powerful of these groups), feels the fight for the throne is foolish. He has no love for his rebellious kinsmen, especially those who are backed by the Climans. Unless they endanger his position he will take no action against them. They are family. His sole goal as Master of the Night is to make money and remain the true power in Gom. He will not risk his position for foolish dreams.

Nabar is an intelligent and stubborn man who cares nothing for the rights of others. He feels that the strong deserve what they can get and, as one of the strong, he has the right to take what he wants. He stops at nothing to win, or have his own way, no matter how trivial the case may be. According to rumor, men have died for beating him at chess.



TEVUS SKEL Master of the Pelaran Thieves Guild.

HPV 22 OCV 9 DCV 12 CEL 7
S 15 St 33(+2) D 72(+3) A 42(+2) C 38(+2)
I 20 W 12 E 24 Em 15 Ap 9
MR 12 NAV 0 MDV 5 EnL 50 CDF 3
Height 67" Weight 201 lbs Age 57

EXPERTISE

EL80 El'ici, Locksmith and Deftness, EL67 Thief, EL60 La'Ced and Portan, EL55 Disguise Artist, EL35 Read and write Donaran and Sign Language, EL39 Trailing, EL8 Fighting and Throwing Dagger, Hand-to-Hand and War Staff, EL6 Climbing, City, Forest and Underground II Survival, EL5 Sap (Club), EL4 Rhetoric, EL0 Other Maces and Gambler.

EQUIPMENT

Sap, Fighting dagger, Two throwing daggers, War Staff, Jeweled Key*, Two rings (12CC, 2SC), fine clothing.

*The key is his symbol of office as Master of the Guild. It is needed to bypass the traps guarding the guild's treasure. Caring for this treasure is one of the Guildmaster's primary duties.

Skel has been a member of the guild for 45 years. During the last 12 years he has been Guild Master. He maintains his rule through cunning, brute force and control over the greed of his underlings. His primary weaknesses are a love of gambling, at which he has little skill, and an enjoyment of beautiful women, notably the Lady Serena. These weaknesses have made him the pawn of Duke Salin and allow Serena to control his actions somewhat.

NOTE—Salin's control over Tevus Skel is unknown to most guild members, who affectionately call Tevus "the old ferret". If they knew he was a pawn, they would kill him. Serena's control is invisible. Eventually, it will lead him to membership in the Sisters of Sammael (a Climan mystical society working against the Donaran government and the Prince in Pelara).

GHIA TRELL Owner of the Silver Alicorn, Moneylender, Fence, Rumored Mistress of the Duke of Nerid

HPV 22 OCV 7 DCV 11** CEL 5
S 20(+1) St 20(+1) D 32(+2) A 54(+3) C 48(+2)
I 18 W 36 E 30 Em 40 Ap 52
MR 13 NAV 0 MDV 13 EnL 84 CDF 6
Height 65" Weight 111 lbs Age 29
MEL 6 EL 3

*Ghia's has a Creature Power which ties her to the Unicorn and innate power to use Peace. Unicorns find comfort in her and she has a passionate fondness for them.

** +1DCV for Acrobat skill.

EXPERTISE

EL80 Aratad, EL60 La'Ced, Salaqi and Portan, EL58 Read and Write Tongues known, EL37 Moneylender, EL29 Elder Tongue, EL10 Dancer, EL9 Throwing Dagger, EL8 Acrobat, Musician (Tambourine, Flute, Pipes, Lyre, Harp, Finger Cymbals), Singer and Eortcist, EL7 City, Hill, Forest and Plains Survival, EL6 Gambler, Fighting Dagger and Two Weapon, EL5 Rhetoric.

*General Knowledge used in influencing men and performing. She is accomplished at teasing men into doing what she wishes.

EQUIPMENT

Fine Clothing, Two Fighting Daggers, Throwing Dagger, Ring (7GC, a gift from Mal Drask, Duke of Nerid).

Ghia grew up in the hills of Eured. She was a quiet child who shyly avoided fellow villagers despite their liking for her. At the age of 13 she met a Unicorn and discovered both the power within her and something to love. She could not return to village life after this experience. For six years she wandered the forests and hills, revelling in the Unicorn and coming to know other Elder creatures, especially Centaurs, Satyrs and Dryads.

At the age of 19 Ghia began to pine for humanity. After years of searching she came to Nerid and found a city where freedom is the only law. In the years that followed, she



founded the Silver Alicorn and became a prosperous taverner and dealer in stolen goods. Despite this low profession, she retains her love of the Unicorn and is often gone for weeks at a time enjoying the wild hills. She is being courted by Cazil, the Scar and, reputedly, is the mistress of Nerid's Duke. In fact, they are friends and she is a virgin. Mal started the rumor to protect her from suitors who, otherwise, would never consider taking no for an answer.

NOTE—Ghia's power depends on her virginity. If she loses her virginity she loses her innate power and her tie to the Unicorn. She will never take a lover willingly.

ZOKAR RAVAN Free-Lance Thief and Smuggler

HPV 18 OCV 8 DCV 20* CEL 8
S 15 St 12 D 76(+4) A 108(+5)** C 44(+2)
I 60 W 30 E 20 Em 68 Ap 34
MR 15 NAV 0 MDV 16 EnL 74 CDF 2
Height 60" Weight 108 lbs Age 31

* +3 for Acrobat skill

**Supernatural Agility, his right shoulder bears a purple birthmark in the shape of a cat's head.

EXPERTISE

EL80 Aratad, Herbalist, Navigation, Thief, Locksmith, Deftness and Trailing, EL65 Seaman, EL60 Smuggler, Merchant (Poisons), Portan, Zarunese, La'Ced and Marentian, EL19 Throwing Dagger, EL16 Acrobat, EL14 Dancer, EL13 City, Underground II and Ocean Survival, EL11 Musician (Lute), EL10 Two weapon, Hand-to-Hand, EL9 Fighting Dagger, EL8 Singer, Climbing and Rhetoric, EL6 Swimming, EL3 Swords.

EQUIPMENT

Fine Clothing, Two Fighting Daggers, Four Throwing Daggers, Serpent Ring*.

*The ring gives the wearer total immunity to Fascination, double MDV against any spell that works by affecting his mind and BL10 Immunity to any serpent derived Poison.

Zokar is a talented, compulsively independent, criminal. He has run afoul of many criminal organizations in his career. All failed to bring him down. From his base in Rhoad, Zokar

SEA TRAVEL

Legitimate travel on the High Seas is usually restricted to trade routes. When a vessel travels one of these routes use Encounter Chart A. In all areas out of sight of trade routes, and whenever a vessel is blown off course, use Encounter Chart B. For Human Encounters, each chart has two sections. Use Section One if the vessel is NOT operating in a zone of piracy or a Climan patrol zone. Section Two applies when they are in such areas. The basic encounter charts are as follows:

CREATURE ENCOUNTERS



smuggles, deals in poison and steals the choicest plums he can find. He leads a small gang (9 picked men and 3 women who are all top-flight professionals) that is a potent criminal force on the northern shore of the Sea of Tears. He steals in La'Ced, Zarun, Donara and Marentia and uses Porta to sell his poisons and fence stolen goods. He does not engage in criminal activity in the Confederacy of Aratad, his home base. Zokar is motivated by the challenge of his art. He tries to steal the most beautiful or inaccessible items he can find. He does not engage in common theft. What he steals is spent, given away or kept in his hidden museum so that he can enjoy them and remember the excitement.

XITAN THE SPICER Merchant and Scholar, Treasurer of the Old Faith, Member of the Inner Five, President of the Merchants' Protective Association, Master of the Smuggler's Guild.

HPV 20 OCV 8 DCV 11 CEL 6
S 15 St 36(+2) D 54(+3) A 42(+2) C 27(+1)
I 32 W 60 E 40 Em 34 Ap 28
MR 12 NAV 0 MDV 13 EnL 87 CDF 2
Height 68" Weight 150 lbs Age 37

EXPERTISE

EL80 E'lici, Navigator, Locksmith, Deftness and E'lici, EL65 Read and Write Donaran, E'lici and Rogizini, EL60 Money-lender, Disguise Artist, Merchant (Spices), Portan, Donaran, Salaqi, La'Ced and Rogizini, EL55 Scholar (E'lici History and Theology), Herbalist, Woodworker and Marine Carpenter, EL50 Smuggler, EL45 Seaman, EL9 Tracking, City, Underground I and II Survival, EL8 Sling, EL7 Gambler and Fighting Dagger, EL5 Throwing Dagger, Horsemanship, Swimming, Climbing, Hill, Mountain and Forest Survival, EL4 Swords and Two Weapon, Actor and Rhetoric, EL3 Hand-to-Hand.

EQUIPMENT

Fine clothing (3SC), fighting dagger, sword, two rings (1GC and 7SC), fur cape, two throwing daggers*.

*One concealed up each sleeve.

Xitan's family has controlled the Smuggler's Guild for centuries. He is dedicated to maintaining this tradition. As part of this dedication, he has built a solid reputation as a Merchant and is responsible for the formation of the Merchants' Protective Association. (The MPA is a coalition of small merchants who work together to protect themselves from thievery and to present a united front at court. Potentially, they could be a power in Pelara.) Since succeeding his father Xitan has had problems with the Thieves Guild. He thinks they are trying to absorb his guild. For this reason, he is their bitter enemy. The two guilds are on the verge of war. Xitan is devoted to E'lici traditions. Since the death of his father he has been a leading figure in the E'lici underground religion (The Old Faith). He is their primary source of operating capital and a very wealthy man.

ENCOUNTER CHART A

DAY			
CREATURE	HUMAN	STORM	NONE
01-05	06-15	16-20	21-100
NIGHT			
CREATURE	HUMAN	STORM	NONE
01-05	06-10	11-15	16-100

DAY		NIGHT	
ROLL	CREATURE	ROLL	CREATURE
01-20	Tiny Sea Birds	01-05	Small Seals
20-27	Small Seals	06-12	Small Dolphins
28-33	Small Dolphins	13-20	Medium Whales
34 + 35	Medium Whales	21 + 22	Large Whales
36	Large Whales	23-26	Large Fish
37 + 38	Large Fish	27-40	Medium Fish
39-60	Medium Fish	41-55	Tiny Fish
61-70	Tiny Fish	56-60	Water Serpent
71-75	Water Serpent	61-75	Nymph
76-85	Nymph	76 + 77	Other Elemental*
86-89	Slyph	78 + 79	Sea Dragon
90 + 91	Other Elemental*	80 + 81	Wyrms
92-94	Sea Dragon	82-91	Merfolk
95	Wyrms	92-94	Kraken
96-99	Merfolk	95-97	Ghost Ship
100	Kraken	98-100	Sea Giant

ENCOUNTER CHART B

DAY			
CREATURE	HUMAN	STORM	NONE
01-10	11-15	16-20	21-100
NIGHT			
CREATURE	HUMAN	STORM	NONE
01-15	16-18	19-24	25-100

DAY		NIGHT	
ROLL	CREATURE	ROLL	CREATURE
01-20	Tiny Sea Birds	01-03	Small Seals
21-25	Small Seals	04 + 05	Small Dolphins
26-28	Small Dolphins	06 + 07	Medium Whales
29	Medium Whales	08 + 09	Large Whales
30	Large Whales	10-15	Large Fish
31-33	Large Fish	16-25	Tiny Fish
34-50	Tiny Fish	26-40	Tiny Fish
51-60	Water Serpent	41-55	Nymph
61-65	Slyph	56-61	Other Elemental*
66-75	Nymph	62 + 63	Sea Giant
76-80	Other Elemental*	64-68	Sea Dragon
81-85	Merfolk	69-88	Medium Fish
86-88	Sea Dragon	89	Wyrms
89-98	Medium Fish	90-92	Small Kraken
99	Sea Giant	93-99	Merfolk
100	Kraken	100	Kraken (x2)**

*Any Water or Air Elemental in Powers & Perils.

**The Kraken is twice normal size. See Kraken.

ENCOUNTER DESCRIPTIONS

GENERAL CREATURES

Where the adjective tiny, small, medium or large is used to describe a creature, determine its AHP using the Creature Generation system in Book Three. Other factors should be set as the Referee sees fit within the ranges specified in that section. The MR selected should not exceed 50% of the AHP for any swimming creature with these prefixes. For Birds, the flight MR should be set between 28 and 40 depending on the type of bird desired.

NUMBER ENCOUNTERED

Creatures with the adjectives above roll below to determine the number found.

ROLL	TINY	SMALL	MEDIUM	LARGE
1-5	1D6	1D3	1D2*	1
6-8	2D10	1D6	1D3	1D2*
9 + 10	D100	2D6	1D6	1D3
11	D100 x 2	2D10	2D6	1D6

Roll 1D10 above. If the encounter occurs in a chart B area add ONE to your roll.

NOTE—Most creatures with a prefix are not dangerous to people in a boat unless they are attacked. They can be dangerous to swimmers, people in small boats or people on a raft. In either case, tiny and small creatures are usually harmless. Medium and Large creatures could damage or sink the party's boat and can be dangerous to people in the water.

OLD CREATURES

Creatures on the tables above that are found in **Powers & Perils**, i.e. Elementals, Water Serpent, Wyrms, etc., continue to use the rules and values provided therein.

NEW CREATURES

The following sea creatures are new to **Powers & Perils**. If you do not choose to use them, create random sea creatures of your own to replace them.

KRAKEN	CHAOS
HPV 250 OCV 63 DCV 0(7) NWI - 4(- 12)*	
S 250(+ 8) St 125(+ 5) D 10 A 1(- 1)	
MR (- 12) NAV 8 MDV 10 EnL 40	
DTV 0 CL NA INT 1 CDF 25 NF 1	

*The parenthesized NWI applies when they ram a vessel or creature while swimming at full speed. It does not apply at any other time.

APPEARANCE

The Kraken are scaled monstrosities with four, octopoid tentacles at their head. Their average body length is more than 80 feet (HPV/3) and their weight is measured in tons. They are one of the great beasts of the sea.

SPECIAL

During the day Kraken sleep on the surface. At such times, large Kraken can be mistaken for small islands from a distance. If they are disturbed, uncontrollable battle fury against the vessel or creature responsible results. Kraken forced to fight during the day have an MR of 6 because of their fatigue.

Krakens hunt at night. Kraken have been caught because they chased a vessel into shallow water and got stuck. (Kraken's need 15 feet of water to avoid beaching. If they move into shallower water, they can get stuck.) They can sense minor disturbances in the water (such as oars rowing) for five miles. Once on a good scent they pursue stubbornly. Kraken are known as ship breakers who feed on whales, large fish and men.

Krakens have FOUR tentacles which they use to surround their prey and crush it. When the prey is a ship, the ship itself is what they try to crush. Afterwards, they scoop up the food (people) on it. Due to their immense size and total lack of agility, Kraken may only make one 45 degree turn every four phases. Their most common hunting technique, against ships, is to approach under water and surface for their charge when they are within 30 feet of the vessel.

NOTE—Large Kraken (Kraken x 2) have an INT of 2. They rarely beach themselves.

GHOST SHIP

This encounter only occurs under a full moon at midnight. The party sees a ghostly ship crewed by tattered shades of dead seamen. Such men are doomed to sail the seas by the goddess Tiella until another takes their place. The cargo of such vessels is a rich treasure from the hoard of the sea (2D10 items). When such a ship is encountered it moves close to entice mortals to board it. When any do, it pulls away. Unless the men who board the vessel escape by dawn they are doomed to sail for eternity. A Will x 2 roll is required to resist the summons of the ghost crew when their vessel closes to within 20 feet (2 hexes).

Each ghost ship is crewed by 4D10 seamen. If a man is on their deck, they are treated as specified for THE DEAD in combat. Otherwise, they are treated as ghosts. The MDV of the ship is 15. All other factors are as for Ghosts.

MERFOLK

CHAOS/KOTOTHI

MALE	
HPV 15 OCV 5 DCV 3(4) NWI - 1 NF	
S 20(+ 1) St 20(+ 1) D 9 A 12 1-6 1D3	
MR 6(15) NAV 1 MDV 4 EnL 30 7-9 2D10*	
DTV - 2 CL 0 INT 6 CDF 2 101D6 per female	

*A warband. The leader is a Myrmidon.

FEMALE

HPV 10 OCV 2 DCV 4(6) NWI 6 NF	
S 10 St 10 D 20(+ 1) A 20(+ 1) 1-9 1	
MR 10(28) NAV 0 MDV 2D6 + 8 EnL 2D6 x 10 10 1D6	
DTV - 1 CL 0 INT 7 CDF V	

*with male roll 10

MYRMIDON

HPV 30 OCV 10 DCV 5(7) NWI - 3 NF	
S 40(+ 2) St 40(+ 2) D 18(+ 1) A 24(+ 1) Only with	
MR 8(20) NAV 2 MDV 8 EnL 60 a warband	
DTV - 3* CL 1 INT 6 CDF 4 unless summoned	

APPEARANCE

Mermen and Myrmidons are heavily-built scaled humanoids with webbed fingers, claws and sharp teeth. Most have a knobby texture to their scaly hide and are colored green and brown. Mermen range from five to six feet in height. Myrmidons are six to seven feet tall and somewhat more bestial in appearance.

Merwomen are beautiful creatures (Ap D100 + 50) with sharp, pointed teeth. All have fish tails on the lower half of their body which can be removed as for a Vily's wings (with the same effect if stolen). Most are five to five and a half feet tall with deep, seductive eyes, long fingers and long, flowing hair. They are both nightmare and fantasy to many a sailor.

SPECIAL

Mer-people are amphibious. They lose 2D10 energy points per day until they die if they are kept out of contact with Salt Water for more than 24 hours. Most Mer are hostile to mankind and carnivorous. They love the taste of human flesh. Mermen are especially fond of it.

Encountered Mermen are armed with tridents (fighting spear with + 1WSB, FV8). They have EL3 with this weapon. Myrmidons also use a trident. It is MEL2D6/EL1D6 modified for Hit Chance AND Damage Bonus. They are EL6 in its use and may use the trident, at the MEL/EL determined, to summon 1 Large Fish (usually sharks) per EL to aid the warband in combat. Other than this, no Mermen can use magic of any kind.

All Merwomen are trained magic-users with innate power in, roll 1D3*, 1) compulsion, 2) Fascination or 3) Both. They are trained in Sea Powers and MEL other Chaos or Elder spells. They may not use any fire spell. Their EL in their innate power is FOUR. Their trained magic EL is MEL/3,

rounded up. Their MEL for both is determined by rolling 2D6, i.e. one roll applies for both.

Merwomen are salacious creatures. According to legend, they take human lovers (either by going with them to the land or taking them into the sea). Often as not, those taken into the sea are eaten when they are no longer needed. The chance that a Merwoman is attracted to a man equals his Ap/2, rounded down.

SEA DRAGON

VARIES

HPV 60 OCV 19 DCV 3(9) NWI - 10 NF
S 60(+3) St 80(+4) D NA A 20(+1) 1-6 1
MR - (24) NAV 5 MDV 19 EnL 70 7-9 1D3*
DTV - 5* CL 0 INT 7 CDF 8 10 1D3 + 1

APPEARANCE

These creatures have the basic appearance of Dragons except they are not winged and have tapered bodies with fins. They are normally twenty to twenty-five feet in length. The massive jaws of large sea dragons can snap the masts of ships. Their color varies with alignment (a legend known to some seamen). The list below applies:

ALIGNMENT	COMMON COLOR	% CHANCE
Law	White, red streaks	01-30
Chaos	Black, gray mottling	31-50
Elder	Blue	51-80
Kotothi	Green, brown streaks	81-100

SPECIAL

Sea Dragon's powers and significance in legend vary with their alignment. Depending on the alignment encountered, consult the appropriate section below:

LAW

These dragons are the "Hounds of Enki" and enemy of Chaos in the water. They are blessed with the powers of Light, Radiant Light and Killing Light only, by Inanna and also have all Sea Powers. Their MEL is EIGHT. Their EL is FOUR. They use these powers to protect man at sea, hunt Kraken and destroy the forces of Chaos.

CHAOS

Chaos Sea Dragons are the guardians of the hoard of Tiella and the mounts of Kingu's Myrmidons. They are a physical force with no magical powers. Increase the factors above for HPV, S, St and NAV by 20% without any reductions in other statistics. They can, if hungry or enraged, sink human ships. They do not make a habit out of doing so though they do enjoy the novelty of eating "land flesh".

SEA GIANT

KOTOTHI/ELDER

HPV 120 OCV 34 DCV 3 NWI - 4
S 145(+6) St 105(+4) D 12 A 4(-1)
MR 10** NAV 3 MDV 10 EnL 80 NF - 1
DTV - 8* CL 2 INT 6 CDF 15

**Sea Giants are capable of walking on the surface of the water at this movement rate. When they swim their movement rate is 24.

APPEARANCE

These giants appear as old men armed with a trident and net. Their countenance is somewhat ugly, their physique is very powerful. Those that have been seen have an average height of 40 feet.

SPECIAL

Sea Giants are an elemental force of the sea. Elder Sea Giants are the masters of Sea Nymphs and guardians of piscine life. The Kotothi are hoarders of treasure and enemies of their cousins. All have innate power, MEL6/EL6, at Shape Changing and Sea Powers. Those that are larger than normal size also have the power to cast Thunderheads and, for double size Sea Giants only, are trained magic-users (MEL9/EL9 in all non-fire, Elder magics).

NOTE—Any larger than normal size Sea Giant wears a beautifully-made metal crown worth HPV × 1D10SC. Sea Giants have been known to net vessels and drag them away. Kotothi Sea Giants are fond of collecting "human toys" to entertain them. When these toys become boring, they are broken and/or eaten.

ELDER

Elder Sea Dragons are mavericks. They can serve beneficial ends in the sea, more often they serve themselves. They are the Hoarders of the Sea and go out of their way to enhance their treasure collection. These dragons can use any Elder Power (non-fire) at MEL10/EL5. They prefer to get their wishes by trickery and guile but are more than capable of force if they are insulted or angered.

KOTOTHI

These dragons are children of Tiamat who refused to align with Chaos in defiance of the will of Kototh. They are his loyal servants and the bane of the Mer, when Kototh allows them to be. All statistics are as for Chaos Dragons. In addition they are capable of using any Telepathic Power at MEL8/EL4. Because of greed, or intelligence, they are usually encountered with 1D6 Medium Fish as companions. These fish are enthralled to the dragon and obey its commands. (They will continue to do so until the dragon decides it is time for lunch, most likely.)

HEROIC TRIVIA

- 1) There is a difference between a Dryad and a Hamadryad. What is it?
- 2) Odin was the god favored by Norse nobility. Who did the common people, especially farmers and seamen, favor?
- 3) Magically derived names were thought to hold great power. Why?
- 4) What element is MOST closely associated with the Dragon in Chinese mythology?
- 5) Who is the Great Trickster in much of American Indian myth?
- 6) What was the color of death for many African tribal cultures?

- 7) The goddess AZ is the consort of AHRIMAN. According to Zorasterianist belief, what is she fated to do with him?
- 8) In medieval sorcery, who was the single most important force to use as protection and call on to compel a desired demon to perform in Summoning rituals?
- 9) What two words define the totality of creation, and any given being therein, in Taoist philosophy?
- 10) The Irish hero Cu Chulainn had a magic spear. What was its name?

(For answers, see page 38)

HUMAN SEA ENCOUNTERS

CHART A NUMBER ENCOUNTERED		CHART B NUMBER ENCOUNTERED	
ROLL	NUMBER	ROLL	NUMBER
1-5	1	0-7	1
6-9	1D3	8+9	1D2
10	*	10	*

NOTE—On Chart B above, subtract one if the area is NOT a Climan patrol zone.

SINGLE SHIP ENCOUNTERS (All results where only one ship is found)

CHART A		CHART B	
ROLL	MOTIVATION	ROLL	MOTIVATION
01-50	Merchant	01-20	Pirate
51-75	Small Vessel	21-35	Small Vessel
76-90	Military	36-45	Military
91-95	Pirate or Climan**	46-80	Merchant
96-100	Other	86-100	Climan Patrol*

*If the area is not a Climan patrol zone, subtract 15 from your roll.

**Referee's choice.

MULTIPLE SHIP ENCOUNTERS (Where two or three ships are encountered)

CHART A		CHART B	
ROLL	MOTIVATION	ROLL	MOTIVATION
01-40	Merchant Convoy	01-10	Pirates
41-70	Small Vessels	11-45	Merchant Convoy
71-90	Military Convoy	46-55	Small Vessels
91-94	Military Patrol	56-65	Military Convoy
95-97	Pirates or Climans**	66-70	Military Patrol
98-100	Other	71-75	Other
		76-85	Pirates with Prize
		86-100	Climan Patrol*

*As specified for single ships.

**As specified for single ships.

*ENCOUNTERS

CHART A		CHART B	
ROLL	MOTIVATION	ROLL	MOTIVATION
01-30	Fishing Fleet (2D10)	01-05	Pirate Fleet (1D6)
31-60	Merchant Fleet (2D6)	06-20	Fishing Fleet (2D6)
61-90	Military Fleet (2D6)	21-35	Merchant Fleet (1D10 + 1)
91-100	Climan Raid (2D6 + 2)	36-50	Military Fleet (3D6)
NOTE —The number in parentheses in this table indicates the number of vessels encountered.		51-65	Small Vessels (2D6)
		66-70	Other (1D6 + 2)
		71-100	Climan Fleet or Raid (2D6 + 2)

HUMAN ENCOUNTER DESCRIPTIONS

CONVOY

Merchant convoys are composed of vessels from the same merchant house, headed for the same destination. Vessels in these convoys are Medium merchant ships unescorted.

Military convoys are composed on one warship escorting one or two Medium merchant ships. The cargo carried on the merchant vessels are, roll 1D2*, 1) Supplies or 2) Troops.

FLEETS

Large concentrations of shipping performing a specific task or function. Fishing fleets operate with all vessels in sight

of at least three others (if they have that many) and a great deal of spacing between vessels.

Merchant fleets are carrying a rich cargo to a specific location for one of the major merchant houses (40% chance it is one of the five houses listed in this article). Ten percent of the fleet's vessels, rounded up, are small warships. Sixty percent, rounded down, are Medium merchants. The rest are Large merchant vessels.

Military fleets are, roll 1D3*, 1) moving from one base to another, 2) conducting an anti-piracy patrol or 3) seeking to engage an enemy fleet. In the last two cases, they run down any vessel they encounter if they can. In the first case, they ignore it if it does not arouse their suspicion.

Climan fleets are, roll 1D2, 1) moving to a new base or 2) raiding. In either case, they chase down any non-Climan vessel they come across if they can. See Raid.

MERCHANT

A single vessel carrying a cargo to some distant port.

MILITARY

There is a 40% chance this vessel is a messenger. If so, it is small and fast and avoids contact with other vessels unless they are in distress. Otherwise, the vessel is on patrol and may try to stop the encountered vessel (60%) to check its cargo and passengers.

OTHER

The Referee can make this any type of vessel that he desires. Where circumstances are appropriate, this includes non-human vessels, vessels belonging to nations outside of the Sea of Tears, magical vessels, etc. The full parameters are entirely at the Referee's discretion.

PATROL

Military and Climan patrols are both trying to spot enemy vessels, counter piracy and regulate other criminal activity. Climans are also exacting tribute from passing vessels they catch. The chance that a Military patrol will try to stop a vessel is 40%. If the vessel acts suspiciously, the chance is automatic. Climan patrols always try to stop non-Climan vessels (unless the vessel is military and/or the Climans are outmanned).

PIRATE

The vessel encountered is a pirate. If it is not outnumbered or outmanned, it tries to run down the encountered vessel. Should the pirates win, those who are not killed in the battle are taken captive (held for ransom or sold as slaves), offered a position in the crew (impressive fighters, slaves or criminals only), killed (people the pirates deem useless) or set adrift (potential enemies who are hated, are too dangerous to keep alive, etc.). The Referee should determine what happens based on the events of the encounter.

PIRATE OR CLIMAN

The vessel is either a Pirate or a Climan warship. The Referee chooses which based on where the encounter occurs and what he deems the local situation to be.

PIRATES WITH PRIZE

One or more pirate vessels escorting a prize, with captives, to the closest safe harbor. Unless the encountered ship is, in the pirate's eyes, an easy mark, they ignore it. If they are attacked, they run or fight depending on how badly they think they are outmanned.

RAID

Climan raiding fleets attack any non-Climan vessel encountered. Such vessels are stopped and boarded. Persons on

board are allowed to purchase their freedom at a cost of 2D10SC each in money or equipment. If they can't, they are enslaved. Cargos on vessels stopped are taken unless a sum equal to 1/5th their estimated worth is paid. If the encountered vessel resists boarding, the Climans attack, enslave all survivors, take the cargo and sink the ship. They do not tolerate those who contest their control of the sea.

SMALL VESSEL(S)

People encountered in vessels of this type are independent merchants, travellers, fishermen, civilian messengers, adventurers and others. Roll 1D6 to determine which and handle the encounter accordingly. If the encounter occurs in a Chart B area, the fishermen result will indicate Smugglers instead. Smugglers are always armed but will not fight if they can avoid it. They try to pass as a normal Merchant vessel in encounters.

SHIP CREWS

The basic crews present on encountered vessels are shown in the table below.

CREW TABLE

SHIP TYPE	SMALL	MEDIUM	LARGE
Fisher	1D6	2D6	3D6
Merchant	2D6	2D6 + 5	3D6 + 5
Military	40	100	300
Pirate	20	40	100
Climan	50	100	350
ROLL	1-6	7-9	10
NOTE—Where the size of an encountered vessel is not specified, roll 1D10 where indicated for each ship.			

(10% are armed guards)

STORMS

Storms can have a dramatic effect on sea travel. When the encounter is a storm, roll D100 to determine its intensity.

STORM TABLE

ROLL	INTENSITY	ROLL	INTENSITY
01-50	Easy	91-99	Very Difficult
51-75	Moderate	100	Impossible
76-90	Difficult		

The intensity levels specified are keyed to the problem solving system in Book One. The skill used to combat a storm is the Captain's EL in NAVIGATION and/or (as the Referee wishes) the Steersman's EL as a SEAMAN. Success indicates that the ship is undamaged and stays on course. Partial Success blows it off course with some damage. Failure blows the vessel off course and could sink it, see Sinking.

AVOIDING STORMS

The chance to notice a storm before it strikes is based on its intensity on the Storm Table. When this roll is made, re-roll with D100. If the second roll is less than or equal to the first roll, the vessel has a chance to alter its course and avoid the storm before it strikes. Roll Navigation, applying the modifier for the storm's intensity, to do so.

EXAMPLE—An EL60 Navigator sees an Easy storm coming. He can avoid it, or ride it out, with little difficulty. If he sees an impossible storm, the same navigator has a 15% chance to avoid it or ride it out.

SEAWORTHINESS

The seaworthiness of a vessel has a dramatic effect on the chance of riding out a storm. The factors that apply are the vessels size, condition and the sturdiness of its construction. These factors only apply in riding out storms, not in avoiding them. The factors listed for this are added directly to the Navigator's chance of success. They may not reduce this chance by more than 75%, rounded up, no matter how terrible the condition of the vessel is.

SEAWORTHINESS TABLES

SIZE		CONDITION		STURDINESS	
Size	Mod.	Condition	Mod.	Sturdiness	Mod.
Tiny	- 20	Poor	- 10	Very Little	- 15
Small	- 10	Fair	- 5	Little	- 5
Medium	0	Good	0	Good	+ 5
Large	+ 10	Excellent	+ 10	Excellent	+ 15

Each time that a vessel is driven off course, reduce its Condition and Sturdiness modifiers by one, i.e. + 5 becomes + 4, - 10 becomes - 11. When it is damaged and driven off course, reduce these factors by 1D6 + the Storm Divisor each BEFORE seeing if the vessel sinks.

EXAMPLE—Our EL60 Navigator is in a medium-sized vessel that is in good condition but has very little sturdiness. He subtracts 15 from his chance of surviving a storm. He still beats an easy storm but his chance to ride out an impossible storm is reduced to its minimum level of 4% (1/4 of his original 15% chance, rounded up). In a large vessel with excellent seaworthiness and excellent condition his chance in an impossible storm increases from 15% to 50%. The vessel you are in can make the difference.

BLOWN OFF COURSE

If a vessel is blown off course a successful Navigation roll is required to find the right course again. The Navigator can roll once each week at sea to find his position relative to where he is supposed to be. If the result is partial success or failure, he continues sailing on the wrong course. (Navigators who let it be known that they don't know where the ship is have been known to be lynched on the spot.)

SINKING

To determine whether a vessel sinks add its size, condition and sturdiness factor to the EL of its navigator divided by THREE, rounded up. Once this number is determined, consult the table below to find the chance that the vessel sinks.

SINKING TABLE
STORM

Factor	Easy	Mod.	Difficult	Very Difficult	Impossible
- 44 to - 30	50%	70%	80%	90%	100%
- 29 to - 15	40%	60%	70%	80%	90%
- 14 to 0	30%	50%	60%	70%	80%
1 to 15	20%	30%	40%	50%	60%
16 to 25	10%	20%	30%	40%	50%
26 to 35	5%	10%	20%	30%	40%
36 to 45	2%	5%	10%	20%	30%
46 to 55	1%	2%	5%	10%	20%
56 and up	None	1%	2%	5%	10%

When the vessel sinks, all hands may drown. If it does not sink, each person on deck using his Seaman skill must roll. If the result is a failure, he must roll the sinking chance above to see if he is thrown overboard.

Vessels will take severe damage to condition and sturdiness from this. The amount that each of these factors is reduced equals the Sinking Chance divided by 5, rounded up (in addition to any damage taken for being blown off course). If this loss reduces the vessels condition or sturdiness to - 25 or less it begins to founder and sinks in 2D6 + (Highest Seaman EL/10, rounded down) days if it is not taken to a port for repairs. If BOTH condition and sturdiness are reduced to - 25 or less, it sinks in Highest Seaman EL/40, rounded down, days. If the result is zero, it sinks in 1D6 hours.

IMPORTANT

The effects of multiple storms is cumulative. The best ship in the world is unlikely to ride out many storms unless it is handled competently.

REFEREE'S NOTES

The information provided in the preceding article fleshes out this part of the **Powers & Perils** world. Using this new information, especially the Sea Travel section, will require a little thought on the part of the Referee. The following guidelines, I hope, will help you to add this information to your existing campaign.

NAVAL POWER

The Sea Travel sections notes that encounters vary based on whether the vessel is on a trade route or not. The identity of the vessel encountered, for human encounters, varies with the proximity of the bordering nations. The rules that follow detail how to utilize these factors.

TRADE ROUTES

Trade routes are commonly used paths on the seas for travelling from one port to another. In general, they are drawn from Class One port to Class One port picking up secondary ports along the way AND, where possible, avoiding the lands and patrols of enemy nations. Except for the city of Clima, all class one ports will be connected via trade routes to other friendly class one ports.

For example, the Pelara-Rogh'sa trade route could be many miles shorter if it was a straight path between the two cities with stops in Clima. However, this is not possible because of the general attitude towards Clima. Therefore, this trade route cuts south to Maoun and reaches Rogh'sa, via Maoun and Musci, by merging with the Rogh'sa-Gom trade route.

Second, given the technological quality of the vessels, prevalent in this world, and the knowledge and tools available to the world's navigators, (late ancient to dark age science and ships) trade routes exist in close proximity to known land masses whenever possible. This is because of fear of the unknown and a need to make frequent stops to orient themselves and reprovision. Few vessels can or will travel more than two weeks before they must restock with food, water and other supplies. Trade routes vessels will not suffer from this limitation as only they have the extra storage space necessary to house the extra rations and supplies needed for a long ocean voyage. Only the navigators of Erdan (Fomoria) and Aratad, in the Sea of Tears, have navigational tools or knowledge beyond that indicated above.



NAVAL POWER—The relative power of the fleet based on the number of vessels listed for it in Perilous Lands, having each vessel trireme size or larger count at double value. Thus the Rogizini Empire's Imperial fleet (40 small vessels and 7 triremes) has a value of 54.

EMPHASIS—The importance that the nation, civil and military, places on the war fleet and naval affairs in general. The higher the value, the greater the emphasis.

COMPETENCE—The ability of the fleet's personnel and the quality of its vessels are rated here. The greater the number the more excellent the fleet, man for man and/or ship for ship.

INFLUENCE—The strategic area where the fleet's peacetime operations can impinge on play (patrol zones, maneuvers, etc.). The number listed under each sub-heading letter is the number of miles from the nation's coast that the influence extends at the level indicated by the letter code. The meaning of the letter codes are:

T = A zone wherein this fleet is completely dominant and quick to react, especially in zones within this range of a port city or coastal fortress.

P = The zone of primary influence. Within this area the given fleet is a dominant presence. If no other nation's primary or secondary influence overlaps this area the fleet is completely dominant with slower reaction than that

SPHERES OF INFLUENCE

The spheres of influence of the naval powers' military forces is a function of the size of that fleet, the emphasis that the nation places on naval affairs and the general competence of its personnel (both civilian and military). For the Sea of Tears, the major powers are covered in the table below with a rating of the factors above given:

NAVAL INFLUENCE TABLE

Nation	Naval Power	Emphasis (0-5)	Competence (-3 to 3)	Influence			
				T	P	S	I
Clima	225	5	2	7	74	148	295
Bhamotin	145	4	2	5	52	103	205
Aratad	130	4	3	5	50	100	200
Donara	95	3	1	3	34	68	135
Erdan (Fom)	40	3	3	3	25	50	100
FIRST CLASS POWER							
Marentia	55	2	1	2	22	43	85
Acghiza (Rog)	45	3	1	2	22	43	85
Gom	65	2	-1	2	19	38	75
Maoun (Rog)	5	4	2	2	17	33	65
Ticasi	11	2	2	2	16	31	62
SECOND CLASS POWER							
Imperial (Rog)	54	1	-1	1	14	27	54
Shiazi (Rog)	35	2	1	1	13	25	50
Tilal (Rog)	20	3	-1	1	10	20	40
Zarun	17	2	0	1	10	19	37
Porta	4	1	1	1	6	12	24
THIRD CLASS POWER							
Chiros	6	1	0	0	4	8	16
Araou (Rog)	7	1	-1	0	2	4	7
Nerid	2	0	0	0	0	1	2
Ced	20	1	-3	0	0	0	0
Shanda	10	0	-1	0	0	0	0
Musci (Rog)	13	0	-2	0	0	0	0
INCONSEQUENTIAL POWER							

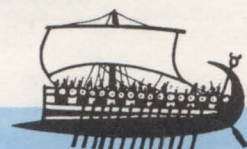


TABLE EXPLANATIONS

indicated for **T**.

S = The zone of secondary influence. The fleet is an important presence in this area that must be considered. If no other nation's influence extends into the area, the nation can be considered to be dominant in this zone though their frequency of appearance is less than it is in **P** or **T**.

I = The fleet is a presence in this area with some influence but in no way dominates sea travel within it. If no other nation's influence impinges on the area, the fleet can operate in this zone as if it were a zone of secondary influence with no dominance possible (other than that granted by local superiority).

NOTE—These notes are intended to help the Referee determine what vessels are likely to be encountered when a vessel is encountered at sea. Within a **T** zone all encounters are vessels of that nation or friendly to it. In a **P** zone the majority of vessels found will belong to the nation with dominance. Roll **1D2*** with a **1** being a vessel of that nation. A **2** will be some other nation with **S** level influence (or **I** level if no **S** applies). Work **S** areas as for **P** except look for possible **I** level influence if a **2** is rolled.

This said, enough said. I hope these add a new dimension of adventure to your game. Until later, the seas await.

THE PRIESTHOOD

by
Richard Snider

The lack of a priesthood in **Powers & Perils** is a problem. This is due to the fact that priests have abilities that wizards do not, the ability to perform exorcisms for example. Without Priests, Shamans are the party's only defense against possession and other supernatural ills. Wizards and Sidh Magicians can do nothing against them. Also, the parties potential resources against poisoning, disease, etc., are restricted more than they would be with an active Priesthood. For this reason, I plan to add rules for Priests in *Heroes*. This issue will define the types of priests and their place in society. They also cover the basic abilities possessed by each class and other parameters of interest. In the next issue I will cover Priestly magic and other factors that you need to know to explore the full potential of the priesthood.

I hope that you will find these rules to be of value. I am sure that they will add a new dimension to your game if you choose to introduce them in your campaign.

URIGALLU **COST TO LEARN = 200**

The Urigallu are the administrators, executives and main celebrants of the faith. They celebrate masses, administer temple lands and see to the welfare of the faith. Only male characters are allowed to become Urigallu priests. Exceptions may be made for female characters who roll Native Will $\times 3$ or less on D100. (In clima and Lp'nth only females are Urigallu and no exceptions are ever made.)

VESTMENTS—The normal vestments of an Urigallu class priest are white and purple. Depending on rank, the percentage of the costume that is white increases. At the highest rank, the Urigallu Mah (High Priest of the Temple), they are white with a thin purple border.

STARTING SKILLS—Urigallu priests receive a Starting Level as a Scholar in the Cosmology of their chosen alignment plus Starting Rank non-combat skills with a cost to learn greater than 35. They may choose any skill of sufficient cost that is artistic, creative or scientific in nature. They may also use it to gain any appropriate (Referee discretion) language. They may never practice any form of magic other than the rituals they gain through the Priesthood.

In addition to the knowledge above, Urigallu Read and Write their native tongue at their maximum EL. If they learn any languages with their starting knowledge, they Read and Write that language at their maximum EL at no additional cost.

NOTE—While supernatural language knowledge is not mandatory, progress to high rank (Ranks 8-10) is impossible unless the Urigallu speaks the tongue of his deity.

MAGIC KNOWLEDGE—Starting Urigallu know Purification, Summoning and a number of alignment spells equal to their Rank. The Summoning rites known are for creatures of the Priest's alignment. The spells must be spells that benefit from being cast with the language of the Priest's deity with a Base Mana Cost less than or equal to the Priest's Starting Rank.

EXAMPLE

A player wishes to start an Urigallu of Inanna. His Starting Rank is 2. He may learn two general or law spells with a Base Mana Cost of 2 or less that are benefitted when used with the Tongue of Light (see Page 50, Book 2 of **Powers & Perils**). His possible choices are Divination, Detection, Cure Disease, Healing, Sanity, Sustenance and Wakefulness.

WEALTH—In addition to any wealth purchased, Urigallu priests have Rank squared GC as starting wealth. These funds represent savings from the priest's salary. The basic salary of an Urigallu is (Rank + 1) squared GC per month. It is only received when he serves full time at a church or major temple. It is for personal upkeep and religious projects not directly supported by the faith.

EXAMPLE

At Rank 0 an Urigallu receives 1 GC per month, at Rank 4 his salary is 25GC per month and at Rank 10, the highest possible rank, he gets 121GC per month.

KALU **COST TO LEARN = 150**

The Kalu preist is a master musician. His duties revolve around the use of music in major rituals, feasts and daily worship. In most societies Kalu priests are male, though this is not a strict bias. (Females roll maximum EL as Musicians $\times 10$ for an opportunity to gain acceptance as Kalu priests.)

VESTMENTS—The robes of the Kalu are yellow in color. The higher the rank, the deeper the shade of yellow.

STARTING SKILLS—Kalu Priests gain Rhetoric at a starting EL, one artistic or creative skill with a cost to learn greater than 35 and a maximum EL as a Musician in a number of instruments equal to his Rank + 1. They gain Read and Write as specified for the Urigallu.

MAGIC KNOWLEDGE—The magics employed by this class are covered in **Powers & Perils**. The next article provides this information.

WEALTH—No additional starting wealth is gained. The salary of a Kalu priest is (Rank + 4) squared CC per month. It is intended solely for personal upkeep and he is not held accountable for it.

ASHIPU **COST TO LEARN = 200**

The Ashipu priest is the temple exorcist. He is responsible for protecting the faithful from hostile supernatural forces and inimical powers (disease, injury, etc.). He is the religion's primary warrior against supernatural enemies. All Ashipu priests are male. In some faiths (Lp'nth's faith is an example) this specialty does not exist because of sexual bias.

VESTMENTS—Ashipu vestments are red. The higher the rank, the deeper the shade worn.

STARTING SKILLS—Ashipu Priests gain a Starting Level as a Healer and in the tongue of a hostile supernatural force. They are also trained as Herbalists and in the tongue of their deity to their maximum EL. They Read and Write their Native Tongue and their deity's tongue at no extra cost.

MAGIC KNOWLEDGE—All Ashipu start with knowledge of Exorcism (see Shamanic spell of the same name), Purification, Protection (enemy alignment) and Dispell/Banish (enemy alignment). They also know Rank - 1 other spells, benefitted by their god's tongue, with a Base Mana Cost less than or equal to Starting Rank $\times 2$.

WEALTH—In addition to any other starting wealth, Ashipu priests get Rank squared SC. Their salary is Rank + 2 GC per month. They only receive this stipend when they work at a temple. At other times they support themselves by charging for their services as an exorcist and healer. They may not refuse anyone service because he cannot pay their fee. (The average fee is Station squared CC.)

MASHMASHU

COST TO LEARN = 275

Mashmashu are temple wizards, trained in spells derived from their deity and some priestly skills. They may not learn magic of another alignment or magic derived from a deity who is hostile to theirs. Within these restrictions, they are the same as any other Wizard and obey the same rules. Their main duty in the temple is to combat magical threats and, in some areas, to destroy enemies of the faith, i.e. heretics and servants of enemy forces.

VESTMENTS—The robes of the Mashmashu are orange and black. In most faiths the higher the rank, the greater the percentage of orange. In Chaos faiths, the reverse is true. In either case, only a Mashu'mah is allowed to wear solid orange or black.

STARTING SKILLS—Mashmashu gains Rank + 1 creative or scientific skills, as specified for the Urigallu and the supernatural tongue of his deity at his maximum EL. He may Read and Write as specified for the Urigallu.

MAGIC KNOWLEDGE—Mashmashu are trained wizards with 1D3 + Rank General Skills, excluding Divination, and Rank + 3 alignment spells.

WEALTH—As for the Urigallu except in SC instead of GC for both starting wealth increase and salary. These funds are for personal maintenance and magical research.

BARU

COST TO LEARN = 175

Baru priests specialize in Divination. Either sex has access to this specialty. In general, they are only found in heavily populated areas. Their duties are to divine the will of the worshipped deity, deal with the faithful and perform placatory rituals when the gods are angry. They are important functionaries in major temples.

VESTMENTS—Baru priests wear blue. The higher the rank, the lighter the shade of blue worn.

STARTING SKILLS—Baru priests have one Scholar skill and Rank + 1 other skills, as defined for the Urigallu. They can read and write any language that they can speak.

MAGIC KNOWLEDGE—Baru priests are trained in Divination, Purification, Knowledge and the tongue of their deity. Their starting EL in their spells equal their rank or the maximum possible for them, whichever is lower. They have a maximum EL in the tongue of their deity. They may not start with any other magical knowledge.

WEALTH—As for the Mashmashu. No starting wealth increase is gained.

QADISHTU MAH

COST TO LEARN = 200

The Qadishtu Mah are the female equivalent of the Ashipu. They are temple healers with some training as exorcists. In faiths where both specialties exist, the Ashipu specialty stresses exorcism and this one stresses healing. Where Ashipu do not exist, both functions are stressed in this class. Except for Vestments, all other factors are as specified for the Ashipu.

VESTMENTS—The robes of the Qadishtu Mah are red and green. If Ashipu exist, the higher the rank the greater the percentage of green worn. If not, those who stress exorcism increase the percentage of red, those who stress healing increase the green.

QADISHTU

COST TO LEARN = 150

This class specializes in the use of music and dance in the practices of the faith. The class is restricted to female members. Males who wish to enter it, rather than become a Kalu, roll their maximum EL as a Dancer × 5 on D100. All factors except vestments are as specified for the Kalu except the entertainment skills gained are not restricted to knowledge of musical instruments. In all cases, the first entertainment skill selected must be Dancer.

VESTMENTS—The robes of the Qadishtu are varying shades of brown, especially tans. The higher the rank of the member, the lighter the robes and the finer the material they are made of.

TARITI (ALLANI*)

COST TO LEARN = 200

The Tariti are specialists in sacred temple rites, ritual eroticism and other skills. All members are female. In certain societies (L'p'nth and Clima for example) they rule the temple and the Urigallu are little more than clerks and administrators. In others (Shurikal and Kacili) they are unimportant sacrificial victims. In general, the more Patriarchal a society is, the less important this class is.

**In Chaotic temples this class is called the Allani instead of the Tariti. The title Tariti is derived from the Law Goddess Taritu. The title Allani is from the Chaos Goddess Allatu.*

VESTMENTS—Members of this class are robed in white. The higher their rank, the purer the shade of white worn and the finer the material used, i.e. the Tariti Ai wear a coarse white linen that is almost gray, the Tari Mah wears pure white vestments of the finest silk.

STARTING SKILLS—Eroticism plus the skills listed for the Qadishtu. Members of this class may not practice any form of wizardry. They may not learn rites of exorcism.

MAGIC KNOWLEDGE—The powers available to this class will be described in the next article.

WEALTH—Their starting wealth is not increased. Their salary equals Rank squared + Appearance CC per month in societies where their function is not dominant. In other societies, it is as specified for the Urigallu and Urigallu income is decreased by 90%, i.e. a Rank 10 Urigallu gets 12GC and 1SC per month instead of 121GC.

MAGIC FOR PRIESTS

Unless specified otherwise above, a Priest's Starting EL in any magic spell that he knows equals his Starting Rank divided by 2, rounded down. His Starting MEL is based on Current Will for all classes except Mashmashu (Intelligence), Qadishtu Mah (Empathy) and Tariti (Eloquence + Empathy)/2.

SETTING UP A NATION'S FAITH

The underlying rationale that drives a nation's religious belief is generally, in early societies, found in how they interact with their environment. This includes their most important survival methods, the way they interact with other peoples and internal social dynamics. To judge which gods in a given court are dominant, these factors should be weighed.

An example of this is the Fomorian Empire, specifically the island of Fomoria. They worship the Court of Ashur. Because the pre-eminent facet of their culture is their control and utilization of the sea, for protection and trade, their great god is Enki. Because they built their empire through violent expansion, and are a major military power, they also have large temples worshipped Inanna, her secondary gods (Taritu and Mushru) and Vahagn. Their emphasis on legal action and devotion to the law are the center-point of their worship of Ashur, though he is also a god of power and war. The needs of their people for food and other goods gives them increased incentive to worship both Inanna and Taritu. On a mountainous island with ready access to the seas and little arable land, the fertility and optimum utilization of what arable land is present is critical. This is especially true among the common people.

Thus, on the island of Fomoria we find that Enki is the god all worship while Inanna, Ashur and Vahagn (in that order) are worshipped extensively by various fractions of the population. Inanna is most favored by soldiers and the common people. Ashur is the god preferred by those in government, the legal profession, officers and most intellectuals. Vahagn finds a good deal of support by individuals, across the spectrum of society, who are concerned with power and adventure. His most common worshippers are mercenaries, sea traders, high-risk merchants and the more active and forceful followers of Ashur. The other gods of the court find their importance in their relationship to these four major gods. They receive worship as much for their connection to a greater godhead as they do for their own divinity, in the society as a whole. Each has a certain strata of society that considers them to be patrons or protectors and therefore grants them worship. None are worshipped with the pageantry and emphasis that is given to the "big four".

RANKS OF THE PRIESTHOOD

Priests are ranked from Rank 0 (the lowest) to Rank 10 (the highest). This applies to all faiths. The meaning of the various ranks are:

Rank	Title	Equivalent	Special
0	Ai	Acolyte	Acolytes are restricted to their temple, and the surrounding area. This restriction is often relaxed for the Cai rank.
1	Bana		
2	Cai		
3	Dama	Priests	Lesser priests who serve as in major temples or as priests in rural areas. Those with potential and Fama rank usually serve in major temples.
4	Ea		
5	Fama		
6	Hora	Senior	Important priests who serve as major temple leaders, important missionaries or as the Abbots of monasteries in villages, small cities or rural areas.
7	Inai	Priests	
8	Kah	Bishop	A major leader of the class. Often in charge of training, temples of minor gods, small cities or rural districts.
9	Lama	Archbishop	Among the chief elders of the class. Rarely found outside of major temples or monasteries.
10	Mah*	Cardinal	The leader of the class in the nation, i.e. the single most important churchman of that type. Only found in the largest temple of the faith in the nation.

*The Urigallu Mah of a faith is its spiritual leader. His title is Sangu Mah. In faiths where the Tariti dominate, the Tariti Mah rules the faith as Sangu Tari Mah or Sangu Alla Mah, depending on the type of faith.

EXAMPLE

The titles listed are appended to the class name. Thus, a rank 9 Baru priest is a Baru Lama, a rank 2 Kalu is a Kalu Cai, a rank 6 Ashipu is Ashipu Hora, a rank 7 Qadishtu Mah is a Qadishtu Ma'Inai, etc.

EXCEPTIONS – The Mashmashu only use their full name when they refer to the class as a whole. For personal rank the term "Mashu" is used, i.e. a rank 4 Mashmashu is a Mashu'Ea, rank 10 is Mashu'Mah.

A rank 10 Qadishtu Mah is THE Qadishtu Mah. All other ranks append the rank title to the word Mah, dropping the "h", to get their full title, i.e. rank 2 is Qadishtu Ma'Cai, rank 8 is Qadishtu Ma'Kah.

Finally, at ranks 6 and up, the Tariti delete the "ti" from their name in forming their title. Thus, a rank 7 Tariti is Tari Inai and rank 9 is Tari Lama. The same is true of Allani, i.e. a rank 7 Allani is an Alla Inai.

STATION AND THE PRIESTHOOD

Historically, advancement in the priesthood had a great deal to do with the power and station of a priest's family. The sons of noble houses rapidly achieved high rank. Others, possibly

more deserving, spent their lives as village priests despite their ability. The following rules reflect this factor:

INITIAL STATION TABLE

LEVEL OF CLASS*						
Station	Acceptance Modifier			Promotion Modifier		
	I	II	III	I	II	III
0	-30	-15	-10	+4	+2	+1
1	-20	-10	-5	+2	+1	0
2	-10	-5	0	+1	0	0
3	-5	0	5	0	0	-1
4	0	5	10	0	-1	-2
6	5	10	15	-1	-2	-3
10	10	15	20	-2	-3	-4

*The level of the various classes varies with the basic alignment of the faith. For LAW religions the levels are:

I – Urigallu

II – Ashipu, Baru, Qadishtu Mah and Tariti

III – Kalu, Mashmashu and Qadishtu

For CHAOS religions the following levels apply:

I – Urigallu or Allani*

II – Ashipu and Mashmashu

III – All others

*If the nation is matriarchal, the Allani rule and the Urigallu are level III. If the nation is strongly patriarchal, the Urigallu rule and the Allani are level III. If neither applies for a Chaos nation, the table is used as is.

ELDER religions use the following levels:

I – Urigallu, Qadishtu Mah and Ashipu

II – Kalu, Mashmashu, Qadishtu

III – Baru and Tariti

Certain KOTOTHI faiths (Shurikal for example) vary from standard Elder practice as follows:

I – Urigallu and Mashmashu

II – Ashipu and Baru

III – Kalu Qadishtu Mah, Qadishtu and Tariti

ACCEPTANCE CHANCE

The chance of being accepted into the priesthood equals:

$(W + (Em/2) + \text{Acceptance Modifier})$

Where the class you wish to enter concentrates on magic or healing, Will may be replaced by Intelligence. Where it requires dancing or musical skill, Agility or Dexterity may be used in the place of Will. These are the only modifications allowed.

If your attempt to enter fails you may try at a lower class level. You may never attempt to enter at the same or higher level as your failure. If your final failure is at the third level, your character may not start as a Priest. His only option is to win favor in play and be admitted for training as a result.

STARTING RANK

A Character's Starting Rank in the priesthood is determined as follows:

STARTING RANK

W + Em	RANK	W + Em	RANK
3-25	-1	81-120	2
26-50	0	121 + Up	3
51-80	1		

To the rank above, add Station/3 rounded down. This is your final rank. If it is less than zero, you were admitted but failed to become a priest because of incompetence, poor attitude or some other reason. They bounced you.

PROMOTION

A Character's rise in the ranks of the Priesthood is determined with a yearly roll of 2D10. This roll is modified by the basic promotion modifier and the modifiers listed below:

PROMOTION MODIFIERS

	YES	NO
1) Has been actively performing his duties (at least one week a month spent on church business).	0	+ 3
2) Has come to the attention of higher ranking priests, favorably.*	- 2	0
3) As 2 except to his disfavor.*	+ 2	0
4) Has been a driving force behind a major victory for the faith.*	- 3	0
5) Held responsible for a major defeat for the faith.*	+ 4	0
6) Popular with the people.	- 1	+ 1
7) Popular with secular rulers of the area.**	- 2	0
8) Disliked by the secular rulers of the area.**	+ 2	0
9) Noted for piety, dedication and/or combatting the enemies of the faith.*	- 1	+ 1
10) Possesses secondary skills that are of value to the faith, i.e. skills not gained through the priesthood.	- 1	+ 1
*These factors continue to the Character's benefit or detriment, for 1D6 years after they are earned, at ½ the value above rounded up.		
**These factors apply at full value as long as the Character is in the area and the feelings of the local rulers remain the same.		
NOTE —Determination of when these factors apply is left to the Referee and is based on the Player's use of his Character in play.		

To determine whether a Character is promoted add all of the applicable promotion modifiers to his Next Rank times TWO. The result is a number that he must roll HIGHER than with 2D10.

EXAMPLE

Laran Shovan is a Mashu'Lama of Ashur in the city of Pelara. During the year he has gained a net modifier of - 3. His personal modifier is - 2. To be promoted to Mashu'Mah he must roll, 20 + (- 3 + - 2), higher than 15 on 2D10.

After a promotion is received, new promotions are less likely for a period of 6 - Original Station years, or one, whichever is greater. During this period, the next rank is multiplied times THREE in the formula above instead of two.

EXAMPLE

An Ashipu Bana was just promoted. His original station was three. For the next three years he will triple rank in attempting to become an Ashipu Cai. The base number is 9 instead of 6.

IMPORTANT

Character's do not automatically have a chance to be promoted. Beyond Rank 4 there must be a vacancy to be filled or a new posting, requiring additional rank, that he is being considered for. The chance that a Character can be promoted is determined rolling 1D10. If the roll is greater than or equal to the New Rank + his Promotion Modifier for original station, he has a chance.

Regardless of modifiers, if the roll of 1D10 is a 10 the Character is automatically considered for promotion. There is always a chance, even if you were born a serf.

MULTIPLE TRAINING

A starting character with sufficient rank to be considered a Priest (rank 3 or higher) can train as a member of another class, serving a lesser god than his primary god. This requires the following:

A) Sufficient rank.

B) Existing skills that would be worthwhile to the class of Priests you wish to join in the performance of their duties.

C) An acceptance roll with ½ the normal chance of acceptance before the acceptance modifier is added.

D) Enough expertise points to buy the skill.

If all the above is done, the character will start with ½ the rank determined for his primary priest class, rounded down. If he is not accepted, he may not have more than one class.

NOTE—In general it is best to refrain from trying for multiple specialties until the character is established and has made connections within the temple. It is more fun to win something in play than to simply throw dice for it.

WHAT ABOUT HEROES?

At HEROES magazine we are interested in providing the magazine that you want to see. We want your input. Below is a simple questionnaire. If you don't have the time to put your opinions in a letter, we would appreciate it if you could fill it out and send it to us. Thank you for your support.

1) What system are you most interested in? _____

2) What system are you least interested in? _____

3) What type of articles would you like to see?

a) Adventure Modules ☐ Y ☐ N

b) System Enhancements ☐ Y ☐ N

c) General Interest Items ☐ Y ☐ N

d) Rule Revisions ☐ Y ☐ N

e) Other Features ☐ Y ☐ N

4) Would you be interested in new features that are not system specific or that do not deal with role-playing? ☐ Y ☐ N

5) What is the biggest problem with HEROES at this time? _____

6) What do you like about HEROES at this time? _____

7) What would you like to see in future issues of HEROES? _____

Again, thank you for your time. Your questionnaire should be mailed to:

HEROES RESPONSE

The Avalon Hill Game Company

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NEW SKILLS FOR POWERS & PERILS

by
Richard Snider

Characters are defined by their attributes and knowledge. The somatic talents and disabilities of a Character are an essential part of his total being. Education serves to define both the state of development that the Character's talents are in and the type of person that that Character has become. This given, it is important to have as large and varied a selection of skills as possible. The greater the choice available, the better able the Player will be to create a Character that is real and compelling. In my mind, this is the essential goal in Character Generation regardless of the game you are in. A great deal of the enjoyment to be found in role-playing is in taking this "new being" of your creation and, through the game, defining and expanding his or her place in the cosmos that you are in. That is role-playing.

The skills presented in this article expand the educational base of **Powers & Perils**. By doing so, it will enhance your ability to design unique characters. The skills are presented in alphabetical order below. I hope you find them to be of value.

ACROBAT

Maximum Level— $(D + A + E)/15$

Cost to Learn—40 **Cost Per Level**—NEL squared

This is a new entertainment skill. If a Character is a Dancer, reduce the Cost to Learn Acrobatics to 20. On the Entertainment table Acrobats use the same line as Dancers. If a Character is both an Acrobat and a Dancer, subtract 1 per Acrobat EL/5 (rounded up) from his success roll as a Dancer and add one to the number of coins earned performing.

In addition to performing, acrobatic training affects other abilities. The following advantages are gained:

- A) Increase DCV by EL/5 (rounded down).
- B) Increase Dodge Value by EL/3 (rounded down).
- C) An Acrobat's Climbing Factor is increased by ONE whether he is a trained climber or not. This applies for all aspects of Climbing including falls.
- D) Acrobats add their EL to all uses of Deftness, and all Dexterity or Agility based saving throws, where precise body placement is important.

ARCHITECT

Maximum EL— $(I + W + Em)/2$ or 80

Cost to Learn—150 **Cost Per Level**—8

Player Architects must specify whether the Character is a MILITARY or CIVILIAN architect. Both specialties allow him to design structures, create simple machines and engines and detect weaknesses or points of easy access in structures. Military architects use the skill at full value for military buildings and design. When either uses his skill in the other's area, his EL applies at 1/2 value (rounded down). The cost to learn the other specialty, once the first is known, is 75 expertise points. The starting EL in the second field may not exceed the Current EL in the first specialty.

OPTIONAL

A second architect type, using the factors above, is the Naval Architect. This specialist learns to design and analyze the structure of ships. Within this specialty, the Referee should require specialization as either a military or civilian naval architect. This has the advantages stated above except it applies to shipping and facilities with a maritime function, i.e. wharves, piers, warehouses, quays, etc.

BLACKSMITH

Maximum Level—S+W or 80

Cost to Learn—10 **Cost Per Level**—5

A Blacksmith is skilled in simple iron working, i.e. making and repairing common iron items. He has no skill with weapons or armor and gains no advantage in analyzing these items. He can make rough approximations of iron quality, workmanship, etc. for iron items he examines. (If Armorsmiths wish to be Blacksmiths, they must buy this skill in addition to their skill as Armorsmiths.)

BOWYER

Maximum Level— $(I + W + D)/2$ or 80

Cost to Learn—45 **Cost Per Level**—7

Skill in making bows. As for Armorer except the skill applies for bows. The time necessary to make a bow is 10 days for a Bow, 20 for a Longbow and 40 for a Composite Bow. The EL, divided by 10 and rounded down, is subtracted from the number of days required. (For Crossbows, the skill costs 60 expertise points. The time to make crossbows is Light 12 days, Heavy 16 days, Arbalest 24 days and Repeating Crossbow, if possible in the area, 60 days.) All times are based on the availability of the materials necessary, in the proper condition for their use. Where this is not the case the Referee may increase the time required by up to a factor of 20, i.e. up to 20 times the listed time.

NOTE—If the Character is an Elven Bowyer he only makes Elven Bows. The time to do so, as specified above, is 90 days. (If he has to make or collect the necessary material himself it could take five years to finish the bow.)

BREWER

Maximum Level—I+Em or 80

Cost to Learn—10 **Cost Per Level**—3

As for Vintner (see below) except the skill applies for beer, ale and other brewed beverages. At EL61 and up, the Brewer has enough skill to make Peska if he has a formula for it.

CARPENTER

Maximum Level— $(W + D) + StB \times 5$ or 80

Cost to Learn—10 **Cost Per Level**—5

Per time that the Cost to Learn is paid, choose one of the following specialties: 1) Marine Carpenter, 2) Woodworker or 3) Builder. Each specialty costs the full Cost to Learn. The cost to learn all three forms of Carpentry is 30 expertise points.

A Marine Carpenter can make naval implements, judge the quality of vessels and, given a known design and the materials, construct small vessels for carrying less than ten people in coastal or riverine waters. He may not build ocean-going or larger vessels without the services of a Naval Architect.

Woodworkers are skilled in making common items, i.e. barrels, furniture, etc. They can analyze the quality of various woods for durability, usefulness, etc. (Possibly quite important if you need to break down a door.) If the woodworker is also an artist, or has art knowledge, he can create exceptional pieces that could be worth a great deal.

NOTE—It is up to the Referee to handle the possible monetary gain from using this scale. In general, the most anyone would pay for an item made by a woodworker equals EL divided by 5, rounded down, in Copper Coins. If the character is also an artist the coin type is Silver and the formula is (Woodwork EL + Artist EL) divided by 10, rounded down.

A Builder is skilled in raising wooden buildings. He can analyze the features of these buildings. He may not build structures more complex than a peasant house unless he has a building plan or the services of an architect.

NOTE—This skill can give the character advantages in spotting traps, strange features in buildings, secret doors, etc. It is also used to rig passable structures to shelter the party from the elements when they are in the wild.

CLOTHIER

Maximum Level – $(W + D + Em)/2$ or 80

Cost to Learn – 10 **Cost Per Level** – 4

There are three types of clothiers, i.e. cloth workers, that Players may choose from. They are 1) Weaver, 2) Tailor and 3) Designer. The first two are purchased at the cost above. To be a designer, the Character must be a Weaver and a Tailor and pay 20 expertise points for a starting level as a Designer.

Weavers weave cloth, rugs, etc. They can judge the quality of woven cloth. Tailors can make garments, if cloth and a basic pattern are available. They can also determine the quality of the workmanship of clothing. Designers have all the skills of Weavers and Tailors. They are capable of creating unique designs and can tell, from cut and style, where a particular garment is from (given experience in clothing styles of that area).

EROTICIST

Maximum Level – $(W + Em + A + Ap)/20$

Cost to Learn – 70 **Cost Per Level** – NEL squared

An Eroticist is a specialist in bringing pleasure to others. This skill is used, like Rhetoric, to convince others to do something the Eroticist desires. Though the name of the skill has sexual connotations, skill in that area is only part of this skill. The Eroticist is a personal companion, skilled entertainer and trained to find out what a person needs to relax and then provide it. A fully trained Eroticist is a consummate entertainer, a perfect companion and something of a physical therapist.

As part of this skill, the Eroticist gains the following advantages:

A) Knowledge of natural materials and drugs that bring pleasure or ease pain. (Starting Level as Herbalist with knowledge restricted to the areas above only.)

B) A Starting Level in Rhetoric.

GAMBLING MADE EASY

The rules below are used to simulate a night of gambling for one or more players. Where the gaming is especially intense, the Referee may require the people involved to participate in up to three passes using these rules. When this should apply is left to the Referee's discretion.

THE WAGER

The Referee determines, based on the place and individuals involved, what coin type is being played for. When the game is player initiated, they can set the stake by convincing their would be pigeon to play at that level. Once the coin type is set it remains at that level for the entire game UNLESS the situation changes it.

THE GAME

The basic game requires each participant to roll 3D10. It can be played in simple or complex forms. The gambling modifiers listed above are added to the roll of 3D10 to determine the number of coins won or lost.

SIMPLE

In this game the high roller wins the amount of his roll after all modifiers have been added. Each loser pays an equal share of these winnings. Fractions from division are dropped and paid by the participant with the lowest roll. Trained Gamblers may use their $EL \times 10$ on D100 (If the winner is a Gambler his $EL \times 3$ is subtracted from this chance). Success reduces their loss by 50%, rounded down. Partial Success reduces it by ONE coin. Failure has no effect. Any savings is subtracted from the winner's winnings.

COMPLEX

In this form of the game each roll is compared to every other roll to determine who wins. In this way there can be more than one winner and loser. The basic procedure is as above except each person pays the difference between his roll and any higher roll AND collects the difference between his roll and any lower roll. See the example below to see how this works.

C) May learn Dancer, Singer and any Musician skill at $\frac{1}{2}$ the normal Cost to Learn. (If skills are not learned at the same time that Erotic training is taken this advantage is lost.)

D) May use EL/5, rounded up, to give soothing massages for injured persons. The effect increases both StB and CB for healing by the number determined plus ONE. If the Eroticist does not have the oils and balms used with massages, reduce the effect by 50% rounded down.

FLETCHER

Maximum Level – $W + D$ or 80

Cost to Learn – 10 **Cost of Level** – 4

Skill in making arrows. This skill operates, for arrows and quarrels, as specified for the Armorer. The time to make an arrow is 1 day. (If the materials are available. If not he must acquire the metal points and feathers and make the shaft andnock.)

GAMBLER

Maximum Level – $(W + D + E + Em)/20$

Cost to Learn – 60 **Per EL Increase** – $NEL \times 5$

Gamblers are skilled in games of chance and sleight of hand tricks. They get a Starting Level in Deftness as part of this skill. They also have the following advantages:

A) With a successful Deftness roll, adding his Gambler EL to his Deftness, he can cheat while Gambling. Successful cheats add $EL \times 3$ to their gambling roll. If the Deftness roll is a Partial Success the Gambler adds his EL to the roll. If it is a failure he adds nothing.

B) Without cheating, a Gambler may add his EL to his Gambling roll, reflecting his familiarity with the sport and a learned ability to figure the odds.

C) Gamblers have an increased chance of spotting cheaters and may roll $Em + (Gambler\ EL \times 5)$ to spot another professional while gambling.

D) Gamblers can make and use devices that give the benefits of (A) above without requiring a Deftness roll to cheat, i.e. marked cards, loaded dice, etc.

EXAMPLE

		PLAYER				
PLAYER	1(42)	2(28)	3(20)	4(16)	5(8)	TOTAL
1(42)	XXXX	+ 14	+ 22	+ 26	+ 34	+ 96
2(28)	- 14	XXXX	+ 8	+ 12	+ 20	+ 26
3(20)	- 22	- 8	XXXX	+ 4	+ 12	- 14
4(16)	- 26	- 12	- 4	XXXX	+ 8	- 34
5(8)	- 34	- 20	- 12	- 8	XXXX	- 74

This might change if Player 1 or 2 got caught cheating, especially if the stake is gold and player 4 or 5 do the catching.

NOTE – Cutting losses may be attempted here also. Success reduces the coin loss by $EL \times 2$. Partial Success reduces it by the EL. Failure has no effect. Losses cut are divided evenly between all winners. In the case above, if Player 3 is an EL5 Gambler who succeeds in reducing his loss he loses 4 coins. Player 1 and 2 win 91 and 21 respectively.

DETECTING A CHEATER

The basic factor for catching someone cheating is determined by adding City Survival + Gambling. From this factor, subtract the EL of the Gambler you are trying to catch. This is the net factor that you work with in catching him.

If the cheater made his Deftness roll the chance to catch him equals the Net Factor. If the result is a Partial Success it is the Net Factor $\times 2$. If he fails the chance equals the Net Factor $\times 4$.

If the person trying to catch a cheat is a Gambler his EL as a Gambler, times the multiplier used on the Net Factor above, is added to the chance after the cheater's EL has been subtracted.

EXAMPLE

Evad the Deft (EL11) is playing three pigeons and a stranger. He decides to cheat. His opponents are City Survival 3, 6, 12 and 8. The Stranger is an EL7 Gambler. Evad has a partial success on Deftness. The first player can't catch him. The second player has a 1% chance. The third player has a 13% chance. The Stranger has a 33% chance.

MASON

Maximum Level—S + St or 80

Cost to Learn—10 **Cost Per Level**—5

A skilled stone-worker. Masons must choose between 1) Stonelayer, 2) Stonecutter and 3) Brick Mason. Each time that the skill is purchased, one of these skills can be gained. Stonelayers know how stones are put in place in building. Stonecutters can cut and shape blocks of building stone and other crude stone artifacts. Brick masons know how to make bricks and mortar and lay them in place. Stone-layers and Brick masons can analyze structural features of stone or brick buildings that apply to their skill, i.e. notice strange textures or material, pick up anomalies in the building that might conceal a door, trap, etc. Stone-cutters can analyze the shape of the building's stones to get a clue about hidden structural features.

MERCHANT

Maximum Level—W + E or 80

Cost to Learn—45 **Cost Per Level**—5

Merchant characters are skilled bargainers, experts in the sale and analysis of a specific commodity and excellent traders. As part of this skill, the Character receives a Starting Level in Rhetoric and Read and Write (a foreign tongue he speaks if he can already write his own).

Characters must select a precise category of goods that they can buy and sell. His EL + 20 is used in analyzing the quality and value of this commodity. His unmodified EL may be used with related commodities. His EL/2 can be used for items made with related methods or materials. (If the merchant sells some type of animal, this chance can be used with other animals, i.e. a horse merchant looking at a mule gets this chance, looking at a dog, bird or lizard he does not.)

EXAMPLE

You are a merchant. As a person, you are interested in weapons. You choose to specialize in Heavy Swords. You have EL + 20 chance looking at any Heavy Sword, EL chance with all Swords and Daggers and EL/2 with any other bladed weapons (including those made by another race).

In another case, the player likes horses. He wants to choose horses as his specialty. He can't. He must select a specific class of horse, i.e. riding, war or draft. He gets EL + 20 for that type, EL for all other Horses and EL/2 for all other Equines (Mules, Burros, Sri Eponi, etc).

NOTE—For an additional 20 expertise points, the player may select HUMANS as his commodity. In this case, he gains a Starting Level as an Executioner as well and is a Slaver.

POTTER

Maximum Level—(D + W + Em)/2 or 80

Cost to Learn—10 **Cost Per Level**—4

The Character is skilled with ceramics. The skill may be used to make ceramic items or analyze the value of Ceramics as specified for Artists in **Powers & Perils**.

SCRIBE

Maximum Level—D + Em or 80

Cost to Learn—30 **Cost of Level**—4

Characters must know how to read and write before they learn this skill. Scribes are skilled copyists and calligraphers. Once the basic skill is gained in their native writing form, they gain it for the unique styles of other cultures at a cost of 15 expertise points per culture. A scribe can tell, from the writing style used, what culture a writer is from (if they know that style, if not they know he isn't from the local area). In addition, because of the beauty of his writing, his documents, when intended to influence the reader, carry more weight. Add his EL/5, rounded up, to the Influence Chance of the person who originated the message. (The Influence chance can never be more than doubled in this way.)

SCHOLAR

Maximum Level—(I + W + Em)/2 or 80

Cost to Learn—100 **Cost Per Level**—6

Scholars have a developed mastery of a specific field of knowledge. All Scholars receive their Maximum Level in Reading and Writing any two languages OR any one archaic

language and a Starting Level in one Scholar specialty of their choice. The languages chosen must bear a logical relationship to the Scholarly specialty chosen by the player. After the Cost to Learn specified above is paid, and the first specialty is gained, the Character can gain a Starting Level in a related specialty at a cost of 25 expertise points and any other specialty at a cost of 50 expertise points.

EXAMPLE

The scholars specialty is art, i.e. paintings. He can gain sculpting for 25 expertise points. It will cost him 60 to become a historian.

The ability of the Scholar allows him to recognize items from within his area of interest and, with successful analysis, to determine their approximate age, value, area of origin and significance. Players must be PRECISE in defining their specialty such that it covers a specific type of item or knowledge. Some basic specialties that can be used are:

SPECIALTY AREA	DEFINITION REQUIRED		
	1	2	3
History	YES	NO	YES
Metaphysics	NO	YES	NO
Art	NO	YES	NO
Architecture	NO	YES	YES
Theology	YES	NO	NO
Mathematics	NO	YES	NO
Geology	YES	YES	NO
Geography	YES	YES	NO
Linguistics	YES	NO	YES
Medicine	NO	YES	NO
Another Race	YES	YES	YES
Astrology	NO	YES	NO
Antique Coins	YES	NO	YES
Clothing	NO	NO	YES
Myths and Legends	YES	NO	YES

EXPLANATION

YES indicates that factor should be defined for the specialty selected. **NO** means that it need not be (but you may wish to do so anyway). The definition of factors 1, 2 and 3 are as specified below:

- 1) The physical area, nation or group the scholar studies.
- 2) The specific type of item or specialty within the class that is studied.
- 3) A general historical epoch the scholar concentrates on.

EXAMPLE

The player wants to be an Art Scholar. He must define the specialty studied. He chooses Sculpture (He could have chosen Painting, Ceramics, Mosaic Art, etc). Though it is not necessary, he also defines his primary interest as being the sculpture of the E'lici 10th Dynasty to flesh out his skill.

With the appropriate factors defined, the scholar will have a precise specialty that can be used in play. His EL is his chance of analyzing that area. Half his EL, rounded up, is his chance for dealing with closely related areas.

IMPORTANT—This skill **REQUIRES** the player to logically define the skill he wants to have. The Referee will set the level of definition required. A scholar specialty should never be taken without such forethought and analysis. No Scholar skill gives the character any talent in making or fashioning the item studied or any advantage in the use of any other skill, i.e. an art scholar is not an artist, though he can be if he acquires the appropriate skill.

SERVANT

Maximum Level—(St + I + Em)/2 or 80

Cost to Learn—10 **Cost Per Level**—3

The Servant professions, each acquired separately, are House Servant, Cook, Barber, Gardener, etc. (Servants such as maids, butlers, waitresses, etc. are House Servants.) House servants are skilled in dealing with people, general cleaning and (EL40 and up) managing house affairs. Cooks are trained in the culinary arts. They gain some advantage in detecting unusual undertastes, such as a poison. Barbers are trained

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in personal hygiene maintenance. Their knowledge, in most civilized lands, includes knowledge of cosmetics as well as common hair-styles. Gardeners are skilled in caring for plants and in landscaping.

NOTE—If you wish to create other service professions, assign the basic skills logically. The basic factors should be as specified above. For all of these skills, the practices and items they are fluent with are those that are native to their culture. The full Cost to Learn must be paid to gain the skill for the practices of any other culture. Until it is paid, use the existing EL at ½ value. Afterwards, the existing EL may be used at its full value.

SMUGGLER

Maximum Level—(D + W + E)/2 or 80

Cost to Learn—120 **Cost Per Level**—8

Smugglers are skilled in concealing items to prevent them from being found. In addition to the basic skill, Smugglers have a starting level in the Merchant specialty of their choice and a starting level as an Actor (Actor only). To gain the other skills that go with it, the Actor skill must be bought. If it is, the Smuggler gets a maximum level as an actor and a starting level in Disguise and Rhetoric.)

Smugglers gain the following advantages in play:

A) They can detect items, passages or devices hidden by others.

B) They can hide items with a reduced chance that others can detect them, given available space and a way to do it. (To hide an item perfectly the smuggler must specify how he is hiding the item, roll success AND have enough time to hide it as specified.) The Referee may modify a Searcher's success chance based on how well the item is hidden, the roll and how much of the necessary time the Smuggler actually had to hide the item.

C) They add their EL/5, rounded up, to anyone's roll to find them if they try to hide or try to avoid an encounter.

In A + B above the Smuggler uses his EL as his chance. When the person trying to detect hidden items is also a trained smuggler, the smuggler may subtract his EL/2, rounded up, from that Smuggler's roll to find the item.

TANNER

Maximum Level—St + W or 80

Cost to Learn—10 **Cost Per Level**—5

Skill in working leather, tanning and fashioning leather items. If the Tanner's EL is greater than 40 he is capable of making serviceable Leather Armor. He can analyze common leather items and tell leather from other like materials, i.e. he knows which is leather though he may not know what the items that aren't are made of.

TEAMSTER

Maximum Level—St + W or 80

Cost to Learn—10 **Cost Per Level**—3

Skill in driving wagons and carts, carrying for animal harnesses and, if twice the normal cost is paid, taking care of draft animals. The Teamster can analyze the quality of a wagon, cart or harnesses. He can also tell how good a team is, i.e. the quality of the animals, how well-trained they are in working together, etc. If he learns to care for animals, his Healing EL for common draft animals (horses and oxen) equals his EL as a Teamster divided by 20 and rounded up.

VINTNER

Maximum Level—I + Em or 80

Cost to Learn—15 **Cost Per Level**—4

The character is skilled in making wine and analyzing the quality of wines. The EL is used to determine his chance of success in this analysis. The quality of wine that he makes is based on his EL as follows:

EL	QUALITY	EL	QUALITY
1-20	Poor	51-70	Fine
21-60	Good	71-80	Exceptional

(The quality yielded above is, of course, dependent on the availability of the proper equipment, aging time and materials. No one can make exceptional wine from junk grapes.)

NOTE—In making any item the time stated is for making that item and doing nothing else. If some other action is taken, double the time required to make the item, i.e. per day doing something else as well you get ½ days progress on the item.

GENERAL KNOWLEDGE

It is possible to utilize some of the abilities gained from certain skills without fully mastering that skill. For our purposes, this is called General Knowledge. It indicates that the Character has not sought to, or yet been able to, master a given skill but he has learned certain things to his benefit.

Persons who gain General Knowledge in a skill determine the costs, benefits and restrictions below:

RESTRICTIONS

- 1) Not allowed for any Combat skill.
- 2) Not allowed for any skill with a cost to learn less than 20.
- 3) Skill gained is subject to referee interpretation.
- 4) General Knowledge of this kind may not be gained in Survival or Language skills. It is only applicable towards skills that have multiple applications or benefits.

COST

The cost for General Knowledge with a given skill is ½ of the Cost to Learn that skill completely, rounded up. Where it is gained in play, the time to learn is as for any other training.

BENEFITS

The character is able to use ONE specific attribute of the skill as if he had full training. He may not use any other attribute of the skill in any way. The Starting and Maximum EL's for the knowledge gained are as normal for the skill. The Cost to Increase EL is ½ that specified for the skill, rounded up.

EXAMPLE

Merda Redoris apprenticed to a Jeweler before he ran off to become a soldier. He did not master the art, but he learned how to analyze the value of gems. He has EL43 in Analyzing Gems. He knows none of the other skills associated with the trade.

Wal-Azabar's father was once an entertainer and acrobat. When he returned to the desert, he decided to teach his sons ways to position themselves in defense. Wal-Azabar has EL6 Acrobat only usable for DCV increase.

FURTHER EDUCATION

If the person with General Knowledge decides to study further, the expertise allocated to gaining General Knowledge can be applied towards the cost to gain that skill. However, no expertise gained from using the General Knowledge may be applied to further studies in the skill. They are only applicable to the Character's use of his General Knowledge.

EXAMPLE

Junal the Binder has EL65 in repairing weapons with his Armorer General Knowledge. He decides to become a real armorer. His cost to get the General Knowledge is his starting point for progressing. The expertise he has gained in repairing weapons is ignored in this. Second, with his attributes Junal's starting level is 40. He has EL65 in repairing weapons still and EL40 in all other skills of an Armorer.

How the Referee chooses to use this rule is at his discretion. Its purpose is to give Referees and Players the ability to flesh out character personas as reasonably as possible. It also adds a new layer of realism to the game. It is reasonable to assume that people who deal often with a given set of circumstances or a certain class of thing pick up some knowledge relevant to those dealings. It is not completely reasonable to assume that every such person will, or can, master the skill or skills necessary to possess all of that knowledge. This rule allows you to simulate this fact using the Powers & Perils rules system. Properly used it should increase your ability to create characters that are complete individuals. I hope you find it of use.

SHADOW MAGIC

by
Richard Snider

In Powers & Perils, only Shadow Weavers can use Shadow Magic in any way. Given the possibilities inherent in Shadow, it can be covered in greater detail. This is the purpose of this article. In the following pages I detail the costs and powers for Shadow Magic, the place of shadow in Powers & Perils and shadow creatures you may add to your campaign. In detailing the art of Shadow Magic the format in Book Two of Powers & Perils is used.

STARTING KNOWLEDGE

When a player completes an apprenticeship in Shadow Magic he gains the ability to cast Starting MEL + 2 Shadow spells. He also learns to speak the Tongue of Shadow, a new Supernatural Tongue, at EL60. There are no other gains for mastering this form of magic. Innate Shadow Weavers, once trained, cast Shadow Magic as trained Natural Magicians, gain double the number of spells listed above and speak the Tongue of Shadow at EL80.

APPRENTICESHIP COST

The cost of apprenticeship is 150 expertise points. If the student is a trained wizard or shaman, he may learn Shadow Magic at a cost of 100 expertise points. If he is an innate Shadow Weaver the cost is 80 expertise points.

ORIENTATION

Shadow magic is unaligned. The player need not specify any orientation for his Character if he is only using Shadow Magic. If he is also a trained wizard or shaman, the normal orientation rules apply.

ORIENTATION AFFECT

Persons adept in Shadow Magic, other than Natural Magicians, pay double cost to learn and cast spells derived from Light, Darkness or Elemental forces. They may learn and cast spells that ADVERSELY affect the Mind or Energy Level of an enemy at ½ the normal cost, rounded up. Neither modifier applies to Shadow Magic spells.

STARTING EXPERIENCE AND EXPERTISE

A Shadow Weaver's starting MEL on the Starting MEL table (Book Two of Powers & Perils) is determined by $(W + Em)/2$, rounded up. If the Character is a trained wizard or shaman, the experience listed is added to that gained for his other apprenticeship. The expertise is ignored (See Starting Knowledge above). If the Character is an innate Shadow Weaver use either Will or Empathy, whichever is higher, to determine his starting experience.

EXAMPLE—*Fox Shadow, Shaman of the Omega, is a trained Shaman, a trained Shadow Weaver and an innate Shadow Weaver. His starting I is 31, W is 60 and Em is 30. He has the following points:*

Gained As:	Experience	Expertise
Shaman	150	160
Trained S.W.	80	—
Innate S.W.	80	—
TOTAL	310	160 for Shamanic spells

STARTING LEVEL

The Starting Expertise Level in Shadow Magic equals WILL divided by 40, rounded down. If the character trained is a natural Shadow Weaver his Will is divided by 20 instead of 40. After this skill is learned, competence in any of the spells increases with expertise as for other forms of trained magic. Spells above the Starting Knowledge allowed are also learned in the normal manner.

ACCEPTANCE AS AN APPRENTICE

The Acceptance Chance for Shadow Magic equals $(W + Em)/2 + 25$, using the maximums attainable. (In the case of Fox Shadow, max. Will 80, max. Empathy 44, the chance is 87%.)

SHADOW MAGIC RESTRICTIONS

- 1) Shadow Magic only affects creatures that cast a shadow.
- 2) Shadow Magic only operates where shadow exists. If there are no shadows, Shadow Magic is impossible.

SHADOW SPELLS

The table below lists the spells available through Shadow Magic. Where it applies, the powers of the innate Shadow Weaver are modified to fit the appropriate spells in this list. The spells that this applies to are marked by an asterisk.

SHADOW MAGIC

ROLL	SPELL	BASE MANA COST
01-10	Communicate	1
11-20	Dark Sight*	1
21-27	Invisibility*	1
27-33	Create Warriors*	2
34-39	Delusion	2
40-45	Leeching	2
46-51	Soul Sight	2
52-56	Freezing Hand	3
57-62	Shadow Sculpting	3
63-68	Energy	3
69-73	Shadow Command	3
74-78	Liberate Shadow*	4
79-83	Disorder	4
84-87	Shadow Bands	5
88-90	Shadow Plague	5
91-93	Wasting Hand	5
94-96	Shadow Cage	6
97-99	Fatal Shade	8
100	Deadly Shadow	10

SPELL DESCRIPTIONS

COMMUNICATE

This spell allows the caster to communicate with the Shadow of any being within his range. It MUST be cast using the Tongue of Shadow. It is used to gain general information about that person's orientation, intent and personality. It may not be used to establish communication with that person. When this spell is used, only ½ of the target's MDV, rounded down, can be applied in defense against it. Unless he rolls Em or less, the target is unaware that any communication is taking place.

RANGE— $(EL + 1) \times 3''$

DURATION—12-EL phases (the time required to learn the information specified above).

SPELLS AFFECTED

DOUBLE COST	HALF COST	
Darkness Powers	Abandon	Insanity
Desert Powers	Compulsion	Leeching
Earth Powers	Disorder	Quarrels
Elemental Powers	Dreams	Telepathic Powers
Fire Powers	Fascination	Terror
Flaming Death	Forgetfulness	Vengeful Horror
Light Powers	Hatred	Wildness
Sea Powers	Illusion Powers	
Smokeless Flame		
Storm Powers		



CREATE WARRIORS

The caster can create Shadow Warriors. The maximum number possible equals the EL cast + 1. The caster loses one energy point per warrior per full turn that they remain, in addition to the mana or energy required to create them.

Cast at TRIPLE cost, the spell allows the caster to form a single warrior with $1 + (EL/2)$, rounded up, times the normal Shadow Warrior values, i.e. a single EL4 warrior costs 30 mana to summon, takes 30 hits, has a strength of 75, etc. When this is done, the shadow's MR is reduced by ONE per multiple over one. The cost to power it is increased by ONE per multiple over one, i.e. the EL4 shadow above has a MR of 13 and costs 3 energy per turn to maintain.

Shadow Warriors appear to flow out of the caster when formed. They move as the caster directs. While controlling more than one warrior the caster can do nothing else. While controlling a single warrior he may use other Shadow Magic, move or engage in other physical actions.

NOTE - Innate Shadow Weavers may command any number of warriors without suffering the restriction above. Instead of using the base cost specified in Book One, determine an EL as an Innate Power for this spell. Treat it as an innate power in all ways unless the Shadow Weaver is trained. Once he is trained, this spell starts at his Innate EL, can be cast at that EL or lower and can draw from either the Casting Ability or the Energy Level.

RANGE - $(EL + 1) \times 5''$ (The distance that the Shadow can be from the caster without disappearing.)

DARK SIGHT

The Duration is as for the Shamanic spell of the same name. The range is $(EL + 1) \times 5''$. The caster may not use the spell to include others. It is not usable in total darkness and does not grant better than normal vision.

NOTE - Innate Shadow Weavers have total Dark Sight at no cost. They see in the dark as well as they can in the day. (Their sight is as good as an Elf at night and as good as a man in the day.)

DEADLY SHADOW

The victim's own shadow is turned against him. To use this spell, the caster needs blood and hair from the person to be affected OR he must have cast Soul Sight on that person's shadow within the last 24 hours. If neither is true, the spell is an abysmal failure. If both are, the caster may subtract TEN from his roll in addition to normal modifiers.

A victim cursed with a Deadly Shadow can only be cured with a Negate Curse spell. Each day that he fails to roll his Will, the shadow's attack drains $2D6 + EL$ energy points from him. When his EnL reaches zero he is dead. While the Shadow drains its victim, the victim loses Strength, Stamina and Constitution equal to $\frac{1}{2}$ the energy lost. When one characteristic

reaches zero or less, the victim's MR, OCV and DCV are reduced 50%. When two are at zero or less he is in coma. If all three reach zero, he is dead (even if he still has a positive EnL).

DELUSION

The victim sees movement in the shadows around him. Positive that he is surrounded by an overwhelming force, he will surrender unless he rolls Will, minus the EL modifier. On this roll, failure causes the victim's immediate surrender, partial success causes him to flee in a random direction (intent on fighting his way to freedom). On success, he may ignore the spell.

Cast at DOUBLE cost, this spell affects everyone in a circular area defined by its radius. All act as specified above. Any whose MDV is higher than the MDV limit automatically ignore the spell. Where such a person is within the effect area, affectable persons may roll Will $\times 2$ to resist instead of Will.

RANGE - $(EL + 1) \times 4''$ (The maximum distance from the caster that the person affected, or the center of the radius cast, can be.)

RADIUS - $(EL + 1) \times 2''$

DURATION - 2 turns (EL factor applies as a power)

MDV LIMIT - $(EL + 1) \times 4$

EL MODIFIER - EL + 5

DISORDER

As for the Chaos spell of the same name. This spell weaves misleading shadows that delude the mind and make it impossible to judge distance and direction. The caster is not affected by this spell. While it is in effect, he may not cast any other type of magic, including shadow magic.

ENERGY

This spell regenerates the caster's Energy Level. If an additional Mana Point is paid, it may be used to raise the energy level of some other person on touch. When using the spell on himself, the caster subtracts his MDV from the roll in addition to normal modifiers. If the spell results in failure, the energy recipient loses $\frac{1}{2}$ the energy he stood to gain. If it is an abysmal failure he loses as much energy as he would have gained. If the loss lowers the EnL below zero, the recipient is dead. At zero he is in coma.

This spell may not be cast on the same person more than once in a given day. If it is, the target is in coma for one hour per energy point he would have gained. Unless he rolls his current energy level or less, his EnL is reduced to zero and he is in coma until a Negate Curse spell wakes him. After the initial duration, one roll is allowed every 24 hours.

RANGE - Touch only

ENERGY GAIN - $2D6 + EL$ energy points

FATAL SHADE

The spell forms a dark shade that attaches itself to the victim and drains his soul. Un-

less it is dispelled, or the caster is killed before it has its full effect, the victim is doomed. If the caster has the target's blood, hair or spit to use in casting, the shade must be banished magically if the person is to be saved. It cannot be banished magically if the person is to be saved. It cannot be affected by any weapon or spell except a Dispell/Banish spell.

DAMAGE - $(EL + 1)$ (The number of energy points lost by the target every hour.)

MDV - MEL + $(EL \times 2)$ (The MDV of the spell)

RANGE - $(EL + 1) \times 2''$ (The maximum distance from the caster to his target for the spell to succeed.)

FREEZING HAND

A powerful paralytic spell that inflicts physical damage on its victim. The caster must touch the specified target within the number of phases in Duration One. If he doesn't, he loses energy equal to the damage specified below and the spell is wasted. Duration Two is the number of phases the victim is affected after being touched. The caster may perform no other magic while he wields this spell. If he does, the spell ends. Any part of Duration Two that remains for any victim is lost when another spell is begun.

RANGE - Touch only

DURATION I - $(EL + 1) \times 2$ phases

DURATION II - 2 turns (EL factor applies as a power)

DAMAGE - EL + 2 (Hits inflicted on the target each phase OR energy lost by the caster if he fails to touch the target.)

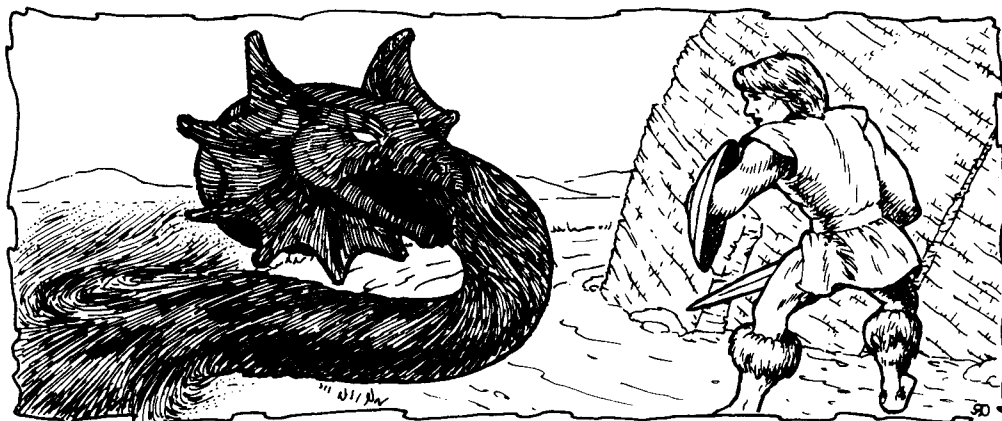
MAX. STRENGTH - $(EL + 1) \times 2$ (As specified for Paralysis in Book Two of Powers & Perils)

INVISIBILITY

As for Invisibility in Powers & Perils. The spell may only be used when the caster is in shadow.

NOTE - Innate Shadow Weavers are not required to cast this spell. Whenever they enter a shadow, and choose to be invisible, they pay the mana points required for the EL used and are. If trained, they may use an EL less than or equal to their innate EL.





LEECHING

This spell allows the caster to leech energy from the shadow of another being. The target receives his full MDV in defense. Success increases the Energy Level and/or Casting Ability of the victim's EnL and Casting Ability (if he has one).

RANGE-EL

DAMAGE— $(EL + 1) \times 5$

EXAMPLE—An EL4 spell is cast and succeeds. The caster's EnL and Casting Ability are increased by a total of 25. The victim's current Energy Level and Casting Ability, if he has one, are EACH reduced 25.

IMPORTANT—If a spell takes more energy or mana than a person has, it takes what he has in that area and no more. At no time may the total points received by the caster be greater than $\frac{1}{2}$ the amount drained, rounded up.

EXAMPLE—An EL4 spell succeeds against a man with EnL20 and no magical training. The caster drains 20 killing the man. He receives 10 points to assign to his EnL or Casting Ability.

IMPORTANT—No more than $\frac{2}{3}$ of the points gained, rounded up, can be assigned to any one area. The remainder must be assigned to the other area. No points may be assigned to an area where none have been used or lost. Points that cannot be assigned due to this are lost.

EXAMPLE—An EL2 spell gains the caster 15 points. He assigns the maximum, 9, to his EnL. The other 6 are subtracted from his Mana Points used, moving him back towards his full Casting Ability. If his energy level is at full strength, he loses the 6 that have to go there (assigning the minimum there).

LIBERATE SHADOW

As for Liberate Spirit except the caster sends his shadow on a specific mission. It returns when the mission is complete or it is recalled. While the shadow is gone, the caster is unaware of his surroundings and of what the shadow is doing. He is defenseless. The only action he can take is to recall his Shadow, which requires a Will roll. The EL modifier for this spell increases his chance of a successful recall. Once the shadow returns, the caster will know what it saw and did while it was gone. Per turn that it is gone, the caster loses 1D6 energy points. After a successful recall, the shadow returns in 1D2 turns. If it exceeds the recall range in performing its mission,

it must be summoned (CL1) to be recalled.

This spell can be cast at THREE times normal cost on a willing person other than the caster. When this is done, that person suffers the disadvantages above. However, the caster will be able to monitor the activities of that person's shadow and direct its performance of the mission in an intelligent manner. The person whose shadow is sent must still recall it. He is allowed to add $\frac{1}{2}$ the caster's Will to his own in doing so. If he fails the caster must summon the shadow and force it back into the person's body before that person dies.

RANGE— $(EL + 1) \times 25''$ (*The distance the shadow can be sent from the caster and still be recalled without Summoning.*)

SPEED—MDV (MR equals the Caster's MDV)

EL MODIFIER— $(EL + 1) \times 5$

NOTE—Shadow Weavers have this as an innate power. Their EL is determined as specified in Book One. They may liberate their spirit, with no EL modifier, at their innate EL. They may operate as normal while it is gone except they may not cast Shadow Magic. If trained, they cast the spell at $\frac{1}{4}$ mana cost, rounded up, at any EL less than or equal to their innate EL AND receive the normal EL modifier. They may not liberate another person's shadow unless they are trained.

SHADOW BANDS

The caster can create dark bands, within his range, to chain one enemy per band created. If the strength of the target exceed the strength for the EL cast, the bands can not affect him. If not, they enfold him and prevent him from taking ANY action for the entire duration. Once the spell is in force, the caster can direct the bands against any target he desires as long as he does not move and does not cast any other magic. He must hit these targets, using his MEL $\times 2$ as his OCV on the Combat Table. Against the initial targets of his spell this restriction does NOT apply.

RANGE— $EL + 1 \times 2$ turns

NUMBER AFFECTED— $EL + 1$ (*The number of bands created. One band is used per target. If not used immediately, a band may be used later against any target that enters the radius. If the caster moves or casts any other magic, bands not in use are lost.*)

STRENGTH— $(EL + 1) \times 10$

SHADOW CAGE

As for the Shamanic Spirit Cage spell, with restrictions as specified for Deadly Shadow. The caster must have a crystal sphere or prism to serve as the cage. It can be cast against shadows that are still tied to their body. If it is cast against free shadows, subtract TWENTY when rolling for success.

A person whose shadow is stolen in this way wastes away, losing 1D6 energy points per day until he dies. The only way to save him is to find the item containing his shadow and smash it to release the shadow.

SHADOW COMMAND

Anyone affected by this spell rolls Will + MDV, minus EL modifier, to resist the wishes of his "soul". If he makes this roll, he may attack the caster but must add the EL modifier to all combat and magic rolls. If the roll is not a success, he must work towards performing the command that has been placed on his shadow. Only a single command may be placed. In all other ways, it operates as for Compulsion.

RANGE— $EL \times 2''$

EL MODIFIER— $(EL + 1) \times 3$

SHADOW PLAGUE

The spell strikes the victim with Plague by affecting his shadow. In all other ways, its affect is as for the Plague spell, except the contagion is passed when his shadow comes in contact with the shadow of another living creature. Only a Negate Curse spell can cure the spell before the duration, as specified for Plague, ends.

INFECTION CHANCE— $(EL + 1) \times 5\%$ (*Constitution has no effect on the chance of infection.*)

SHADOW SCULPTING

The caster can sculpt shadow into usable inanimate objects. He is limited in the number of shadow objects he can have at one time. Unless he makes the item permanent by recasting the spell at five times normal cost for the EL used, items that he creates dissolve if anyone else touches them.

Items created with this spell must be items that the caster has personal knowledge of or that he is capable of making normally. Cast at the normal cost they are dark objects of solidified shadow. At double the normal cost they have a normal appearance AND can be animated if they have the shape of an animate creature. To animate such an item the caster must allocate $EL \times 2$ points from his EnL to the item. While the item lives, it retains these points and the caster cannot regain them. When it is dispelled or dies, he may regenerate them as normal. In essence, the caster breathes a soul from himself into the item. Animated items of this type have stats as for Creations and will defend their creator fanatically at all times.

RANGE—Touch only

DURATION—2 days (EL factor applies as a power, the shadow will dissolve at this time if it has not been made permanent.)

ITEM LIMIT— $EL + 1$

SOUL SIGHT

As for the Shamanic spell of the same name. Sometimes used with the Deadly Shadow spell to curse enemies.

WASTING HAND

The basic parameters of this spell are as specified for the Freezing Hand. If the caster touches his chosen victim the spell drains energy from him and causes him to age. If he fails to touch him, he suffers the damage he would have done to that person. For Range and Duration see Freezing Hand.

DAMAGE—(EL+1)D10 (*The energy points lost AND the number of months that the person ages.*)

IMPORTANT—Those effected are stunned one phase per year that they are aged by this spell. If they are aged more than four years, they pass out for 2D10 turns. This spell has ½ its energy draining effect and no age effect on creatures with greater than human life spans.

Now we have the basics of Shadow Magic. From here, we need to create the Lord of Shadow, his realm and some supernatural shadow beings for your campaign.

MULABE KEJAN—Lord of Shadow, Destroyer and Servant of Light, Enemy and Ally of the Greater Darkness, Walker in the Shadows, Lord of Infinite Shapes, Marshal of the Kiana'shan, Master of Hidden Thoughts, Foeman of Eternity, Immortal patron of Selfish Action, the soul of Willfulness.

Lord Kejan mirrors the schizoid essence of Shadow. He is dedicated to both the preservation and the destruction of both Light and Darkness, his enemies and the forces that, together, make his existence possible. His realm, and the creatures within it, mirror his unpredictable nature. His realm is a land of perpetual shadow where neither light nor darkness can be pure or total. Because of his nature, Shadow often aids Balance but never aligns itself with other forces. It is an independent force that can be both a strong ally and a terrible

enemy to any with the courage to dare its power.

THE REALM OF SHADOW

The terrain in this realm is psychotically angular and twisted badlands. Shadow lies throughout the land and, everywhere, is a living force. In the center of this area, on the Summit of Shadow lies Kejan's Citadel, the central focus for the power of Shadow and the throne of Mulabe Kejan.

Except for the forces of Shadow there is no life in this area. Living beings who enter the realm waste away as the substance of living Shadow drains the power of their being from them. Even their own shadow, metaphysically a reflection of their inner self, aids its brothers in accomplishing this goal (seeking to liberate itself from the fleshy cage and being that forces form and substance on it). Except for beings with innate ties to Shadow, and forces with a contact level of TWO or higher, any being who casts a Shadow that enters this realm is in danger.

CREATURES OF SHADOW

The following creatures derive their substance, power and being from Shadow. All are supernatural forces with magical powers. All can be quite deadly in the right circumstances.

SHADOW-FOX		SHADOW	
AHP	7	OCV	1
DCV	11	NWI	-3
S	4(-1)	St	12
D	55(+3)	A	120(+5)
MR	15	NAV	0
DTV	0	INT	8
MDV	8	EnL	40 MEL 4
CL	1*	CDF	3 EL 2
NF	1D3+1		

*Per individual summoned the NF listed appear. If any are killed, the survivors disappear with it, i.e. four of them appear, one is killed, the other three leave to plot their vengeance.

APPEARANCE—Shadow-foxes appear to be the shadow of a large fox except for their silvery teeth and claws. Whether substantial, or insubstantial, their appearance is the same. Only an extremely empathic

person, or an innate Shadow-weaver, can detect the difference between these two states.

SPECIAL

These beings are extremely intelligent, sociable and capricious. They are never encountered alone, the fewest ever found together is two. They are capable of communicating with any human and, in most cases, enjoy doing so. They are mischievous and curious. Many a mortal who has been befriended by them has regretted their kindness.

All Shadow-foxes use MEL4/EL2 Insubstantiability. When they attack, one remains substantial to bite while the others try to draw the enemies blow in their insubstantial form. As the battle progresses, they shift form repeatedly making it impossible for most people to determine which of them is solid at a given time. In large numbers, they can be a terrible enemy.

If the Referee wishes, the Shadow-fox can be encountered in the Middle World. It prefers Forest, Swamp, Plains and City Margins if you add it to your encounter list. NOTE—Though relatively friendly, these beings are known for their intelligence and their love of vengeance. To kill one, and not kill its brothers, is guaranteed to inflict the killer, and possibly the summoner, with a "plague of foxes" for years.

THE KIANA'SHAN		SHADOW	
HPV	15	OCV	***
DCV	***	NWI	Varies*
S	Varies*	St	Varies
D	Varies*	A	Varies
MR	Varies*	NAV	NA**
DTV	0	CL	2
MDV	15	EnL	120 MEL 10
INT	7	CDF	7 EL 4
NF	1		

*The creature has average values for the shape it takes in all characteristics.

**The creature can only be effected by certain weapons. If the attacker has such a weapon, the NAV is zero.

***OCV equals 3+SB+StB at the time. DCV equals (MR/5)+DB+AB at the time. Both vary with the form the creature is in.

APPEARANCE—Kiana'shan are an amorphous blob of Shadow. In combat they adopt the form of some creature or man. At this time they appear to be the solidified shadow of that being.

SPECIAL

The Kiana'shan can take any shape that they wish and hold it for as long as they desire at no further cost. They are immune to damage from any attack, normal or magical, except for Light or Darkness Powers or any item with those powers in them.

Kiana'shan are energy leechers. In addition to any physical damage they score in combat, any target wounded loses 2D6+4 energy points. If, at any time, the total energy consumed exceeds ½ the Kiana'shan's energy level, it departs.

HEROIC TRIVIA ANSWERS

(See Page 23 for Questions)

- 1) A Dryad is a woman associated with the forest as a worshipper and guardian. A Hamadryad is a tree spirit, the personification of the soul of a sacred tree.
- 2) Thor
- 3) The name in its entirety exactly defines and delimits the person it belongs to, is part of. Metaphysically, once it is known, it is the person and can be used to compel its owner or harm him through the name's use in ritual and/or sympathetic magic.
- 4) Water
- 5) Coyote
- 6) White
- 7) She will consume him.
- 8) The Christian God
- 9) Yin and Yang
- 10) Gae Bolga

SHADOW BEAST		SHADOW	
AHP	40	OCV	15
DCV	6	NWI	-6
S	100(+5)	St	40(+2)
D	20(+1)	A	20(+1)
MR	10	NAV	4
DTV	0	CL	2
MDV	12	EnL	60 MEL 6
INT	5	CDF	7 EL NA
NF	1		

APPEARANCE—An immense anthropoid more than 20 feet in height. The Shadow Beast has white fangs, silvery claws and is a solid, preternaturally dark, shadow.

SPECIAL

When combat against this beast begins, roll its MEL without modifiers on the Magic Table. If the result is success it has the blessing of the Lord of Shadow, granting EL3 Luck and EL3 Invulnerability. Any other result indicates that it does NOT receive these benefits. Other than this power, the beast is strictly a physical force. It can be encountered normally, at the Referee's discretion, in Hill or Forest areas. It can also be summoned from the Upper World. It is the bane of creatures of Law and Chaos. It has also been known to extend its hatred to the Kotothi and Sidh

forces. Except for these hated things, the beast rarely attacks other forces except in self-defense or to protect something it is warding.

These are the basic forces of Shadow. If you adopt this article, and use it in play, feel free to modify it as you wish. Many additional powers, creatures and forces can be derived from Shadow. The items presented here are just the tip of the iceberg, let your imagination roam to discover other elements of its power that are worthy of your campaign.

TALENTS FOR RUNEQUEST

by
Andrew Scott MacKenzie

Talent is a subject that has long fascinated me. Why one person has a natural ability at a skill that is superior to another's long, hard practice is a difficult question. Is it because of genetics, racial memory or subconscious exposure during infancy and early childhood? Who can say? All I am sure of is that Talent, whatever its source, gives us another way to personalize role-playing characters. RuneQuest is an ideal medium for this because of its versatility and internal self-consistency.

For game purposes, I will define "Talent" as ability with a specific set of skills that transcends the typical expertise and learning potential of the species in question. A talented person has higher skill and learns the skills that he has talent in more quickly than a normal person. Now, even though all characters are not created equal, I do not want to make a possible imbalance worse. Any character who has talent must also have mental blocks, i.e. a group of skills that he or she has difficulty in learning. This keeps talented characters from over-running the game or other player characters.

Deciding what percentage of characters can be talented is up to the game master. I prefer to let players have a lot of control over character generation. However, for others and NPCs, there is a table at the end of this article.

My method allows players to take a talent increase percentile of up to TEN points in any ONE skills category modifier. This amount of increase never changes. Characteristic changes may later change the modifier but the character will always have the amount of increase taken in addition to that determined by his characteristics.

The number added above must now be subtracted from one or two (player's choice) other categories. If two categories are chosen, the total of both added must equal the amount added to the talented category. If one category is penalized, the modifier must equal the talented bonus in the other area. The total points of mental blocking, like talent, are permanent changes to the skills category modifier affected. Players should consider closely the advantages and disadvantages of each category. Game masters must remember that players will make opportunities to use advantaged areas. They, as game masters, must see to it that they have a need to be aware of their disadvantages as well.

I have found that it is not a good idea to allow players to apply talent or mental blocking to their magic skills modifier. When this is done, games heavily into sorcery get blown away. In games where little magic is used, a mental block is too convenient a loophole—in essence granting the talent for nothing. Talent with weapons covers both attack and parry. Players should divide the talent benefit, whether positive or negative, between the attack and parry modifiers.

Improvement in skills from experience is normal. When the roll is taken it is increased or decreased by any talent or mental block modifier that applies. Talent will help a character to learn more often and blocks will greatly impair his ability to learn from experience.

Improving skills by training is normal except for the time needed to train for the increase. Talented skills train for hours equal to Current Ability MINUS the Talent modifier. Blocked skills are trained in for hours equal to Current Ability PLUS the

Block modifier taken.

EXAMPLE

The base time to increase in something is 21 hours of training. A person talented for 10 would increase after 11 hours. A person blocked for 5 would need 26 hours.

Skill improvement by research is the same as usual. The talent or block modifier is applied when rolling to improve such that a talented person has a greater chance to improve and a blocked individual has a lesser chance to do so.

Any talent system is arbitrary. However, we have found this system to be fun and, in my campaign, it has helped develop the atmosphere of role-playing and storytelling that is essential to any successful campaign.

RANDOM TALENT TABLE

If you desire random generation of talent, the base chance of a character being talented is 10%. The amount of talent is determined with 1D10. He will have 1D2 blocks. The category in which he is talented is determined rolling D100 on the table below:

CATEGORY DETERMINATION TABLE	
ROLL	MODIFIER AFFECTED
01-14	Agility
15-28	Communication
29-42	Knowledge
43-56	Manipulation
57-70	Perception
71-84	Stealth
85-100	Weapon Skills

IS YOUR CHARACTER NORMAL?

(Conforming P&P Characters to Their Land)

by
Mike Olson

It comes to my attention that a Powers & Perils character, when created, can be living in a country or tribe that lives only in swamp and still enter the game with a skill like Mountain Survival. A Character who lives in a tribe that does not use horses can enter the game with Horsemanship. I feel that this is illogical. In Perilous Lands, a Powers & Perils expansion, it does touch on this problem (a short paragraph on page 66 of the Culture Book). However, it only covers the problem of characters using plate armor or crossbows, etc, in a low technological tribal state that prefers leather and spears etc. I don't feel that this optional paragraph of rules covers the whole story on conforming to a culture.

To correct this slight problem, for those players that want a more realistic game of P&P, I propose the following optional rules:

A) First of all, I retain the rule that the first weapon skill chosen by the player **MUST** be one of the favored weapons listed for his culture **BUT** I also add the following rules:

1) Any additional weapon skills, other than those favored by the character's culture, should cost **DOUBLE** to learn with costs of new expertise levels remaining the same.

2) Characters should make an **UNMODIFIED** Intelligence ability roll in order to deviate from the path of his culture and use the "exotic" weapon skill of his choice. If he fails the roll, he is a traditionalist and may not start the game with this weapon skill or possession of any weapon used with it. He can try to make other Intelligence rolls for different skills with failure having the result above.

3) Characters who fail the roll in (2) above will **NEVER** learn that skill. This represents the typical barbarian who only trusts his faithful axe, spear or what have you.

4) None of the rules above apply to wizards or magicians. They are considered to be abnormal for their culture and can learn exotic skills without worrying about the need to conform. He may learn any

weapon skills and start with any weapon that is reasonably available in his part of the world.

B) For armor, shields and helmets I retain the rule that a character must enter the game in his culture's armor types but again I would make some modifications:

1) If a character comes across a different form of armor in his travels he may make the Intelligence roll specified in **A2**. If he succeeds, he may use that form of armor freely. If he fails, he may never use it. This does not mean that a character that rejects chain mail will reject platemail. A separate roll is taken for each when he is exposed to them.

2) Characters from non-shield using cultures, or cultures that prefer a specific form of shield, must roll as specified in **A** above to see if they will use a new form of shield that they encounter. Failure indicates that their prejudice forbids it.

C) Now to move on to the original point I made about survival skills, horsemanship and such. I would apply the following limitations to all characters entering the game:

1) Characters may only begin the game as Assassins or Thieves if they belong to a civilized culture **OR** if they elect to be freelance thieves. This is because these guilds are only found in civilized environments. This does not mean that barbarian characters can not learn these skills in play.

2) A character may only start with Horsemanship skill if his culture uses horses, or other creatures, as mounts (as specified in the Culture Book in Perilous Lands. If the culture's description lists a cavalry force or mentions horses the character may start with horsemanship if he is from that culture.)

3) Characters may begin play as foresters only if their native land contains forests or hills within its borders.

4) Characters may begin the game with Navigation, Seaman or Swimming skill only if the appropriate bodies of water are found in their native land. For swimming, this restriction will only apply fully to Desert and Badlands dwellers.

5) Only characters from city backgrounds can start with Trailing as a skill. No limit applies on starting play with Tracking.

6) Players may begin play with survival skill in a given terrain only if that terrain type is found within their native land or along the most likely course from their native land to where the character is actually starting play if he is from a distant culture.

D) There are some special exceptions that apply to the rules given in this article. They are:

1) Characters who live in vast forests are eligible for the Forester skill. Where weapons listed as part of that skill are not part of his cultures preferred weapon list, ignore the rules about exotic weapons and skill and allow the character to use all aspects of the forester skill that he manages to get.

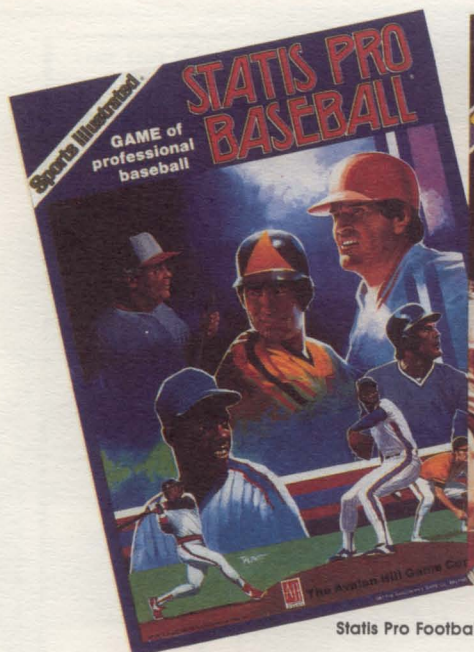
2) If a culture allows a character to use a longbow, he has **ELO** with the short and composite bows as well. He can use such weapons but he may not start with, or use, them unless he makes the roll specified in **A**. In this case the roll only means that the character cannot start with the weapon. It does not restrict him from ever using it in the future.

The rules above add a certain flavor to the game. You will find barbarians sticking to traditional weapons and armors while city folk wear heavy armor, use advanced weaponry and/or adopt "sneaky, conniving" ways. Because of this, the civilized character may gain an advantage over his barbarian counterpart. To offset this, barbarian characters should be allowed to have one of the following:

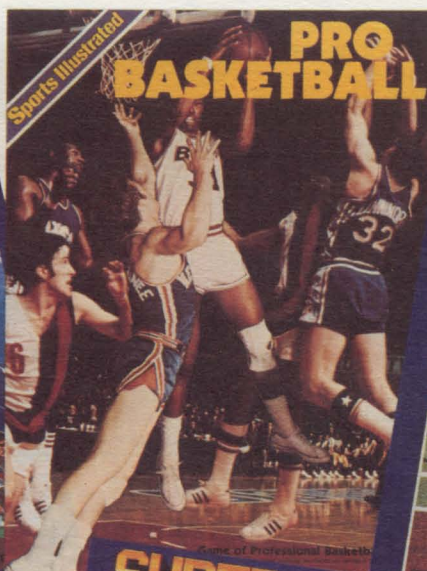
1) 40 extra Expertise Points
2) 10 extra Characteristic points
3) Some other slight advantage of the referee's choice

This will ease the pain of these restrictions and give barbarian characters that little extra strength that is the hallmark of their kind.

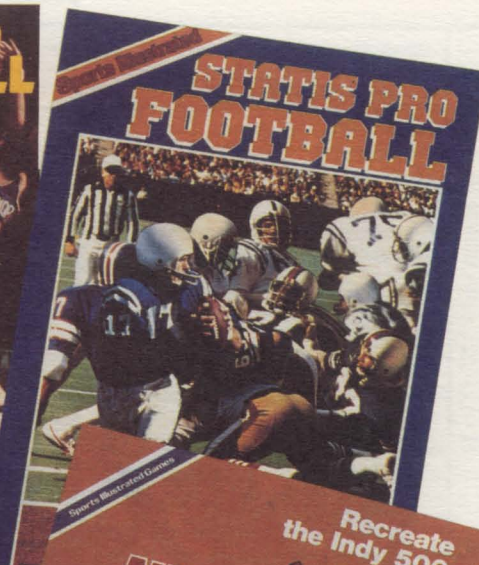
Happy trails . . .



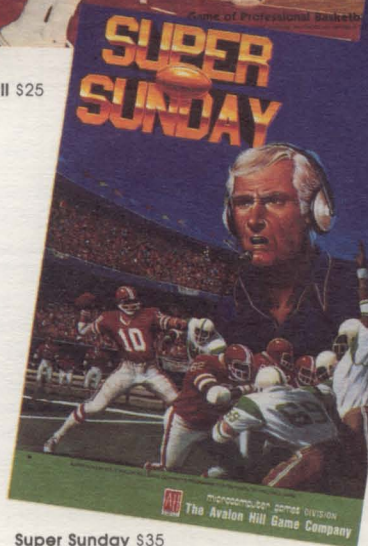
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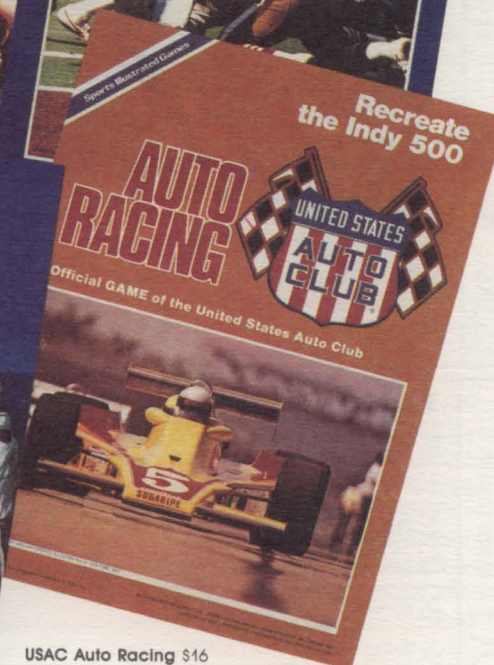
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Tips For Tyrants

Imperial Tactics for Freedom in the Galaxy

By Trevor L. Bynum

Many of you have enjoyed playing *Freedom In The Galaxy*. Yet, how many of you that take on the Imperial role feel that they could do better? How many of you have half of your empire taken away and lose by a terrific margin, or win by the smallest fraction? How many of you curse the Rebel's unrestricted movement, his ability to perform the most difficult of missions, and his exploitation of the Domino Effect? The Player's Notes even state that given an unlimited amount of time, the Rebels will win every time.

So is a time limit all that is going for the Imperials? No it is not. It is entirely possible to crush the Rebel scum under the heel of your Imperial boot.

One of the Imperial player's biggest handicaps are the Strategic Assignment cards. They virtually halt movement in the provinces not named on the card. Compounding the problem, the Rebel player will move to those provinces in which you cannot move, and unless the planet is a Capital world of the home of a Star-faring race, you cannot do anything about it. There is no way you can totally eliminate this problem, unless you know where his secret base is.

But you can alleviate the problem. The trick is to arrange the deck so that each province is named on a rotating basis. Thus, have difference provinces named each time. Do not have a province named twice in a row. The most desirable cards are those that name province one and another. A good method is to try "Province one to province two", followed by "Province one to province three". This process gives a good routine in which all the provinces will be open on a rotating basis. Since province one is the source of your power, and touches all the other areas, it would be wise to keep movement there as free as possible. The other cards that do not name the first province can be placed where desired. It is a good idea to place a few in the beginning. The Rebel player will not contest you militarily at that time. This is a chance to get rid of them. The key to this plan is to arrange them in an orderly fashion. An arbitrary arrangement will only cause problems later.

Militarily, the Imperial player is superior. You have the better elite units and enjoy such tools as Suicide Squads and Atrocity units. Deploying these will be a key factor to your success. In the beginning of the game, you must place a unit on every planet. Use militias and patrols. Buy some Veterans after spending points on the Planetary Defense Bases, and place them on the Capital world. These are your reserves. The Rebels cannot land on every planet in the province, so if the Strategic Assignment permit movement, you will be able to follow him where he goes. This force can also aid in Environ searches, com-

bat any small units he gets during a Rebellion, and can bottle him up on a planet until a larger force arrives. During the Detection Routine, you may even get a shot at him with a Fleet Detachment. A couple of Veterans could destroy the ship.

In the first province, buy the two elites you are allowed. Stack Admiral Barca with them. With Barca as leader, your combat shifts will make your force unrivalled. You can then build the Veterans and have them act as the police force in the first province, or you can have the Elites do it. It might be desirable to have Barca's Elite stack wander the provinces and go where the trouble is, in which case use the Veterans to guard the first province. This strategy is better than having each planet fend for itself (which cannot be done). Trouble cannot always be prevented, but it can be dealt with.

Aside from having these roaming "police forces," certain planets should have strong garrisons. Capital worlds and homes of Star-faring races should be strongly garrisoned. I always place an Elite unit coupled with a strong PDB on the Clone World. This gives you a monopoly on getting dead characters back. By keeping a strong force there it helps to keep the Rebels off, and as the Rebels lose characters and cannot get them back, their war effort will be hurt. Other prime spots for strong garrisons are the Imperial Archives and IPOC. You do not want the Rebel player messing around in these areas. One Gather Information mission on the Imperial Archives planet, and all the planet secrets are revealed. More importantly, a rebellion on IPOC will reveal all present and future military units. A major part of your strength is the secrecy of your military units. If this secrecy is lost, your war effort will be severely hurt. Remember the old adage: an ounce of prevention is worth a pound of cure. Garrisons on these important planets will help.

Even though your units are superior to the Rebels, where you fight is important. Assume a Rebel subterranean 2-1 unit attacks a Veteran in a subterranean environ. Add to that a possible Rebel character leading the fight. The Rebels get two column shifts (one for fighting in a special Environ and one for fighting in the same Environ as it was created). They would also get column shifts for the character leader. Even though the Imperial military unit is superior, the Rebels have the advantage.

So unless you greatly outnumber the Rebels, do not fight on a planet. Your place is in space, where the columns shifts favor you. Keeping your units in the Orbit Box will bottle the Rebels up or draw them out. If he tries to escape, you can intercept him. Moreover, if you had a leader like Telman or Barca, your odds would further increase.

Many times I have spent most of my Force Points on military units. It's a nice feeling to have an awesome military force, but spending all your Force Points on them is a mistake. Planetary Defense Bases are vitally important for preventing Rebel characters from landing on planets. They can also attack Rebel military units in the Orbit Box, and defend friendly units. A level 2 PDB is very useful in cleansing a planet of Rebels when the chance arises.

Characters also play an important role, but the Imperial characters are not as good as the Rebels. They cannot use possessions, have a smaller selection of spaceships, and they cannot perform missions like Subvert Troops. Their only distinct advantage is Leadership. As a rule, use your characters for what they do best. Have Senator Dermond do Diplomacy missions. Trying to summon a planetary sovereign? Use the Emperor. And unless your character is an Imperial Knight, do not have him perform a mission alone. The creatures and Irate Locals can be pretty deadly, and if they die, head for the Clone World as soon as possible. This is an advantage the Rebels cannot enjoy.

You will not be able to protect all of your planets. Trying to do so will only spread thin your resources. However, you do have a say in what planets he gets. Given him the ones with small Environments, unoccupied by Star-faring races. Keep him off the Capital Worlds. In the beginning of the game, when he lands on an inconsequential planet, I do nothing to stop him. Two things usually happen. He gets cocky and that can lead to mistakes. Also, I can send characters to the planet and perform Gather Information missions that can pinpoint the Rebel Secret Base. The Rebel player gets the Domino Effect for the rebellion, but the Imperialist gets his rewards, too.

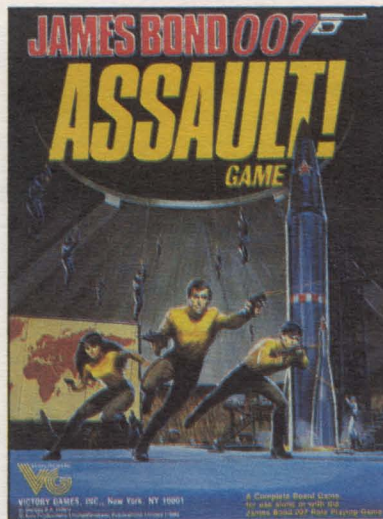
Finally, the Imperial player has a major weapon in his arsenal: the gift to perform Atrocities. These range from getting better combat results due to a Sneak Attack, to using a Planetary Stabilizer to wipe out a whole planet. Atrocities allow you to wipe out the Rebel player's units and characters with the mere wave of a hand, so don't be afraid to use it. But don't use it too much, those loyalty shifts add up. Do not wipe out an entire province, but don't be afraid to use a level 2 PDB to strafe a planet. Use them when you feel the loyalty shifts will not be too great. The use of Atrocities will bring about results. The time to buy Atrocity units is at the beginning of the game when you have the Force Points.

Technically, Suicide Squads are not Atrocity units, but they are very effective. They incur no unfavorable loyalty shifts when used. Just keep a few ready to attack Rebel characters.

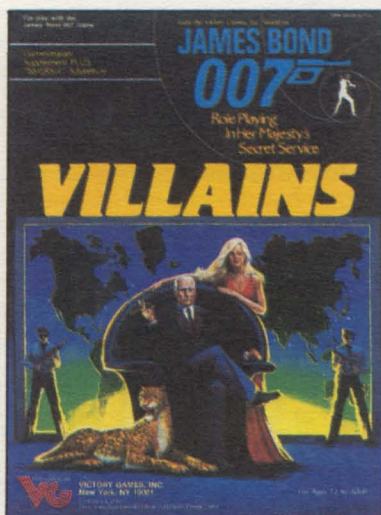
While the quirks of the Galactic Events may set you back, it will not halt you. Use your units wisely and do not take unnecessary risks. The Imperial role is a conservative one. Protect your vital points, and exploit your advantages. Just remember that if those Rebels win, peace and prosperity will reign, and nobody wants that.

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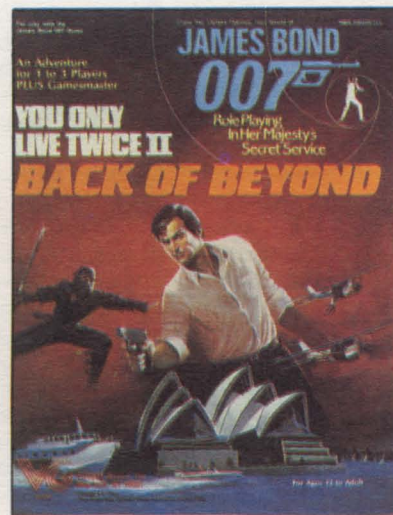


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GM Friends

In my *RuneQuest* campaign, several of the characters wanted to have gamemaster-character friends who could provide them with information and assistance. While I did not want to give the characters free help just because a player said, "High Priest Unan is my friend," I realized that gamemaster-characters could add depth to any campaign and get players involved in the world beyond their adventures. A friend would provide a character with information and help, but the friend could also ask for favors from the character. A friend could alert a player-character to adventure possibilities, or helping or protecting the friend could be an adventure motivation. Most importantly, though, friends make the players realize that the world extends beyond their adventures. Even if a friend is never involved in an adventure, he will make the campaign more real.

A gamemaster who wants the player-characters to have significant friends simply has to keep adventurers from amassing powerful friends, who could give the characters unearned advantages. Limiting

the characters to friends they actually contact during play would keep them from picking and choosing the most useful friends and would make the process of choosing friends more realistic.

Also, setting a limit to the number of significant friends a character can have outside the party keeps friends from becoming too important to the game. Generally, one can assume that party members are mutual friends (How else could they spend so much time together and trust their lives to each other?), so they would not have much time to maintain friends outside the party. Two or three significant friends is plenty, but experiment with the number. Having more friends might seem advantageous, but having too many friends makes each friend less relevant and makes the friendships less verisimilar.

You may also have more exotic or powerful friends "cost" double. Thus, if your friend limit is three, a character could have three average friends or one average and one extraordinary friend. A character who is of a different race, is more powerful, or lives farther away than most friends might cost double. On one

level this represents the extra effort needed to maintain such a friendship. On another level, it simply controls the power of the friends available.

If the gamemaster consents, the players make up the biographies of their friends. The gamemaster might reserve the right to determine statistics and other attributes that the players might be tempted to exaggerate, but letting players design their friends brings them into the creation of the world and will make the world more interesting to them.

If the gamemaster uses friends well, they could encourage players to enter more sophisticated realms of role-playing. Players would concern themselves with the lives of some people besides those in the group, and friends may lead to interesting personal conflicts instead of simply martial conflicts.

As a gamemaster, suggesting such friendships to players might get them thinking about the campaign in ways they had not thought about before. As a player, gamemaster-character friends are an innocuous campaign development that could be worth suggesting to your gamemaster.

—Jonathan Tweet

HEROES ETCETERA

Shield Law

As *RuneQuest* is presented, there is enormous flexibility in the types of cultures and subsequent weapons and armor available to the players. However, though the purchase table lists "wooden buckler" and a price for the same—there is no further data given for this or similar items. To this end, I have reworked some old charts from my *RQ* campaign and hereby submit this article for the benefit of all those players and GMs alike who would use non-metallic shields. I must admit that a lot of inspiration for this article came from the movie "Zulu" as I think that the Zulu culture was the basis for the "Men-and-a-half" tribe on the Plains of Prax.

Metal shields should be much harder to come by, with wood being more common in northern climates and hide more common in southern climates. Hide shields would tend to predominate a primitive culture and make up some of the nomad types, while wood would appear in barbarian cultures, and in small uses in militia units of a civilized army. Of course this depends heavily on the GM's setting and I'm assuming the *RQ* mythical Earth setup.

As can be seen from above, there are definite advantages to both metal and

HIDE SHIELDS

TYPE	DAMAGE	STR/DEX	ENC	%	ARMOR	SR	PRICE
BUCKLER	d2	-/7	.5	05	2	3	40
HEATER/TARGET	d2	7/-	1.0	15	3	3	20
VIKING	d2	7/5	1.0	15	3	3	40
KITE	d3	9/-	2.0	15	4	3	40
HOPLITE	d2	10/-	2.0	15	5	3	50

WOOD SHIELDS

TYPE	DAMAGE	STR/DEX	ENC	%	ARMOR	SR	PRICE
BUCKLER	d3	-/9	1.0	05	4	3	80
HEATER/TARGET	d4	9/-	2.0	15	6	3	40
VIKING	d4	9/7	3.0	15	5	3	80
KITE	d4	11/-	3.5	15	8	3	80
HOPLITE	d4	12/-	5.0	15	9	3	100

nonmetal shields. As is true even today, the type of weaponry determines the amount of armor and modes of defense applied by a given culture. Thus the Zulu warrior's kite/hide shield was usually more than effective against other tribes—though it would not be effective against a fully-armored Roman Legionnaire. It should be noted that most of the wooded shields are as heavy as their metal counterparts. Viking shields were normally made of metal-rimmed wood and the GM may wish to use the *RQ* table as it stands with the

only change being a smaller hit point.

Normally the Viking shield had two advantages. First, the boss usually had a spike or projection which allowed a shield bash as an impaling attack. Second, the wood would catch and bind the attacker's weapon to the shield momentarily, unbalancing the opponent. Given the size and strength of a Viking, his victim might find the weapon yanked out of his hands and still sticking in the Viking's shield.

—Morgan Woodward

Details, Details

Craig Barrett

"In the glory of the following morning, sparkling and clear after the storm, with an invigorating, briny tang in the air from the salt-ponds on the south of the island, a curious scene was played on the beach of the Virgin Magra, at the foot of a ridge of bleached dunes, beside the spread of sail from which Levasseur had improvised a tent.

"Enthroned upon an empty cask sat the French filibuster to transact important business: the business of making himself safe with the Governor of Tortuga.

"A guard of honour of a half-dozen officers hung about him; five of them were rude boucan-hunters, in stained jerkins and leather breeches; the sixth was Cahusac. Before him, guarded by two half-naked negroes, stood young d'Ogeron, in frilled shirt and satin small-clothes and fine shoes of Cordovan leather. He was stripped of doublet, and his hands were tied behind him. The young gentleman's comely face was haggard. Near at hand, and also under guard, but unopinioned, mademoiselle his sister sat hunched upon a hillock of sand. She was very pale, and it was in vain that she sought to veil in a mask of arrogance the fears by which she was assailed.

"Levasseur addressed himself to M. d'Ogeron. He spoke at long length. In the end—"

Well, you must read the book if you want to know what happened in the end. This passage is from *Captain Blood* by Rafael Sabatini (Pyramid Books, 1961, page 128), and gives the merest glimpse of the author's mastery of details.

Details! They're vital, whether in a fictional story or a Role Playing adventure. The choice of details is what makes the difference between one writer or Game-Master and another—between an enjoyable experience and an uninteresting ordeal.

In a Role Playing Game, details have two values: How they affect the mechanics of play, and how they affect the attitude of the players—that is, whether they contribute to or detract from the suspension of disbelief. Details can add sufficient color to make your RPG a memorable experience, or they can burden you with so much relevant information that you lose the spontaneity of play.

Now, it would be nice to be able to say that when you buy an RPG you'll find that the authors have provided you with all the details you'll ever need, organized and presented in the ultimate of delightful formats. Nice, but scarcely possible. Individual tastes vary far too much, and to expect the authors to be all things to all players is to demand the impossible. To some people, Kurt Vonnegut is the epitome

of enjoyable reading; to others, Samuel Shellabarger . . . or Kenneth Robeson.

Tastes in RPGs vary equally as much.

Of course, some effort has been made to cater to varying tastes. Campaign settings are available for Viking environments, mythical Hellas, Plantagenet England, Fujiwara Japan, modern Europe and even the (I hope!) fictional worlds of H.P. Lovecraft and August Derleth. Separate adventures are available in bewildering numbers, no matter what your favorite milieu might be. But all these only scratch the surface, and the best of the designers know it. In the end, it's still up to the individual—GM and player—to gather and arrange the details that will make an RPG setting live, especially if the campaign is to be set in one of the myriad untouched regions where no publisher has dared yet set foot. That means it's up to *you* to shoulder the problem of deciding where to begin, how far to go, what to include, and most important of all, what to leave out.

This is not an insoluble problem. As the opening passage of this article illustrates, a deft touch can supply both mood and circumstances without going through the painful enumeration of raw detail, and this is a trick that anyone can learn. All you have to do, as you wander through scholarly tomes amid the "stacks" of your favorite library, ferretting out hard and soft data, is to judiciously apply five simple rules to guide your search.

I say, "judiciously," because what follows is, after all, only my own opinion. Philosophies vary, and you will be best off if you begin *before* the beginning and realize that you have as much right to form your own philosophy of detail as anyone else. In fact, that's exactly what the first of my five rules says:

Rule #1: First, primary, and to be considered above all other criteria: *Act on your own desires!* Act to achieve what you want in the setting, not what you've been told you should want. The creation of a campaign setting is a stew that every chef must season to suit himself, and don't let *anyone* talk you out of it however convincing his arguments may seem.

That may sound like a redundant piece of advice—you know your own mind, don't you?—but some people have very subtle ways of trying to twist you into their own way of thinking. There is the *cinema verité* crowd, for example, who believe in realism at all costs. They'll point to something like NBC's TV series, "Hill Street Blues," and say, "That's the way It Really Is!", as though that were the sum total of all creative criteria. Thus, in the movie *The Lion in Winter*, there's a scene where King Henry II Plantagenet comes out from the keep of one of his French castles to greet King Philip Augustus of France, who's come to celebrate Yule with him. In order to get across his castle's courtyard, Henry has to kick his way through a flock of chickens. Is this scene historically accurate, the

economy of a medieval castle being what it was? Perhaps. And if that kind of detail is what you like to see included in your movies, books and campaigns, fine! But to say it's what you *must* like and what you *must* include is purest rubbish.

Then there's the opposite school of argument, which says that detail must only be included if it has direct bearing on the course of play. That is to sacrifice all color—and everything else—on the altar of expediency. Which, if it's what you *like*, again, excellent. But don't be fooled into thinking it's what you *must* do, just because someone wants to put himself up as the arbiter of all that is right, good, and fun. To my knowledge, nobody died and left him for god, whoever he is.

Where King Henry is concerned, I wish the movie hadn't included the details about the chickens. Accurate it may be, but somehow my idea of the greatest Western ruler of the age doesn't include that kind of mundanity. At the same time, I rather wish Gerry Klug had included more mundane details in his *James Bond 007* game, such as details of Bond's personal income and his private expenses. Even the great 007 isn't above monetary concerns (see O. F. Snelling's "biography," *007 James Bond: A Report*, Signet Books, 1965). And have you ever wondered if Bond turns *all* those baccarat winnings over to the Service's "Widows and Orphans" fund?

That's not to rain on Gerry's award-winning system but merely to prove the accuracy of Rule #1. You can't please all the people all the time, and you're making a cruel mistake if you even try. Obviously, whole lots of people are thoroughly satisfied with Gerry's work, just the way it is. My taste simply differs from his on this point.

So don't let anybody, at either end of the spectrum or anywhere in between, push you around. Include reality in your campaign if you want to, and don't, if you don't want to.

Rule #2: Use details that concern people, activity and "color" rather than details about things, decoration, and "truth."

This will go down hard with the self-righteous and holier-than-thou set, but simple truth is too malleable a commodity to be ultimately valuable for our purposes. As Bill Downey writes in *Right Brain . . . Write On* (Prentice-Hall, Inc., 1984, page 103), "Facts change with time, but interesting writing is forever."

Don't mistake me, I'm not talking about religious Truth, merely the everyday sort of truth that supposedly exists between people. I say "supposedly," because when you start pinning down the facts and examining them from different viewpoints, they have a disconcerting habit of changing shape. From one point of view, Winston Churchill was the stabilizing force of the Western Alliance, who brilliantly guided the defeat of Hitler's Third Reich. From another view, he was a meddling

civilian and imperialist who barely avoid dragging everyone down to defeat with his interference. Allow a given argument equal space pro and con, and you'll often find yourself wondering just who's right after all, and wishing Solomon were still around.

The "truth" can even reverse itself, just when you think you've got a handle on it. In *Asimov's Mysteries* (Dell, 1969, page 98), Isaac Asimov tells how time and science caught up with the "truth" in one of his short stories:

"Some readers may realize that this story, first published in 1956, has been overtaken by events. In 1965, astronomers discovered that Mercury does *not* keep one side always to the sun, but has a period of rotation of about fifty-four days, so that all parts of it are exposed to sunlight at one time or another.

"Well, what can I do except say that I wish astronomers would get things right to begin with?

"And I certainly refuse to change the story to suit *their* whims."

Time marches on, and with it, truth. Do you enjoy Edgar Rice Burroughs' "Barsoom" stories any the less, now that science tells you that Mars is probably lifeless?

Who we *think* Robin Hood was is more important than who he really was. Wyatt Earp may have been a bad-tempered hoodlum, and King Arthur may have lived in a collection of mud huts rather than in glorious Camelot, but those are not the legends and they don't have to be the sum and substance of your campaigns. Decorate people as you please, but don't get hung up on the idea that accuracy of decoration is more important than the people themselves.

Rule #3: Use restraint—less is more.

Everything looks interesting and important when you're devising a new campaign setting, or even a new adventure. The trick is in knowing when to quit: what information to use, what to leave out. You learn that trick when you work for economy of detail. It's the same lesson taught to every apprentice writer: If twenty words are sufficient for your needs, use ten; if ten words are adequate, use five.

The best possible example of this is the painter who works to give the *impression* of a tree, rather than trying to paint every leaf and branch with painful precision. The latter, aside from being impossible, would have very little appeal to the eye. Impressions, however, are the stock-in-trade of every artist, every performer, every actor the world over. Through impressions information can be transmitted that would otherwise be unavailable, even to the most discerning eye.

But the use of impressions depends on brevity and deftness. The passage at the beginning of this article is a sample of that. In this scene, Mr. Sabatini imparts mood and setting without burdening the reader

with extraneous verbiage. With a little work, this can be accomplished in an RPG setting, too.

Which details should you use, and which discard? That's a decision you have to make for yourself. In building a simulation of ancient Israel, is it more important to know how inheritance laws affected widows, or to be aware of the very special relationship Hebrew masters had toward their slaves? It depends on what you want to accomplish. And that leads directly to the fourth rule.

Rule #4: Know what you're after before you begin.

That is, know what effect you're striving for. That sounds obvious, but in practice it's woefully easy to fool yourself and vitally important to have a clear grasp of what you want. Begin by looking at other people's work. Examine the campaign and adventure settings published by the professionals. What aspects of these settings appeal to you? What do you dislike? Be rigorously honest in your appraisal.

Now that you *think* you know what you want, start experimenting. First decide on the effect you want to achieve, then try to achieve it. Don't be discouraged if your first efforts aren't what you wanted, and don't stop being honest about it, either. This is what experimentation is all about. And it doesn't help if you don't admit when you've made a mistake. Better to know now, in the privacy of your own study, then after you've put your favorite creation out for the whole world to admire.

Not that you won't get criticism anyway. The list of professionals who've put their babies out on display only to discover that the master work contains a horrendous flaw is legion. It goes with the territory.

But that's no reason to stop trying. You need that kind of feedback, even if some of it is cruel, in order to lead you in the right direction. The anodyne to the cruelty is this: Never think of a given design as an end result. *All* experiments are merely steps toward greater accomplishment, and all "finished products" are merely experiments. When you stop thinking that, when you see something you've created as the zenith of your work, that's when you're really in trouble.

Sure, it takes courage to always see yourself on the road to getting somewhere and know you'll never arrive. And it takes courage to put your work out in front of an unpredictable public, even if that public is only your own wargaming club. But as someone once said, "Where there is no fear, there is no courage. Where there is no courage, there is no hope."

Rule #5: Finally, don't be too impressed by authority.

This is an echo of the earlier rules, but has a right to a place of its own. It was authority that said the Earth was the center of the universe, and threatened to burn

Galileo for saying otherwise. It was authority that said that wireless communications would be impossible across the Atlantic—then came a man named Marconi. It was authority that said that men would never fly. Enter the Wright Brothers . . .

What does this have to do with RPGs? I have heard it said, by someone of "authority," that no good RPG campaigns can be done in Classical Greece: Greek city-states of that period restricted citizenship and limited the rights of non-citizens, making it impossible for RPGers to have any fun since foreign adventurers couldn't get in on the action.

This is an example of "authoritative" statements that are both hampering and not entirely the case.

Yes, city-states did restrict citizenship and the rights of non-citizens. But nothing prevents your character from starting life as a citizen of a major city-state such as Athens, Sparta, Thebes, Argos, or Corinth. All Greek adventurers in the ancient world were citizens of *some* city-state, and if a character is in exile that only makes his background the more colorful and in itself provides opportunities for scenarios. More, if every character in your party is from a different state, that just means that many more states that your party can visit as friends of a citizen!

And even if your character is an outsider, limits on the activities of foreigners weren't all that restrictive. In Athens, many of the richest and most influential residents—particularly the merchant bankers—were not only metics (resident aliens) but even freedmen (ex-slaves). Should all this fail, the principle of finding a local citizen to act as your patron—a common enough occurrence in ancient Greece—is no different from the standard procedure in most RPGs.

Besides, there's always the chance of adventuring in the colorful foreign lands that surrounded ancient Greece. Greek mercenaries were favorites in most of the Oriental states, well-paid and in many cases given preferential treatment by the local rulers. Such mercenaries would be welcomed almost anywhere from Syracuse to Bactria, from Colchis to the Sudanese tribal states and mysterious Sheba.

So much for the infallibility of authority.

Five simple rules that can be applied to any RPG, whether you're devising an entirely new setting or merely researching a fresh adventure for your favorite fantasy world. I hope they encourage you, rather than put you off. The most important thing of all is to remember that no one is demanding anything of you. A Role Playing Game is, after all, a *game*. If it can't be fun, it can't be anything at all.

Suit yourself with whatever you do. And always remember the immortal words of Red Skelton:

"Don't take life so seriously. You're not gonna get out of it alive, anyway."

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