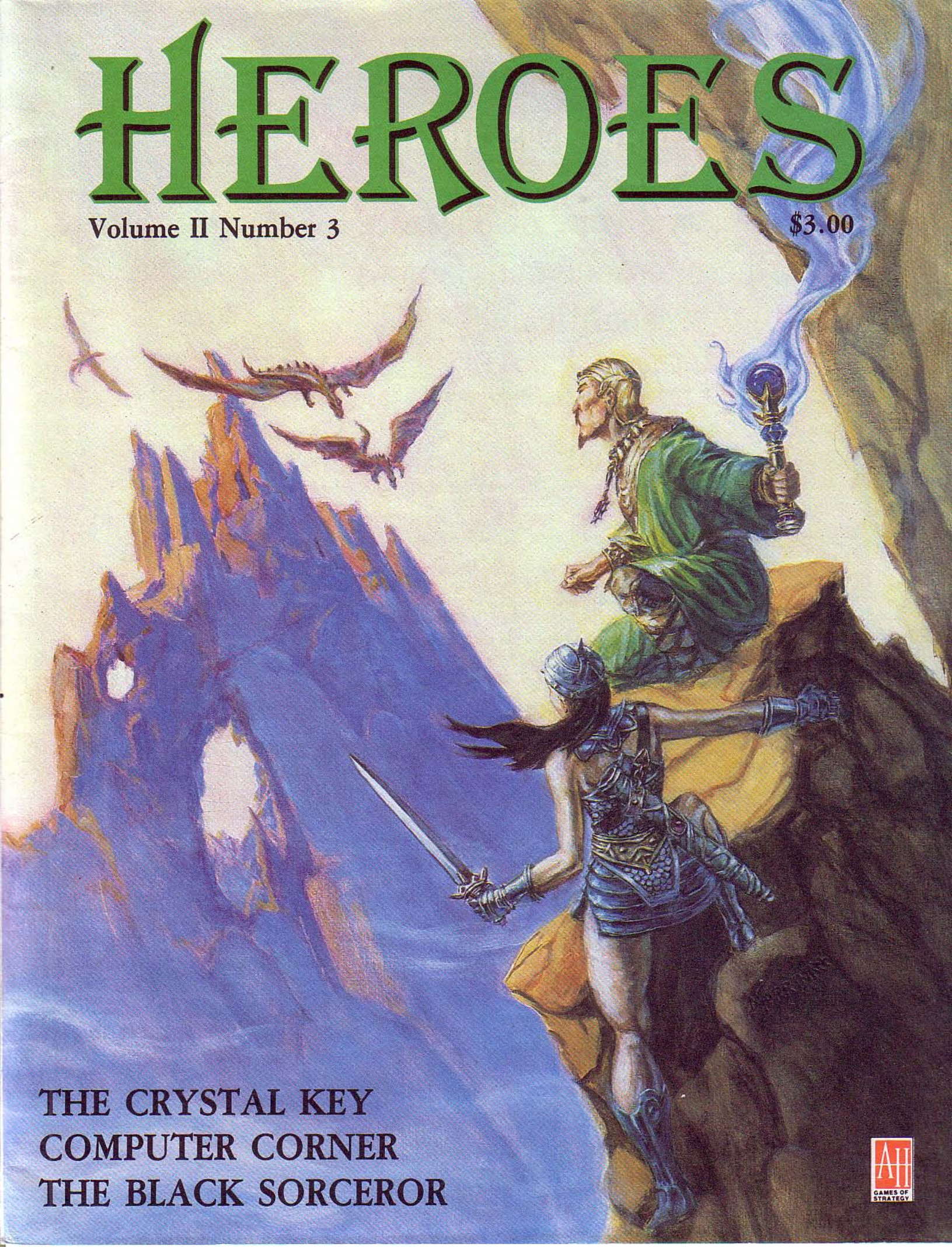


HEROES

Volume II Number 3

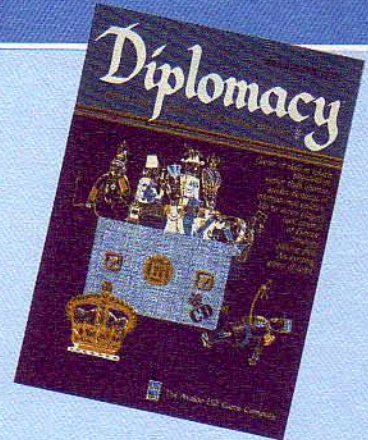
\$3.00



THE CRYSTAL KEY
COMPUTER CORNER
THE BLACK SORCEROR

What the White House Needs Now . . .

. . . is a copy of **Diplomacy**,
the internationally famous
board game!



Today our foreign policy is in shambles. The worst it's ever been! Is there any parallel to the fact that our diplomatic expertise started going downhill when those cabinet members familiar with the **DIPLOMACY** game left their government posts???

Whatever your opinions of the Nixon administration have been, you must admit they had one sharp foreign policy . . . due, perhaps, to the fact that members of the Nixon cabinet were **DIPLOMACY** players.

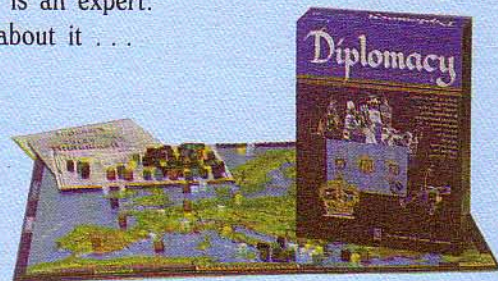
In *All the President's Men*, the award-winning novel exposing the Watergate mess, it was stated that cabinet members, including David Eisenhower, played **DIPLOMACY** to get their minds off of Watergate.

It was told to Gyles Brandeth, *Games & Puzzles Magazine* editor, that **DIPLOMACY** was Dr. Henry Kissinger's favorite board game. Dr. Kissinger was Secretary of State at the time.

Charles Grenville, *London Daily Mail*, wrote back in November 1962, "they play it in the White House. In fact, it's the rage in America. And at Cambridge, the Dean of Trinity College, John Gallagher, is an expert. In ecclesiastical circles, the Bishop of Woolwich knows all about it . . . IT? The game called **DIPLOMACY!**"

Angus McGill, *London Evening Standard*, claims that the Kennedy's were said to play **DIPLOMACY** at the White House.

Well . . . there ain't nobody playing it today at the White House . . . obviously.



YOU CAN HELP

\$18 Retail

It's not too late to salvage the situation. If every person reading this would send one copy of **DIPLOMACY** to the White House, someone surely would get the message.

Better still—why not send one copy to your best friend! Who knows, the person you introduce to **DIPLOMACY** might end up as Secretary of State himself.



AVAILABLE IN LEADING GAME STORES, OR DIRECT FROM
The Avalon Hill Game Company
DIVISION OF MONARCH AVALON, INC.
4517 Harford Road ★ Baltimore, MD 21214

TABLE OF CONTENTS

Volume II Number 3

Article	Page
THE CRYSTAL KEY by Richard Snider	5
THE BLACK SORCEROR by Mike Olson	11
THE CREATIONS OF ABNARIC ELGAR by Drachir Redins	27
COMPUTER CORNER Article by John Huff	31
THE PRIESTHOOD Part II by Richard Snider	37

COMING NEXT ISSUE
Avenger Ant!

EDITOR'S NOTE

This is the first issue in what, we hope, will be a new age for HEROES magazine. Within the covers of this magazine are new features, never before seen in HEROES. The Computer Corner covers the best in Avalon Hill's Microcomputer Game products, especially those with a science fiction or fantasy basis. It will also include sections applying the computer to your role playing activities and, whenever possible, discussions or other articles on imaginative use of the computer in gaming. The Comic Flow Book presents a solo adventure, with the story told in pictures with a minimum of supporting text. Based on what you see, you decide what the hero will do and move from picture to picture in pursuit of ultimate victory.

We invite your comments on these features and the magazine as a whole. It is our aim to make this magazine the finest available. We thank you for your support, and would greatly appreciate your assistance, in this effort.

For those of you who choose to respond our address is:

HEROES RESPONSE

ATTN: Richard Snider
The Avalon Hill Game Company
4517 Harford Road
Baltimore, MD 21214

PUBLICATION GUIDE

EDITOR—Richard Snider
CONTRIBUTING ARTISTS—Jim Talbot, Regina DeSimone
ART DEPARTMENT COORDINATOR—Jean Baer
TYPESETTING—Colonial Composition
PREP. DEPT. COORDINATOR—Elaine M. Adkins
PRINTING—Monarch Services

ARTICLE SUBMISSIONS:

Heroes wants articles on RuneQuest, James Bond 007, Powers & Perils and Lords of Creation. Articles must be in a typewritten format, preferably double spaced. Only articles written in English can be considered for publication. All articles should contain a self-addressed, stamped envelope large enough to return the submission if it is not accepted. Those that do not include a SASE will NOT be returned if they are rejected. While no word limit exists, we would prefer that any submission larger than 20 typewritten pages be preceded by a descriptive query letter.

Articles accepted by HEROES are paid for at a rate of \$6.00 per TEN column inches, \$9.00 per ten inches if payment is accepted in Avalon Hill Game Company merchandise, after publication. The rates as specified apply based on the 14 pica standard column. Where articles are printed in wider columns, the price paid will be prorated to account for the extra width.

NOTE—Heroes will consider articles relating to Avalon Hill Game Company board games or Microcomputer Games software in the Fantasy or Science Fiction genre. General interest articles pertaining to Fantasy, Science Fiction or Computer Gaming that do not deal with a specific game system, other than those listed above, will also be considered.

SUBSCRIPTIONS:

The cost of a one year subscription is \$12.00. For two years, the subscription cost is \$18.00. All domestic subscriptions are sent via permit mail. Domestic First Class mail and First Class delivery to Canada or Mexico require an additional \$12.00 per year. Overseas subscriptions, sent AO Airmail, require an additional \$18.00 per year.

Send checks or money orders only. The Avalon Hill Game Company is not responsible for cash lost in the mail. Persons with a current American Express, Visa, Master Card or Choice may call

HEROES magazine is published six times a year. All correspondence should be sent to:

The Avalon Hill Game Company
ATTN: Richard Snider
4517 Harford Road
Baltimore, MD 21214

800-638-9292 to purchase or renew a subscription or to order other merchandise. ABSOLUTELY no complaints or questions will be handled on this number. All business other than credit card purchases must be handled by mail or, for any telephone calls, at the caller's expense.

ADDRESS CHANGES:

The Avalon Hill Game Company is NOT responsible for the loss of any issue due to an improper or incorrect address. All address changes should be submitted to HEROES at least four weeks prior to the date of the next issue due. Where address changes are not received in time, we are not liable for any failure to make the change prior to the next mailing. All address changes MUST state the name of the subscriber, the old address, the new address and must be marked for the attention of Heroes magazine. Those that do not provide all of this information risk loss and could be delayed.

COPYRIGHT & TRADEMARK MATERIAL

All contents herein 1987 by the Avalon Hill Game Company. Nothing may be reprinted or reproduced without the expressed, written permission of the Avalon Hill Game Company.

James Bond 007 is a registered trademark for Victory Games Inc.'s role playing system. This trademark is owned and licensed by Eon Productions Limited and Glidrose Publications Limited. All rights on James Bond 007 material is reserved. Nothing may be reproduced, in whole or in part, without prior written permission from Victory Games, Inc. and Glidrose Publications Limited. Titles covered by this, as part of this line, are:

James Bond 007—Role Playing in Her Majesty's Secret Service—Goldfinger—Octopussy—Moonraker—Dr. No—The Man With The Golden Gun—For Your Eyes Only—Live and Let Die—The Spy Who Loved Me—Diamonds Are Forever—You Only Live Twice—From Russia With Love—On Her Majesty's Secret Service

thunder over DARKHORN

The gathering of the armies is accompanied by the gathering of storm clouds. The spinning wheels of history have brought the four major powers into the final conflict for supremacy over the fertile land under the shadow of the towering mountain, Darkhorn. From the four armies, men, elves and dwarves fan out and occupy strategic strongpoints and search for the elusive enemy. Some enter villages, foothills and woods, recruiting new members to the cause, while others remain behind and fortify the castles against siege. But watching over them all from his hidden fortress, the Darklord watches and waits . . . to confront the leader who dares to challenge his supremacy.

Up to Four Players—Simultaneously!

DARKHORN is the newest fantastic strategy game from The Microcomputer Games division of The Avalon Hill Game Company. Up to four players compete *at the same time*: raising their armies, organizing their forces and leading them into battle.

Look at these unique features!

★ **NO WAITING!** Everybody plays in Darkhorn! A unique real-time system allows all players to give orders to their armies at the same times. No one has to wait while one person decides what to do. The keyboard, joystick and paddles can be used in any combination.

★ **MULTI-PLAYER OR SOLITAIRE!** Darkhorn can be played by up to four players, with the computer sitting in when needed. And, if you want a solitaire game, Darkhorn offers that too. A unique handicapping system makes even a one-player game a true tactical and strategic challenge.

★ **PLAY A SHORT GAME . . . OR AN ENTIRE CAMPAIGN!** Want to play a game lasting thirty minutes? The Quick Scenario takes place on one of sixteen different maps. For an afternoon of fun, the Campaign Game rages over the nine maps of Darkhorn, with the winning army facing the Final Trial against the evil Darklord! And what does it take to triumph there? An unknown power that you can learn only by succeeding in previous campaigns.

★ **BUT THERE'S MORE!** Darkhorn can be changed to suit your taste. Randomly generated maps make each game a different strategic challenge. A tactical combat option tests your arcade skills. And, of course, the computer can take any side!



Darkhorn Calls!

The battle horns are sounding and the companies of men, elves and dwarves are assembling under the shadow of the mountain. By the night-banishing torches, the commanders are plotting their strategies for the coming campaign, and you are invited to join them. Darkhorn is calling for you!

Available for Apple® II+, e & c and Commodore® 64/128. \$30.00.

® Trademarks Apple Computers and Commodore Business Machines



microcomputer games DIVISION
The Avalon Hill Game Company

A MONARCH AVALON, INC. COMPANY

© 1986 The Avalon Hill Game Company • Baltimore, MD

• Printed in USA • All Rights Reserved • Computer Program and Audio Visual Display Copyrighted

The CRYSTAL KEY

HEROES COMIC ADVENTURE I

Text by Richard Snider
Art by Jim Talbot

This issue inaugurates a new feature in HEROES magazine, the Comic Book Adventure. This feature places you in the position of the valiant hero bound for adventure. As you page from picture to picture, your decisions, responding to the small captions and illustrations that you come upon, determine your fate. You are set an adventure. Many pitfalls await you, conquer them with luck and wise decisions and victory is yours. Good Luck.

COMIC COMBAT

In the course of this adventure some of your decisions will lead you into combat situations. You may use your favorite role-playing system to resolve these conflicts, modifying the hero and monsters to fit that system. Optionally, you may use the simple Combat System provided below to quickly resolve these conflicts, for good or bad. We suggest that you use this simple system. The choice, however, is yours to make.

The following system does NOT provide for the full scope of combat interplay. It is a straightforward "mash and bash" system designed to determine a winner quickly. All combat is resolved rolling 2D10 for a number between 2 and 20. Your basic chance to hit equals the Hero's Attack Factor MINUS the Defender's Maneuver Value. The applicable statistics for the various individuals involved in this adventure are:

OUR HERO

Strength	0	Attack Factor	13(8)
Maneuver Value	1	Defense Factor	1
Quickness	2	Hit Value	12
Morale Level	0		

GORO

Strength	2	Attack Factor	10(6)
Maneuver Value	-1	Defense Factor	1
Quickness	1	Hit Value	20
Morale Level	15		

GORO'S MASTER

Strength	0	Attack Factor	15(8)
Maneuver Value	2	Defense Factor	0
Quickness	3	Hit Value	8
Morale Level	8		

MANATODE

Strength	1	Attack Factor	12(4)
Maneuver Value	0	Defense Factor	-2
Quickness	1	Hit Value	16
Morale Level	6		

REPTILIAN HORROR

Strength	0	Attack Factor	11(9)
Maneuver Value	0	Defense Factor	3
Quickness	1	Hit Value	18
Morale Level	12		

GUARDIAN

Strength	0	Attack Factor	14(8)
Maneuver Value	1	Defense Factor	1
Quickness	2	Hit Value	14
Morale Level	10		

EXPLANATION OF TERMS

STRENGTH

The number listed for Strength is ADDED to the damage inflicted when a hit is scored.

MANEUVER VALUE

The defender's ability, trained or innate, to slip incoming blows. This value is subtracted from the attacker's Attack Factor when he rolls to hit.

QUICKNESS

The offensive speed of an individual's attack. All combatants will strike a number of times equal to their Quickness EACH combat round. The combatant with the Highest Quickness rating strikes first in all combats. When the Quickness ratings of both combatants are equal, the Player strikes first.

IMPORTANT - To keep track of strike priority, after each strike is taken, reduce the striker's Quickness by ONE and compare it to that of his opponent again. Remember that ties go to the Player when you use this system.

EXAMPLE

Our Hero is fighting the Manatode, a Quickness of 2 versus a Quickness of 1. Our Hero strikes first, then reduces his Quickness to 1. The values are now 1 vs 1. Because Our Hero is the Player, he strikes again taking both of his attacks before the Manatode can answer.

MORALE LEVEL

The number listed here is a number of Hit Points. When the number of hits taken equals or exceeds this number, the creature in question will use the Quickkill Option from that point until he or the Player is dead.

The Player is not restricted by this rule. He may use the Quickkill option at any time. All other possible combatants, except Goro's Master, use normal attack mode until they reach their Morale Level and Quickkill for every attack after they have reached it. Goro's Master NEVER uses Quickkill.

ATTACK FACTOR

The Attacker's base chance to hit with a blow before the Defender's Maneuver Value is taken into account. The value in parentheses is the Attacker's chance to hit using the Quickkill Option. The other failure is his chance using the normal attack mode.

DEFENSE FACTOR

The target's ability to withstand damage. This factor is subtracted from any damage scored on that target.

HIT VALUE

The number of hit points that a target takes before death. When this value is EXCEEDED the target is dead. In example, if Our Hero has taken 12 hits or less he is alive. If he takes more than 12 he is dead.

DAMAGE

Damage is scored when the attacker's roll on 2D10 is less than or equal to his Attack Factor after modification by the target's Maneuver Value. If the Maneuver Value is negative, the chance to score a hit on that target is increased.

The amount of damage scored each time that a hit results equals TWO + the Attacker's Strength when the Normal Combat Mode applies. The amount of damage scored is modified by subtracting the target's Defense Factor from the total. In example, a normal hit by Goro scores 4 hits. If the blow strikes Our Hero, Defense Factor 1, Goro scores 3 hits on him. Where the Defense Factor is negative, the amount of damage scored per hit is increased, i.e. 2 hits scored on the Manatode yield 4 hit points of damage. See Quickkill for other damage rules that can apply.

COMBAT OPTIONS

QUICKKILL

The Player may use this mode for any combat round. If he chooses to do so, he must use it for the entire combat round. Encounters use this mode when the damage they have taken exceeds their Morale Level and they are still alive.

Quickkill represents an all-out effort to do mayhem to your opponent, with little regard to protecting yourself from his thrusts. When the attacker uses this mode his effective Strength is increased by ONE. The damage he will score equals:

$$1D6 + (\text{Effective Strength} \times 2)$$

EXAMPLE

Goro has taken 18 hits and is in Quickkill mode. His effective Strength is increased to 3. He will score $1D6 + 6$ hit points each time that he scores a hit.

QUICKKILL DISADVANTAGES

- 1) Reduce the Attacker's Maneuver Value AND Defense Factor by TWO points each. He is both easier to hit and easier to hurt.
- 2) Reduce Quickness by ONE. If this reduces the value to zero, the Attacker receives all of his attacks before the Quickkill attack is resolved.
- 3) The Attack Factor in parentheses is used by the Attacker instead of the higher, unparenthesized value.

DEFENSIVE COMBAT

There are situations where the smart player's first priority will be to insure that he is not hit. When you choose to fight defensively your Maneuver Value is increased by TWO and

WHAT ABOUT HEROES?

Last issue, Volume 2 Number 2, was this editor's first. I would like your input about that issue and HEROES in general. It will help a great deal to provide you with the magazine that you want and deserve. Please send your comments to:

HEROES RESPONSE

ATTN: Richard Snider
The Avalon Hill Game Company
4517 Harford Road
Baltimore, MD 21214

I hope to hear from you soon. Whatever your opinion, I want to hear so that I can serve your interests in the pages of HEROES magazine. I need your help, your suggestions and, most especially, your input in the way of articles.

your Quickness is reduced by ONE. This simulates your commitment to avoid the attacker's blows as your first priority.

This should be enough rules. The point is the adventure, not its supporting mechanics. If you would like more realistic combat, modify the rules above or translate the statistics for the combatants into your favorite system and have at it.

STARTING BACKGROUND

You are a soldier, something of a mercenary and adventurer. For the last five years you have served the masters of Fortress Chian. This fortress is an isolated outpost located near the ancient Tower of Zinfeld, an ancient mage whose history is a legend of darkness and pain. While serving in the fortress you heard many stories about the tower, from travellers, tavern wags and other sources of undeniable veracity. On your discharge from service, after spending your money on various curios and a soldier's pleasure, you decided it was high time to see the tower for yourself.

Ignoring the legends of the tower being a pathway to Hell, you fight through a century of undergrowth to the tower. After clearing a path you find a way into the basement of the tower. What seems like hours are spent searching this level. Finally you come upon a large room, filled with wonder and glittering with a wierdly eldritch light

LET THE GAME BEGIN!!!

EQUIPMENT

Before beginning, you may want to know what you are carrying with you. You have:

- 1) A fine sword.
- 2) Leather Armor.
- 3) A small bag with enough food to last two days.
- 4) TWO Healing potions purchased from Jesimine the Witch prior to leaving. (Each potion will immediately heal $1D6 + 6$ hit points when it is consumed. They may not be used in combat and are expended when they are used.
- 5) One Dechan Spike. (This item is thrown using your Quickkill Attack Factor. It may only be thrown once per encounter. If it misses, you may recover it and try again in your next encounter. If it hits the target is killed and the spike is expended. It is only valuable to eliminate one opponent.

TREASURE

A SILVER AMULET is located somewhere in the tower. If it is found, your character can use it. When it is worn your Strength and your Defense Factor are BOTH increased by ONE.

PICTURE INDEX

The pictures relevant to the Crystal Key adventure are spaced throughout this magazine. The table below gives the location of these pictures.

PICTURE	PAGE	PICTURE	PAGE
1, 2 + 3	9	23	25
4 + 5	10	24	26
6	13	25 + 26	27
7 + 8	14	27, 28 + 29	28
9	15	30	29
10 + 11	16	31	30
12	17	32 + 33	31
13 + 14	18	34, 35, 36 + 37	32
15	19	39	33
16 + 17	20	38	34
18 + 19	21	40	36
20 + 21	22	41	38
22	23		

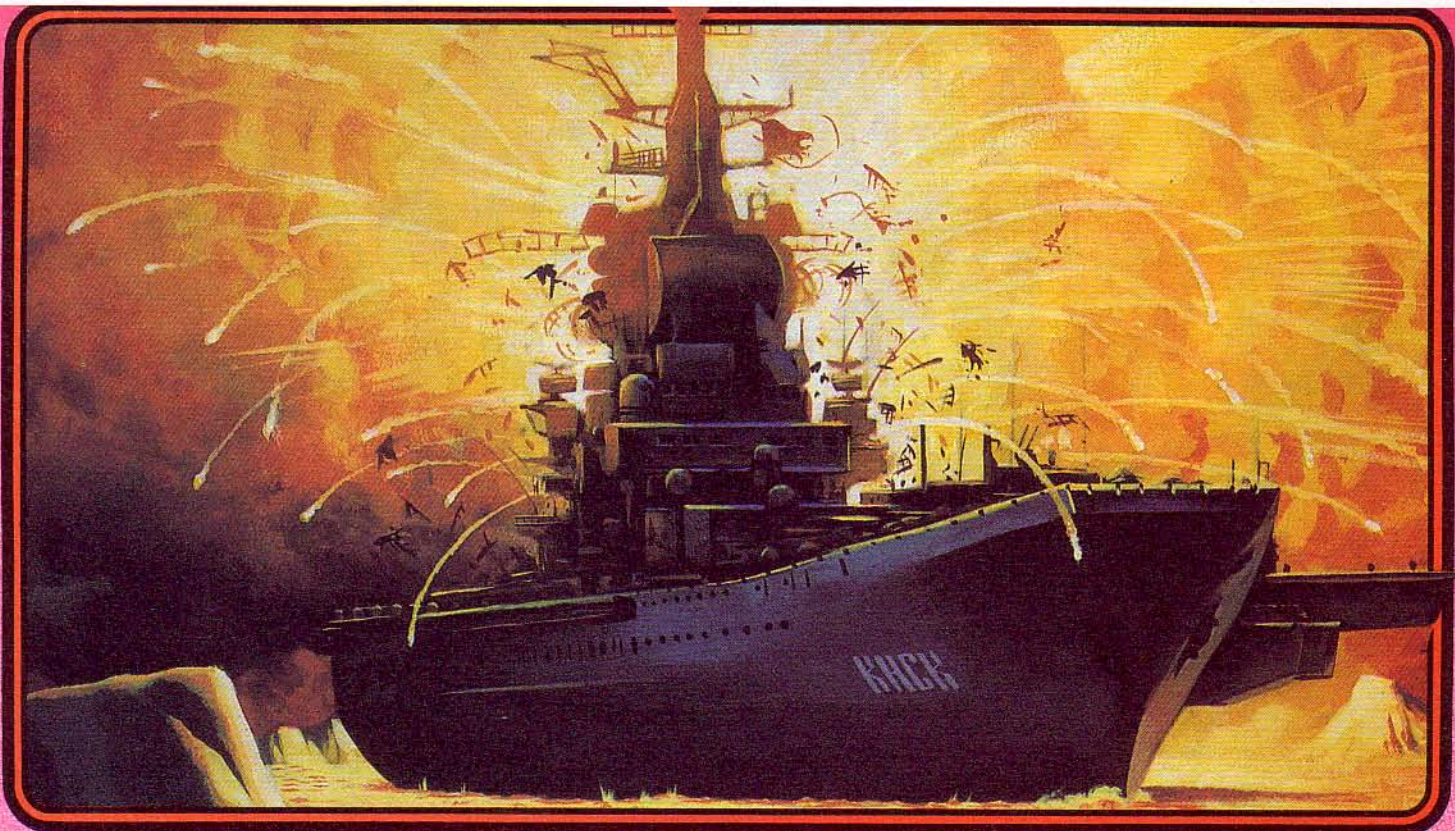
The CRYSTAL KEY



After moments just staring at the room's vast beauty it dawns on you that you have found a legend, Zinfeld's Menagerie. The bizarre and beautiful from the four corners of the world surround you, held in vessels of eldritch crystal. One of these exhibits, Soreta, is the most beautiful woman you have ever seen.

Soreta was a Sorceress of good reputation and greater power. She stands before you in the full bloom of both, frozen for eternity in her crystal tomb. A single tear runs down her face as your eyes meet. Turn this page if you dare to try and save her!

Story by:
Richard Snider
Art by: Jim Talbot



2nd FLEET MODERN NAVAL COMBAT IN THE NORTH ATLANTIC

30018
Packed 6
\$30.00

The explosion of the Harpoon SSM momentarily turns the black Arctic night into brilliant day. The Soviet carrier, Kiev, flagship of the Red Banner Northern Fleet, has been seriously damaged in its island structure, but it is still operational. Screened by menacing Soviet attack submarines, Kiev continues south with its task force to sever the vital NATO shipping lanes to Europe. The US A-6 Intruder that launched the SSM at 60-mile distance returns to its parent carrier, U.S.S. Theodore Roosevelt, with word that the Soviet fleet has passed the Greenland-Iceland-United Kingdom gap and is entering the North Atlantic. The new battle for the North Atlantic is about to begin.

A refinement of Victory Games' popular *Sixth Fleet*, *2nd Fleet* lets you compare the strengths and weaknesses of the Soviet Red Banner Northern Fleet and the US Second Fleet and its NATO allies as they come in conflict over control of the North Atlantic and Arctic Oceans. Will NATO be able to withstand a determined Soviet advance into the North Atlantic, or will the combined might of the Soviet Navy and Air Force crush the alliance? Only you can determine which side will emerge triumphant.

The five Introductory Scenarios teach you the capabilities of your submarine, surface, and air units. Your mighty aircraft carriers must be protected in Task Forces from torpedo attacks by lurking submarines, from surface-to-surface missile attacks by enemy battle groups and air wings, and from bombing attacks by high-flying bandits. Once you detect the enemy, you close in with your Task Forces to give battle. Moving on to the four Intermediate Scenarios, you will learn to coordinate your three unit types in major conflicts between enemy fleets.

The Advanced Scenario shows you the whole scope of modern naval warfare. Your vital airfields and ports become subject to attack and may be invaded by enemy marine, parachute, and commando units. Political and random events can shatter your carefully planned campaign. Expected reinforcements may be delayed. The initial Soviet strategy for the war may suddenly escalate, leading you to World War 3. A logistics option limits the amount of ammunition and fuel your ships have available, and you must keep your fleet replenished or suffer disaster. Other optional rules cover tactical nuclear warfare, cruise missile attacks, minelaying and sweeping, close combat between surface combatants, and many other details that make *2nd Fleet* the most realistic depiction of modern war at sea.

2nd Fleet comes complete with:

- Two 22" x 32" mapsheets covering the North Atlantic and Arctic Oceans, from the Kola Peninsula in the Soviet Union to the southern tip of Greenland and across to the United Kingdom.
- 384 1/4-inch playing pieces, representing individual surface ships and submarines and squadrons of air units.
- 260 1/2-inch markers.
- Rules booklet with a situation analysis of the Soviet and NATO strategies and abilities.
- One Logistics Roster pad.
- Two Deployment/Reinforcement Cards.
- Two Charts and Tables booklets.
- One 10-sided die.
- One counter storage tray.



VICTORY GAMES, INC.

43 West 33rd Street, New York, New York 10001

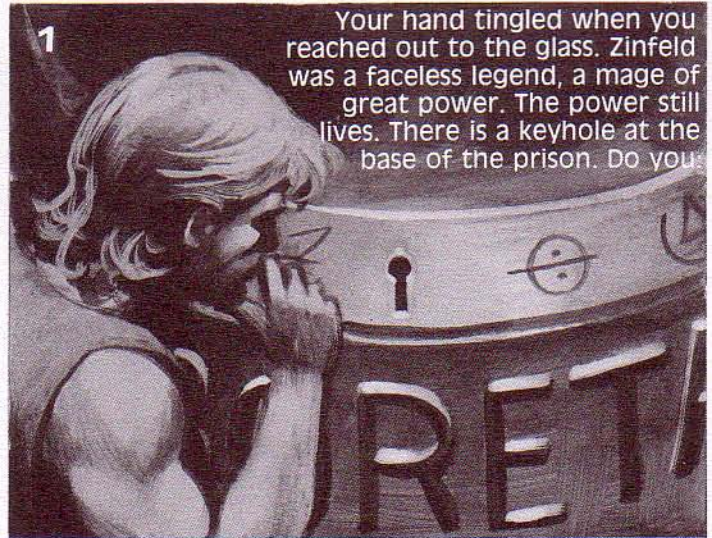
Division of Monarch Avalon, Inc., Baltimore, MD 21214

HOW TO PLAY

This adventure is played by moving from picture to picture. You do this by observing what is shown in the picture you are on and deciding which of the options given you would like to take. In certain cases, you will not have an option. When this occurs, go to the picture indicated or, if you lost, accept my condolences.

The forty-one adventure pictures are spaced throughout this magazine at the bottom of various pages. An index showing the location of these pictures is located on page 6. It is important, to your enjoyment and this adventure, that you do not look at these pictures before you reach them in the course of play.

Before you charge out into history, I have some tips. You are in an old tower of an exceptionally powerful magic-user. Expect magic and realize that the longer you stay, the greater your peril. With this said, I leave you to the tender mercies of Zinfeld.



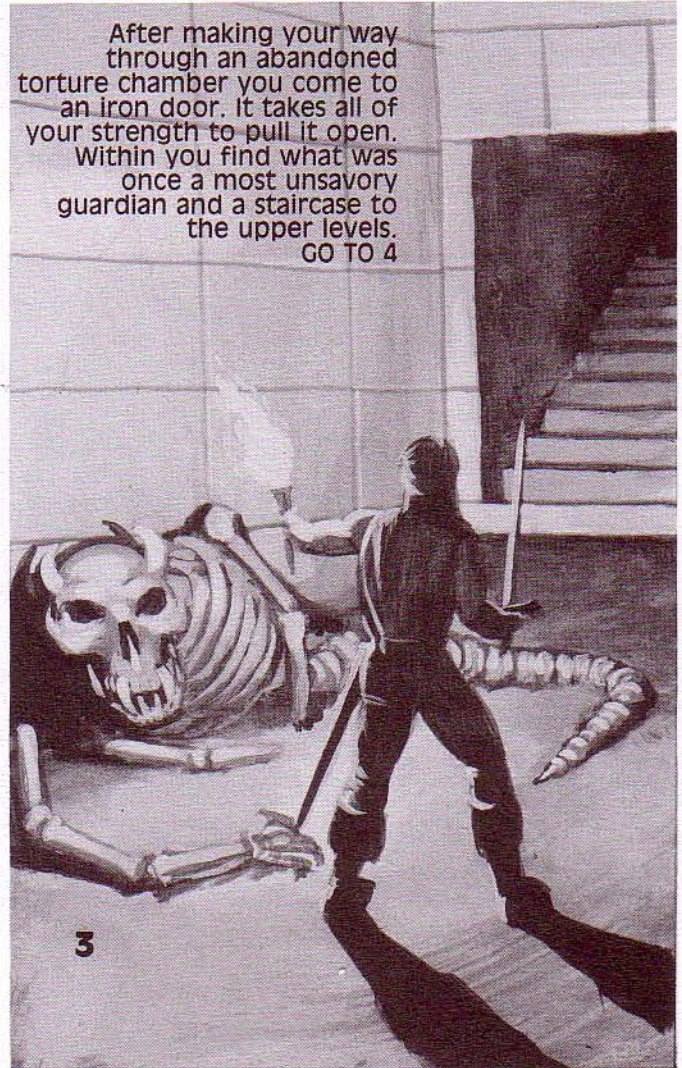
Your hand tingled when you reached out to the glass. Zinfeld was a faceless legend, a mage of great power. The power still lives. There is a keyhole at the base of the prison. Do you

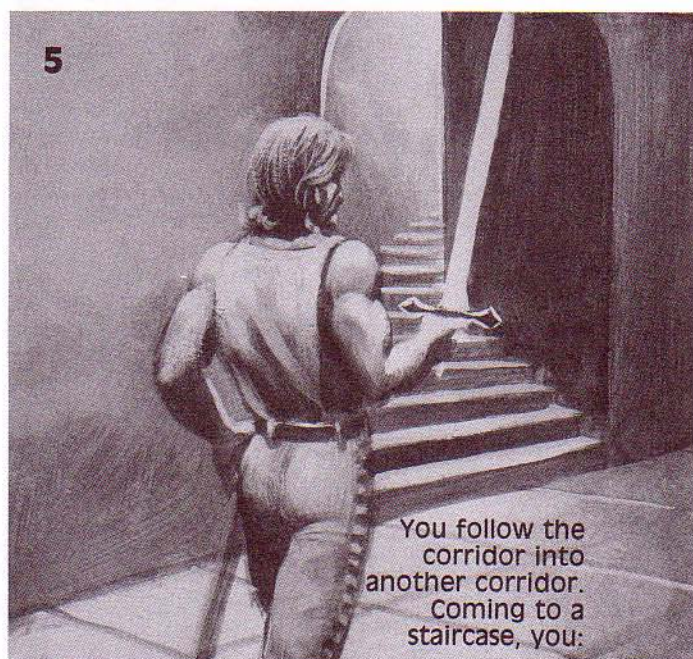
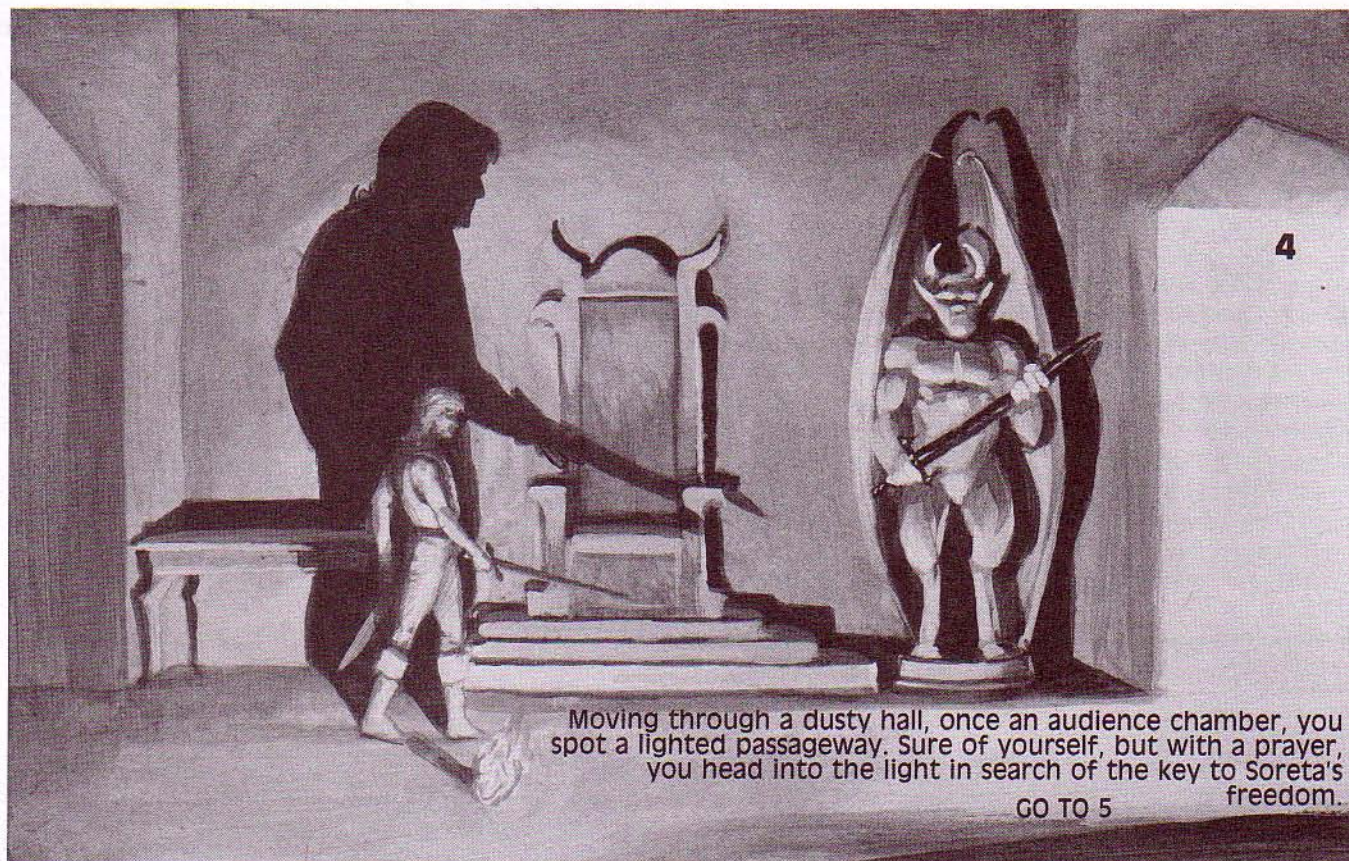
- Break the cage with a blow of your sword (20)
- Forget her, get some treasure and get out (32)
- Pick the Lock (31)
- Find the Key (2)

You move through dank tunnels seeking the center of the tower. The air is still and fetid, the passages are unkempt.
GO TO 3



After making your way through an abandoned torture chamber you come to an iron door. It takes all of your strength to pull it open. Within you find what was once a most unsavory guardian and a staircase to the upper levels.
GO TO 4





Take the stairs up (8)
Continue on (6)

HEROIC TRIVIA

- 1) What was the name of the greatest god in Babylonian myth?
- 2) Name the Egyptian god, or demon, whose goal is to consume the sun during Ra's nightly journey through the Underworld?
- 3) In Norse mythology, who was in charge of the god's famous apples?
- 4) Who is fated to slay Odin during Ragnarok?
- 5) A certain thing, found on trees, can kill invulnerable Norse gods and is nice to stand under at Christmas parties. What is it?
- 6) What two sons of Odin are fated to survive Ragnarok?
- 7) The Norse gods were comprised of two distinct groupings who allied into one. One of these groups was the Aesir. What was the name of the other?
- 8) In isolated parts of America's eastern mountains when a person died, a Sin-Eater was called in. What was he supposed to accomplish?
- 9) In Europe the common were-creature was a wolf. In Asia they were tigers. What animal were African shape-changers commonly believed to change into?
- 10) The route to enlightenment that Buddhists believe all men must master is called the _____ Path?

For Answers see page 38

BLACK SORCEROR

by
Mike Olson

A Rune Quest adventure for 4 to 6 players. Each player should have 2 to 4 skills rated at 75% or better.

GAME MASTER (GM)

It is up to the Game Master to get his players involved in this adventure. The adventure begins in a small town called Jotenheim. This town can be located on any map, in any world, that you want. It is up to you to blend this town, and this adventure, into your world.

As Game Master you must get the party to Jotenheim. Once there, Part One of this adventure begins. Let the party live peacefully a few days before you start the adventure. During this period, arrange for them to rent rooms at the Giant's Thumb Inn. Once they are settled, begin the adventure.

PART ONE: Jotenheim

GAME MASTER(GM)

A detailed description of Jotenheim is necessary for you to run this adventure smoothly. This module does NOT attempt to describe every person, place or thing in Jotenheim. To do so would take years and would get quite tedious. Instead, I describe the bare necessities. If you happen to encounter a person, place or thing that is not described in this module, use your best judgment to resolve the encounter.

JOTENHEIM HISTORY(GM)

Jotenheim was founded two hundred years ago by Remahd the Great. It was built to serve as a trading center and lies on top of an underground stream that supplies its fresh water. In the beginning it was often sacked by bandits. After it established itself, and developed substantial defenses, this raiding stopped. Ever since, it has grown and prospered. Jotenheim relies heavily on trade. It is inhabited by a number of villains and outlaws who exploit it.

POPULATION(GM)

Jotenheim has an urban population of 300 and a suburban population of 400. Its 700 citizens are ruled by the Baron Cane. The Baron commands two knights, a sheriff, twenty deputies, ten royal guards and a militia of fifty townspeople who enforce his will. All except the militia have the use of at least one cavalry horse.

ECONOMY(GM)

Jotenheim relies on trade. Much about the town, including its Baron, is corrupt. You can do almost anything, short of murder, and get away with it. In fact, even murder is rarely investigated very thoroughly. All weapons are legal in Jotenheim. Many unsavory people inhabit the town (Baron Cane, Sheryll the Sorceress, Atticus the Assassin, Radrar the Thief and Soloman the Mercenary to name a few). The only person in town who is both honest and rich is Dark Lance the Knight. He is unable to do much about the corruption and will not get involved "until the time is right."

LEGAL SYSTEM(GM)

The legal system, supposedly, is much like that current in the United States. A Judge (The Baron), court and jury decide all cases. Prisoners are held in a prison outside of town where they serve their sentences (a sentence of Life at Hard Labor is not uncommon). The system in Jotenheim is very corrupt. The deputies and sheriff accept handsome bribes, a large percentage of

which finds its way into the Baron's pocket.

TOWNSPEOPLE(GM)

The following stats describe the important NPC's that are to be encountered in this module. The module states when they are encountered. If the players encounter some other person, it is up to the Game Master to supply his or her stats.

ATTICUS THE ASSASSIN

STR	10	CON	10	MOVE	3		
SIZ	9	INT	13	HP	10		
POW	13	DEX	18	FAT	20		
APP	12						
LOCATION		AP/HP		LOCATION		AP/HP	
Right Leg		1/4		Left Leg		1/4	
Abdomen		1/4		Chest		1/5	
Right Arm		1/3		Left Arm		1/3	
Head		0/4					
WEAPONS	SR	ATT	PAR	DAMAGE			
(3) Darts	2/7	95%	11	1D6+Poison*			
Main Gauche	8	80%	65%	1D4+2			
Rapier	7	70%	85%	1D6+1			

*The three darts are each coated with a POT 20 knock-out drug. If the victim resists the drug he operates at 1/2 STR and DEX for the next 24 hours. Otherwise, the victim is knocked out for 24 hours.

Special Skills: Climb (60%), Dodge (60%), Listen (70%), Track (70%), Hide (65%) and Sneak (100%).

Spells: Intensity (60%) and Damage Boosting (60%)

Personality

Atticus is mild mannered and polite. He does not talk much. It is hard to believe that he is an assassin. He never forgives, or forgets, an enemy and always plots revenge against them.

BARON CANE

STR	14	CON	12	MOVE	3		
SIZ	10	INT	15	HP	11		
POW	12	DEX	13	FAT	26		
APP	15						
LOCATION		AP/HP		LOCATION		AP/HP	
Right Leg		2/4		Left Leg		2/4	
Abdomen		7/4		Chest		7/4	
Right Arm		5/3		Left Arm		5/3	
Head		8/4					
WEAPONS	SR	ATT	PAR	DAMAGE			
Ball + Chain	7	90%	50%	1D10+1			
Broadsword	7	66%	70%	1D8+1			
HeaterShield	8	20%	88%	1D6			

Special Skills: Fast Talk (65%), Orate (60%), Devise (45%), Hide (35%).

Spells: Intensity (60%), Range (50%), Enhance Dexterity (55%), Fly (40%), Skin of Life (35%).

Personality

Baron Cane is perverse and cruel with a dark sense of humor and a booming laugh. He has learned to fight well, a necessity with all the attempts on his life. After Dark Lance, he is Jotenheim's greatest fighter. His goals in life are to gain power and make money, at any cost.

MAP LOCATIONS (GM)

To run this adventure you will need to know the general purpose of the buildings shown on this map. Some will be described in detail. The remainder are listed on the Locations Table by letter code and type.

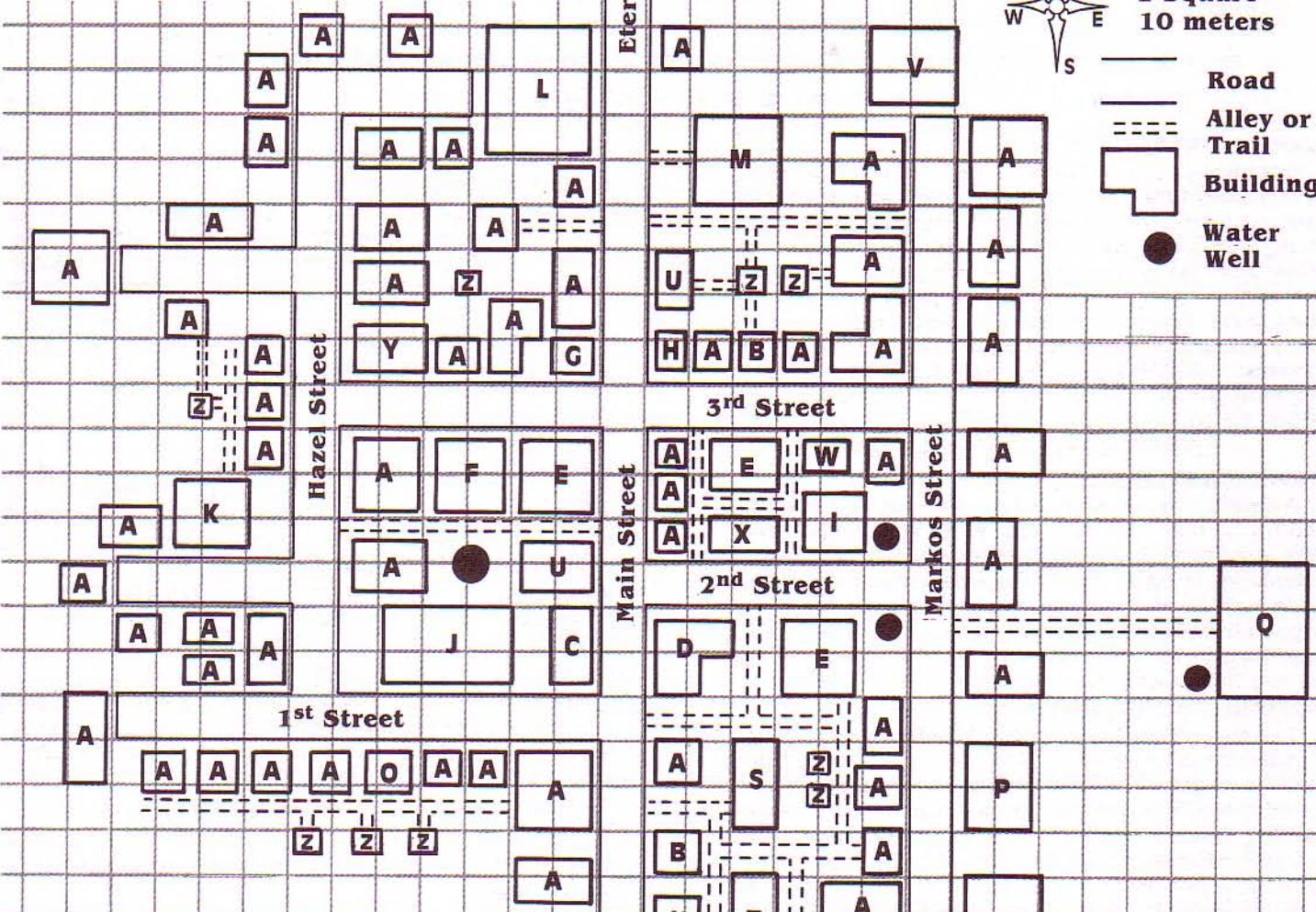
JOTENHEIM



MAP KEY

1 Square = 10 meters

- Road
- Alley or Trail
- Building
- Water Well



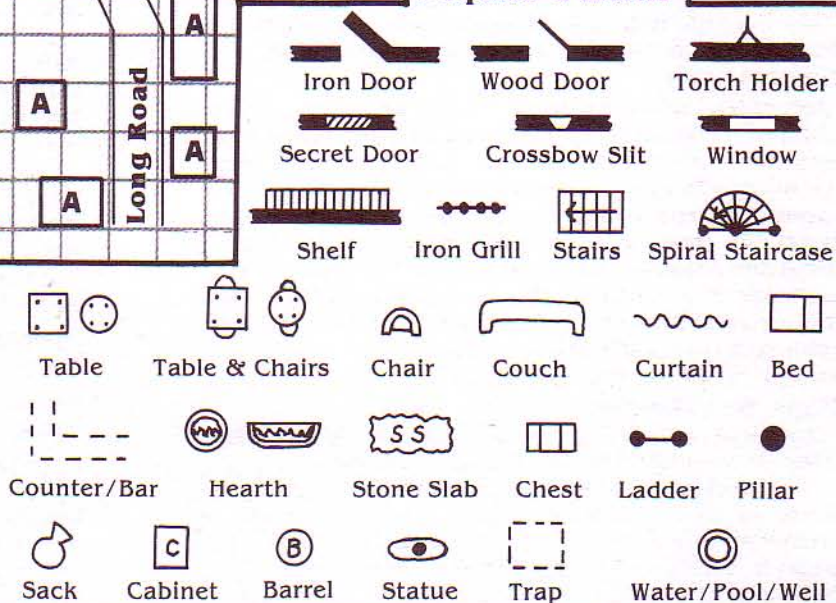
Location

LOCATIONS TABLE

Location	Definition
A	A home, residence, house.
B	A cheap tavern, dive.
C	Giant's Thumb Inn. *
D	Fancy tavern, inn.
E	General store.
F	Armory.
G	Blacksmith.
H	Clothing store.
I	Martial arts training center. *
J	Sword factory.
K	Radrar's house.
L	Expensive hotel.
M	Cheap hotel.
N	Dark Lance's home.
O	Broamar's house.
P	Alchemist store.
Q	Baron Cane's palace. *
R	Armor factory.
S	Atticus' home.
T	Soloman's home.
U	Fresh food store.
V	Sheryll's home. *
W	Drug store.
X	Trading post.
Y	Slave market.
Z	Sanitary facilities (an outhouse).

BUILDING KEY

1 Square = 2 meters



BROAMAR THE BUM

STR	8	CON	8	MOVE	3
SIZ	10	INT	15	HP	9
POW	12	DEX	16	FAT	16
APP	10				
LOCATION	AP/HP		LOCATION	AP/HP	
Right Leg	0/3		Left Leg	0/3	
Abdomen	0/3		Chest	0/4	
Right Arm	0/3		Left Arm	0/3	
Head	0/3				

WEAPONS	SR	ATT	PAR	DAMAGE
Knife	7	50%	25%	1D3 + 1

Special Skills: Climb (65%), Dodge (65%), Jump (55%), Woodcraft (50%), Sleight (55%), Hide (50%).

Spells: None.

Personality

Broamar is basically a good man. He is pleasant to talk to but his stealing and begging often get him into trouble.

DARK LANCE THE KNIGHT

STR	14	CON	12	MOVE	3		
SIZ	12	INT	10	HP	12		
POW	10	DEX	9	FAT	26		
LOCATION			AP/HP	LOCATION		AP/HP	
Right Leg			*1/4	Left Leg		*1/4	
Abdomen			*3/4	Chest		*3/5	
Right Arm			*2/3	Left Arm		*2/3	
Head			*0/4				

*When Dark Lance feels threatened or plans to fight he wears a full suit of plate armor (8AP).

WEAPONS	SR	ATT	PAR	DAMAGE
1H BattleAxe	7	80%	71%	1D8 + 2 + 1D4
Broadsword	7	100%	80%	1D8 + 1 + 1D4
Kite Shield	8	32%	102%	1D6 + 1D4

Special Skills: First Aid (65%), Scan (50%), Listen (45%).

Spells: Divination (One use), Shield (One use), True Sword (One use).

Personality

Dark Lance is a popular man. He likes women and wine. He has a high sense of honor and never breaks a law. He hates corrupt people and his anger is second to none when it is aroused.

LUN WOE, The Martial Arts Teacher

STR	8	CON	8	MOVE	3
SIZ	9	INT	10	HP	9
POW	9	DEX	16	FAT	16
APP	8				
LOCATION		AP/HP		LOCATION	AP/HP
Right Leg		0/3		Left Leg	0/3
Abdomen		0/3		Chest	0/4
Right Arm		0/3		Left Arm	0/3
Head		0/3			

WEAPONS	SR	ATT	PAR	DAMAGE
Fist	8	91%	76%	1D3
Kick	8	87%	--	1D6
Grapple	8	60%	--	1D6
Head Butt	8	48%	--	1D4

Special Skills: Climb (81%), Dodge (79%), Martial Arts (81%), Listen (82%), Scan (45%), Search (32%), Track (31%), Hide (44%), Sneak (43%).

Spells: Iron Fist (3), Berserk (One use), Dullblade (2), Mobility (1).

Personality

Lun Woe talks in riddles and constantly uses old sayings. He is a wise, kindly, old man who is both honest and poor.

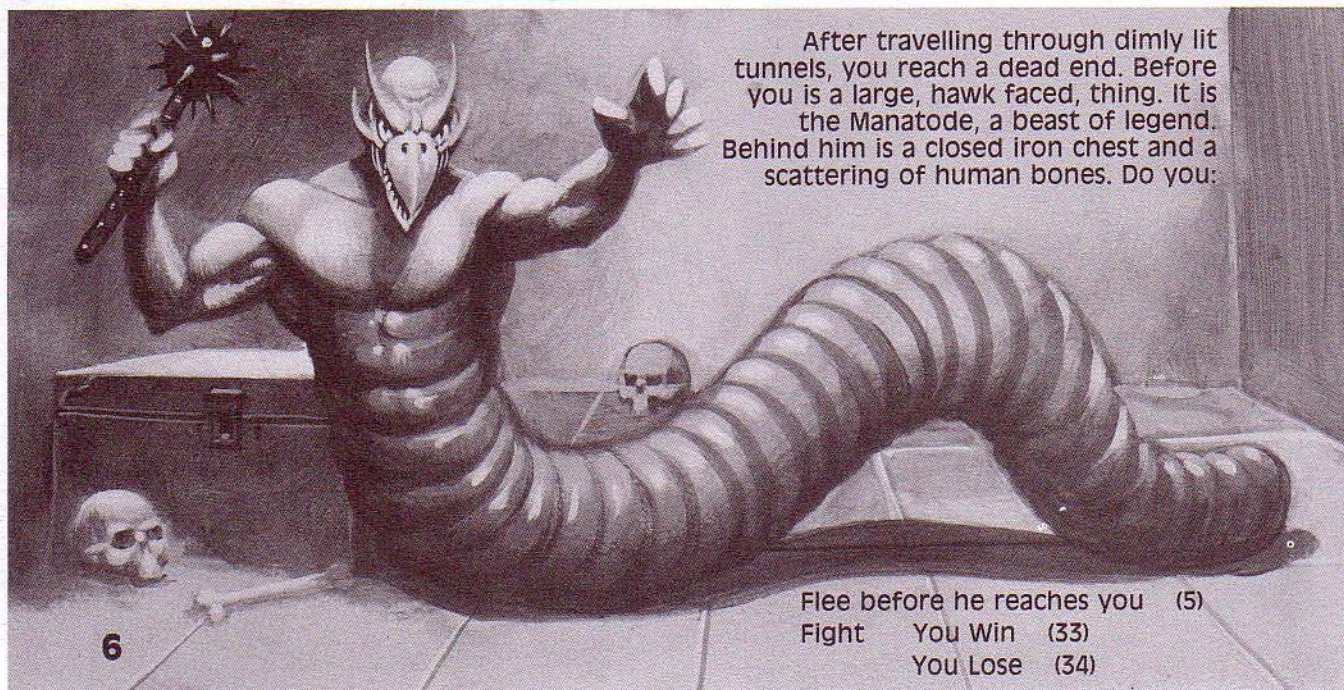
RADRAR THE THIEF

STR	10	CON	15	MOVE	3
SIZ	8	INT	12	HP	12
POW	5	DEX	18	FAT	25
APP	9				
LOCATION		AP/HP	LOCATION	AP/HP	
Right Leg		1/4	Left Leg	1/4	
Abdomen		2/4	Chest	2/5	
Right Arm		2/3	Left Arm	2/3	
Head		0/4			

WEAPONS	SR	ATT	PAR	DAMAGE
(2)Thr.Knife	2/7	82%	--	1D4
Gladius	7	71%	68%	1D6 + 1
Main Gauche	8	60%	74%	1D4 + 2

Special Skills: Climb (90%), Dodge (82%), Jump (71%), Swim (48%), Fast Talk (51%), Conceal (60%), Devise (100%), Sleight (79%), Listen (90%), Search (80%), Hide (55%), Sneak (55%).

Spells: Enchanting (65%), Summoning (50%), Binding Enchantment (50%), Summon Hellion (52%), Dominate Hellion (60%).



After travelling through dimly lit tunnels, you reach a dead end. Before you is a large, hawk faced, thing. It is the Manatode, a beast of legend. Behind him is a closed iron chest and a scattering of human bones. Do you:

Flee before he reaches you (5)
 Fight You Win (33)
 You Lose (34)

Personality

Radrar is a braggart who whines constantly. He is something of a coward, but is an excellent fighter. He loves to practice throwing his knives, especially at hapless victims. He will do **anything** to get out of a bad situation.

SHERYLL THE SORCERESS

STR 8 **CON** 13 **MOVE** 3
SIZ 10 **INT** 16 **HP** 12
POW 19 **DEX** 12 **FAT** 21
APP 17

LOCATION	AP/HP	LOCATION	AP/HP
Right Leg	0/4	Left Leg	0/4
Abdomen	*3/4	Chest	*3/5
Right Arm	0/3	Left Arm	0/3
Head	0/4		

*Sheryll wears a black silk blouse and short skirt that are armor enchanted to give her 3AP in the areas covered, the chest and abdomen.

WEAPONS	SR	ATT	PAR	DAMAGE
Dagger	8	62%	40%	1D4 + 2

Special Skills: Dodge (70%), Fast Talk (65%), First Aid (55%), Devise (55%), Hide (45%).

Spells: Ceremony (80%), Enchant (77%), Summon (60%), Duration (85%), Intensity (90%), Multispell (42%), Range (75%), Animate Earth (88%), Form/Set Earth (90%), Apprentice Bonding (60%), Armoring Enchantment (40%), Cast Back (55%), Create Familiar INT (88%), Damage Boosting (65%), Mystic Vision (35%), Tap Strength (54%).

Personality

Sheryll is an evil witch. She delves into all types of magic and thirsts for nothing less than world domination. She will do anything, and use anybody, in order to get what she wants. When people do not do what she wants she gets mad as a hellcat. Currently, Sheryll is trying to create the perfect bodyguard for herself. She has recently acquired a magical staff that has the spell Create Vampire enchanted into it. She needs to find the perfect human specimen to use this spell on.

SHERYLL'S FAMILIARS

Sheryll has two familiars. Both are large, black dogs who are war-trained. The larger of the two is named Brutus, the smaller is Kugar. Many of her spells are stored

in the minds of these dogs, not her own. She also uses the dog's magic points before she uses her own. The following table shows which spells reside in the minds of which familiar:

BRUTUS stores -

Apprentice Bonding, Armoring Enchantment and Cast Back.

KUGAR stores -

Damage Boosting, Mystic Vision and Tap Strength.

SHERYLL uses her own mind to store -

Animate Earth, Form/Set Earth and Create Familiar INT.

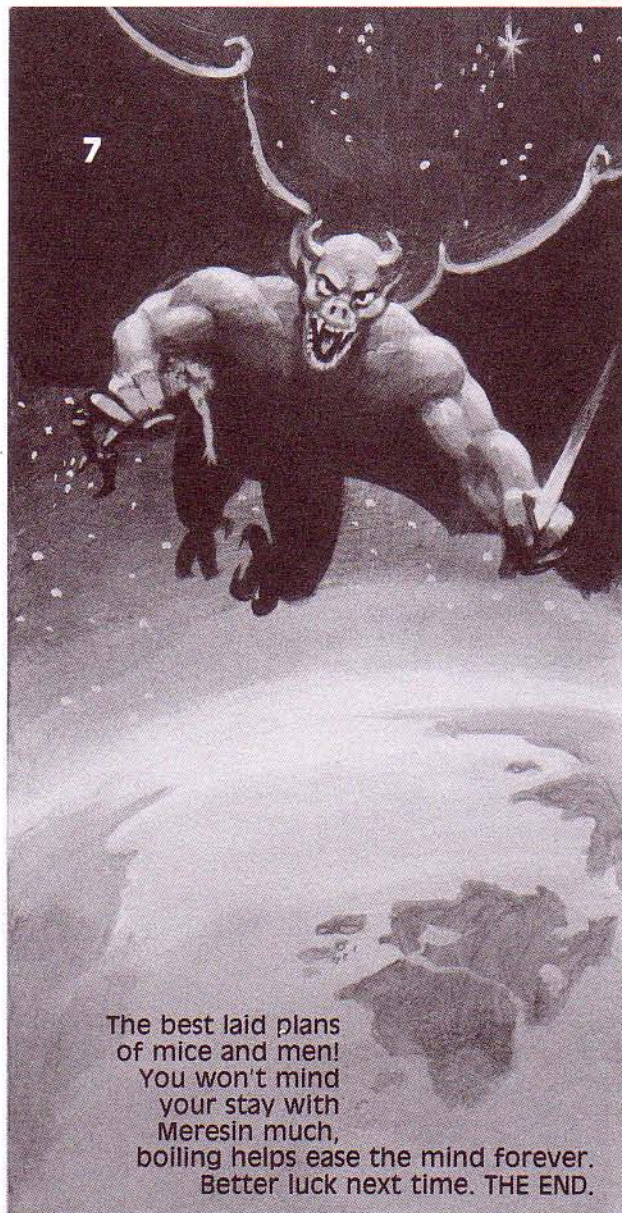
The following tables list the relevant stats for Brutus and Kugar.

BRUTUS

STR	CON	MOVE	HP	FAT
9	16	6	12	25
SIZ	7	INT	6	
POW	8	DEX	12	

LOCATION	AP/HP	LOCATION	AP/HP
Right Hind Leg	1/3	Left Hind Leg	1/3
Hind Quarters	2/5	Fore Quarters	2/5
Right Fore Leg	1/3	Left Fore Leg	1/3
Head	2/4		

WEAPONS	SR	ATT	PAR	DAMAGE
Bite	9	41%	- -	1D8



The best laid plans
of mice and men!
You won't mind
your stay with
Meresin much,
boiling helps ease the mind forever.
Better luck next time. THE END.

The stairs leave you on a landing with doors to the right and left. Do you:

- Enter the right hand door (36)
- Enter the left hand door (9)
- Go back down the stairs (5)

8



KUGAR

STR 7	CON 17	MOVE 6	
SIZ 6	INT 6	HP 12	
POW 10	DEX 14	FAT 24	
LOCATION	AP/HP	LOCATION	AP/HP
Right Hind Leg	1/3	Left Hind Leg	1/3
Hind Quarters	2/5	Fore Quarters	2/5
Right Fore Leg	1/3	Left Fore Leg	1/3
Head	2/4		

WEAPONS	SR	ATT	PAR	DAMAGE
Bite	9	43%	--	1D8

NOTE - Both dogs wear leather barding, leggings and a collar.

Special Skills: The skills usable by the dogs are listed in the table below:

SKILL	BRUTUS	KUGAR
Dodge	29%	31%
Listen	36%	38%
Track	77%	79%

SOLOMAN THE MERCENARY

STR	9	CON	11	MOVE	3
SIZ	10	INT	13	HP	11
POW	10	DEX	12	FAT	20
APP	8				
LOCATION		AP/HP		LOCATION	AP/HP
Right Leg		0/4		Left Leg	0/4
Abdomen		5/4		Chest	5/5
Right Arm		2/3		Left Arm	2/3
Head		6/4			
WEAPONS		SR	ATT	PAR	DAMAGE
Rapier		7	68%	65%	1D6+1

Special Skills: Dodge (63%), Fast Talk (54%), Evaluate (98%), Mineral Lore (72%), Conceal (65%), Devise (25%), Search (45%), Track (40%), Hide (42%), Sneak (38%).

Spells: Mind Link (One use), Shield (One use).

Personality

Soloman is out to make a buck any way that he can. He has no morals. He will do anything to save himself. This mercenary is a crafty person who often hires others to do his dirty work for him.

THE GIANT'S THUMB INN

(GM) This inn is used in many encounters. It plays a major role in this adventure. The areas of the inn, as shown on the map of the inn, are described in the sections below.

AREA 1: Drinking Room

This well furnished tavern room has two small tables seating four persons each, a large table that seats seven and a bar that seats five. A few windows light the room during the day. Torches light it at night. A portly bartender works the bar. Behind him is a large shelf holding just about any kind of drink you can think of. (GM) 2D6 customers are normally present here.

AREA 2: Office

This room has no windows. It is lit by four torches. A desk, chair, two barrels and small chest fill the room. (GM) One barrel is full of beer, the other contains wine. The chest holds the day's earnings (10 - 100 coins). The desk has paperwork and bookkeeping sheets on it.

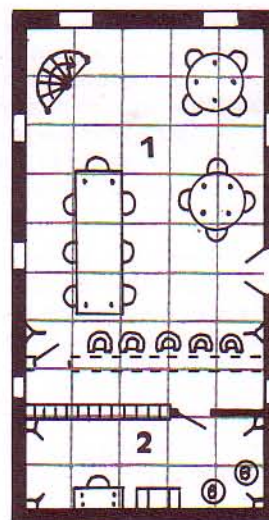
AREA 3: Rental Rooms

Each room has only the barest of furnishings (bed, desk, chair and torches) and is lit by a single, barred window during the day.

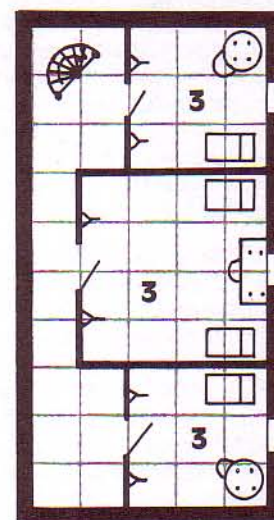
(GM) The two smaller rooms can be rented for a penny a night. The larger room costs two pennies per night. Neither fee includes meals, drink or other services. When the players are at the inn all of these rooms are vacant unless they choose to rent them.

THE GIANT'S THUMB INN

Level 0



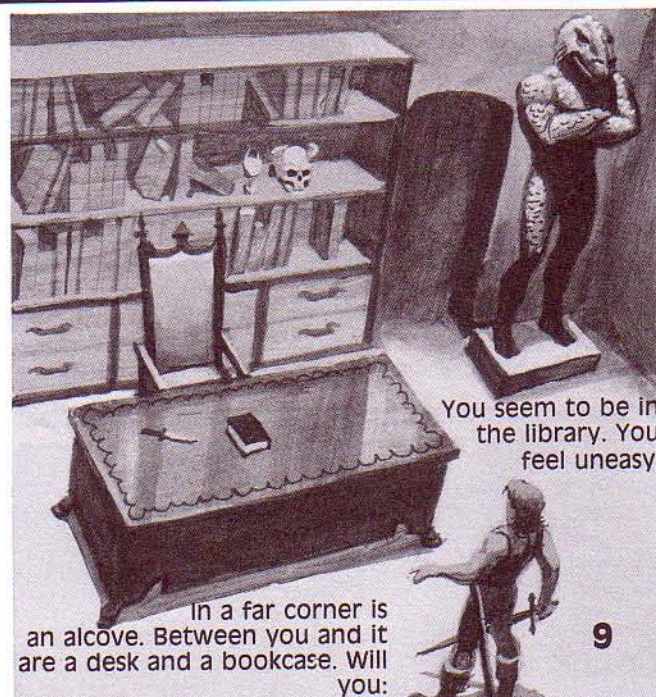
Level 1



ENCOUNTER 1: The Brawl

(GM) After a day or two in Jotenheim the first encounter takes place. It occurs on the first floor of the Giant's Thumb Inn while the players are gathered for a drink at the bar or one of the tables. As they drink, the encounter below takes place.

You and your friends are having a few drinks and a good time. The last time that you looked, there were seven other people in the inn. Four of them were seated at the table in the Northwest corner. Two others, a beggar and a young girl, sat together at the far end of the long table. The seventh was a chubby, middle aged man who, for some unknown reason, seems more dangerous than he looks. Sensing something, you take another look around



Enter the alcove without touching anything in the room (12)
Search the Room (10)
Take something and Enter the Alcove (11)

the room. The men at the table seem to be studying the bum and the girl. There is no doubt in your mind that they are thieves and that they plan to attack the pair. Oh well, at least they aren't bothering you. You turn back around and continue your revels.

Less than a minute later you hear a "crack" and a loud crash. You turn around in time to see the thieves overturn another table and throw a number of mugs aside. Thoughtlessly, one of these mugs is cast into the middle of your party, soaking all of you. You feel a rising anger swelling in your breast.... "These thieves are going to pay for this" you think as you see them draw their weapons and attack the beggar and the girl.

(QM) The bum is Broamar. The young girl's name is Torrent. She remains helpless in this fight while Broamar tries to protect them both with his knife. Because she has no effect on this combat, Torrent's stats are not given.

The thieves are led by Radrar, a master thief. The three thieves with him have normal human stats. They use Gladius (50%ATT/50%PAR) and Main Gauche (40%ATT/50%PAR) for weapons and have no armor. The stats for Radrar and Broamar can be found in the beginning of this module.

The thieves are somewhat cowardly but they won't run until Radrar runs or dies. Radrar will run if two of the other thieves are killed or if he sustains two or more wounds himself.

Hopefully, the players will help Broamar and his girl. If they don't, tell the players that one of the thieves says "What are you gawking at" and attacks a random member of the party. (If this fails to get them involved, check their pulse.) After the brawl, read the following:

When the fight ends Broamar introduces himself and young Torrent and offers to buy a round of drinks for your help. You drink and talk for a while before Broamar changes the subject and says:

"This girl, like I said 'afore, is called Torrent. Found her in the streets a while back and I've taken care of her since. A strange one is my Torrent, but she's a good girl. The shame is that I am only a beggar. I can't afford to take care of her and bring her up proper. I ask you, could you take care of her for me. You seem to be well off and nice folks to boot. What do you say?"

(QM) If the players are hesitant to take Torrent under their wing, give them hints that it would be wise for them to do so. She is a heavy link in this adventure.

The man who was sitting by himself watched the whole battle. He is Soloman the Mercenary. He has just seen a chance to make some money. Recently, he heard that Sheryll the Sorceress was offering a hefty reward on the black market for the delivery of Jotenheim's most muscular and skilled fighter to her. Soloman has decided that one of these strangers will do nicely for this. He will try

to capture the player with the highest total STR + SIZ to sell for the reward. For now, he leaves the bar to hire others to help him with this task.

After the party has agreed to adopt Torrent, the bum thanks them, says a tearful farewell and leaves. As they get up and start to head up the stairs to their room, two people enter the bar. These men draw broadswords and move towards the party, pushing aside tables and chairs as they do so. When they are less than five feet away from the party, the one on the right bellows:

"All right murderers, I think there is some hush money owed here. A paltry 10,000 coins each will buy silence. Pay us or die!"

(QM) The players don't know it but these are corrupt deputies in the Baron's service. They are not uniformed and do not announce their status in any way. If the players do not agree to pay immediately, the deputies will start to beat them with singlesticks. Hopefully, this will cause the players to fight back. If they do, the deputies will begin using their broadswords.

Killing or harming a deputy means real trouble. It is important for the purposes of this module that the party gain Baron Cane as an enemy. The deputies are normal humans armed with broadsword (50%ATT/50%PAR) and singlestick (51%ATT/44%PAR).

THE MARTIAL ARTS TRAINING CENTER

AREA 1: The Front Office

The room contains a table and two chairs. Two barred windows are open to the night sky. During the day a clerk is present. At night it is vacant.

AREA 2: The Back Office

This office contains a table, a chair and a cabinet. (QM) The cabinet has a concealed panel (55% skill). Behind the panel is a sack containing the center's earnings for the week (10 - 120 pennies). The table has paperwork on it.

AREA 3: The Training Room

This is a large room. Its center is completely open. Each corner of the room has a statue. They are a Ninja, a Samurai, a Monk and a statue of Ninjitsu (Demigod of Martial Arts). Barred windows light the room during the day. At night it is lit by four torches.

ENCOUNTER 2: Friends

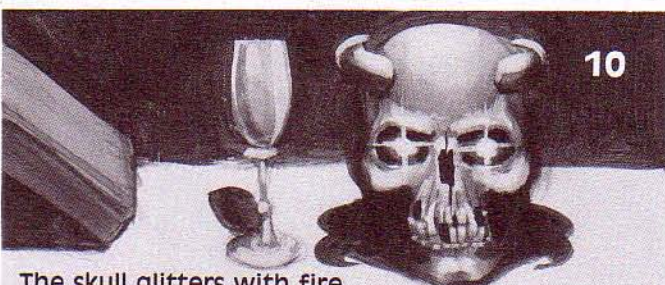
After eliminating the deputies, the party will head up to their room - possibly to throw together what valuables they have. When they reach the room they find a note tacked to their door. It says:



A resonant voice booms "MINE!" Turning, you see a reptilian horror, the statue lives. You:

Give back what you took and Enter the Alcove. (12)

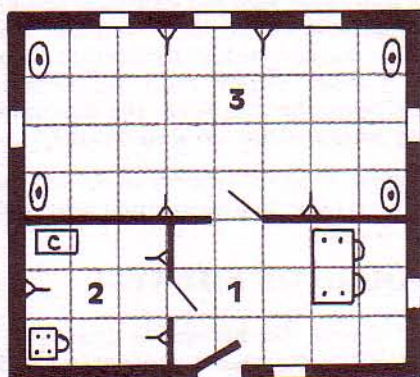
Fight him You Win (12)
You Lose (34)



The skull glitters with fire and laughs demonically as you touch the bookcase. Vertigo assails you. You seem to smell fetid, cloying steam.

GO TO (7)

THE MARTIAL ARTS CENTER



"Come to Lun Woe's Martial Arts Training Center at ten tonight. Meet me in the training room. A Friend."
(GM) Hopefully the players will be curious enough to go to this meeting. When they do, they find the front door open and the center deserted except for the men in the training room.

On entering the training room the party sees two men in the center of the room. The one on the left is dressed in an expensive suit of plate armor. He has a Battle Axe in his left hand and a Kite Shield on his right. His visor is lifted revealing a middle aged man with blond hair. The old man on his right is unarmed and unarmored. He is a short, oriental-looking man with wise eyes.

(GM) The man in armor is Dark Lance, the oriental is Lun Woe. They are not the player's enemies and will not attack. They will defend themselves if the party attacks.

Dark Lance does most of the talking. When the pair see the party, read the following:

"I am Dark Lance. My friend is Lun Woe. You may not realize it but you are in trouble. Killing the thieves was no loss but you also killed two of the Baron's deputies. That puts a big price on your heads." After a pause, Dark Lance continues, "The ruler of this town is Baron Cane. The Baron is a corrupt man, and the legal system of this town reflects this. His officials seek, and accept, hefty bribes, a good bit of which goes to the Baron. Since you defied his law, didn't pay the bribe and went so far as to kill two of his own, he will surely come after you. This makes you our friend. Together we can kill the Baron and rid Jotenheim of the root of all its evil! What do you say?"

(GM) If the players are smart, they will agree to the plan. If they agree, read the following:

"We kill him tomorrow night. I will have everything ready by then. We enter the palace in darkness, kill the Baron and sneak back out. It should all take less than an hour. Meet me at my house tomorrow."

After saying this the men show the party out and lock up. The party will head back to their inn.

ENCOUNTER 3: The Capture

(GM) This encounter occurs as the party heads back to the Giant's Thumb Inn after meeting Dark Lance and Lun Woe. If the party does not go to this meeting, it will happen the next time, after killing the deputies, that they leave the inn.

The party is travelling on an empty street at night. They are ambushed by Solomon the Mercenary and his hirelings, Atticus the Assassin and his band of ten thugs. Their object is to capture the player with the highest STR and SIZ total as detailed previously. Atticus' first attack will be a thrown dart cast at this target. This cast should



automatically succeed. It is vital to the adventure. After the target goes down, read the following to the players:

As you walk down the street you hear a "thunk" and hear one of your friends fall. You turn in time to see (insert appropriate player's name) being dragged away by three men. One of the men dragging him looks familiar (Soloman), they have never seen the others. As things start to heat up, a calm, dangerous-looking man holds a dagger to your unconscious friend's throat. Soloman says, "Come any closer, he dies," pointing to your friend. They continue to drag him away. To compound the problem, the party will notice that they are surrounded by ten armed men, all grinning hideously.

(GM) Stress that, if the players attack, their friend will die (Only a fumble misses, no armor applies and any hit kills). After stressing this, tell them that their friend has been dragged out of sight. As soon as this happens, the ten thugs surrounding the party attack. All are normal humans armed with broadsword (56%ATT/50%PAR) and main gauche (50%PAR). They fight until seven of them are slain. When this occurs they flee, never to be seen again.

After the battle inform the players that it is impossible to track their captured friend. Also mention that they are exhausted and will be worthless to anyone unless they rest soon. They have given their word and must be fresh for the attack on the Baron tomorrow night.

(GM) The players should be made to return to the inn and sleep. When they wake in the morning, read the following:

You wake refreshed. You wish you could sleep longer but there is too much to be done today. A knock sounds at your door. You open it to find Lun Woe standing there:

"As the river flows on, its course can alter. We must see Dark Lance immediately, our plans have changed."

Lun Woe takes the party to Dark Lance's home. They meet him in room #7. No description is given because this house is not an adventure site. When they arrive in the room, read the following:

You sit at a table with Dark Lance and Lun. You are anxious for Dark Lance to say why he has called you here.

"It has come to my attention, through contacts in the black market and the underground, that you were attacked last night. Your friend has been taken and sold to Sheryll, an evil sorceress. She plans to use him in a vile ritual that will make him her vampiric servant. Fortunately, this spell takes a week to complete. If we can get to your friend sooner, he will be all right. I have decided that this is more urgent than our previous plan. I wish to postpone the attack on the Baron and rescue your friend today. What do you think?"

(GM) If the players agree, proceed to Sheryll's house. Each room there is described fully. The party must search the house to find their friend.

THE HOUSE OF SHERYLL

AREA 1: The Hall

This large hall is shaped like an upside down T. It is pitch black. To the right of the double doors stands a demon statue. Its stone eyes look down the length of the narrow hall.

(GM) One of Sheryll's familiars, Brutus, stands guard at the west end of the hall. If he notices the party, he will attack. Otherwise the party may be able to avoid a fight here. If a fight occurs, Brutus will fight until he dies. If he is killed, Sheryll will know her house has been invaded and won't be surprised when the party reaches area 11.

The trap in this room is magical. If a player whose eyes are not covered with his LEFT hand steps on the marked hex, the trap is set off. The focus for this enchantment is the eyes of the demon statue. The effect is a 12 STR Holdfast spell with a duration of 80 minutes and an 80% chance of working. The statue has enough POW to cast this spell twice.

AREA 2: The Kitchen

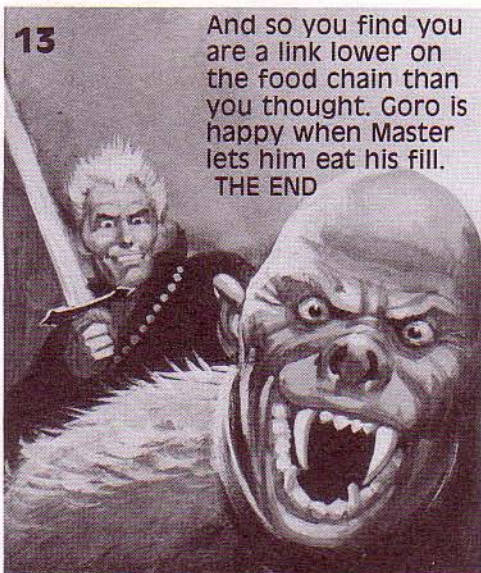
Two long tables with kitchen utensils on them sit against the east and west walls of the room. A cooking hearth is set into the center of the room's floor.

AREA 3: Conference Room

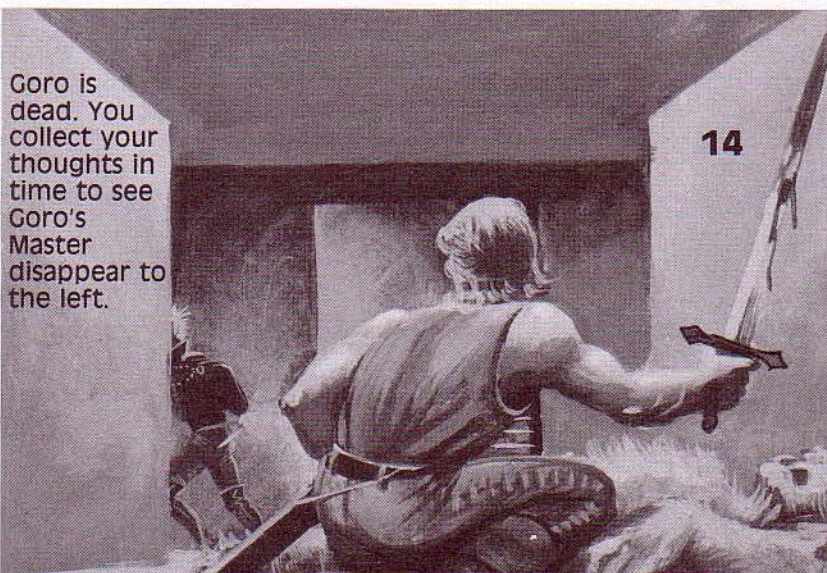
The room contains a table and four chairs.

AREA 4: Lounging Room

A couch and chair sit against the east wall. Colorful tapestries hang on all four walls.

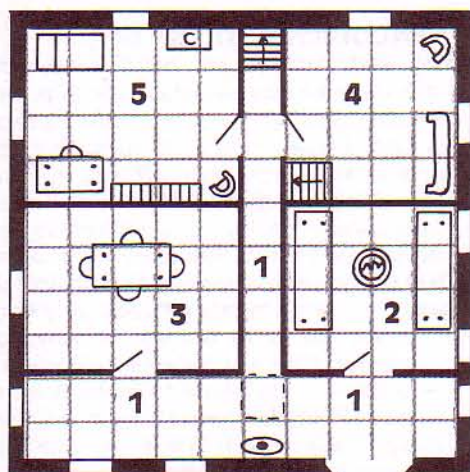


And so you find you are a link lower on the food chain than you thought. Goro is happy when Master lets him eat his fill.
THE END

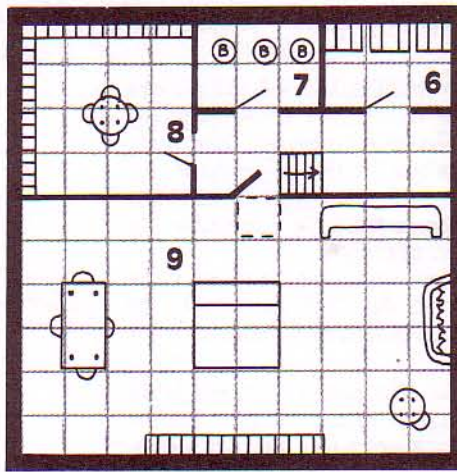


Goro is dead. You collect your thoughts in time to see Goro's Master disappear to the left.

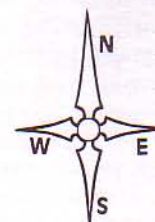
Chase him (15)
Take the corridor to the right. (16)
Take the stairs. (17)



Level 0

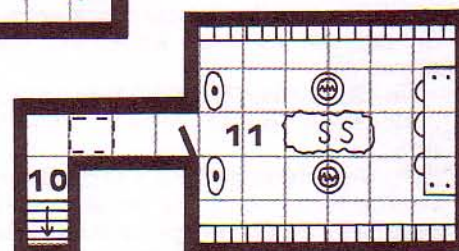


Level 1



SHERYLL'S HOUSE

Level -1



AREA 5: Guest Room

A bed is in the Northwest corner. There is a chair in the Southeast corner and a large table with a chair in the Southwest corner. A cabinet stands in the Northeast corner.

(GM) When Sheryll has an apprentice he or she lives here. Currently the room is being used by Solomon the Mercenary. When the party enters he is on the bed. If he notices the players, he will attack.

AREA 6: Treasure Vault

This small room has three chests along the North wall. (GM) The chest to the left contains 640 coins. The center chest holds jewels of all kinds worth a total of 1280 pennies. The chest to the right contains 10 gold bars worth 220 coins each. The first two chests weigh 10 ENC each. The chest with the gold bars in it weighs 30 ENC.

AREA 7: Storage Room

This room contains three barrels (two full of beer, the other full of water) and a number of hand tools.

AREA 8: Study Room

A table with four chairs is in the center of the room. The North and West walls have shelves that are loaded with books.

(GM) Most of the books are worthless. A few can be found that teach how to use various weapons, with none teaching at over 55%. Many of the books are about magic but none are good enough to be used to learn magic.

AREA 9: Sheryll's Bedroom

This is a huge room. In the center is a silk covered bed. A couch sits in the Northeast corner. A table and some chairs are at either end of the chamber and a set of shelves are mounted on the South wall.

(GM) The door to this room is padlocked. The padlock has a Venom spell enchantment on it that has a (POT 6) and enough POW for one use in it. This spell has an 80% chance of working and will not effect Sheryll.

Most of the books in the room are worthless. At the West end of the shelves are three magic booklets. They cover Armor Enchantment (60%), Damage Boosting (50%) and Mystic Vision (30%), i.e. one booklet on each spell. Sheryll has been using these books recently.

AREA 10: Underground Hall

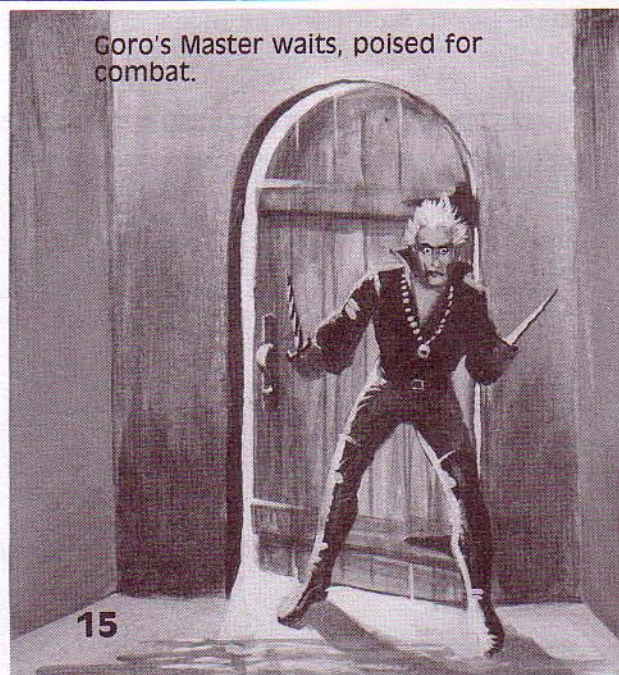
(GM) Sheryll's familiar Kugar guards the foot of the stairs. He will attack if he notices the players. As before, if he is killed Sheryll knows it and cannot be surprised.

The trap in this area is a Disruption spell. The focus is a small rock next to the wall. Anyone walking through the hex who does not cover his eyes with his left hand sets it off. The spell causes 1D3 damage to the victim and has an 80% chance of working. The rock stores enough POW to cast the spell twice.

AREA 11: Secret Laboratory

This is a large underground chamber. Shelves loaded with books are mounted on the North and South walls. Against the East wall is a large table with three chairs. At the center of the room is a stone slab with a hearth at either end of it. Bound on this slab is the kidnapped party member. On either side of the door is a demon statue.

(GM) Sheryll and Atticus are in this room. If either of her familiars die, the pair are prepared for the party's entrance. Atticus will try to hide behind one of the statues (65%). Sheryll will hide somewhere else in the room (45%). When she attacks, she will use her Earth



Goro's Master waits, poised for combat.

You may:

- Rush him (35)
- Attack Cautiously (37)
- Talk it over first (41)
- Retreat: Up Stairs (17)
- Down Corridor (16)

manipulating powers against the party. Two of her favorite tricks are:

ANIMATE EARTH – Sheryll animates 1D3 + 2 SIZ points of earth and uses it to suffocate her foes (Like an Undine suffocates its enemies with its body). She must roll her DEX times 3 or less each turn to control the earth mass correctly. If she fails, the earth mass can not attack on that turn, or it fails to continue its suffocation and falls to the ground.

FORM/SET EARTH – She tries to lance her enemies with volumes of earth that do 3D3 (Intensity 3) damage. She must roll her DEX times 3 or less to do this.

If NEITHER familiar died the party will surprise Sheryll and Atticus. In this case, Sheryll will abandon her slower spells and use quick ones like Tap Strength, or she will Damage Boost her dagger and attack physically.

In either case, Sheryll fights until killed or captured. Atticus will fight to the end, unless he sees a safe way out.

(GM) The captured friend is in good condition on the slab. On the East end of the Northern shelves, if the party searches, are five magic booklets. They cover Intensity (75%), Duration (60%), Range (50%), Cast Back (50%) and Tap Strength (35%), one spell per booklet.

After the assault has succeeded, read the following to the players:

While the glow of your success against the Sorceress is still warming you, Dark Lance suggests that you would be safer at his house. He suggests that you bring Torrent with you. If you stay at the inn any longer you will surely die. Besides, it's the Baron's turn tomorrow night. After a good night's rest at his house, you are sure to be refreshed for the assault on the palace. He has a few things to do and will meet you at his home in two hours. This gives you a chance to go get Torrent and get back to his home.

(GM) As soon as the party is united with Torrent and on their way to Dark Lance's residence, Encounter 5 will occur.

ENCOUNTER 5: The Slyphs

The party and Torrent are headed towards Dark Lance's home when a breeze starts to pick up. Suddenly, a huge whirlwind rips down the street towards them, scattering carts and people aside as it does. The whirlwind engulfs Torrent and picks her off the ground. Two similar, but much smaller, dust devils attack the party. (GM) The Slyphs were sent by Samael Lawless, the Black Sorcerer. He wants Torrent because, unknown to the party, she has the power to summon and control Undines. She is unaware that she has this gift. She only knows that sometimes, when she is in danger, a water creature appears to save her. With her, Lawless will wield control over all five elements. He plans to fashion an army of elementals and extend his power throughout the known world. Building this force will take time, which will give the players a chance to stop him.

The stats for the Slyphs are listed below. The large Slyph will attempt to escape with Torrent. The others will attack the party.

LARGE SLYPH

STR	75	POW	30
SIZ	10 meters	HP	40
Move	10		

SMALL SLYPH 1

STR	15	POW	6
SIZ	2 meters	HP	7
Move	10		

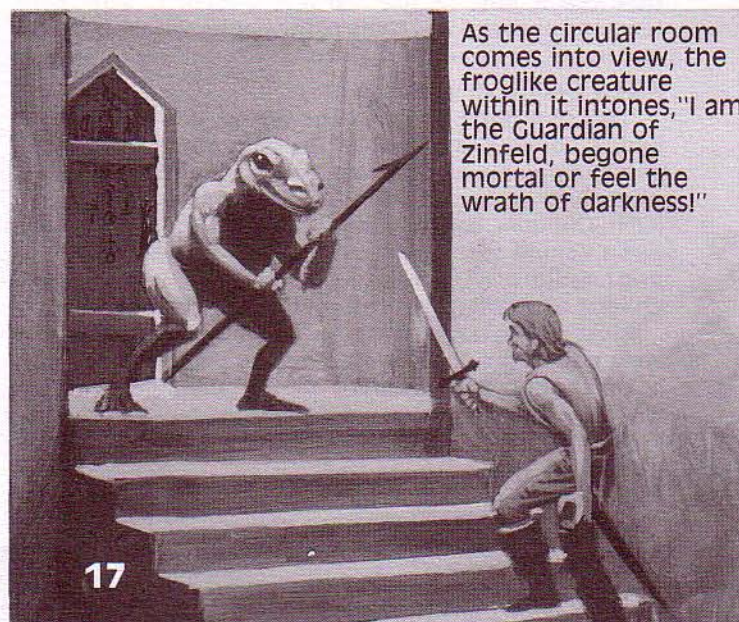
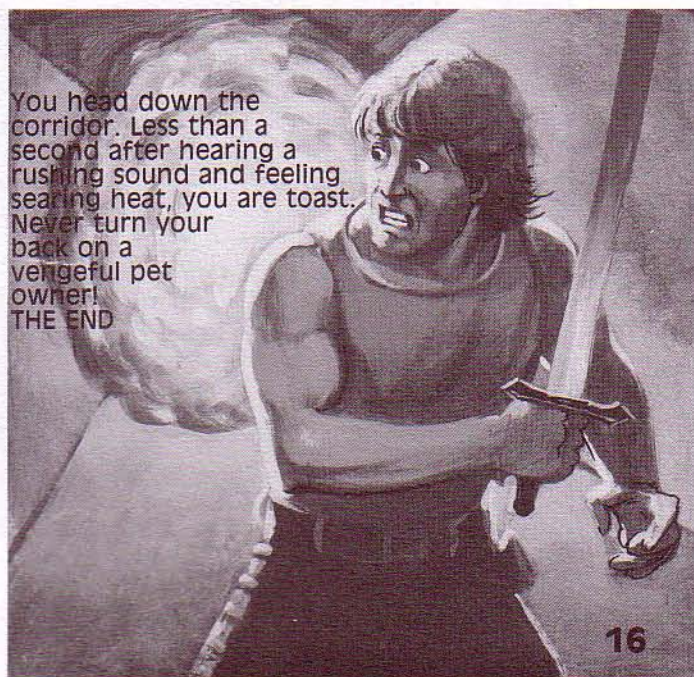
SMALL SLYPH 2

STR	13	POW	8
SIZ	2 meters	HP	7
Move	10		

NOTE – Where "meters" is listed in the tables above, it refers to the number of CUBIC meters that the Slyph occupies.

(GM) When the battle ends the players continue to Dark Lance's home. When they tell what happened, read the following:

"I sympathize with you but I have no idea what happened to the child. This is all the more reason to get



Take his advice and leave (39)
Fight You Win (19)
You Lose (18)

our hands on the Baron. He knows about almost everything that occurs in Jotenheim. For our sake, and for the child, we must assault the palace tonight."

(GM) When you have finished reading Dark Lance's comment, Encounter 6 occurs.

ENCOUNTER 6: The Baron's Revenge

(GM) The Baron has discovered who killed his deputies, and that Dark Lance is helping them. He has sent ten deputies and the Sheriff to administer a death sentence to these felons. The Sheriff and Deputies have normal human stats. The Sheriff uses a Greatsword (70%ATT/70%PAR). The deputies are armed with Broadwords (50%ATT/50%PAR). None of the attackers are armored. If half their number or more are downed, the remainder will flee. When this encounter is ended, proceed with Encounter 7.

THE PALACE OF BARON CANE

AREA 1: Reception Room

The room has two chairs and two statues in it. A number of tapestries hang on the walls.

(GM) Two guards are stationed in this room. They are normal humans who use Pikes (50%ATT/50%PAR). Both wear hard leather armor.

AREA 2: Slave and Guard Quarters

This is a huge room full of beds.

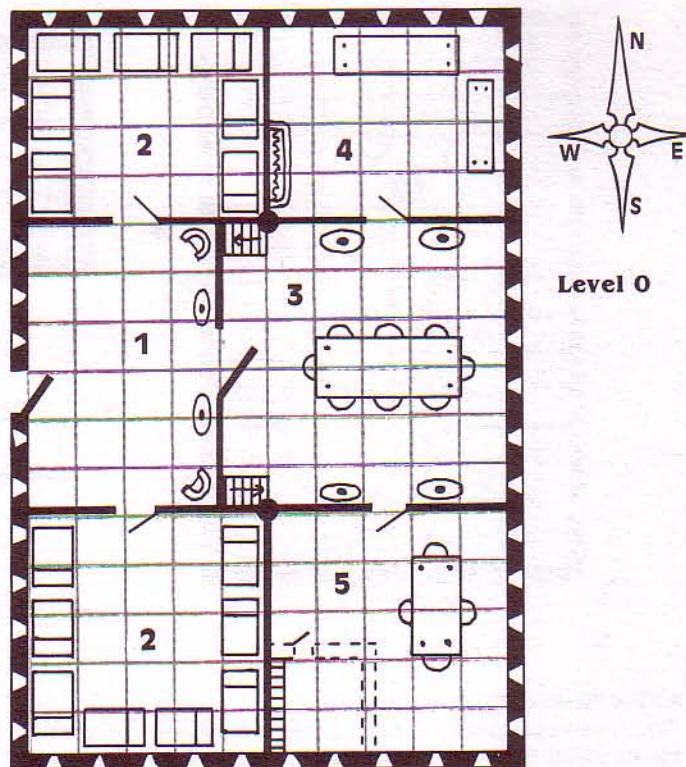
(GM) The Northern room of this type is where the guards sleep. There are 1D3 guards here at all times. To fight they must arm themselves with Pikes, scattered around the room. They are unarmored. They have the ATT/PAR values specified in AREA 1. The Southern room is where the slaves sleep. They are unarmed and will not fight.

AREA 3: Conference Room

This room has a long table with chairs in its center. Two statues stand at the North and South doors. One guard is stationed in this room. His values are as specified in AREA 1. He is armored in hard leather armor.

AREA 4: Kitchen

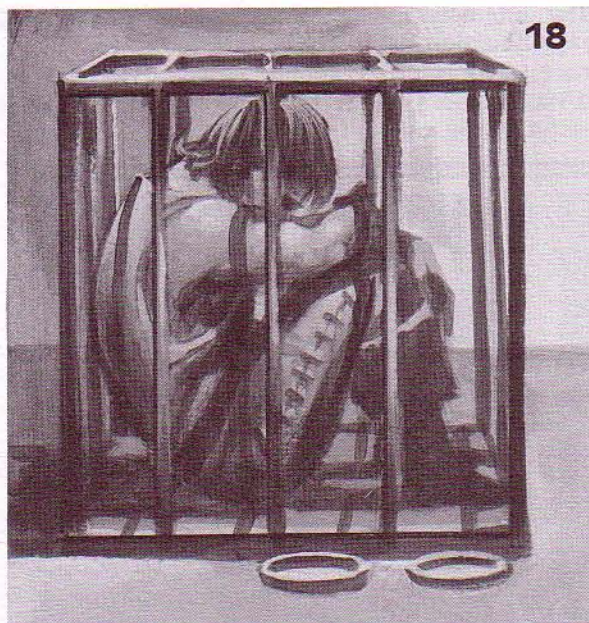
Two tables and a cooking hearth are in this room. The tables are covered with cooking utensils and food. Normally, 1D3 Cooking Slaves are here preparing food. They will not fight or help the players.



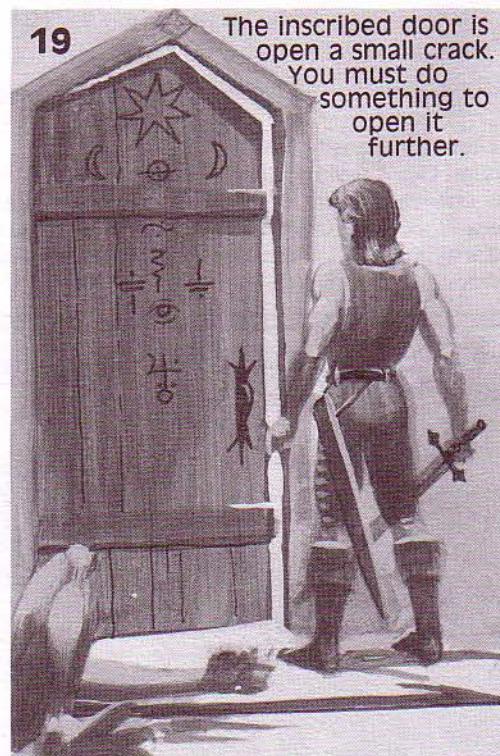
The Palace of Baron Cane

AREA 5: Private Bar

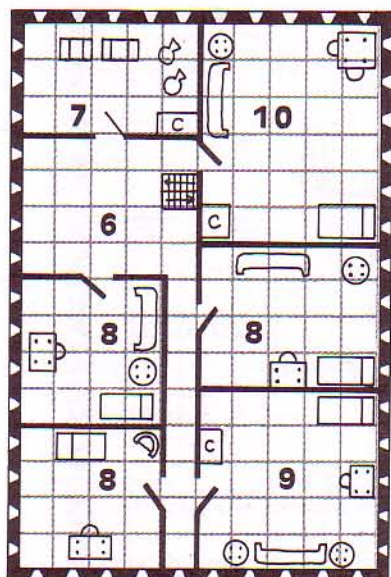
A table with chairs and a bar with shelves behind it are in this room. The shelves are full of bottles (liquor, wine, etc). All the potables are expensive, of good quality. There are 30 bottles. Each is worth 5 pennies and takes up 1/2 an ENC point.



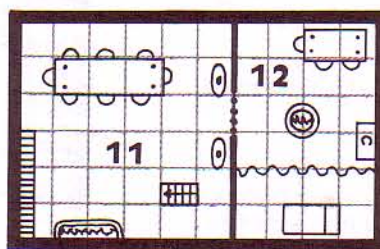
A guardian's lot can be a lonely one. He is so happy that you have decided to stay with him - forever! THE END



- Push it open yourself (20)
- Push it with the Guardian's spear (21)
- Throw something heavy against the door (22)

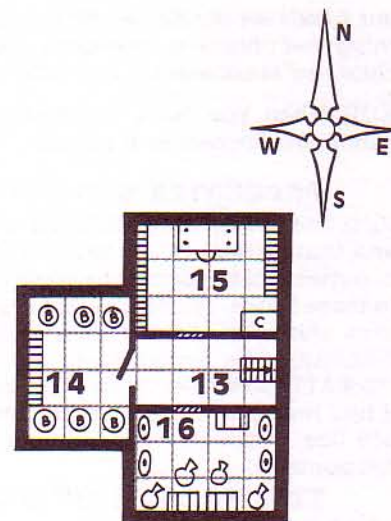


Level 1

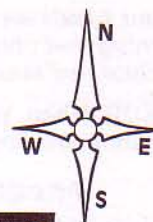


Level 2

THE PALACE OF BARON CANE



Level -1



AREA 6: Antechamber and Hall

(GM) Two royal guards protect this area. They are by the stairs at all times. The stats for these elite guardsmen are listed below:

ELITE GUARDSMEN

STR 12	CON 12	MOVE 3	
SIZ 14	INT 13	HP 13	
POW 11	DEX 12	FAT 24	
LOCATION	AP/HP	LOCATION	AP/HP
Right Leg	2/5	Left Leg	2/5
Abdomen	5/5	Chest	5/6
Right Arm	6/4	Left Arm	6/4
Head	8/5		
WEAPON	SR	ATT	PAR DAMAGE
Pike	5	60%	60% 2D6 + 2 + 1D4

Special Skills: Listen (38%), Scan (38%).

These guardsmen will attack the party if they see them.

AREA 7: Small Treasure Vault

Two bags, two chests and a cabinet are in this room. (GM) The chests are full of gold coins. Each contains 640 coins and weighs 10 ENC. The bags contain 250 coins each and weigh 3 ENC. The cabinet is empty except for miscellaneous documents.

AREA 8: Guest Rooms

These rooms have the usual furnishings for a bedroom, i.e. a bed, cabinet, table, chair, etc.

AREA 9: Captain of the Royal Guard's Quarters

This room is well furnished. A bed, couch, end tables, desk with chair and a cabinet are in it.

(GM) The Captain of the Royal Guard is in this room when the party finds it. He has the following stats:

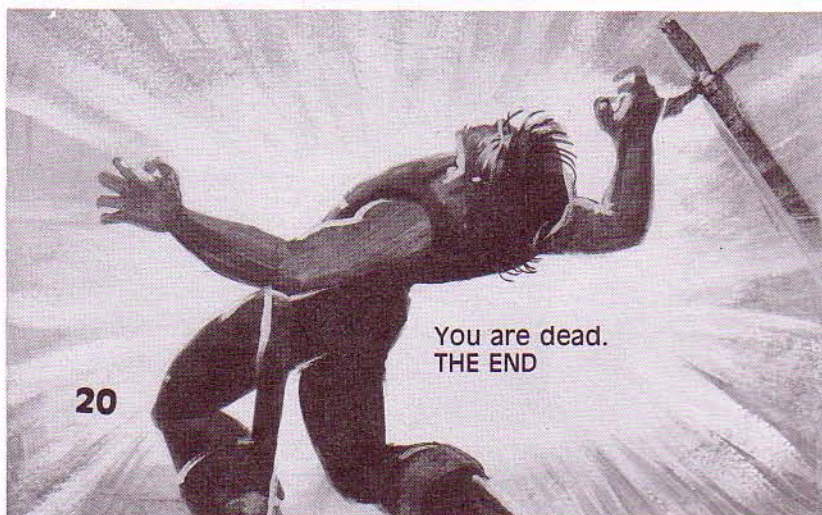
CAPTAIN OF THE ROYAL GUARD

STR 13	CON 13	MOVE 3	
SIZ 14	INT 15	HP 14	
POW 12	DEX 13	FAT 26	
LOCATION	AP/HP	LOCATION	AP/HP
Right Leg	1/5	Left Leg	1/5
Abdomen	3/5	Chest	3/6
Right Arm	2/4	Left Arm	2/4
Head	0/5		
WEAPON	SR	ATT	PAR DAMAGE
War Hammer	7	65%	50% 1D6 + 2 + 1D4
Buckler	8	12%	65% 1D4 + 1D4

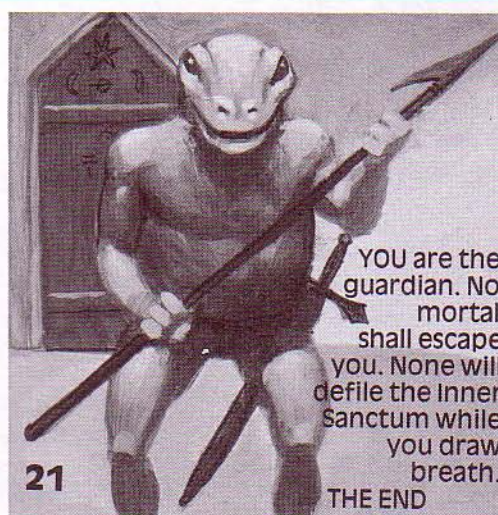
Special Skills: Listen (45%), Scan (45%), Search (30%), Track (30%).

Spells: Intensity (55%), Damage Resistance (60%), Damage Boosting (50%).

The Captain is a loyal soldier dedicated to his sworn word. He does not care for the Baron, but will do his duty and attack if he encounters the players.



20



21

AREA 11: Meeting Room

This room has a huge oak table surrounded by eight varnished chairs. Spaced around the walls are a shelf of books, a hearth and two statues.

(GM) Two Elite Guardsmen stand guard next to the metal grill gate that separates this area from AREA 12. They have the normal stats and weapons for Elite Guardsmen (See AREA 6).

Among the books on the shelf are a few on fighting techniques. The books of value teach Sword (75%ATT/75%PAR), Pike (65%ATT/75%PAR), Ball&Chain (75%ATT) and Shield Defense (75%). There is one book of value on each weapon.

AREA 12: Baron Cane's Quarters

A small hearth, at the room's center, lights the area. A table with chairs are in the Northeast corner, a cabinet is a bit south of the table. To the South a white curtain spans from East to West blocking off the rest of the room.

(GM) Baron Cane is in this area. Any combat sounds made in AREA 11 are automatically heard by the Baron. If the players are especially quiet, and dispatch the guards before they can make a sound, they can try to sneak up on the Baron. This is unlikely since they have to lift the metal grill, which makes a considerable noise (The Baron rolls twice his normal Listen chance to hear it). If the Baron hears the players lifting the gate OR he heard them fighting his guards, he will be prepared.

Once prepared the Baron will cast Enhance Dexterity (Intensity 3), to increase his Strike Rank by one, if he has time. Then he will charge the nearest player who is lifting the gate and smack him with Ball&Chain, hoping this will cause the players to drop the gate. If the gate is dropped, the Baron will cast his Fly spell. If he succeeds he will fly to the roof and over to the grill, so he is out of sight and over the gateway, and wait for the players to enter. If possible, he will ambush them from above and behind. After this surprise attack, he will go to ground and fight the rest of the battle from there.

If the players did not drop the gate the Baron will not retreat. He will keep attacking the player(s) holding the gate up until the players get into the room and drop the gate from the inside. At this point, Baron Cane will pick foes at random until he is vanquished.

NOTE

The Metal Grill Gate is an important obstacle in this encounter. Its stats are:

- A) It has 20 Armor points.
- B) Its weight is 145 kilograms (20 SIZ or 120 ENC points).
- C) To lift the gate the total STR applied, from one or more persons must exceed the SIZ of the gate, 20. If this is accomplished, the gate can be lifted three feet above the floor.

AREA 13: Antechamber

(GM) A single guard is stationed here. He has the values listed for the guards in AREA 1.

AREA 14: Storage Room

A room containing six barrels (3 Beer, 3 Water) and a shelf of books. The books are ribald works that are quite worthless.

AREA 15: Secret Study

The secret door opens to reveal a small study. A table and chair sit next to the North wall. A cabinet is in the Southeast corner and shelves are mounted on both the East and West walls.

(GM) All of the books in the room are worthless except for one. That one is a small spell tome located in the cabinet. It teaches Intensity (80%), Multispell (80%), Enhance Dexterity (70%), Fly (60%) and Range (50%).

AREA 16: Large Treasure Vault

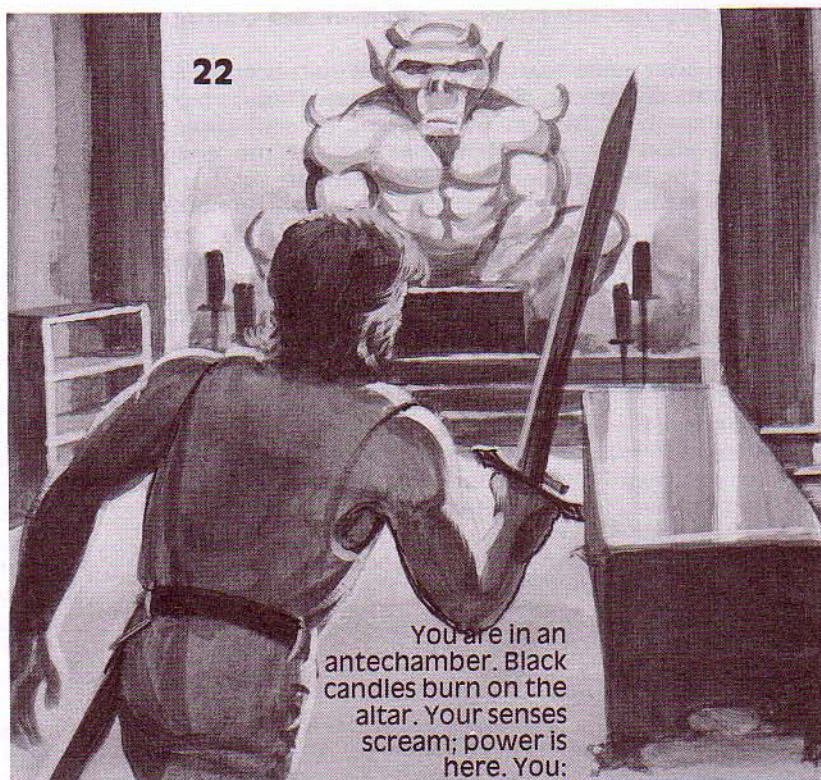
The secret door opens to reveal a mass of treasure. Three chests, three bags and four jeweled statues are in the vault.

(GM) Each bag contains 500 gold coins and has a weight of 7 ENC. The chest next to the door weighs 25 ENC. It contains 10 silver bars worth 110 coins each. The left chest, against the Southern wall, holds 10 gold bars worth 220 coins each. Its weight is 30 ENC. The right chest, against the same wall, contains rare jewels with a total value of 2500 coins. Its weight is 10 ENC. Up to 12 good quality jewels can be picked off the statues. They will be worth a total of 200 coins with a weight of 1/2 a ENC point.

CLOSING NOTE

When the encounter with the Baron is over the players should know where Torrent is being kept. If they did not get this information from Baron Cane, and Dark Lance is still alive, he will reluctantly use his Divination spell to find out where Torrent is. In either case, they will only be able to learn that she is in a Sorcerer's Tower that is located in a given place. They can learn nothing about his powers, allies or plans. Read the following to the players:

After killing the Baron, and learning Torrent's whereabouts, Dark Lance suggests that you rest for a week. This will give you time to heal and prepare for the rescue. He is positive that nothing can happen to her during such a short period of time.



You are in an antechamber. Black candles burn on the altar. Your senses scream; power is here. You:

- Approach the Altar (40)
- Search the Antechamber (23)
- Leave the Room (39)

(GM) The players can make healing rolls, recover magic and fatigue points, buy and sell equipment and make skill experience increase checks at the end of the week's rest. If they decide to take more than a week, let them, but double the amount of elements they encounter for the rest of this module for EACH extra week taken.

PART TWO THE BLACK SORCEROR

Background (GM)

Ten years ago a woman gave birth to quintuplets. She did her best to raise them for a couple of years. Every once in a while, the children unknowingly showed their supernatural gift – the ability to control the elements. On one such occasion Samael Lawless, now known as the Black Sorcerer, witnessed the children's power. Over the course of a night this display spurred an evil plan. When he returned the next day, he found the children gone. For more than an hour he tortured their mother to find where they had been taken. Failing to learn anything, he exploded with fury and accidentally killed the woman. With blood on his hands, he left to search for the lost children. He would not be denied when he was so close to power.

The first child fell into his hands a month later. He found the child Granite, who has the power to summon and control Gnomes, living with an old woodchopper and his wife. He killed these people and took the child.

The very next day he discovered that the Baron Cane had one of the children, Crimson. After short negotiations, he paid the Baron 10,000 coins and she, and her power to summon and control Salamanders, was his.

Only a week later he found the third child, Shadow, Master of Shades, living with a band of thieves. While these brigands slept, he slipped into camp and stole the child away.

The fourth child was found living outside of Jotenheim in the home of a Spirit Magician. After a magical duel, in which he destroyed this magician, he claimed Cyclone, who has the power to summon and control Slyphs.

Finally, after some searching, Samael discovered the whereabouts of Torrent, Master of Undines. Finding her in the company of foreign adventurers, he sent three Slyphs to steal her away. With her capture, he now possesses the tools to dominate the elements.

The Black Sorcerer uses a rare spell, Dominate Human. Now that he has all five children, he will use it to dominate them and use their power. He is slowly building an army of the elements. Currently, he commands ten from each element. As each week goes by, ten more are brought to his banner by the children's power. If he is given enough time, he will forge an indestructible army and the world will tremble at his name.

The Sorcerer's Tower (GM)

The tower is located 50 kilometers from Jotenheim. Because you must fit it into your world, you may pick the direction. On the way to the tower the players have a 25% chance per hour of travel of a random encounter with some of the Black Sorcerer's elementals. If such an encounter occurs roll 1D5 on the table below to determine what type and how many elementals are found.

RANDOM ENCOUNTER TABLE

ROLL	ELEMENT
1	1D6 cubic meters of Gnomes
2	1D6 cubic meters of Salamanders
3	1D6 cubic meters of Shades
4	1D6 cubic meters of Slyphs
5	1D6 cubic meters of Undines

The Final Confrontation

The following describes the levels of the Black Sorcerer's Tower. The children and the Sorcerer are found

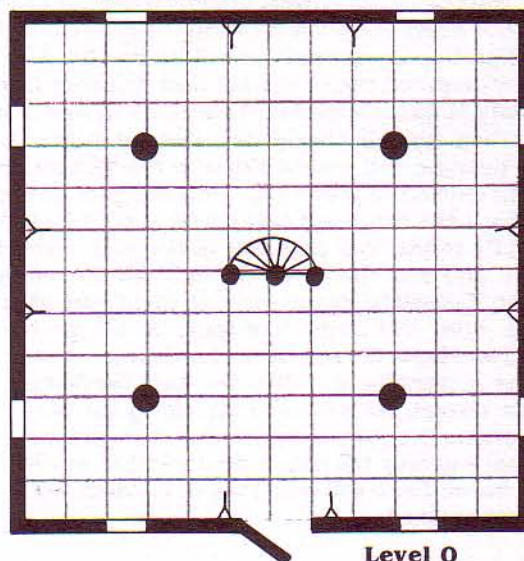
on level four. When the Sorcerer dies, his control over the children and the elementals ends. Until then, the players must fight his elemental forces until they manage to win through to the Sorcerer. On each of the levels, the party will encounter elementals. All of these elementals are restricted. They must remain on the level they are found on. Once the party passes on to a new level, the elementals from the previous level will cease attacking them.

LEVEL 0: The Level of Earth

This level is a single, large room. Torches and barred windows light the area. Seven pillars help support the ceiling. The floor is made of compacted dirt and the area is very cold. It is also, seemingly, completely empty.

(GM) Four Gnomes guard this level. They will try to get under the players and use their swallow attacks against them. They have the following stats:

GNOME 1			
STR	30	POW	9
SIZ	3 meters	HP	38
Move	1	DB*	3D6
GNOME 2,3,4			
STR	19	POW	7
SIZ	2 meters	HP	26
Move	1	DB*	1D6



Level 0

THE BLACK SORCERER'S TOWER

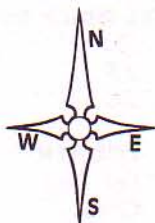
LEVEL 1: The Shadow Level

This is an unlighted, windowless area with seven pillars and four ladders going up. On reaching this level the stairs from level zero end. Like level zero, this level is empty.

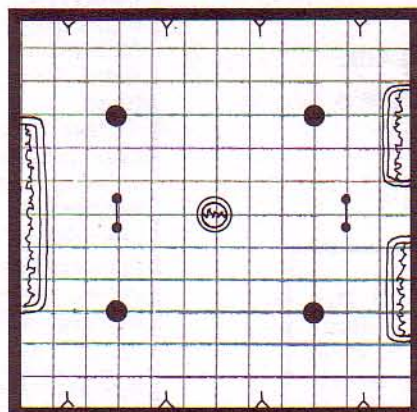
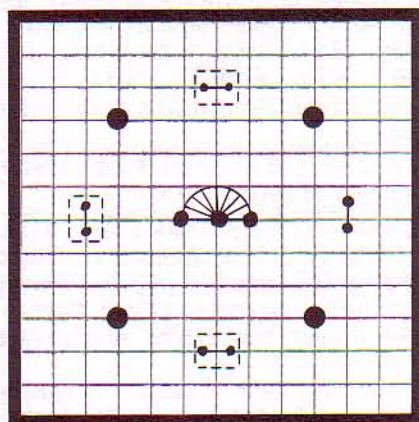
(GM) Only one of the ladders, the East ladder, is real. The others appear to exit the level but only go up until they hit the ceiling. This fact is undiscernable until someone climbs halfway up the ladder. (None of these ladders have traps. The trap symbol is only used to mark the ladders that are false.) The Shades guarding this level will attack players climbing ladders until they reach the next level.

This level is guarded by four Shades. They will use their fearshock and cold damage attacks whenever possible. They have the following stats:

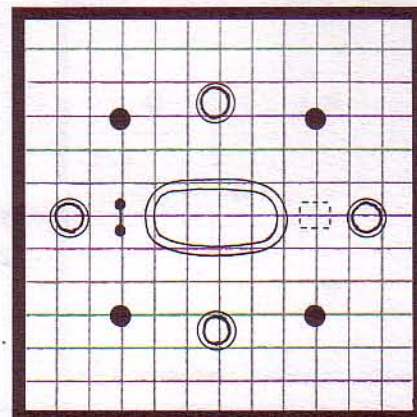
SHADE 1			
STR	11	POW	11
SIZ	3 meters	HP	11
Move	6		
SHADE 2,3,4			
STR	7	POW	7
SIZ	2 meters	HP	7
Move	6		



Level 1



Level 2



Level 3

THE BLACK SORCERER'S TOWER

LEVEL 2: The Level of Fire

The ladder from Shadow ends here. This level is barren and uncomfortably hot. Three huge hearths, on the east and west walls, and a smaller hearth, in the center of the room, contain raging bonfires. Five pillars are spaced around the room. The ladder west of your current position would seem to be the way, if the sweat streaming out of your body will allow you to get a solid hold on it. (GM) This level is guarded by four Salamanders, who are hiding in the hearths. They have the following stats:

SALAMANDER 1

STR 11 **POW** 11
SIZ 3 meters **HP** 21
Move 3

SALAMANDER 2,3,4

STR 7 **POW** 7
SIZ 2 meters **HP** 14
Move 3

LEVEL 3: The Water Level

This level has four pillars and five pools of water in

it. Otherwise, it is featureless. Four of the pools are small and spaced evenly around the room. The fifth is a huge pool, nearly 8 meters across and 4 meters wide, in the center of the room. You look for a way to the next level and see nothing. This looks bad.

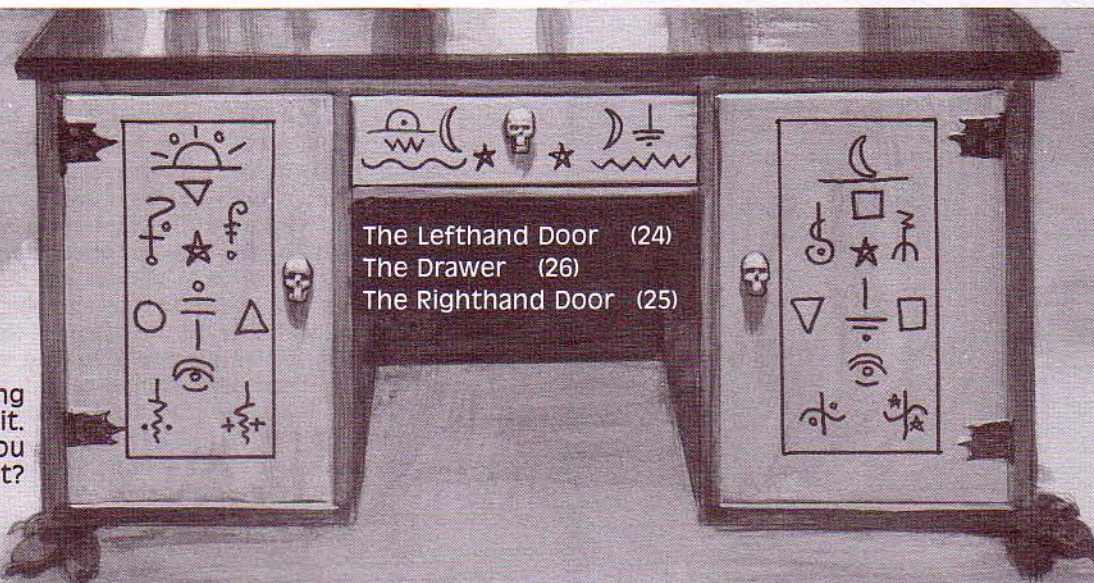
(GM) The hex marked with a trap symbol is the means of reaching the next level. Etched into the floor are the runes for a Homing Circle and Teleport spell. The spell transports up to 20 SIZ points per use to Level 4 or 5. It can cast the spell five times. Unless the user specifically concentrates on going to level 5, he is teleported to Level 4.

This level is guarded by a single Undine. This Undine fills almost the entire volume of the central pool. It has the following stats:

UNDINE

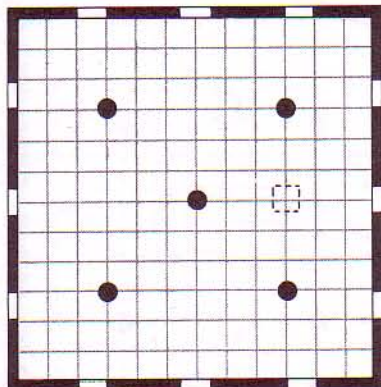
STR 40 **POW** 20
SIZ 5 meters **HP** 51
Move 6/2

23



An interesting desk, isn't it. What do you open first?

The Lefthand Door (24)
The Drawer (26)
The Righthand Door (25)



**THE BLACK
SORCERER'S
TOWER**

Level 4

LEVEL 4: The Level of the Air

You have been teleported onto another level. This level is encircled by barred windows. Five pillars support the ceiling. Tied to each is a child. The child you are looking for, Torrent, is tied to the central pillar. Her dark blue eyes stare into nothingness, as if unaware of what is happening about her.

Tied to the Northwest pillar is a short, husky boy with sandy hair and hard brown eyes. On the Southwest pillar is a boy with jet black hair and dark eyes. A girl with flaming red hair and green eyes is tied to the Northeast pillar. On the last pillar is a boy with blond hair that seems to float in the air. All are awake, and completely unaware of what is happening. They are under a spell.

The Black Sorcerer stands against the West wall. He is aware of your presence, and casting a spell, when you notice him. Let the final battle begin.

(GM) This level has no elementals on it. The Sorcerer is on his own. His first spell will be Damage Resistance at Intensity 10. When this is done he will try to dominate one of the players into helping him. Then he will enhance his STR and attack with his maces. If he is losing, he will attempt to flee by using the teleport pad. This pad has the abilities specified for the pad on Level 3 except it transports to Levels 3 and 5. All users go to Level 3 unless they concentrate on reaching Level 5. The Sorcerer will go to Level 5, where his familiar Kroga, a rat, is located.

The stats for the Black Sorcerer are listed in the box following.

SAMAEAL LAWLESS, The Black Sorcerer

STR 11 **CON** 15 **MOVE** 3
SIZ 10 **INT** 16 **HP** 13
POW 22 **DEX** 16 **FAT** 26
APP 13

LOCATION	AP/HP	LOCATION	AP/HP
Right Leg	*5/5	Left Leg	*5/5
Abdomen	5/5	Chest	5/6
Right Arm	*5/4	Left Arm	*5/4
Head	5/5		

*These locations are armored in armor enchanted Cuirboulilli armor. Samael has normal ringmail on his chest and abdomen and an open helm on his head.

WEAPONS SR ATT PAR DAMAGE

Light Mace 6 83% 80% 1D8

(Samael carries two maces. He can use both at the values given above.)

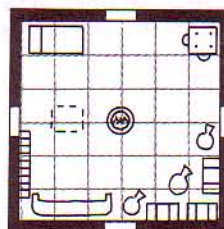
Special Skills: First Aid (75%), Scan (60%), Listen (50%), Fast Talk (50%), Evaluate (45%).

Spells: Intensity (100%), Damage Resistance (100%), Teleport (95%), Enchant (95%), Neutralize Magic (95%), Duration (91%), Enhance STR (90%), Homing Circle (90%), Range (86%), Ceremony (75%), Apprentice Bonding (75%), Immortality (75%), Regenerate (70%), Multispell (70%), Dominate Human (55%), Telepathy (55%), Create Familiar INT (50%), Sight Projection (50%), Summon (25%)

The Sorcerer's familiar is a rat. The rat has INT 8 and POW 12. It stores the following spells for its master:

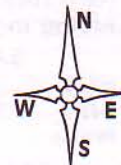
Apprentice Bonding, Dominate Human, Enhance STR, Homing Circle, Immortality, Sight Projection, Telepathy and Teleport.

Samael wears an Amulet that stores 10 POW.



**THE BLACK
SORCERER'S
TOWER**

Level 5



LEVEL 5: The Black Sorcerer's Living Level

You have teleported to the top of the tower. This room is furnished with a bed, couch, table and chairs. There is a hearth in the room's center. In the Southeast corner of the room is a huge mass of treasure.

(GM) The teleport pad here is only a homing circle. It does not store POW. The user must know the Teleport spell in order to use this pad.

There are twelve treasure sacks in the corner. Each sack contains 640 coins and weighs 10 ENC. There are three chests mixed with the sacks. The first contains 10 copper bars, worth 55 coins each, and weighs 25 ENC. The second contains 10 silver bars, worth 110 coins each, and weighs 25 ENC. The last chest contains 10 gold bars, worth 220 coins each, and weighs 30 ENC.

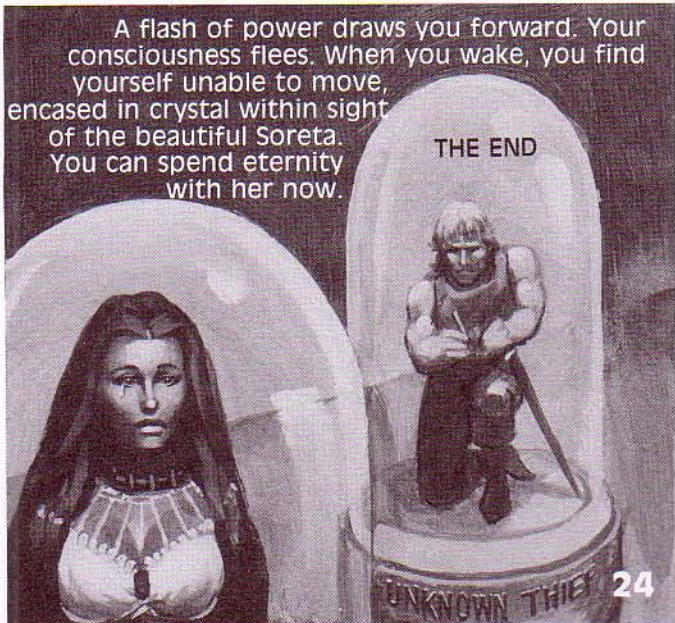
Among the books on the shelves on the west wall are some valuable tomes. One is the fabled Tome of Ah'Mahtin. It teaches the following spells:

Enhance Strength, Teleport and Homing Circle to (100%), Duration (90%), Enchant and Apprentice Bonding to (80%) and Ceremony (70%).

Four other magic booklets are present. Each covers ONE of the following spells:

Damage Resistance (100%), Immortality or Neutralize Magic (70%), Telepathy (60%).

THE END



THE CREATIONS OF ABNARIC ELGAR

as reported by
Drachir Redins, Scholar

The career of the mage Abnaric Elgar is a thing of legend in Gom. Many revile his name, for the great evils that he sponsored in his youth. Others hold his name in reverence and fear because of the sheer magnitude of his power. Before discussing his major creations, some background history would be of value.

Some years back I met Thabolan Elgar in Roghara. This son of Abnaric told me much about his father. Abnaric Elgar began his life in magic at the age of ten, when his father gave him to a Chaos Wizard in exchange for relief from a curse. Little is known about his apprenticeship. He rarely spoke of it and never with other than extreme coldness. It is likely that the years he spent with his master were not pleasant ones. It is known that Abnaric Elgar's appearance in Gom coincided with the disappearance of his master from the environs of Araou. That wizard was never seen again.

Abnaric's early career was unremarkable. The turning point in his life was his eviction from Gom by the wizard Esharal, a law wizard of some power. In his journey to Araou, Abnaric ran afoul of the forces of Kototh. By the greatest of luck, and because of his natural talent, he made a deal with these creatures. In performing their will, and seeking his own advantage thereafter, he gained a position as Master of the Kotothi in the Southern Continent and, according to his son, defacto ruler of Gom, Port Doman, Shurikal and the Rogizini Empire. While I consider this claim to be exaggerated, I do believe that it is likely that he held considerable power in these areas.

What made this mage so formidable was his natural gift for magic of all kinds. According to legend, he learned and mastered every form of magic known to man, from Shamanism to the hidden rites of the Sidh. It is obvious from what is known of his career that he was a natural magician of great learning.

What is germane for the purpose of this article is his study, mastery and use of the powers of Creation. He is responsible for creating new races, some of which are growing with significant speed. The grimoire below lists five of these beasts, their synthesis and facts about them that travellers need to know if they wander south.

THE ELEFAN

HPV	30	OCV	12	DCV	5	NWI	-3
S	40(+2)	St	35(+2)	D	8	A	25(+1)
MR	11	NAV	2	MDV	10	EnL	30
DTV	-3	HC	38%	CDF	3		
CL	NA	INT	9				

ALIGNMENT - None

APPEARANCE

Only females of this species have ever been encountered. These creatures are seven to seven and a half feet tall and weigh two hundred to three hundred pounds. They have the bodies of women, a grayish cast to their skin and the heads of elephants. Their trunks are short and useless as a manipulative organ. Their tusks are sharp, efficient weapons.

NOTE - The Elefan have a home range centered around an island in the river that flows down to Port Doman. Males of the race are only encountered on or near this island. They have twice the Strength and Stamina of females, half the Dexterity and Agility and an Intellect rating of eight instead of nine.

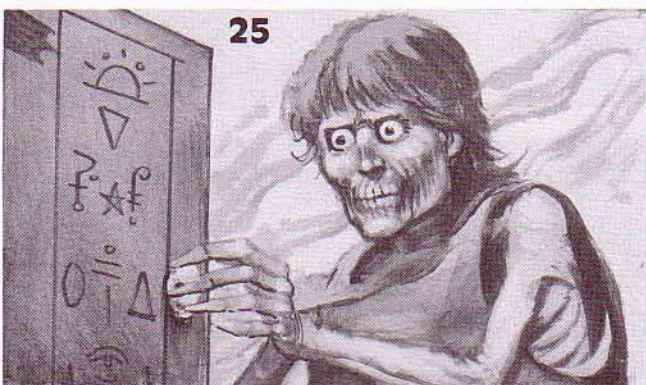
SPECIAL

The Elefan are an immense physical force. Females range wide, seeking knowledge and serving various forces as mercenaries. When encountered the Elefan warriors will be wearing Chainmail or Plate Mail. They are armed with Spears (if wearing Chainmail) or Halberds (with Plate Mail).

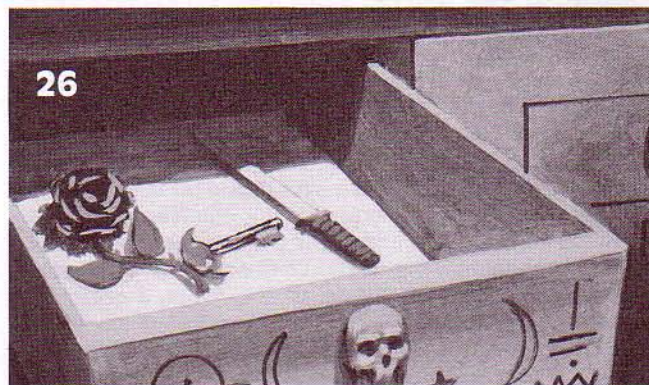
Elefan are intelligent and loyal. If serving someone, they obey to the letter. Otherwise, they are peaceful creatures who fight only when they must. According to rumors, they have a written language and a strong culture in their homeland. One informant went so far as to say that they are strongly versed in Philosophy and take great enjoyment in scholarly work. Given this, it is quite likely that they would rather read and debate than fight, when they have an honorable choice.

SYNTHESIS

From all accounts, the Elefan were Abnaric Elgar's first creation. They were created during his campaign leading a major native rebellion against the Fomorians in Port Doman. From their inception and control, they served as his personal guards in the jungle and, to a limited extent, as shock troops in battle.



A fetid stench burns through your nostrils. A cloud billows out from the desk. As the cloud touches your skin, your flesh withers and dies. Within seconds you are dead.
THE END



The drawer opens. In it are a Crystal Key, a Dagger and a Black Rose.

- Take the Crystal Key (30)
- Take the Key and Dagger (27)
- Take the Key and Rose (28)
- Take all three items (29)



It is extremely likely that the synthesis of these creatures was entirely in the imagination of the mage. There are large creatures in the foothills of the Ny'lasa Mountains that certainly gave him the idea for the size and features. Putting this together with his preference for female associates, and the fact that females are dominant with this creature, you have the Elefan.

LEON		ALIGNMENT - Kotothi/Elder			
HPV	40	OCV	17	DCV	10(13)
S	80(+4)	St	60(+3)	D	40(+2)
MR	12(28)	NAV	4	A	55(+3)
MDV	20	HC	70%	EnL	100
DTV	-4*	CDF	8		
CL	NA	INT	10		

APPEARANCE

Leons range from six to six and a half feet tall. They weigh 180 to 220 pounds. They have the appearance of a maneless lion walking on its hind legs. They are lean and wiry with incredible strength. Their eyes glow a baleful green. Their teeth and claws are composed of magic iron that has a devastating affect on any Sidh creature they strike.

SPECIAL

The first Leon was created to destroy an Asrai castle populated by Asrai who had earlier offended Abnarc. They are solely dedicated to the destruction of the Sidh and are especially potent in the water.

All Leons are totally immune to acid, poison and disease of any kind. They use Water Powers at MEL8/EL4 and have EL4 immunity to both Storm and Fire Powers. All can breathe water and air with equal facility. They are designed to make the water their home and strike from it onto the land beyond.

Leons are potent weapons against the Sidh. They have EL8 Immunity to both Sidh and Elder Magic. Their claws and teeth allow them to apply DOUBLE their normal SB against Sidh creatures, i.e. +8 instead of +4. When a choice is available, Leons will attack Sidh creatures before any other target. In judging this, remember their intellect. They are too smart to ignore targets on the ground while a Faerry, for example, flits above them trying to be a distraction.

IMPORTANT - Any person tied in any way to the Sidh is considered to be Sidh by these creatures. If you have innate power in Sidh Magic, carry an item enhanced with Sidh Magic, etc, you are Sidh to a Leon.

SYNTHESIS

The Leon was created as a weapon against the Asrai.



Early in his career, Abnarc suffered a slight at their hands and never forgave them. The Leon was designed to avenge that slight.

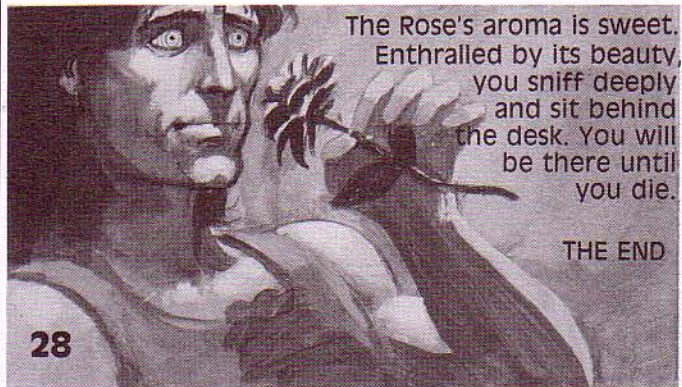
Abnarc formed the Leons using an advanced Creation ritual which employed magical tools and components of various creatures. The items that feature in the creation of the Leon are magical iron of his creation, the skin of a Waste Lion, Grundwergen blood and other components to enhance its powers.

The dagger is beautiful. Its edge is keen. It sings its sharpness to the depths of your soul.

Uncontrollably, you take it up and slice your throat to the spine.

THE END

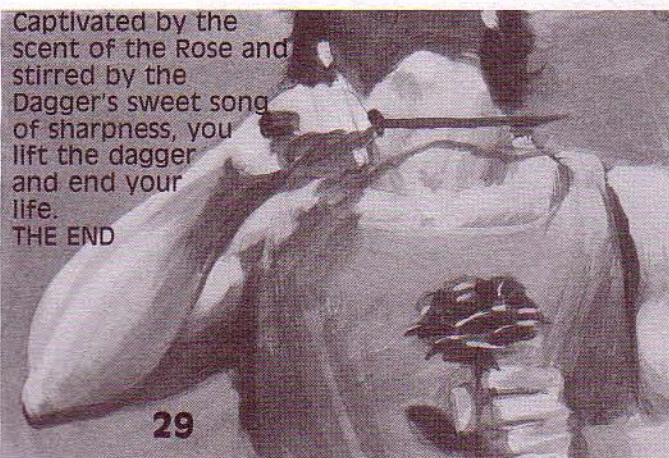
27



The Rose's aroma is sweet. Enthralled by its beauty, you sniff deeply and sit behind the desk. You will be there until you die.

THE END

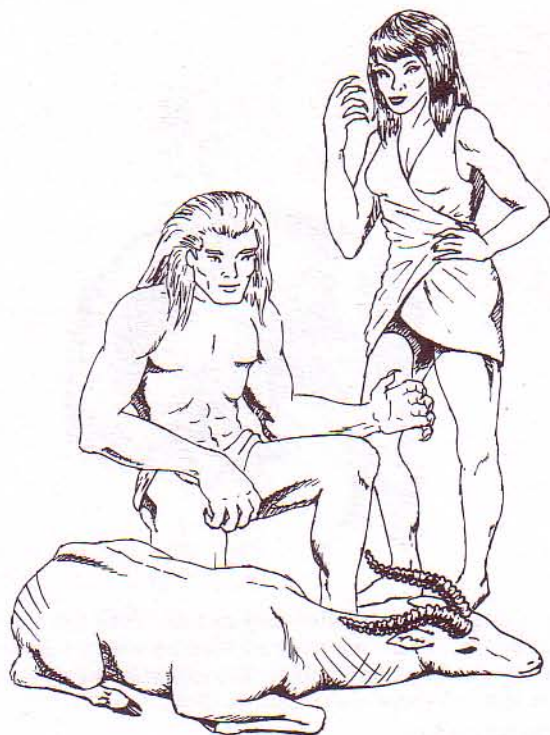
28



Captivated by the scent of the Rose and stirred by the Dagger's sweet song of sharpness, you lift the dagger and end your life.

THE END

29



Waste Lion with humanity. The result, as seen above, is a fighting creature of great potential.

SHIROONA						ALIGNMENT - Elder	
HPV	14	OCV	7	DCV	5	NWI	-4
S	16(+1)	St	40(+2)	D	12	A	25(+1)
MR	16	NAV	0	MDV	15	EnL	75
DTV	-2	HC	28%	CDF	7		
CL	NA	INT	5				

APPEARANCE

Shiroona are russet brown to red hounds with six legs and large, saucer shaped eyes. Their appearance is extremely fearsome. They have large, viciously pointed teeth, heavy claws and massive forebodies. Shiroona average two feet at the shoulder and weigh eighty to one hundred pounds.

SPECIAL

Shiroona were created for use as messengers and guards. They are capable of MEL10/EL10 Travel Powers. They also have total immunity to iron and EL6 immunity to Elder Magic.

THE NAR'MOREL ALIGNMENT - Kotothi/Elder

MALE

HPV	36	OCV	13	DCV	8	NWI	-6
S	60(+3)	St	20(+1)	D	30(+1)	A	40(+2)
MR	20	NAV	2	MDV	7	EnL	21
DTV	-4	HC	40%	CDF	4		
CL	NA	INT	6				

FEMALE

HPV	20	OCV	6	DCV	13	NWI	-3
S	30(+1)	St	10	D	60(+3)	A	90(+4)
MR	24	NAV	1	MDV	7	EnL	21
DTV	-2	HC	20%	CDF	2		
CL	NA	INT	6				

APPEARANCE

The Nar'morel are perfectly proportioned, beautiful physical specimens. The males are heavily muscled, yet lithe. The females are fantastically limber and beautiful women. The basic appearance of these creatures is human. They are covered with a light, barely perceptible, fur and have sharp, catlike, teeth. All also have retractable claws and eyes more kin to the cat than to man.

SPECIAL

The word Nar'morel is taken from the Kacili name for these creatures. It means "Death Shadow". The Nar'morel are supernaturally attuned to Desert and Badlands terrain. They have double the normal chance to ambush when they are encountered and the chance that a party can ambush them is reduced by 15, i.e. if a party has a 29% chance of ambush in the desert with their highest EL the chance is 14% if they encounter the Nar'morel.

The Nar'morel are hunters who live together in communal bands. They enjoy hunting, killing and combat. They also possess the love of pleasure and luxury that all cats savor. They act for the good of their own kind whatever the cost to others. If the pride's needs do not call for a set action, they can be reasoned with and even enjoyed. If you must die for the good of the pride, they are implacable.

SYNTHESIS

The purpose for the creation of the Nar'morel was to provide night raiders for Abnaric's Kacili campaign - his last act before his disappearance. From the name given them by the Kacili, it can be seen that they were quite effective at their appointed task.

The Nar'morel were created with a ritual fusion of the



Fixed on your purpose, you take the Crystal Key and leave this hellish place. With great care, and urgent speed, you make your way back to the Menagerie. Nervously, you place the key in Soreta's lock. Instantly, both the Key and the Prison disappear. Soreta slumps into your arms with a deep sigh. Lifting her gently you leave Zinfeld's Tower and greet the light beyond with a soaring heart. CONGRATULATIONS!

Though the powers of the Shiroona are potent, and their appearance is fearsome, they are not as dangerous as they could be. Shiroona are garrulous creatures who are quite friendly and very curious. They are also a bit cowardly, unless they are encountered in packs. In general, these creatures only fight when they must, either to protect themselves or someone or something that they have a great fondness for. In other situations, they would rather avoid combat. In no way can they be considered to be vicious. In fact, sometimes the extremes that they go to to avoid a fight can be very humorous.



SYNTHESIS

The existence of the Shiroona is proof that the Great Mage was a doting father. He created them, originally, as a long range strike weapon to terrorize his enemies. When they proved inadequate to this task, because of the kindness of their natures, he was most upset. Except for the intervention of one of his daughters he would have destroyed them. Because this girl asked her father "not to hurt the pretty doggies", Abnarc found a use for them. As messengers and guards, they served him quite well.

Little is known about the actual creation of these creatures. It is likely that something of the Cu Sidh went into them but what else is part of their nature can only be guessed. It could be anything, up to and including hair from the mane of Odin's steed.

MIDGE				ALIGNMENT - Elder/Sidh			
HPV	1	OCV	0	DCV	19	NWI	+8
S	1(-1)	St	6	D	120(+5)	A	185(+7)
MR	2(32)	NAV	0	MDV	14	EnL	40
DTV	-1	HC	4%	CDF	4		
CL	NA	INT	6				

APPEARANCE

Midges were created to spy for Abnarc. In appearance, they are much like the Faerry. They are exquisitely beautiful creatures with uncommon, and sometimes troublesome, wit. The average height of a Midge is three inches. Their weight is usually less than a few ounces.

SPECIAL

It is difficult to detect the presence of a Midge if he or she does not want to be seen. They have an innate ability, MEL8/EL4, to conceal their presence when they choose to do so. The MDV of the perceiver does NOT apply against this role. Persons trying to spot the Midge are allowed to roll their Empathy divided by FOUR, rounded up, to detect the Midge. With success they see it, with a partial they feel or sense something in the general vicinity of the Midge but pick up nothing definite.

Midges are gregarious pranksters with a good sense of humor and a good deal of kindness and compassion. They have been known to be attracted to a person or group and stay with them, unknown to anyone, for weeks on end, enjoying their adventures and playing pranks. Midges have



a strong liking for wine and sweets. They are also curious creatures. There have been instances where a person being tormented by their whimsy has captured them by using one or both of these traits against them.

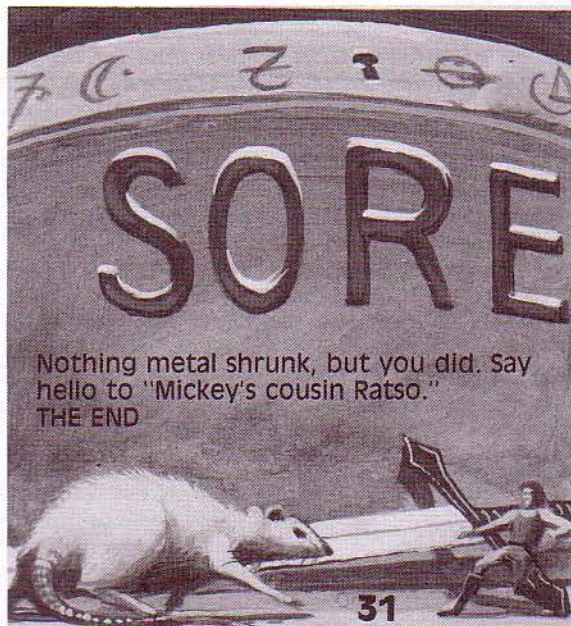
SYNTHESIS

The creation of the Midge race was one of Abnarc's most perverse and vile actions. Through mystical corruption of captured Faerry, the first pair of Midges came into being. The Faerry subjects did not survive this act. Their descendants have survived quite well.

A FINAL NOTE

While this in no way gives a full listing of Abnarc's creations, it does give a sample of his best. From all reports, this mage was fascinated with the act of creation and went to great extremes to perfect the creatures that his mind gave birth. If certain informants can be believed, he considered them to be, and often treated them as, his children. Despite the great evils attributed to this man, he was a creator who cared for his creations and did not abuse his ability to shape new forms of life. Every creation of his making was made for a specific purpose, either for his own good or to enhance the effectiveness of his empire in the southern continent. Other creations of Abnarc exist. These are the most prolific and notable of his "children".

THE END



Nothing metal shrunk, but you did. Say hello to "Mickey's cousin Ratso."

THE END

COMPUTER CHARACTER GENERATION
FOR POWERS AND PERILSby
John Huff

Powers & Perils is perhaps the most comprehensive fantasy roleplaying system yet to hit the market. Once you have finished creating a character, you have a complete person on your hands. A complete estimation of what he or she is capable of and a good estimation of their chance of success at any endeavor, from the most mundane to the completely bizarre.

The big complaints with Powers & Perils are the editing of the rule books, which can make it hard to generate characters, and the complexity of creating a Powers & Perils character.

The program that follows addresses the second problem. It takes you from the initial inception of a character through to the point where you assign Initial Increase Points. All die rolls and special modifiers are handled by the computer. By using the program, you can determine a character's Characteristics, Age, Size, Race, Social Standing and Initial Increase Points with relative ease.

ENTERING THE PROGRAM

The program listing contains a few symbols that are not entered as they are shown. The first of these is (C/UP) and (C/DN). (C/UP) is entered by hitting the shift/cursor. (C/DN) uses the unshifted cursor.

From time to time you come across a number in brackets. The number, in these cases, is the number of blank spaces entered at

that point of the program on that line. Enter these spaces using the spacebar.

You will also find statements which are abbreviations for various colors in parentheses. These might be (BLK) or (YELO). The number keys at the top of your keyboard have a color printed on the front face of each key. Where the program requests a color, it is implemented by holding down the CONTROL key and hitting the number for that color. In the case of (BLK), this is CONTROL and then 1. The character that appears on the screen when this is done may not have any apparent connection to the program. It is correct just the same.

RUNNING THE PROGRAM

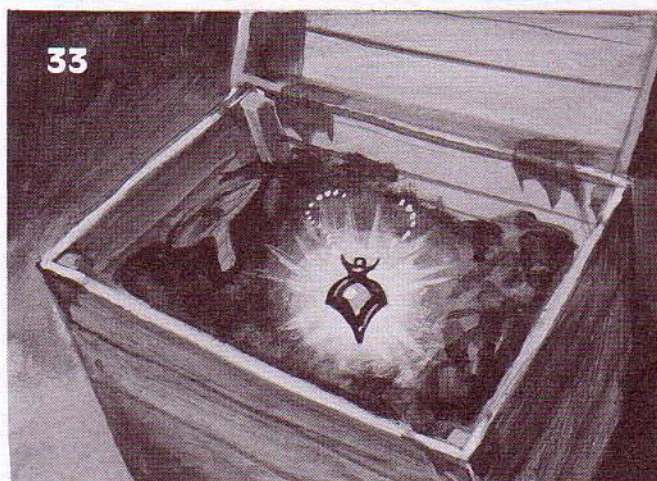
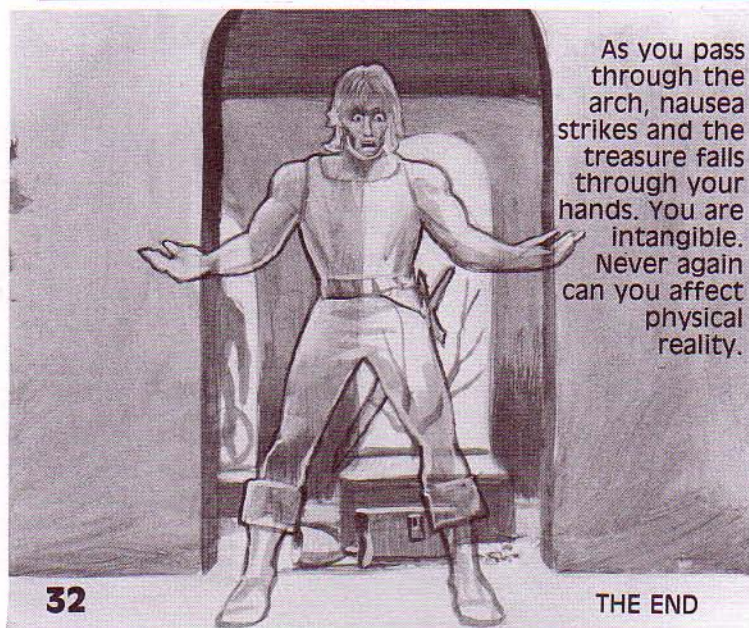
After you enter the program by typing it in and save it to disk or tape (see the appropriate instructions in your owner's manual) you can run it by typing the command RUN and hitting RETURN.

The program starts by asking you to name the character, select his country of origin and choose an occupation. After that, you select the character's race and sex. This done, the next screen comes on after a short delay.

The second screen displays the new character's native ability at the top and asks you to allocate Maximum Ability modifiers for the first characteristic. Enter a number from 1.5 to 4, in increments of

EDITOR'S NOTE

This issue begins the Computer Corner feature. The articles in this section of the magazine will highlight the best in Avalon Hill's Computer Games, new concepts in game oriented programming and programs that you can use to enrich your enjoyment of our role playing games. We at HEROES hope that you enjoy this feature and that the computer literate among you may make an effort to contribute to this section.



The Manatode is dead. His chest contains many items of no value and a glowing SILVER AMULET. You put the amulet on and continue your quest. Go to (5)

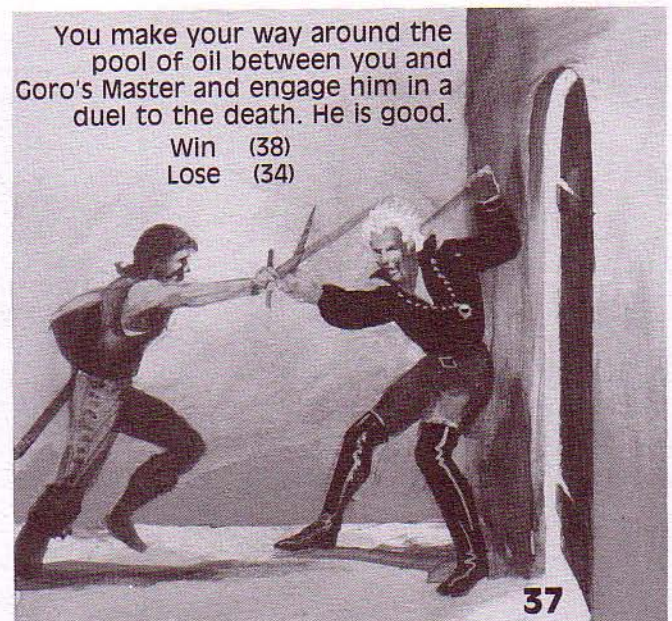
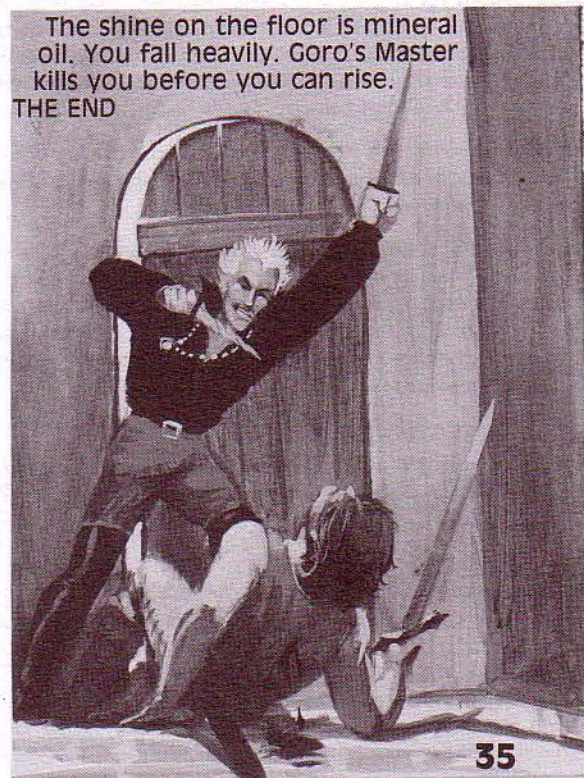
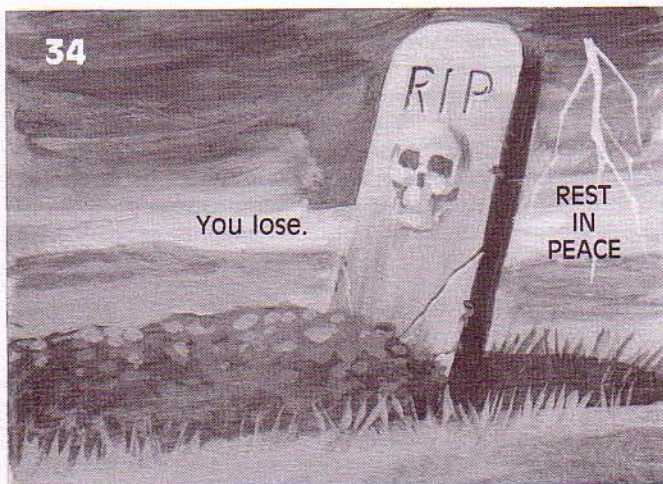
.5 only, and hit RETURN. When this is done the screen will display the Native Ability, Multiplier used, Maximum Ability and the Balance of Multiplier points remaining to be assigned. It then proceeds to the next characteristic. You repeat this procedure until all eight modifiers have been assigned. If you exceed the number of multipliers available, the computer will clear the multipliers assigned to that point and start you over at Strength.

When all of the multipliers have been entered the computer will ask if the numbers entered are correct. If you enter "N", it starts you over at Strength. On a "Y" it will display the information generated for the character on a new screen and ask if you would like to send that information to your printer. After you respond to this, and the printout is complete if one is requested, it will ask if you would like to create another character. If you enter "Y" you are returned to the beginning of the program. If you enter "N" the program will end.

Those of you who would like to modify this program will find:
A) Lines 1 - 4 Initialize the data array that holds the various modifiers.
B) Lines 5 - 19 are the lines that contain the Main Program.
C) Lines 19 - 22 restart the main loop or exit the program.
D) All subroutines are labeled in the program at the point where they are called from.

The only modification to the system is in the determination of age. The difference between the game's age distribution curve and random age generation turned out to be negligible. I did not feel the difference was worth the additional code that its simulation would require.

In the future I hope to publish a Skills and Expertise Editor to simplify this process as well. Any one wishing to convert this program to other machines should feel free to do so. You could even submit it to HEROES if you wanted to.



Tentacles of Night freeze your soul, your sword slashes through the monster to no effect. Slowly, painfully, you are drawn into the room to meet your death.
THE END


```

1 POKE53280,8:POKE 53281,8:POKE 646.7
2 PRINT "(Clr)":POKE 141,PEEK(53266)
3 DIM CR(28,8)
4 GOSUB276:REM-Load Modifiers into the Array
5 GOSUB23:REM-Get character info from user
6 GOSUB36:REM-Init the X value for the Array
7 GOSUB45:REM-Retrieve char modifiers
8 GOSUB65:REM-Compute Characteristics
9 GOSUB82:REM-Compute Constitution
10 GOSUB101:REM-Compute Appearance
11 GOSUB135:REM-Compute Total Char Multipliers
12 GOSUB63:REM-Compute Age
13 GOSUB138:REM-Compute Station
14 GOSUB148:REM-Compute Height
15 GOSUB151:REM-Compute Weight
16 GOSUB183:REM-Assign Char Multipliers
17 GOSUB113:GOSUB273:REM-Display complete char and ask for printout
18 GOSUB246:REM-Printer Option
19 PRINT"MAKE A NEW CHARACTER?<Y/N>"
20 GET ZB$:IF ZB$<>"Y"AND ZB$<>"N"THEN20
21 IF ZB$="Y" THEN5
22 END
23 INPUT"(CLR)CHARACTER'S NAME[1]";N$
24 INPUT"COUNTRY OF ORIGIN[1]";ST$
25 INPUT"OCCUPATION[1]";TD$
26 PRINT"(C/DN)(C/DN)(C/DN)(C/DN)(C/DN)(C/DN)(C/DN)(C/DN)SELECT A RACE-"
27 PRINT"[8]1-HUMAN"
28 PRINT"[8]2-ELVEN"
29 PRINT"[8]3-FAERIE"
30 PRINT"[8]4-DWARVEN"
31 GET X$:IF X$<"1"OR X$>"4"THEN 31
32 X=ASC(X$)-49
33 PRINT"SEX (M/F)"
34 GET S$<"M"AND S$<"F"THEN34
35 PRINT"HANG ON A SECOND":RETURN
36 IF X=0 THEN R$="HUMAN"
37 IF X=1 THEN R$="ELVEN"
38 IF X=2 THEN R$="FAERIE"
39 IF X=3 THEN R$="DWARVEN"
40 X=X*2

```

```

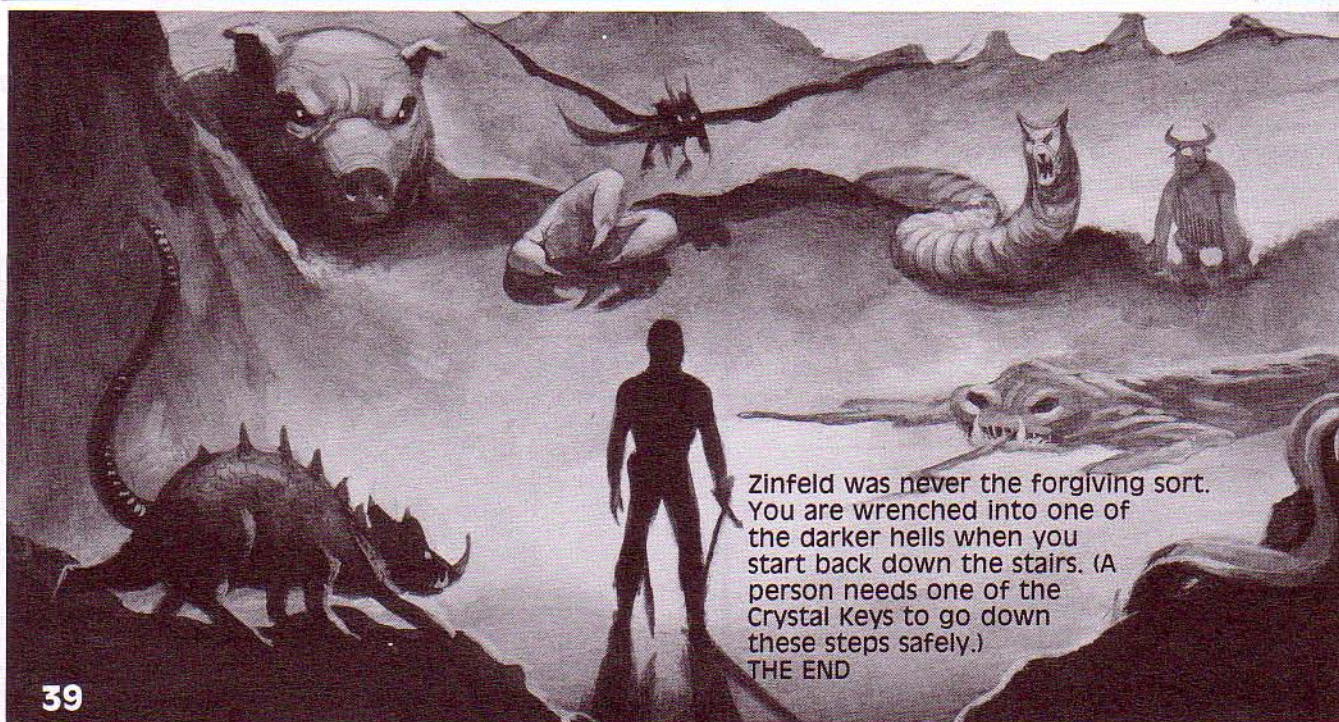
41 IF S$="M" THEN S$="MALE"
42 IF S$="F" THEN S$="FEMALE"
43 XR=X:X=X+XM
44 RETURN
45 SR=CR(0,X)
46 SM=CR(1,X)
47 DX=CR(2,X)
48 AG=CR(3,X)
49 IN=CR(4,X)
50 WI=CR(5,X)
51 EL=CR(6,X)
52 EM=CR(7,X)
53 CN=CR(8,X)
54 AP=CR(9,X)
55 RESTORE
56 RETURN

```

```

57 RA=INT(RND(1)*10)+INT(RND(1)*10):IF RA<2 THEN57
58 RETURN
59 RB=INT(RND(1)*10):IF RB=0 THEN59
60 RETURN
61 RC=INT(RND(1)*6)+INT(RND(1)*6):IF RC<2 THEN61
62 RETURN
63 RD=INT(RND(1)*13)+17:IF RD=0 THEN63
64 RETURN
65 GOSUB57

```



Zinfeld was never the forgiving sort. You are wrenched into one of the darker hells when you start back down the stairs. (A person needs one of the Crystal Keys to go down these steps safely.)
THE END

Heroes Magazine

```

66 SR = SR + RA:IF SR < 1 THEN SR = 1
67 GOSUB57
68 SM = SM + RA:IF SM < 1 THEN SM = 1
69 GOSUB57
70 DX = DX + RA:IF DX < 1 THEN DX = 1
71 GOSUB57
72 IN = IN + RA:IF IN < 1 THEN IN = 1
73 GOSUB57
74 WI = WI + RA:IF WI < 1 THEN WI = 1
75 GOSUB57
76 EL = EL + RA:IF EL < 1 THEN EL = 1
77 GOSUB57
78 EM = EM + RA:IF EM < 1 THEN EM = 1

```

WHAT ABOUT HEROES?

At HEROES magazine we want to give you the magazine that you want to see. We want your input. Below is a simple questionnaire. If you don't have the time to write, 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) Are you interested in 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? _____

8) Rating them from 1 (Terrible) to 10 (Incredible), what do you think of our new features? _____

Computer Corner? _____

Comic Flow Adventure? _____

Do you have any remarks about these features? _____

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

HEROES RESPONSE

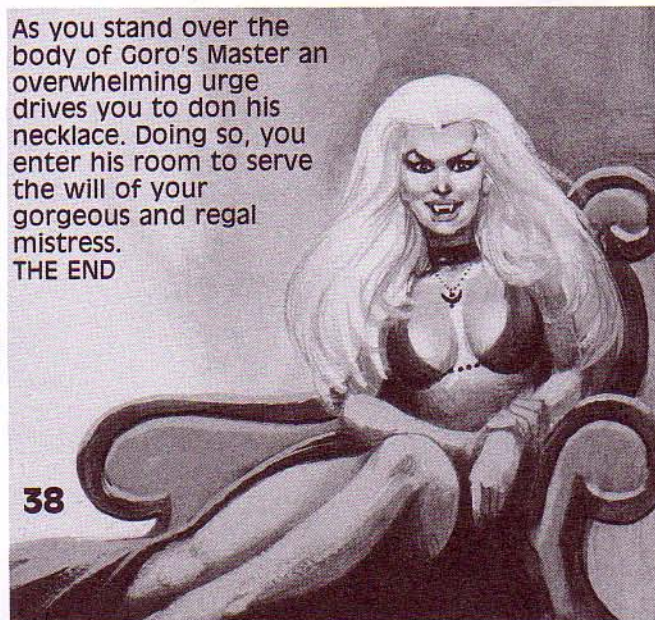
The Avalon Hill Game Company
4517 Harford Road
Baltimore, MD 21214

```

79 GOSUB57
80 AG = AG + RA:IF EM < 1 THEN AG = 1
81 RETURN
82 GOSUB57
83 CN = CN + RA
84 IF X = 1 THEN X = 0
85 IF X = 2 THEN X = 1
86 IF X = 3 THEN X = 1
87 IF X = 4 THEN X = 2
88 IF X = 5 THEN X = 2
89 IF X = 6 THEN X = 3
90 IF X = 7 THEN X = 3
91 N = 23
92 GOSUB59
93 IF RB = 1 THEN RB = N
94 IF RB > 1 AND RB < 4 THEN RB = 1 + N
95 IF RB > 3 AND RB < 8 THEN RB = 2 + N
96 IF RB > 7 AND RB < 10 THEN RB = 2 + N
97 IF RB = 10 THEN RB = N + 5
98 CN = CN * CR(RB, X):IF CN < 1 THEN CN = 1
99 IF CN > INT(CN) THEN CN = INT(CN) + 1
100 RESTORE:RETURN
101 GOSUB57
102 X = X + 4
103 AP = AP + RA
104 GOSUB59
105 IF RB = 1 THEN RB = N
106 IF RB > 1 AND RB < 4 THEN RB = 1 + N
107 IF RB > 4 AND RB < 8 THEN RB = 2 + N
108 IF RB > 7 AND RB < 10 THEN RB = 2 + N
109 IF RB = 10 THEN RB = N + 5
110 AP = AP * CR(RB, X):IF AP < 1 THEN AP = 1
111 IF AP > INT(AP) THEN AP = INT(AP) + 1
112 RESTORE:RETURN
113 PRINT "(CLR)NAME[3]";N$
114 PRINT "FROM[3]";ST$
115 PRINT TD$
116 PRINT R$"[1]"SS$
117 PRINT "(C/DN)[17]NATIVE[3]MAX"
118 PRINT "STRENGTH[8]"SR"[2]"TR
119 PRINT "STAMINA[9]"SM"[2]"TM
120 PRINT "DEXTERITY[7]"DX"[2]"EX

```

As you stand over the body of Goro's Master an overwhelming urge drives you to don his necklace. Doing so, you enter his room to serve the will of your gorgeous and regal mistress.
THE END




```

121 PRINT "AGILITY[9]"AG"[2]"BG
122 PRINT "INTELLIGENCE[4]"IN"[2]"JN
123 PRINT "WILL[12]"WI"[2]"XI
124 PRINT "ELOQUENCE[7]"EL"[2]"FL
125 PRINT "EMPATHY[9]"EM"[2]"FM
126 PRINT "CONSTITUTION[4]"CN
127 PRINT "APPEARANCE[6]"AP
128 PRINT "SOCIAL STANDING[1]"SO
129 GOSUB57:IC = (RD*2) + SO + RA
130 PRINT"(C/DN)AGE IS[1]"RD"[1]YEARS"
131 PRINT"(C/DN)"[1]HT"[1]INCHES TALL"
132 PRINT WT"[1]Pounds"
133 PRINT "AND HAS[1]"IC"[1]INCREASE POINTS"
134 RETURN
135 GOSUB61
136 ML = RC + 14
137 RETURN
138 REM****COMPUTE STATION****
139 PO = INT(RND(1)*100)
140 IF PO>0 AND PO<21 THEN SO=0
141 IF PO>20 AND PO<51 THEN SO=1
142 IF PO>50 AND PO<76 THEN SO=2
143 IF PO>75 AND PO<91 THEN SO=3
144 IF PO>90 AND PO<97 THEN SO=4
145 IF PO>96 AND PO<100 THEN SO=6
146 IF PO=100 THEN SO=10
147 RETURN
148 REM****HEIGHT****
149 HT = SR + SM + CR(10,XR)
150 RESTORE:RETURN
151 IF XR<2 THEN153
152 IF XR>1 THEN167
153 REM****HUMAN WEIGHT COMPUTE****
154 N=11
155 GOSUB59
156 IF RB=1 THEN RB=N
157 IF RB>1 AND RB<4 THEN RB=1+N
158 IF RB>3 AND RB<8 THEN RB=2+N
159 IF RB>7 AND RB<10 THEN RB=2+N
160 IF RB=10 THEN RB=N+5
161 IF HT<60 THEN XR=0
162 IF HT>59 AND HT<71 THEN XR=2
163 IF HT>70 AND HT<81 THEN XR=4
164 IF HT80 THEN XR=6
165 XF = XM + XR:WT = CR(RB,XF)*HT
166 IF WT>INT(WT) THEN WT = INT(WT) + 1
167 REM****NON - HUMAN WEIGHT COMPUTE****
168 N=16
169 GOSUB59
170 RM=0
171 IF HT<40 THEN RM=-1
172 IF HT>71 THEN RM=3
173 RB=RB+RM
174 IF RB=0 THEN RB=N
175 IF RB=1 THEN RB=1+N
176 IF RB>1 AND RB<4 THEN RB=2+N
177 IF RB>3 AND RB<8 THEN RB=3+N
178 IF RB>7 AND RB<10 THEN RB=5+N
179 IF RB=10 THEN RB=N+6
180 XF = XR + XM - 2
181 WT = CR(RB,XF)*HT
182 RESTORE:RETURN
183 REM***ALLOCATE MAX ABILITY MODIFIERS***

```

```

184 PRINT"(BLK)(CLR)YOU HAVE[1]"ML"[1]POINTS TO ALLOCATE"
185 PRINT"(WHT)STR = "SR"[1]STA = "SM"[1]DEX = "DX"[1]AG = "AG
186 PRINT"INT = "IN"[1]WIL = "WI"[1]ELQ = "EL"[1]EMP = "EM"
187 PRINT"(YELO)[9]NATIVE[4]MULT[3]MAX[4]BAL."
188 TU=0:TT=0:PRINT "STRENGTH[5]"SR:INPUT"[18](C/UP)";MP:GOSUB239
189 NL = ML - MP:TR = SR*MP
190 IF TT=1 THEN188
191 IF TR>INT(TR) THEN TR = INT(TR) + 1
192 PRINT"[26](C/UP)"TR"[3]"NL
193 IF NL<=0 THEN183
194 TU=0:TT=0:PRINT "STAMINA[6]"SM:INPUT"[18](C/UP)";MP:GOSUB239
195 NL = NL - MP:TM = SM*MP
196 IF TT=1 THEN 194
197 IF TM>INT(TM) THEN TM = INT(TM) + 1
198 PRINT"[26](C/UP)"TR"[3]"NL
199 IF NL<=0 THEN183
200 TU=0:TT=0:PRINT "DEXTERITY[4]"DX:INPUT"[18](C/UP)";MP:GOSUB239
201 NL = NL - MP:EX = DX*MP
202 IF TT=1 THEN200
203 IF EX>INT(EX) THEN EX = INT(EX) + 1
204 PRINT"[26](C/UP)"EX"[3]"NL
205 IF NL<=0 THEN183
206 TU=0:TT=0:PRINT "AGILITY[6]"AG:INPUT"[18](C/UP)";MP:GOSUB239
207 NL = NL - MP:BG = AG*MP
208 IF TT=1 THEN206
209 IF BG>INT(BG) THEN BG = INT(BG) + 1
210 PRINT"[26](C/UP)"BG"[3]"NL
211 IF NL<=0 THEN183

212 TU=0:TT=0:PRINT"INTELLIGENCE[1]"IN:INPUT"[18](C/UP)";MP:GOSUB239
213 NL = NL - MP:JN = IN*MP
214 IF TT=1 THEN212
215 IF JN>INT(JN) THEN JN = INT(JN) + 1
216 PRINT"[26](C/UP)"JN"[3]"NL
217 IF NL<=0 THEN183
218 TU=0:TT=0:PRINT "WILL[9]"WI:INPUT"[18](C/UP)";MP:GOSUB239
219 NL = NL - MP:XI = WI*MP
220 IF TT=1 THEN218
221 IF XI>INT(XI) THEN XI = INT(XI) + 1
222 PRINT"[26](C/UP)"XI"[3]"NL
223 IF NL<=0 THEN183

```



```

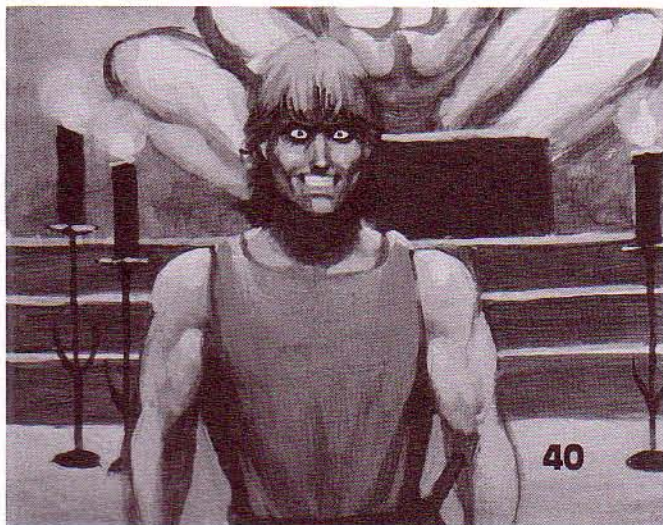
224 TU = 0:TT = 0:PRINT "ELOQUENCE[4]"EL:INPUT"[18](C/UP)";MP:GOSUB239
225 NL = NL - MP:FL = EL*MP
226 IF TT = 1 THEN224
227 IF FL>INT(FL) THEN FL = INT(FL) + 1
228 PRINT"[26](C/UP)"FL"[3]"NL
229 IF NL <= 0 THEN183
230 TU = 0:TT = 0:PRINT "EMPATHY[6]"EM:INPUT"[18](C/UP)";MP:GOSUB239
231 NL = NL - MP:FM = EM*MP
232 IF TT = 1 THEN230
233 IF FM>INT(FM) THEN FM = INT(FM) + 1
234 PRINT"[26](C/UP)"FM"[3]"NL
235 IF NL <= 0 THEN183
236 PRINT" IS THIS OK (Y/N)"
237 GETZA$:IFZA$ <> "Y" ANDZA$ <> "N" THEN237
238 IF ZA$ = "N" THEN184:IF ZA$ = "Y" THEN RETURN
239 VT = 1:UT = INT(VT):IF VT = UT THEN241
240 IF VT <> UT THEN242
241 IF MP >= 1.5 AND MP <= 4 THEN245
242 PRINT"NUMBER OUT OF RANGE, TRY AGAIN"
243 TT = 1
244 GET ZZ$:IF ZZ$ = "[1]" THEN244
245 RETURN
246 IF IT$ = "N" THEN RETURN
247 OPEN 4,4
248 PRINT#4,""
249 PRINT#4,"(CLR)NAME[1]";N$
250 PRINT#4,"FROM[1]";ST$
251 PRINT#4,TD$
252 PRINT#4,RS"[1]"S$
253 PRINT#4,""
254 PRINT#4,"[13]NATIVE[3]MAX"
255 PRINT#4,"STRENGTH[8]"SR"[2]"TR
256 PRINT#4,"STAMINA[9]"SM"[2]"TM
257 PRINT#4,"DEXTERITY[7]"DX"[2]"EX
258 PRINT#4,"AGILITY[9]"AG"[2]"BG
259 PRINT#4,"INTELLIGENCE[4]"IN"[2]"JN
260 PRINT#4,"WILL[12]"WI"[2]"XI
261 PRINT#4,"ELOQUENCE[7]"EL"[2]"FL
262 PRINT#4,"EMPATHY[9]"EM"[2]"FM
263 PRINT#4,"CONSTITUTION[4]";CN
264 PRINT#4,"APPEARANCE[6]";AP
265 PRINT#4,"SOCIAL STANDING[1]";SO

```

```

266 GOSUB57: IC = (RD*2) + SO + RA
267 PRINT#4, "(C/DN)AGE IS[1]"RD"[1]YEARS"
268 PRINT#4, "(C/DN)"[1]HT"[1]INCHES TALL"
269 PRINT#4, WT"[1]POUNDS"
270 PRINT#4, "AND HAS[1]"IC"[1]INCREASE POINTS"
271 CLOSE 4
272 RETURN
273 PRINT"PRINT THIS CHARACTER?(Y/N)"
274 GET IT$:IF IT$ <> "Y"ANDIT$ <> "N" THEN274
275 RETURN
276 REM****LOAD VARIABLES INTO ARRAY****
277 FOR I = 0TO27:FOR J = 0TO7
278 READ VR:CR(I,J) = VR
279 NEXT: NEXT
280 RETURN
281 DATA 3,-1,-2,-3,-4,-6,1,0
282 DATA 0,1,-3,-2,-2,-3,2,2
283 DATA -1,0,1,2,2,3,-1,-2
284 DATA -1,1,2,2,3,3,-2,-1
285 DATA 2,0,3,2,4,2,0,0
286 DATA 0,2,0,2,1,3,2,1
287 DATA 0,0,3,2,2,2,-2,-2
288 DATA -3,-1,0,1,1,2,-2,-2
289 DATA 0,1,-1,-1,-2,-2,1,2
290 DATA 0,0,1,2,2,4,-1,-2
291 DATA 46,42,45,42,28,28,35,32
292 DATA 1.6,1.4,2,1.6,2.2,1.7,2.4,1.8
293 DATA 1.7,1.5,2.2,1.7,2.4,1.8,2.7,1.9
294 DATA 1.8,1.6,2.4,1.8,2.6,1.9,3,2
295 DATA 2,1.7,2.6,2.2,2.9,2.1,3.3,2.2
296 DATA 2.2,1.8,2.8,2.2,3,2.2,3.5,2.5
297 DATA 0,0,1,2,1,2,4,2,3,0,0
298 DATA 1.7,1.5,1.2,1.1,2.6,2.5,0,0
299 DATA 1.8,1.6,1.3,1.2,2.8,2.6,0,0
300 DATA 1.9,1.7,1.4,1.3,3,2.7,0,0
301 DATA 2,1.8,1.5,1.3,3,2.8,0,0
302 DATA 2.1,1.9,1.6,1.4,3.5,3,0,0
303 DATA 2.2,2,0,0,0,0,0,0
304 DATA 1,1,1,2,1,2,2.5,1
305 DATA 1,1,1.5,3,2,3,1.5,1.5
306 DATA 3,2,2,4,3,4,4,2
307 DATA 4,3,2.5,5,4,5,6,2.5
308 DATA 5,4,3,6,5,6,8,3

```



The god within accepts his new disciple and marks you as his own. With fiendish glee, you await the future and all the power that it holds for you.

THE END

THE END

THE PRIESTHOOD

(Part II)

by
Richard Snider

This article concludes the series on the Priesthood which began in the last issue. It covers the basics of Priestly magic and adds more definition to the basic Priest types introduced in the last issue. I strongly suggest that Priests be included in your P & P campaign. Their are a substantial improvement in the game. Their powers fill holes in the current system, providing players with better weapons to defend against poisoning, possession, demonic attack and other perils. Their inclusion will also provide a more balanced society for your campaign to base itself in. Enjoy.

GENERAL RULES

The general rules in Powers & Perils for trained magic use apply for all Priests when they draw power from their Casting Ability. When they draw the power of a spell from their Energy Level, the rules for Innate Magic apply.

The maximum EL a Priest can attain in Priestly magic equals:

$W + Em + MEL$ divided by 15, round down.

If a Character has Supernatural Will and Empathy he is a Natural Priest. All rules applying to Natural Magicians apply in his use of Priestly magic.

BASIC POWERS

The spells listed in this section are those that all priests can use after they have completed their training. They are listed using the same format used in Powers & Perils for magic spells.

BASIC POWERS TABLE			
ROLL	SPELL	MANA COST	SOURCE
01-20	Bless	1	CA
21-40	Healing	1	CA/EnL*
41-60	Insight	2	CA
61-75	Detect Evil**	2	CA
76-90	Presence	2	EnL
91-100	Purification	2	CA

* Priests of the types devoted to the Healing Arts may have special healing powers that are drawn from either Casting Ability or Energy Level. These will be covered in the appropriate section of this article.

**Evil as defined by Priests equals the enemy alignment. For Law it is Chaos, and vice versa. For Elder it is the Kotothi, if Sidh oriented, or whichever force is the greatest danger in the area. The Referee must determine this for the area.

BASIC SPELL DESCRIPTIONS

The descriptions that follow detail the six basic spells that all Priests can use. Variations to these rules may occur based on the Priest's type. Where such is the case, the rules listed for the type have precedence over these basic descriptions.

BLESS

When a Priest lays a blessing on an individual he may grant a temporary increase to a characteristic or give combat advantages for attack or defense. The amount of improvement to the blessed's OCV or DCV equals the Priest's EL + 1. His advantage for blessing a characteristic equals his EL + 1 times TWO. The duration of the Priest's blessing is a number of days equal to his EL + 1. To bless a person the Priest must touch him and the person must be willing to accept the blessing.

If a Priest pays double the normal mana requirement, he can lay conditions on his blessing. This lets him limit the use of the blessing to uses that are in the interest of the faith. He may also pay

double mana to double the duration. Per increase in cost paid, the number of days the person is affected is doubled.

EXAMPLE

An EL4 Priest blesses a soldier with Strength, +10. This lasts five days and costs nine mana. If he pays eighteen, it lasts ten days. Twenty seven points gets him twenty days. If he chooses to limit the blessing with conditions, he doubles the amount paid for the duration given. If he grants the blessing for twenty days, cost twenty seven, the total cost of the blessing is fifty four mana.

HEALING

As for the Wizardry spell listed in Powers & Perils.

INSIGHT

This spell is a limited form of Shamanic Soul Sight combined with an Elf's ability to perceive the intent of others. Successful use of the spell gives the Priest the following information:

- 1) The basic attitude of the person.
- 2) The person's orientation, i.e. Law, Chaos, etc.
- 3) Whether the person has supernatural powers of any kind and, if so, the orientation of those powers.

A Priest who uses this power successfully gets the information above. In addition, he may add twice his EL + 1 to his Influence Chance in talking to this person if the person is not hostile to him.

DETECT EVIL

As for Mana Reading in Powers & Perils. The Priest must be actively searching for Evil. When he is, he finds that which is within his range and gets an indication of how strong it is.

PRESENCE

Presence has two effects. First, it grants the Priest an increased chance to influence others (EL + 1) and an increased DCV in physical combat (EL + 1 divided by 3, rounded up).

Second, successful use of presence has a chance to repel enemy aligned forces. The maximum MDV that can be affected by this equals the Priest's EL times 5. Those who can not be affected ignore the spell. Others use their MDV to resist it. The BL on the Magic Table equals the Caster's EL + one half his MEL, rounded up. Success means that the target affected cannot approach within BL inches of the caster. If he is already within that range he must flee out of the radius of effect. While doing so, he can do NOTHING else. He must move directly away as fast as possible.

EXAMPLE

An MEL8/EL6 user of this spell affects a Demon. The Demon must stay at least 6 inches away from the Priest for the entire duration of this effect. If he was within 2 when the spell succeeded, he must flee immediately.

DURATION - EL + MEL in turns.

PURIFICATION

Priestly Purification grants the advantages specified in P & P. It also repels supernatural forces hostile to the caster's alignment. The rules specified for Presence apply here as well. Those forces who are too strong to be repelled are infuriated. They will go to any lengths to defile the blight on their land and slay its creator.

RANGE - EL + 1 inches (A diameter with the caster created focus at its center.)

URIGALLU MAGIC

In most societies, Urigallu are the masters of the temple. As the administrators and main celebrants of the faith, their magic is dedicated to the greater rituals of the faith. As they are also masters of temple forces and church law, they wield powers to find truth and administer church law. They are the Master Shepherds who give faith and justice to their flock.

In the spell table below, spells are marked with an R or a C. Spells marked with an R are ritual spells that require preparation and the proper environment. Spells with a C are castable using the normal rules for casting magic.

URIGALLU SPELL TABLE			
ROLL	SPELL	COST	TYPE
1	Blessed Truth	2	C
2	Ceremony	8	R
3	Curse	6	R
4	Judgment	4	C
5	Command	3	C
6	Hidden Truth	5	C

SPELL DESCRIPTIONS

BLESSED TRUTH

Unlike other Truth spells to be found in Powers & Perils, the person affected by this spell remains completely aware. He is not compelled to speak truth in any way. However, if he lies, he can be in BIG trouble.

There are two forms of this spell that the Priest can use. The first, cast at the cost above, grants him a chance to tell when someone is lying to him. This chance equals:

The Priest's WILL + (EL x 5).

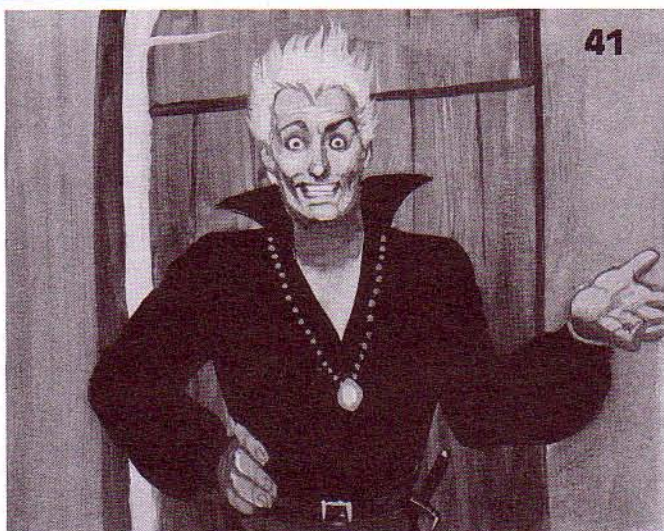
If the roll succeeds or partials, the Priest is aware of the lie. If it fails, he believes the lie to be truth.

This spell can also be cast at TRIPLE normal cost. When this is done, the Priest can impose a minor curse on the affected person. In this case, whenever the person lies the curse strikes him. This automatically occurs with any lie the person may tell. The types of curses that can be tied to this spell are nervous twitches, boils, minor disease symptoms (vomiting, sneezing, etc) and other such things. In all cases, the curse ends when the spell ends and leaves no lasting damage.

Blessed Truth can only be cast in the second manner described above when the Priest is on ground purified for his alignment by Priestly magic. It is not usable in any other situation.

CEREMONY

The term Ceremony defines basic forms of ritual worship that a Priest engages in. All such rites require preparation of materials,



Though a bit insane, and quite disoriented, Goro's Master accepts your apology. He advises you to avoid the stairs at all costs. They are the road to sure damnation.

Take his advice (16)

Ignore his advice and take the stairs up. (17)

purification and a prepared altar and/or sacred ground. The forms a ceremony can take are:

- 1) **WORSHIP** – Worship of the deity to give praise. Rites used vary from simple prayers to complex festivals.
- 2) **PLACATION** – Rites intended to appease the anger of the deity and renew the ties between the deity and the people.
- 3) **DEDICATION** – Special services dedicating a person, place or thing to the service of the deity. These ceremonies are the holiest rites of the church. They are always performed with the greatest care. Good examples of such ceremonies in our culture are Marriage, Ordination of a Priest, Confirmation and Baptism.
- 4) **HOLY OBSERVANCES** – Major rituals celebrating high holy days and other periods of significance. These ceremonies always require the services of other types of Priest in addition to the Urigallu present.
- 5) **FUNERALS** – In a fantasy world, with evil spirits under every rock and twig, giving the fallen a proper funeral is very important. Basic funeral rites are done by a single Priest. More complicated rituals, appropriate for heroes and the society's elite, require the aid of other types of Priests and elaborate preparations.

The relevance of ceremonies depends on the significance that the Referee places on the supernatural and religion. In all cases, the effect of a given ceremony varies with the power of the Priest celebrating it. The base chance that a benefit is gained, if one is requested, equals the caster's EL x 5. The benefit granted is determined by the Referee. The factors of importance, each weighted from +20 to -20, in deciding what is done are:

- 1) How fitting is the request?
- 2) How frequently does the person who will benefit ask for aid from the Gods of that court?
- 3) Does the Priest perform the ritual correctly?
- 4) What environmental factors, if any, predispose the god to a friendly or unfriendly response?

Fittingness is a measure of the desires of the deity. Where the request asked is a function, interest or power of the deity, the deity will be more likely to grant the request. Where it runs counter to the deity's power, function or interest, the deity will be more likely NOT to grant the boon asked.

Frequency is a measure of how dependent the Character is on divine intervention. The more a deity is asked for aid by a given individual, the less likely that the deity will grant the request.

If the Priest rolls SUCCESS on his spell roll, the full EL x 5 benefit is gained. If the result is PARTIAL SUCCESS the benefit equals the Priest's EL + His Rank. If a FAILURE results the Priest's EL is subtracted from the chance of success.

For environment, the more sacred a place is to a deity, the more likely that deity is to hear a request. The more it is opposed to the deity, the less likely that deity will respond.

HEROIC ANSWERS

- 1) Marduk
- 2) Apophis
- 3) Idun
- 4) The Fenris Wolf
- 5) Mistletoe
- 6) Vidar and Vali
- 7) The Vanir
- 8) By taking the deceased's sin into himself, the Sin – Eater purifies his soul. The Sin – Eater commonly does this by eating food off of a plate that is on the cadaver.
- 9) Hyena
- 10) Eight – Fold. The Eight – Fold Path

EXAMPLE

Jeina of Asidan wants a blessing before going to A'Korchu. She seeks aid from the Priests of Inanna in the city of Fomoria. As she states her willingness to serve, they perform a ritual of Confirmation on her in the Temple of Inanna and beseech the goddess' aid for her newest warrior. Jeina is a faithful worshipper of Inanna who frequently asks for aid and is sometimes offensive when it appears that she will be refused. The factors weigh out as follows:

- 1) FITTINGNESS - Granting aid against servants of Abaddon's court is fitting. (+10)
- 2) FREQUENCY - Jeina often asks for aid and can be a petulant child when the goddess withholds it. These factors are bad. Her attitude and her tendency to lean on divine intervention make this factor a minus. (-20)
- 3) PERFORMANCE - The ritual is performed by a rank 5 Urigallu (MEL7/EL3). In this case, he achieves a Partial Success for a small plus. (+8)
- 4) ENVIRONMENT - The ceremony is performed in Inanna's most sacred temple. She is more likely to grant the request because of this. (+20)

To determine the chance that the request is granted, total the factors assigned. The result is the percentage chance that the deity bestows the benefit requested. In our example, this is an 18% chance of a boon being granted.

As Referee, you may modify the final chance determined as the campaign situation demands. The rule above is a guideline to give you an idea of the probability of success. You may wish to modify it and include other negative factors.

EXAMPLE

Gods have a tendency to be temperamental. To reflect this, a request roll that fails by more than 50 can result in angering the God. The effect of this can be anything from no further help from that God for a substantial period of time to a bolt of lightning between the eyes. The response in this case is varied by the nature of the God who is angered and the game situation at the time.

CURSE

Curses cast by Priests are generally meant to affect the victim in the afterlife. An example is Excommunication. Where a Priest desires a more immediate effect, he must cast this spell at double its normal casting cost. If this is done, he can achieve any effect as specified for Curses under Permanent Magic in Powers & Perils.

JUDGMENT

This spell is intended for use in church trials. If it succeeds, the caster becomes aware of EVERY crime that the person affected has committed against the God that the Priest calls on. Cast at double cost, it grants this awareness for the God's entire court. Cast at triple cost, the knowledge is gained for the God's entire alignment.

For this spell to operate, the victim must be willing OR prevented from resisting. The rites demand that he be relatively motionless while his Judgment is read. In most societies where this spell is used to any great extent, refusal to undergo the rite is the same as an admission of guilt.

COMMAND

With this spell the Priest uses his power to force a person to perform an action the Priest wishes him to do. Unlike other spells of this nature, the victim has a choice under this spell. If he makes a Will roll, the victim may flee rather than obey the command.

Targets who worship the God called on by the Priest have a +20 chance of the spell working on them and a -20 subtracted from their Will if they choose to resist the order. The commands possible with this spell are limited to things that can be performed immediately, i.e. with ten seconds of effort or less. If desired, the spell can be cast to have a greater effect. In this case, it must be cast on purified ground and the target must be willing or restrained. When this is done, the casting cost is tripled and no Will roll is allowed to resist its effect. Success at this level places a Geas on the victim as specified in Powers & Perils.

RANGE - EL (If the EL is zero, the Priest must touch his target.)

HIDDEN TRUTH

A Priest who successfully casts this spell on himself can't be lied to easily. His chance to detect the unstated truth behind any statement equals his Em + (EL x 5) if the speaker makes an Influence roll to conceal the fact that he has hidden something. If the speaker does not succeed on this roll, the Priest automatically learns the full truth.

This spell does not place the Priest or any speaker in any kind of trance. Both are fully aware for its entire duration.

RANGE - EL + 1 (The maximum distance between the speaker and the Priest.)

DURATION - (EL + 1) x 10 (The number of minutes that the spell remains in effect.)

ASHIPU AND QADISHTU MAH MAGIC

These Priests are the guardians of the faith and the faithful. Their purpose is to heal the faithful and destroy their enemies. Their magics center around advanced healing arts, exorcism, rites of banishment and powers of both defense and attack. Against their enemies, they are a force to be feared. They are the Shield and Sword of the Faithful.

ASHIPU/QADISHTU MAH POWERS

The table below lists the major powers available to Priests of this class. They are divided, in the table, between Offensive Powers and Healing Arts. The section following the spell descriptions explains the relevance of this distinction.

ASHIPU/QADISHTU MAH SPELLS		
Healing Powers		
SPELL	MANA COST	SOURCE
Healing Hand	3	EnL
Dispell/Banish	3	CA
Regrowth	5	CA
Energy	6	CA/EnL
Negate Poison	6	CA
Negate Magic	7	CA
Exorcism	8	CA
Offensive Powers		
SPELL	MANA COST	SOURCE
Repel Evil	2	EnL
Paralyze Enemy	3	CA
Purifying Lance	5	CA
Inner Revelation	5	CA/EnL
Absorption of Evil	8	CA
Dispersion	10	CA
Damnation	15	CA*
*This spell requires a complex ritual and other items to be used. It is not usable in day to day adventuring.		

SPELL DESCRIPTIONS

HEALING HAND

This spell is a special power of these classes. It heals 1D10 + EL hit points when a success occurs. A partial success, using the rules for normal skills, heals EL hit points. All persons who are affected by this spell are immune to infection for 48 hours. They also have the normal benefits to future Healing rolls, as specified for the Healing spell in Powers & Perils.

Under no circumstances can the Priest use this spell on himself. It may only be used on those aligned with his alignment or those with no alignment. If it is attempted on persons who are tainted with evil, as viewed by the Priest's alignment, both the Priest and the person to be affected suffer damage equal to the number of hits that would have been healed by Success.

DISPELL/BANISH

As listed for the spell of the same name in Powers & Perils. This spell may only be used on supernatural forces of the enemy alignment.

REGROWTH

This spell is used to cure permanent physical damage of many kinds. The basic cost specified is used when the spell is used to heal permanent losses to a Character's characteristics. Per success, a number of characteristic points equal to the Priest's EL + 1 are healed.

In campaigns where the Referee allows permanent, debilitating injuries, i.e. lost arms, eyes, etc, this power can be used to heal the damage suffered. The Casting Cost is tripled. Each attempt to use the spell in this way takes one day per normal phase required to cast the spell. If the spell succeeds, the injury is cured if the Priest rolls ten times his EL +1 or less on D100. Per additional successful attempt, if this roll fails, this chance is doubled. If the person to be affected is tainted with evil, as viewed by the Priest's alignment, the spell can't succeed.

EXAMPLE

An EL3 spell is cast to regrow an arm. The Casting Cost is 33 (11 x 3). The Priest has a Casting Speed of 4. After nine days working this spell, there is a 40% chance that the arm is regrown. If it is not, another nine days of effort will yield an 80% chance.

ENERGY

This spell is used to return lost energy to others. Cast from the Casting Ability, it returns 2D6 + EL points to the affected person. Cast from the Energy Level 2D10 + EL points are returned with a minimum gain equal to the EL cast times two.

This spell has the use restrictions specified for Healing Hand above when it is used from the Energy Level. If it is being used from the Casting Ability, the Priest may heal himself but must obey all other restrictions. Damage suffered as a result of misuse of this spell is a number of points subtracted from the Energy Level of the Priest and his intended target.

NEGATE POISON

Success or Failure will negate the effect of any Poison with a BL less than or equal to (EL + 1) x 2. If the BL is higher than this value, a Success must result for the poison to be negated. If it is, it has no further effect but any effects suffered to that point are retained until normal recovery occurs. When Success is required, the Poison is allowed to use its BL as for MDV in resisting negation.

NEGATE MAGIC

This spell operates against evil magic, as defined by the religion, only. It can be used to negate a spell being cast if the Priest's Casting Speed is at least equal to that of his enemy. The effect, in this case, adds the EL x 2 PLUS the Priest's MDV to the enemy's roll for success. If Success does not result, the spell is negated completely.

EXAMPLE

A Wizard is casting Lightning at a Priest's bodyguard. The Priest (MDV20) responds with EL3 Negate Magic. He succeeds with this spell. This requires the Wizard to add 26 to his roll in addition to the MDV of the bodyguard.

EXORCISM

As specified for the Shamanic spell of the same name in Powers & Perils.

OFFENSIVE POWERS

REPEL EVIL

The Priest has the power, when concentrating on doing so, to repel forces of the opposite alignment. To be affected the enemy must be within range and have an MDV less than or equal to that determined with the MDV Limit formula. If either case is untrue, the spell has no effect. Use of this spell is obvious. While it is being employed the caster has a certain radiance about him, the greater the EL, the greater the radiance exhibited.

Persons repelled by the spell must flee from the Priest for a set number of phases. After this period ends, they can't enter his radius of effect as long as his spell remains in force. Those whose MDV's are too high to be repelled must add the Priest's EL to all attacks that they attempt, magical or physical, while they are in his effect radius.

MDV LIMIT - (EL + 1) x 3

RADIUS OF EFFECT - EL (If the EL is zero the effect applies if the enemy tries to touch the Priest.)

DURATION OF FLIGHT - (EL + 2) x 2

DURATION OF EFFECT - (EL + 1) x 3 (The number of turns the power remains in effect. Can be recast, without chance of failure, at full cost. This will increase the duration by 1/2 the duration above, rounded down.)

PARALYZE ENEMY

To use this power the Priest must touch his enemy. If he does, and the enemy is of the enemy alignment, he is paralyzed by success. See Paralysis in Powers & Perils for details.

After casting the spell the Priest has a number of phases equal to his EL + 1 to touch the enemy chosen. He must score a hit or better in combat to do so. If the victim does not have a shield, a shield hit counts as a hit.

PURIFYING LANCE

The effect of this spell is intensely variable. In essence, the Priest forms and casts a lance of his deity's power into the soul of his adversary. If the spell succeeds, a roll must be taken on the Combat Table using the EL x 2 as the attack line, i.e. EL2 is line +4, EL7 is line +14. The Referee will adjudicate its affect using the table below:

HIT TYPE

Deadly

Severe

Hit

Shield Hit

Miss

EFFECT OF POWER

Target killed, converted or taken by the god, depending on the god's nature.

Target suffers major damage, is dazed or has a curse laid on him.

Target takes minor damage or fights under tactical disadvantage for a while.

The spell has very little effect. Inflict subdual damage equal to the Priest's EL on his enemy. As for a Shield Hit. If the roll exceeds the Priest's Hit Chance by more than 25, he suffers the Subdual damage instead of his target.

INNER REVELATION

This spell is akin to the Knowledge spell. It may only be applied to gain Priestly spell knowledge or Scholarly knowledge associated with the Priest's faith. The effect of this is as for the Knowledge spell in Powers & Perils.

When the caster has access to purified ground, and a subject who is willing or confined, he may use this spell on others to gain knowledge about them. Used in this way, the Casting Cost is tripled. If the spell succeeds, the Priest learns EL x 20% of what there is to know about the target. At EL5 and up, he learns all there is to know about that person's life history. In addition, he can gain some knowledge of his goals, subconscious fears, etc. At EL10 and higher, he gains all of this and can also learn something of his soul's past lives or other arcane knowledge. This can be a very powerful spell in the hands of a skilled practioner.

ABSORPTION OF EVIL

The Priest sets himself as a barrier against evil. All evil magic or beings that enter his radius of effect are diminished by his power. He absorbs their vile essence into himself to preserve others.

The number of mana or energy points that the Priest can absorb in any one turn (four phases) equals his EL x 2. When this value is exceeded, he can absorb additional amounts each phase equal to his EL + 1. All points absorbed at this level reduce his Energy Level by the amount absorbed. If his Energy Level reaches zero, he dies. Any that are absorbed beyond his limit are applied to the death chance set below. The power remains in force for the Duration set below. It must remain in force for the entire period and can't be dispelled. It will affect any evil creature who enters its radius of effect. The Priest must take something from all such creatures.

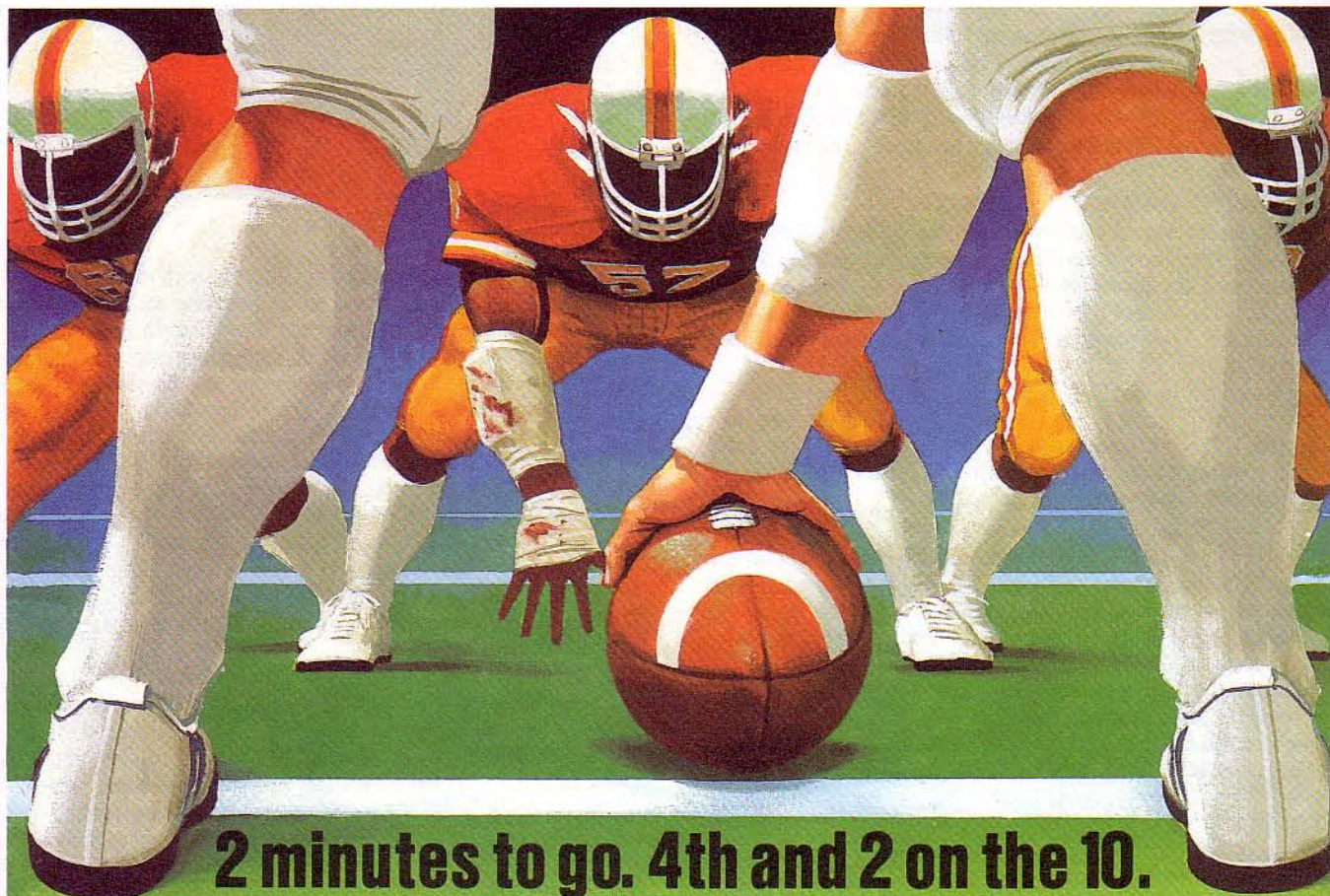
IMPORTANT

In absorbing, active mana is taken before energy unless the target uses magic naturally. If the target is a normal wizard, the Priest must drain his Casting Ability before he can attack his Energy Level.

MAXIMUM DRAIN - EL + 1 (The most that can be taken from any one individual.)

MINIMUM DRAIN - EL/2, round up (The minimum amount that must be taken from each enemy in range.)

RADIUS OF EFFECT - EL + 1



**2 minutes to go. 4th and 2 on the 10.
Your QB can't run. What's your play?**

Every time you play a SPORTS ILLUSTRATED game, you find yourself in realistic situations like that. The same kinds of tight spots and tough decisions the pro coaches face in every game.

Whatever game you choose, we've set it up to be as close to the real thing as possible. As tense, as brain twisting, as exciting as big league action. You use real pro statistics so you can play against your opponent's weak spots. You work out game plans like the pros. Some games let you create dream teams with the greats of the past.

We're sticklers on statistics. And realism. Knowledge of statistics makes for authenticity. And that's what our games are all about. The result of our attention to detail is astonishing realism through every minute of play. SPORTS ILLUSTRATED games offer double fun. Great head to head competition . . . and solitaire play that lets you have all the excitement for yourself.

Choose from among 6 different football games:

STATIS PRO FOOTBALL \$25 Retail—YOU get the entire AFC/NFC roster, over 1,000 Player Cards in all, allowing you to replay every game of every team from the previous season. Find out if the best team really did win the Super Bowl.

PAYDIRT \$18 Retail—Every AFC/NFC team's previous year's performance has been computer-analyzed and presented on color-coded Team Charts. YOUR skill can change the outcome, however . . . proving how great a coach you might have been if given the chance.

FOOTBALL STRATEGY \$15 Retail—Defense and Offense players attempt to outguess each other in an intense test of nerves. The first board game of its kind, and still the most popular 26 years later, standing the test of time.

BOWL BOUND \$15 Retail—the PAYDIRT game system tailored to college teams. YOU get to coach 30 of the greatest college teams from out of the past. Find out who the best team of all time really was.

SUPER SUNDAY \$30 Retail—top-selling computer football game giving you the 20 greatest Superbowl teams of all time to match up in dream games of your choice. Ready to run on C® 64/128, IBM® PC, PCjr and Apple® II series computers. Season disks (where you can replay past seasons) available separately—\$20 retail.

MAC PRO FOOTBALL \$49.95 Retail—SUPER SUNDAY computer game available on the Macintosh.

The next move is yours . . . why not come up with a play that gets you to your local game store before the games run out.

And see what all the excitement is about.

**For players who are
serious about their game.**



Sports Illustrated Games

from **The Avalon Hill Game Company**

DIVISION OF MONARCH AVALON, INC.

To order, call TOLL FREE: **1-800-638-9292** or write:
THE AVALON HILL GAME COMPANY
4517 Harford Road, Baltimore, Maryland 21214

NOTE

Instead of taking energy or mana, the Priest can use the power to inflict subdual damage. If he does so, no armor counts against the damage caused. However, the effect specified above is reduced by 50%, rounded down. Finally, in draining mana, mana being cast into a spell is always drained before dormant mana in the Casting Ability.

MASHMASHU MAGIC

Mashmashu are trained wizards who use their power for the good of the faithful. They learn their wizardry and gain advantages where the powers used are drawn from the essence of their chosen god. They are the Lance that drives through the heart of the faith's magical enemies. Their purpose is to vanquish the magics of evil for the good of all.

Magic, as done by the Mashmashu, is wizardry. They have the basic powers listed for all Priests previously. In addition, they may learn any spell of their alignment and wizardry general skills. For those spells that are drawn from the power of the God that the Mashmashu serves, the following special rules apply:

- 1) The Priest casts the spell at one EL higher than his current EL at no additional cost, i.e. if a Priest has EL2 he casts the spell at EL3 paying the cost normal for EL2.
- 2) Casting Speed for all spells derived from the God is as specified for Natural Magic users (MEL + EL). If the Priest is a Natural Magic user or Priest, his casting speed is twice that normal for Natural Magic users, in this case only.
- 3) No abysmal failure is possible when using these spells UNLESS the Priest is in disfavor with his God for some reason.

GOD SPELLS

The spells derived from a given God's power can be derived from the attributes given him in the Site Book in Perilous Lands, a Powers & Perils supplement. Final adjudication of which spells receive the benefits above is left to your discretion. The example below, for Inanna, should give you an idea of how to go about making this decision.

EXAMPLE

The attributes of the Goddess Inanna are described, in the Site Book, as:

INANNA – The Star of Lamentation, Courtesan of the Gods, Patron of Priestesses, Lady of Resplendent Light, Goddess of Battles, Mistress of Fertility and Sterility, Lady of Beauty and Charm, She who commands fear in men, She who brings to life and sends to death, Mourner in the Winter, the Questing Goddess, The Warrior Queen.

Given this description, it can be seen that Inanna is a very powerful Goddess. Her main powers lie in Light and Life. She grants Mashmashu increased effect with Light Powers, Revivification and Resurrection. She may also grant a bonus for Might because of her position as a Goddess of Battle. At the Referee's discretion, favored servants could gain Luck in battle, increased Appearance, Eloquence and Empathy and enhanced abilities in Tracking when they are on a Quest in service of Inanna. There are many possibilities with a Goddess of this power. As Referee, in this case, you may assign disadvantages in the winter or other problems based on the darker side of her nature.

BARU MAGIC

Baru priests seek to divine the will of the gods for the good of the faith. They have great powers of Divination and magics that grant them a degree of Prescience. They are the Eyes of the Faith, finding its path into eternity with their rites.

BARU SPELLS

Baru magics are not intended for combat. The sole purpose of this Priest is to divine the will of his gods and assist in seeing that their will is done. They are mystics, not combat-oriented Priests such as the Ashipu and Mashmashu. Their spell knowledge reflects this fact.

SPELL	COST	SOURCE
Awareness	1	EnL
Questing Sight	2	CA
Divination	3	CA
Knowledge	3	CA/EnL
Divine Vision	6	CA
Vision Trance	8	CA/EnL

SPELL DESCRIPTIONS

AWARENESS

Baru Priests receive training that, through meditation and other metaphysical skills, seeks to make them one with the world around them. Mastering this is important to any future prowess they may have in the arts of divination. To understand why this is important, realize that in many forms of divination the diviner is responding to signs and portents that exhibit themselves in the world around him. This given, his ability to develop a feel for his immediate environment is critical to his success at divination.

To use this talent the Priest must state that he is doing so. Per HOUR he is doing so, he expends 12 – EL energy points. When the power is used in this way, the a Priest increases his Empathy by (EL + 1) x 5. He will also have a chance equal to this increase times two to detect ambushes and other surprises that can give detectable clues before they strike. This allows him to give warning or react to the threat.

EXAMPLE

A Priest has EL3 in this. One hour of its use costs him nine energy points. While affected his Empathy is increased by 12 and he has a 24% chance of detecting surprise occurrences before they strike, i.e. he hears the twig snap under an ambusher's foot, he senses the minute crack in the ceiling above that indicates a deadfall trap, etc.

Use of the power as specified above does not entail any casting cost, the wish to do so is sufficient. Regardless of EL, the minimum cost to attune oneself in this way is one energy point per hour.

This spell can also be cast from the Energy Level in the conventional method. When this is done, the Priest places himself in a trance after stating to the Referee what specific influence he is sensitizing himself to. The influence chosen must be a specific class of thing, i.e. mana, animate life, supernatural beings, etc. While the spell remains in effect, the Priest is automatically aware of anything within his radius that fits within the class chosen. He will remain entranced for the minimum duration stated below. The maximum duration, in all cases, is ten times this minimum. Per minute, or less, that the Priest remains in this trance he must pay the casting cost for the spell.

IMPORTANT – As Referee, you may evolve other uses of this talent. Those above are only basic applications. Others can be mastered as you feel they are necessary or appropriate. For a use form to fit within this spell it must be something that heightens the Priest's awareness of his surroundings through meditational practices. The possible uses of this are virtually endless.

RANGE – (EL + 1) x 3 (*The Priest's range in hexes or inches.*)

MINIMUM DURATION – EL + 1 turns

QUESTING SIGHT

Use of this power allows the Priest to key himself to discover the whereabouts of a specific person or thing. To use this spell, the Priest must know the precise appearance of the person or thing or he must have something that has been in contact with the target sometime in the last EL + 1 weeks. If either is the case, he will see the precise whereabouts of his target, i.e. its immediate surroundings, and learn how far away it is and in what direction it lies. The Referee will tell the player distance and direction and describe the surroundings. It is up to the Player to take it from there. Should the Player choose to do so, he may cast this spell at up to FIVE times its normal casting cost. Each increase of 100% taken doubles the range yielded.

EXAMPLE

A Priest uses EL2. His first attempt shows that his target is outside of his range. He casts the spell at five times normal cost, increasing his detection range from nine miles to forty-five miles. He sees his subject lost in the forest fifteen miles to the north.

MAXIMUM DISTANCE – (EL + 1) squared miles

DIVINATION

As for the spell of the same name in Powers & Perils. Priests using this spell may subtract their Awareness EL in addition to the normal EL modifier.

KNOWLEDGE

This spell is one of the most important powers of the Baru Priest. His expertise gain varies with how he uses the power. The following categories apply:

1) USED TO MASTER BARU SKILLS

When this spell is used to increase the Priest's ability in Baru Magic, Meditation or Scholarly skills associated with Divination he gains 2D6 + EL expertise with each success.

2) USED FOR OTHER PRIESTLY KNOWLEDGE

When the spell is used to gain knowledge from other classes of the the Priesthood, the normal expertise (1D6 + EL) is gained.

3) USED FOR ANY OTHER PURPOSE

If the spell is used to gain knowledge outside of that shown in the sections above the expertise gain equals the caster's EL. Except in emergencies, such use of the power is felt to be somewhat gauche by most Baru Priests.

At your option, you may allow other uses of the power when the Priest reaches higher levels of mastery. Examples are use of Knowledge as a more precise means of Divination, use of Knowledge to give expertise to others (*if this is allowed, only knowledge that fits in category three above can be given in this way*), etc.

All other parameters for this spell, include the restriction on the frequency of use, are as specified in Powers & Perils.

DIVINE VISION

This spell is only used on purified ground, preferably in a temple with other Priests monitoring the affair. In casting the spell the Baru Priest concentrates on a problem of importance and opens himself to the will of the gods, hoping to gain a solution to the problem. It is used to determine the best means of placating an angry god, how to overcome deadly adversaries of the god and, otherwise, for reasons of major importance. Use of the power frivolously can lead to the Priest's death. To determine the effect, determine the amount that the Priest makes or misses his roll on the Magic Table by and consult the table below:

VISION EFFECT TABLE

NUMBER	BASIC EFFECT RANGE
+50 and up	The god is completely open with his knowledge about the question asked. The Priest will get a definite response and the god is likely to give him some support in achieving his goal.
+21 - 49	The god favors the Priest and gives him a good response. He may, in the course of the mission, give the Priest signs to keep him from straying too far off his path.
-20 - +20	The god responds. His answer is couched in riddles but, properly read, does contain knowledge of benefit to the Priest. At this level, the god gives no other aid.
-21 - -40	The god is miffed. If he is whimsical, he may mislead the Priest to teach him a lesson. If he is deadly, or very peeved, he may visit some temporary disability or insanity on the Priest to teach him some manners.
-41 or less	The god is furious with the Priest. Depending on his attributes, the god will badly mislead the Priest, give him a permanent disability or strike him dead. When this result occurs there is no restriction on the severity of the response.

NOTE

A positive value on the table above indicates a roll less than or equal to the number the Priest needs to roll. A negative value is a number greater than the roll required.

VISION TRANCE

This power is used only in very serious instances when the Priest must have a precise view of the future for himself or some other individual. In casting the spell the Priest's enters into a trance in which he is comatose. While the trance lasts, he travels the future in spirit form. Per day in the future, ten minutes pass in the present. While in the future, he sees what is occurring for the person in question. The Referee gives this knowledge. It is up to the Player to determine a course of action based on the information gained.

DAYS FORWARD - $(EL + 1) \times 2$ (*The number of days into the future that the Priest can travel before he must return to the present.*)

ENERGY LOSS - $20 - (EL + 1)$ per day travelled

NOTE

Spells that give the ability to see future time can be disruptive in play because of the paralleses that they create, the pressure they place on the Referee and some Players tendency to use them as a crutch. In the case of this spell, the encounters are seen. Roll them out so the Player knows. However whatever the vision of the future seen, the Referee is under no compulsion to stick to it or change it unless the Players take meaningful, realistic action to avert their fate. Keeping this in mind will help you Referee and will compel Players to continue to play their role. They must use the vision in play, it is not a free ticket.

GETTING IT UP IS ONLY HALF THE FUN!



The other half is surviving the latest Microcomputer game from The Avalon Hill Game Company. **SPITFIRE '40** is a flight simulator with a purpose. At your control is the Supermarine Spitfire Mark II, the plane that fought the Battle of Britain. The control panel is reproduced from the real McCoy, right down to the gas gauge. Even better, it flies just like the Spitfire.

SPITFIRE '40. The best thing since the real thing.



C64/128 Version\$35

Other Versions Planned For All Major Machines!

Available Everywhere

Call Toll Free 1-800-638-9292

Ask for Operator 40

microcomputer games DIVISION



The Avalon Hill Game Company

A MONARCH AVALON INC. COMPANY
4517 Harford Road • Baltimore, MD 21214

QADISHTU AND KALU MAGIC

These Priests primarily assist other Priests to perform their most sacred duties. Through the power of music, dance and song, they enhance the effectiveness of their brothers. In addition to this function, these Priests have unique powers of their own that can be used to some effect. They are the Voice of the Faith who sing the beauty of the divine for all to hear.

BASIC POWERS

The major rites of these Priests are used in association with other specialists. The table below shows the basic spells available:

QADISHTU/KALU SPELLS		
SPELL	MANA COST	SOURCE
Spirit Blessing	2	CA/EnL
Blessed Sphere	3	CA
Ritual Music	5	CA
Punish/Satire	7	CA/EnL*
Sacred Bane	10	CA

* Only Sidh oriented or Druidic Priests may cast this spell through their Energy Level. They may only draw it from within when they are dying, as a last curse, or when they are damaged through some improper breach of hospitality.

SPELL DESCRIPTIONS

SPIRIT BLESSING

This spell has the effect of Healing Light for replacing energy lost to disease, poison or soul - draining attacks of any kind. The amount gained is divided evenly among all persons within the effect area. Any fraction resulting is rounded up.

If the target loses Energy as a result of an attack by a creature from the enemy alignment, he gains TWO energy points for every point of benefit received, i.e. if he gets four points of the effect he regains eight energy.

All parameters for range and effect are as specified in Powers & Perils for Healing Light. This spell, however, will NEVER grant any benefit to a member of the enemy alignment.

BLESSED SPHERE

The roll to affect enemies with this spell is taken each phase that it remains in effect. The spell creates an area that is hostile to the enemy alignment. This area will affect all supernatural members of that alignment each phase that it succeeds against them. It will also affect non-supernatural members to a lesser degree.

Supernatural members, those with a Contact Level, are affected by both Energy Loss and Damage. Other members are only affected by Energy Loss. While the spell remains in effect the Priest may not move and may not take ANY other action. His entire being is concentrated into his song.

RANGE - EL + 1 (*The effect radius*)

DAMAGE - EL/2, round up (*Hit point damage taken by affected targets. This damage is only reduced by armor that is dedicated against Priestly magic.*)

ENERGY LOSS - EL + 1 (*The number of energy points lost each time the target is affected.*)

RITUAL MUSIC

This power is used to enhance the performance of allied Priestly magic that is used within the Priest's effect area. The diameter of this area equals the Priest's (EL +) x 2. The modifier granted to the other Priest equals EL + 1. This spell may only be used to support other classes of Priests in performing their magic. It may not be used to enhance Qadishtu/Kalu magic.

PUNISH/SATIRE

This spell is the most potent and rarely used ability of the Qadishtu/Kalu class. To use this power the Priest must be trained as both a Musician and a Singer and, after casting, must succeed with both entertainment skills. (For a success to be recorded the Entertainment Table result, using the target's MDV/2 rounded up as the

Audience Type modifier, must be a sixteen or less. For the spell to succeed the Priest must succeed with all three rolls.

The possible affects of this spell are infinite. To help handle this, follow the procedure below when it is used:

- 1) The Priest states the EXACT effect he wants AND what crime, known to the Priest, is his reason. (The fact that a target is known to be evil is insufficient. The Priest must personally know, or been affected by, an evil action that his target did. It can't be cast otherwise.)
- 2) The Priest must define what conditions, if any, will lift the affect of the spell. If it can't be lifted through proper action, increase the target's effective MDV by five.

After the Priest delineates his spell, the Referee determines the effectiveness required for it to take effect. Effectiveness is determined by adding the amount the spell succeeded by to the amount that the Entertainment skills succeeded by times five.

EXAMPLE

The Priest is MEL5/EL2. His spell roll is a 31 against an MDV of 10. He thus succeeds by 13 with the spell. He is EL6 with Music and Singing. He rolls a 17 (effectively 16) and a 9 (effectively 8). He succeeds by zero and by eight for, 8 x 5, 40. His total effectiveness for the spell is 53.

This number determined, consult the table below. If the effect desired is greater than that allowed by the resulting effectiveness, the spell fails unless the Referee chooses to allow it to have a diminished effect.

PUNISH/SATIRE EFFECTS	
EFFECTIVENESS	DESIRED RESULTS
0 to 10	Minor malady, inconvenient physical or mental problem, target is hardly impaired.
11 to 25	Non-fatal illness, slight physical or mental problem, target is slightly impaired.
26 to 50	Significant mental or physical problem, target is impaired.
51 to 80	Lingering illness, major mental or physical problem, target is severely impaired.
81 to 120	Fatal illness, disabling mental or physical problem, transmutation, target is completely impaired.
121 and up	Anything the Priest wishes is possible.

This spell must be cast in the presence of the target to be affected. It may not be used unless the Priest has a significant reason for doing so. It is primarily used as a spell of last resort to punish those who need it or who may profit from a lesson. It has no effect on non-intelligent (INT rating for species 4 or less) creatures or supernatural forces (creatures with a Contact Level). The range for the spell equals the Priest's EL + 1.

SACRED BANE

This spell places a bane on the target which has the following affects:

- 1) The victim suffers damage as for the Blessed Sphere spell if he enters ground purified for or sacred to the Priest's alignment.
- 2) All members of the Priest's alignment may add the bane's EL + 1 to any damage scored on the target. (This is affected by armor.)
- 3) All supernatural members of the Priest's alignment who encounter the victim attack with uncontrollable Battle Fury.

The range of this spell equals the Priest's EL + 1. Once it succeeds, a Negate Curse spell is required to remove it. It is also dispelled with the death of the victim cursed with it.

MDV LIMIT - (EL + 1) x 5 (*The maximum MDV that the Priest can affect with this spell.*)

TARITI(ALLANI) MAGIC

These Priestesses are important in many major rituals of the faith. In areas where they are dominant, they have the powers listed here plus the powers listed for the Urigallu. This is especially true in the nations of L'p'nth and Clima. The powers of the Tariti(Allani) center around love, fertility and the emotions. They are quite powerful in these areas. They are the Soul of the Faith.

BASIC POWERS

Tariti(Allani) powers are subtle influences that affect the mind and soul of their targets. Where they apply to the areas of Love and Fertility, they have little bearing over the majority of a campaign. Therefore, the precise spells of this type are omitted from this article.

TARITI(ALLANI) POWERS		
SPELL	MANA COST	SOURCE
Master Emotion	1	CA/EnL
Sublime Peace	2	CA/EnL
Inflict Emotion	3	CA
Destroy Emotion	5	CA
Soul Search	8	CA
Empathic Union	12	CA

SPELL DESCRIPTIONS

MASTER EMOTION

Cast from the Energy Level, this spell allows the Tariti to control her emotions. Using her Casting Ability, she may lessen another person's response to an emotion. With success, the person affected ignores the effect of the emotion specified for the duration of the spell.

If a person is affected by a spell that forces extreme emotion on him, this spell negates the effect. In doing so, it operates as specified for Immunity in Powers & Perils. If her EL is greater, the enemy spell is negated. If not, it is ignored for the duration of her spell. When her spell ends, the enemy spell resumes at a reduced EL. When the spell is cast in this way it is always cast against the MDV of the spell and the person it is cast at is considered to have an MDV of zero for influencing the chance of success.

EXAMPLE

A person is affected by MEL7/EL5 (for a spell MDV of 12) Silent Terror. A Tariti Priestess casts EL2 versus Terror. She succeeds. While the duration of her spell lasts, the person ignores terror. When her spell ends, the Silent Terror spell starts again at EL3.

RANGE - EL (*The range the person to be affected must be within.*)

DURATION - (EL + 1) x 2 turns

SUBLIME PEACE

An enhanced version of the Peace spell that is cast at a single person. Affected targets are incapable of any hostile emotion and may not initiate combat for any reason. In addition, they have a heightened sensitivity to pleasant stimuli and cannot feel pain (other than magical pain whose EL is higher than the EL of this spell). It is an important spell, often used to aid Healers and perform certain sacred rites. To affect anyone with this spell the Priestess must touch them.

When the Tariti uses this spell on herself, twice the normal Casting Cost is subtracted from her Energy Level. Used in this way, the spell has the range specified for Peace in Powers & Perils in addition to having the effect specified above on the Priestess and everyone within its radius of effect.

DURATION - EL + 1 squared minutes

INFLECT EMOTION

As for Master Emotion above except this use of the spell increases the degree to which the target is affected by the specified emotion and the Priestess has no ability to cast it from her Energy Level. All other factors remain the same.

DESTROY EMOTION

A person smitten by this spell is no longer able to experience the emotion that the Priestess attacks. To use this spell the Priestess must touch the target. If she does, and the spell succeeds, the victim loses the emotion. Once success occurs, the spell remains in effect until it is cured by a Negate Curse spell. Cast at three times normal cost, the spell can eliminate only part of the chosen emotion,

i.e. the emotion as it relates to a specific person, place or thing (love of a woman, hate for an enemy, etc).

SOUL SEARCH

This spell allows the Priestess to determine what the major motivations and desires of the target are. In play, this increases her Influence Chance with that person by (EL + 1) x 5 and makes it extremely difficult for him to dislike her or to ever consider doing her harm. To cast this spell, the Priestess must be within one hex of the person. If she is actually touching him, increase her EL modifier by ten.

EMPATHIC UNION

This spell is cast to do many things. The Priestess must touch the person to be affected. Cast at half normal Mana Cost, the spell enables her to sense the CURRENT emotions of her subject and get an impression of what is causing those emotions. At normal cost she gains this knowledge and may use Master Emotion or Inflict Emotion (if she knows those spells) to modify emotions read. When used with this spell, the Emotion spell automatically succeeds. The Emotion spell may only be used to influence the strongest emotion the target is feeling (the Priestess may exclude feelings the target may have for her IF she chooses to do so).

Cast at twice normal power, this spell reads the emotional history of the person's recent past and can modify emotional memories (all factors are as for Forgetfulness in Powers & Perils).

At three times normal cost the Priestess unites with her subject. This yields perfect understanding of all that that person is and grants the same understanding of the Priestess to her target. Both feel what the other is feeling as well as what they are feeling themselves. Neither are truly aware of themselves while they are affected by this spell. They become one.

After the Union, the Priestess retains perfect knowledge of the emotional foundation and personality of her partner. Her partner will retain only flashes of insight about her.

This spell can be cast at five times cost to forge a permanent Empathic Bond between the Priestess and ONE other person. If this is done, both retain awareness of their individuality while gaining the ability to feel the emotions of their partner when they choose to. When one experiences extreme emotion, such as in combat, under torture, etc, the other is allowed a Will roll to keep those emotions from affecting them as well. If the roll is a success, they are not affected. A partial success means they are visibly affected and a failure forces them to react to the emotion as if it was happening to them.

Emotional Union at this level is a permanent spiritual tie between two beings. Though they remain separate, they are one. This grants the following benefits:

- 1) Either can track the other no matter how far apart they are.
- 2) If physical damage, energy loss or illness afflicts one, the other can minimize its effect by taking half the effect on themself.
- 3) The MDV of each is increased by half the MDV of the partner with the highest MDV when that partner is in range.
- 4) If either suffers an attack on their soul, both suffer equally.

EXAMPLE

A Priestess (MDV15) and her husband (MDV20) are united. Both increase their MDV by 10 and may choose to take injury and pain from the other. If either is struck by a soul-draining creature, both are affected, i.e. a Lamia bites the husband taking 40 energy. He and his wife both lose 20 energy and are subject to the Lamia's will (though the Lamia may not be aware of this fact). These are the basic attributes of the spell. The last two forms must be cast on purified ground. Neither may be cast on an unwilling target. Both require a good deal of Ritual and specific environmental influences (referee discretion) to succeed. If an Abysmal Failure occurs in either case, the spell may never be tried on that target again. The less powerful forms are usable without these restrictions.

DURATION - EL + 1 squared minutes

MDV LIMIT - (EL + 1) x 4 (*This limit applies when the target is not willing to be affected by this spell.*)

TRANSFER RANGE - EL (*The maximum distance, in hexes, that a united pair can be separated and still use the full attributes. If the range is zero, they must touch to use this power.*)

THE END

"Westheimer's effervescent blend of candor, humor and common-sense practicality has attracted loyal following . . . who count on her to tell them what mother never would."
—Newsweek

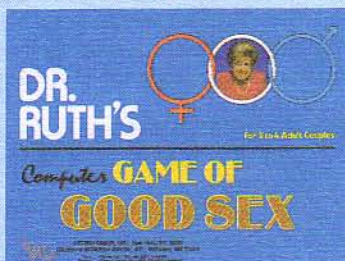
"Since 1980, over a party line that now extends into 60 cities, Dr. Ruth has dispensed clinical chicken soup."
—People

... an irrepressible dynamo . . ."
—The Wall Street Journal

Dr. Ruthware!

Dr. Ruth's Computer Game of Good Sex challenges your knowledge about, love, sexuality and relationships. In a race against time, you must decide what is true or false among the "Ask Dr. Ruth" questions. Expert players advance to

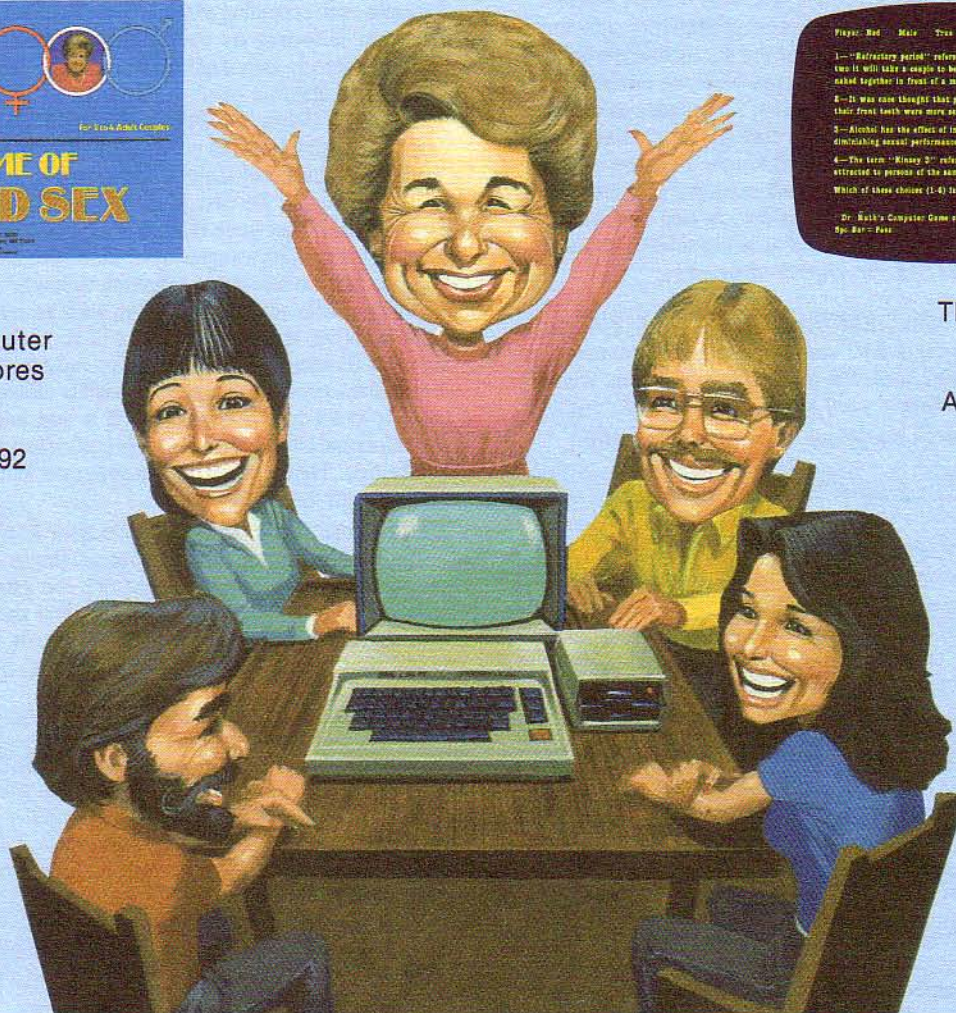
the "Sex Clinic" where they try to match Dr. Ruth's advice to actual sexual and marital problems. **Dr. Ruth's Computer Game of Good Sex** provides unlimited hours of amusing and informative play.



Available at
better computer
software stores
or call
TOLL-FREE
1-800-638-9292
for ordering
information.



The perfect gift
for your
IBM® PC,
Apple® II series
and C® 64/128
\$29.95



® Trademarks of
International
Business Machines,
Apple Computers
and Commodore
Electronics, Ltd.



microcomputer games DIVISION
The Avalon Hill Game Company

A MONARCH AVALON, INC. COMPANY
4517 Harford Rd. • Baltimore, MD 21214



HEROES

HEROES magazine, the magazine of Avalon Hill Role Playing, is setting out anew to bring the excitement and adventure of Role Playing and other thrilling forms of gaming into your home. Gauged to thrill, calculated to enthrall, the new HEROES continues in the hunt to become your Role Playing magazine.

Retaining the best of the old, the new HEROES strikes out into new fields to provide more information and more excitement. With the fine regular features below, HEROES will be your magazine. Give it a try today.

***COMPUTER CORNER—A regular feature highlighting the finest of the new, old and projected products by Avalon Hill's Microcomputer Games.

***COMIC FLOW GAMES—Exciting graphic adventures where you are the hero, and you see everything as he does. The story is told through pictures with just enough words to make it interesting.

***EDITORIAL FEATURES—Powerful editorial features providing accurate, detailed information about important historical and mythological concepts, places, etc., in a way that does not tie the information to any specific game system. Just one of the new general information and feedback features that will play an important part in the New Heroes.

***Too much more to mention here, if your buying, your mind will be flying!

I'LL GIVE HEROES A TRY FOR:

☐ 1 YEAR—\$12.00

★ New

☐ 2 YEARS—\$18.00

★ Renewal

Name: _____

Address: _____ Apt. #: _____

City: _____ State: _____ Zip: _____

Please Indicate Method of Payment:

☐ Check ☐ Money Order ☐ Charge
☐ American Exp. ☐ MasterCard ☐ Visa ☐ Choice

Acct. #: _____ Exp. Date: _____

Signature: _____

Please send Subscription Form and Payment to:

The Avalon Hill Game Company
4517 Harford Rd., Baltimore, MD 21214

CALL TOLL FREE:
1-800-638-9292

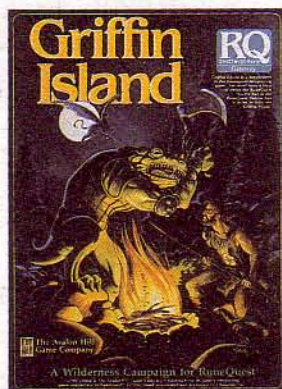
Have you switched yet to the #1 role-playing system?

That's right . . . **RuneQuest** was voted "best role-playing system" at Games Day 5, Great Britain's version of ORIGINS! And that was even before the new modules were available! Think of how much fun you can have playing **RuneQuest** NOW.



We are committed to supporting this tremendously enjoyable role-playing system. By the time you read this message, we'll have even more modules and supplements for you. It's growing rapidly into the #1 system *all over the world*. Spending an evening in, says Bangkok, without knowing how to play **RuneQuest** could be embarrassing (not to mention boring).

Latest Module!



For quick credit card purchasing call **TOLL FREE** 800-638-9292



Here's what's in the complete **RuneQuest** system to date:

- **Deluxe RuneQuest**—the complete game with 3 magic systems, new skills, new spells, and new combat rules . . . \$38
- **Monster Coliseum**—arena combat and chariot racing of the early Roman era . . . \$16
- **Human Adventurer**—not a game, but a playing-aid supplement for scorekeeping . . . \$10
- **Nonhuman Adventurer**—includes scoresheets for 18 of the most imaginatively unique characters possible . . . \$10
- **Vikings**—the gods, giants and monsters from viking legend; a fascinating blend of history and myth . . . \$21
- **Gods of Glorantha**—introducing hundreds of new skills, spells and sorcery in this gloranthan supplement . . . \$18
- **Griffin Island**—includes brand new map, and devices freeing the gamemaster to join in the play himself . . . \$16

Available at your favorite game store, or direct from:

The Avalon Hill Game Company

DIVISION OF MONARCH AVALON, INC.
4517 Harford Road ★ Baltimore, MD 21214