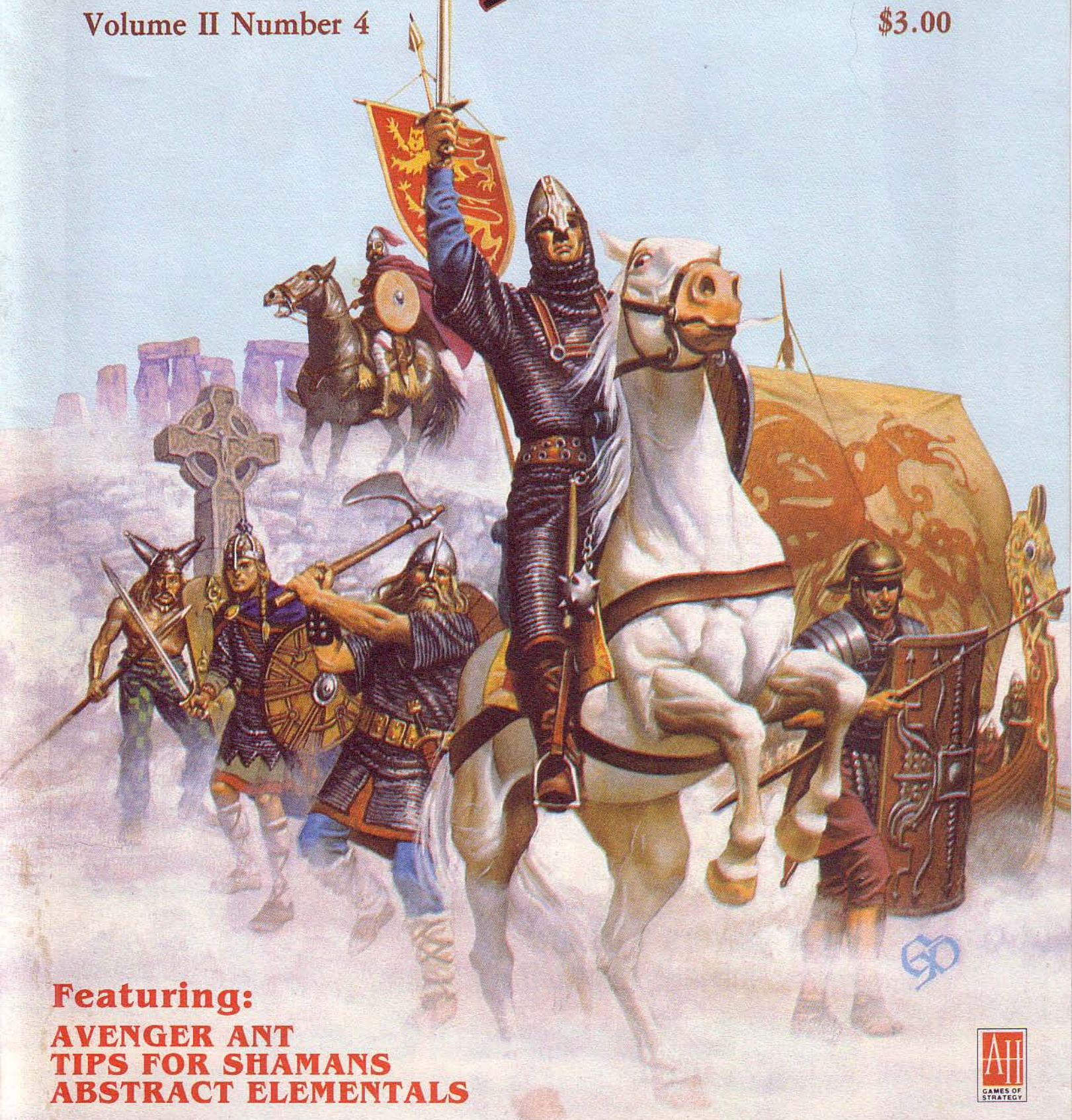


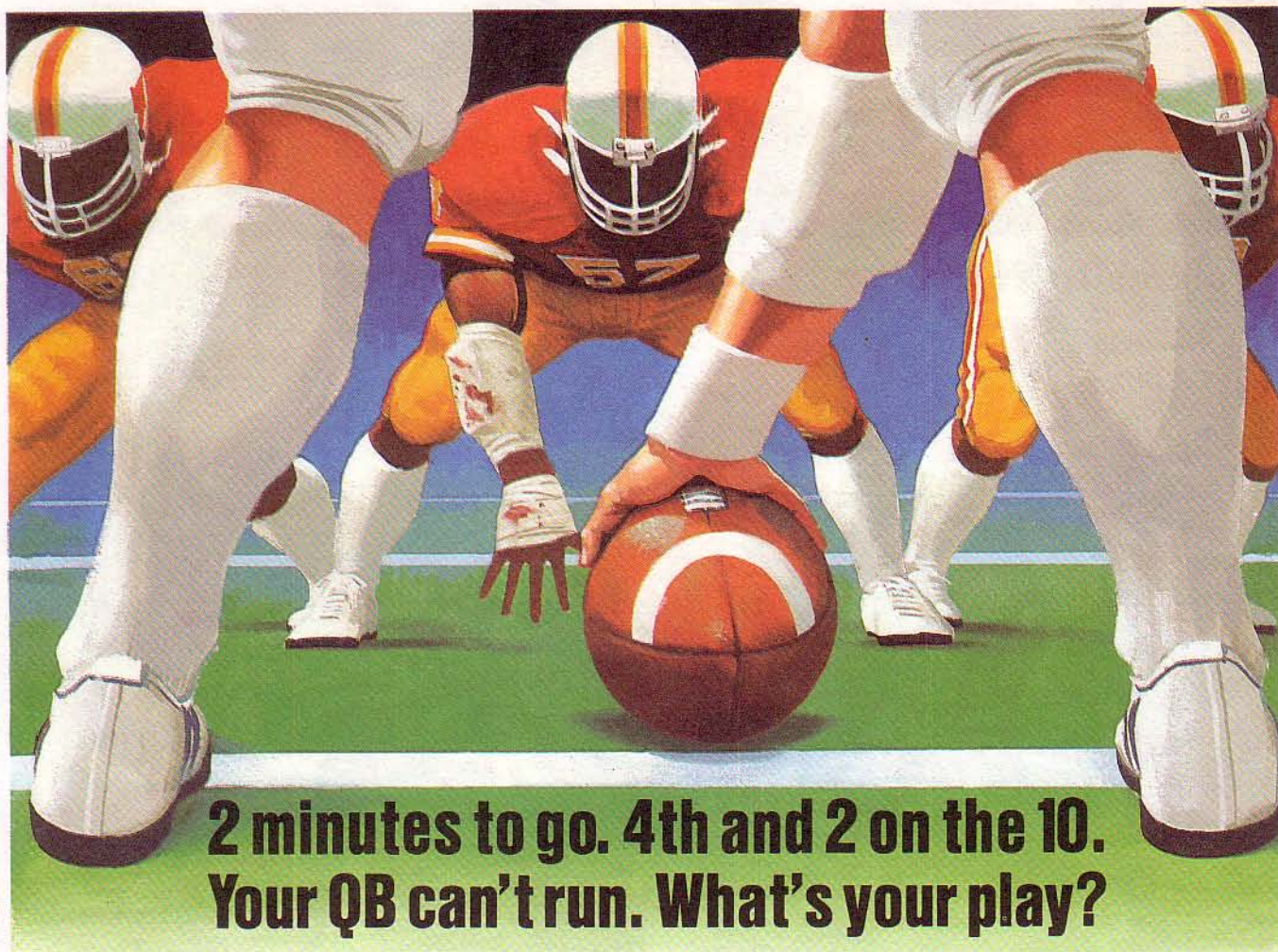
HEROES

Volume II Number 4

\$3.00



Featuring:
AVENGER ANT
TIPS FOR SHAMANS
ABSTRACT ELEMENTALS



**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

HEROES

TABLE OF CONTENTS

Volume II Number 4

Article	Page
AVENGER ANT by Richard Snider	5
TIPS FOR SHAMANS by Forrest Johnson	11
MORE Q BRANCH EQUIPMENT by Paul T. Riegel	20
RUNEQUESTIONS	21
THE SAIL AND THE SWORD by Tim Bailey	23
NEW SPELLS FOR RQ3 by Martin Krim	26
BECOMING A MAGIC-USER IN POWERS & PERILS by Robin MacKay	27
WHAT IS ?	30
ABSTRACT ELEMENTALS by James Holden	31
REALMS OF ADVENTURE by Richard Snider	35
COMPUTER CORNER <i>An interview with Phyllis Opolko</i>	39

COMING NEXT ISSUE
Captain Bunkers of the C.S.P.!

EDITOR'S NOTE

ENTERING MY THIRD ISSUE AS EDITOR OF HEROES, I FEEL IT IS TIME TO LET YOU IN ON SOME OF THE FEEDBACK WE'VE BEEN GETTING. RESPONSE TO MY QUESTIONNAIRES HAS BEEN LIGHT, BUT INSTRUCTIVE. MOST OF YOU SEEM TO LIKE THE NEW STYLE AND A MORE REGULAR PUBLICATION SCHEDULE. FEELINGS ABOUT THE COMIC FLOW ADVENTURES AND COMPUTER CORNER, ARE MIXED. FROM RESPONSE THUSFAR, IT SEEMS THERE ARE NO NEUTRALS HERE. YOU DETEST THESE FEATURES OR YOU LOVE THEM.

FOR BOTH OF THESE FEATURES, WE INTEND TO CARRY ON UNTIL WE COLLECT A MORE SOLID BODY OF OPINION ABOUT THEM. IF THIS SHOWS THAT YOU DON'T WANT ONE OR BOTH, THEN THEY ARE GONE.

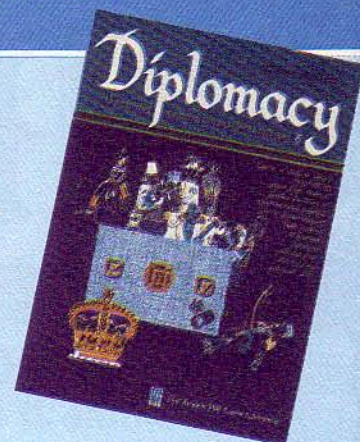
SOME OF YOU ARE UPSET WITH THE CURRENT MIX OF ARTICLES. AS A MAGAZINE, HEROES IS DEDICATED TO SUPPORTING RUNEQUEST, JAMES BOND 007, POWERS & PERILS AND LORDS OF CREATION — IN THAT ORDER. HOWEVER, MY FIRST PRIORITY IS TO TRY TO GET THE MAGAZINE TO YOU IN A TIMELY MANNER. THIS MEANS THAT, WHEN THE VOLUME OF SUBMISSIONS DOESN'T FILL THE MAGAZINE, I DO. AS MY PRIMARY AREAS OF EXPERTISE ARE POWERS & PERILS AND GENERAL MYTHOLOGY, THIS LEADS TO WHAT SOME OF YOU HAVE SEEN AS A PREPONDERANCE OF POWERS & PERILS MATERIAL. AS YOU WILL SEE WITH THIS ISSUE, WHEN THE VOLUME OF SUBMISSIONS IS SUFFICIENT FOR ME TO DO SO, I HAPPILY SET ASIDE MY PEN AND CONCENTRATE ON MY EDITORIAL DUTIES. WE ARE MAKING EFFORTS TO INCREASE THE FLOW OF QUALITY MATERIAL INTO THE MAGAZINE. UNTIL THESE EFFORTS BEAR FRUIT, I HOPE YOU WILL BEAR WITH US.

OUR EFFORTS, AND YOUR INPUT IN THE WAY OF ARTICLES, WILL DECIDE THE FATE OF HEROES. I HOPE THAT YOU WILL WORK WITH ME TO CREATE THE QUALITY MAGAZINE THAT YOU WANT, AND DESERVE.

Richard Snider

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.

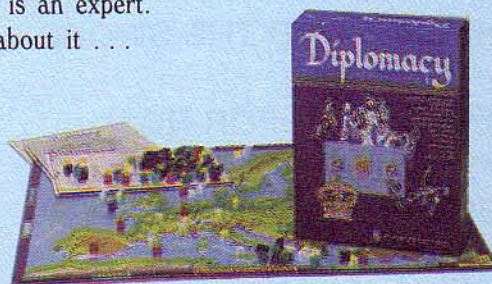
In *All the President's Men*, the award-winning novel exposing the Watergate mess, it was stated that cabinet members, including David Eisenhower, played **DIPLOMACY** to get their minds off of Watergate.

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.

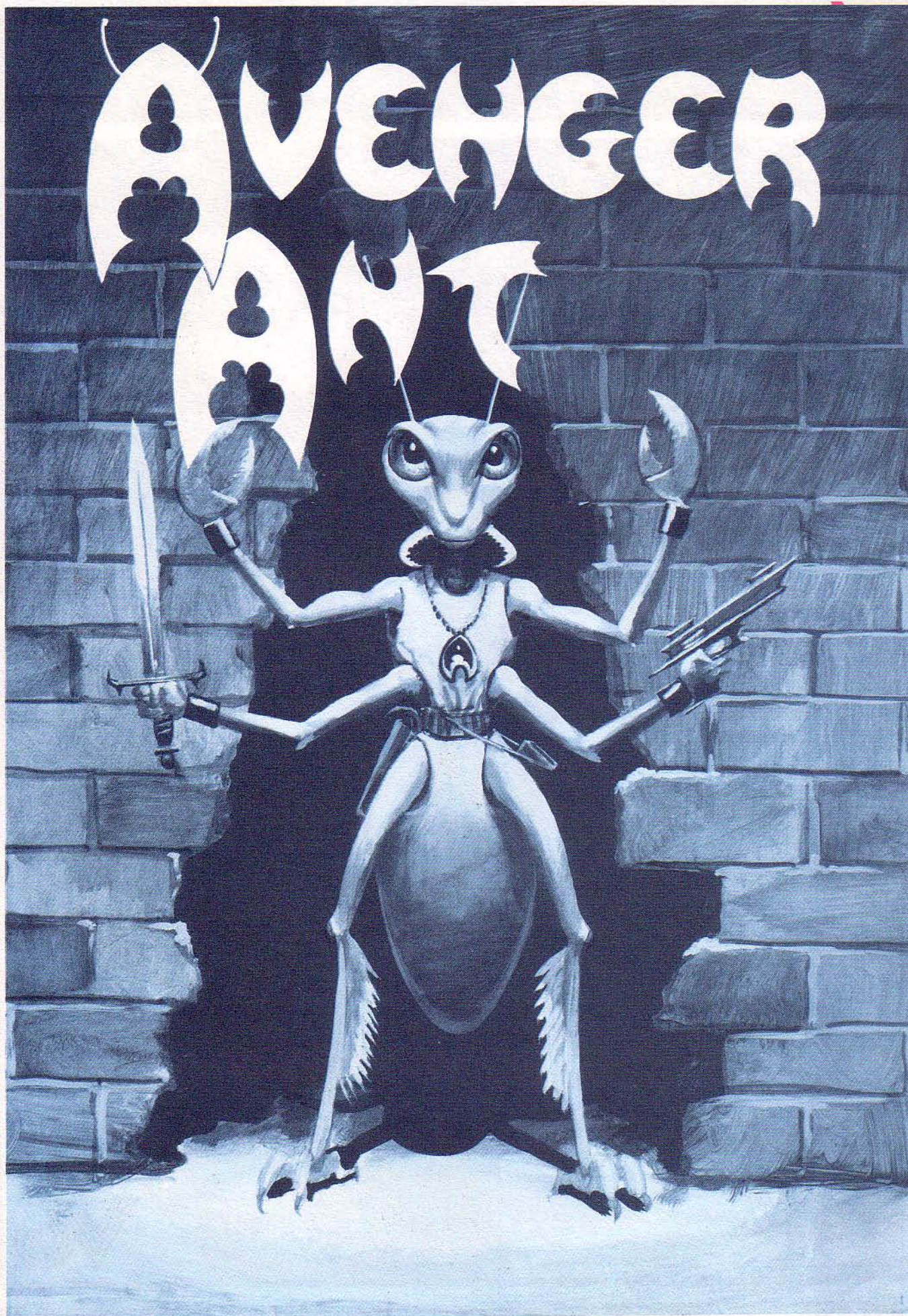
Better still—why not send one copy to your best friend! Who knows, the person you introduce to **DIPLOMACY** might end up as Secretary of State himself.



AVAILABLE IN LEADING GAME STORES, OR DIRECT FROM

The Avalon Hill Game Company

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





No war is ever fought without risque, and Victory Games proves it with this breathtaking 1988 calendar, featuring 12 of America's most beautiful G.I. Janes.

VICTORY GAMES, INC.

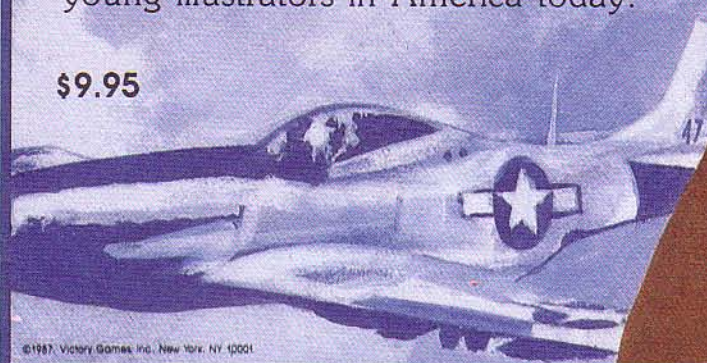
DIVISION OF MONARCH AVALON, INC., BALTIMORE, MD 21214

43 West 33rd Street
New York, New York 10001
(212) 563-2630/2633

1988 G.I. JANE Calendar

Large 13"×16", exquisitely printed on high-quality, extra-weight paper for long life. Beautiful full-color paintings. Destined to become a collector's item, the **1988 G.I. Jane Calendar** represents the joyous re-birth of the authentic pin-up, as envisioned by one of the most talented young illustrators in America today.

\$9.95



©1987, Victory Games Inc., New York, NY 10001



AVENGER ANT

COMIC FLOW ADVENTURE II
 STORY BY Richard Snider
 ART BY Jim Talbot

EDITOR'S NOTE

With our second effort in this medium, we have left normal fantasy behind and journeyed into the bizarre. Avenger Ant is set in a wierd, mutated world where mammalian life is all but extinct and the insects rule. As you will quickly see as you enter the adventure, it is played as much for laughs as it is for excitement. I hope that you find it enjoyable.

As a side note, this type of article is an experimental item. Your reaction to it will decide whether it will continue. At this writing, one other adventure is in the works. If your feedback to us, on the publication of that adventure indicates that you aren't thrilled, these adventures are history. If you like these adventures, let us know. Your response is the only thing that will keep them coming.

Avenger Ant takes place in an alternate future where poisons, pollution, the ravages of war and radiation have devastated the planet and led to extinction of man, and most other mammals. In this world, insects and other forms have mutated and flourished. On the corpse of what was, they have built their own unique cultures and civilizations.

As for the Crystal Key, Avenger Ant is played by making decisions and, based on your selection, moving on from picture to picture until you are victorious or dead. You may use any role-playing combat system that you prefer to resolve the combats that occur, or you may use the system that follows if you prefer a simple resolution method. Also, if you just want to play and don't care to bother with combat at all, you can just assume that you win every combat that can be won and continue on based on that assumption. This is a simple game that is here for your amusement. Do what you want with it.

COMIC COMBAT

In the course of this adventure some of your decisions will result in combat. 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.

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.

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 use normal attack mode until they reach their Morale Level and Quickkill for every attack after they have reached it.

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 value 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.

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 times 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. Where the Defense Factor is negative, the amount of damage scored per hit is increased. 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:

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

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

PROJECTILE WEAPONS

Avenger Ant, and some of the enemies he must face, have pistols. When these weapons are used, different rules must apply to them. The basic rules that follow should be used to resolve all weapons fire.

- 1) All weapons fire occurs before the remainder of the Combat Round is begun. One shot is allowed per round per weapon in hand (as shown by the pictures).
- 2) Each creature who uses these weapons has a Missile Value listed for him. This is used as his Attack Factor for firing his weapon. This Attack Factor is not reduced as for normal combat.
- 3) Damage done with these weapons is NOT reduced by the Defense Factor of the target IF the damage exceeds that Defense Factor. If it does not exceed it, no damage is scored.
- 4) Weapon Damage equals the effectiveness of the shot. This is determined by subtracting the roll to hit from the chance to hit. In example, if the Missile Value is 12 and an 8 is rolled, the weapon scores 4 hits. If a 2 is rolled, it scores 10.
EXCEPTION - Avenger Ant's pistol fires explosive bullets. Determine damage as specified in (4) and add TWO to the damage scored.
- 5) If a target is ambushed, as specified in the picture, subtract FIVE from the roll to hit AND double any damage that is inflicted. For example, if two weapons fire at a target from ambush, each subtracts 5 and has double effect.

THE COMBATANTS

The tables that follow give the basic stats for the possible combatants in this adventure. Most of them, as for many insects, are quite strong and very hard to hurt. Most of them are also very slow. Avenger Ant's advantage, where he has one, lies in his gun and his speed. He has the superior weapon and is quicker than the defeatable enemies that he may fight.

AVENGER ANT			
Strength	3	Attack Factor	14(10)
Manuever Value	2	Missile Value	16
Defense Factor	4	Hit Value	12
Quickness	4	Morale Level	NA

THE BEETLES			
Strength	3	Attack Factor	11(8)
Manuever Value	0	Missile Value	14
Defense Factor	6	Hit Value	10
Quickness	2	Morale Level	2

THE ROACHES			
Strength	2	Attack Factor	10(5)
Manuever Value	1	Missile Value	NA
Defense Factor	4	Hit Value	6
Quickness	2	Morale Level	4

LABULA SCAVENGERS			
Strength	3	Attack Factor	11(4)
Manuever Value	0	Missile Value	NA
Defense Factor	7	Hit Value	8
Quickness	1	Morale Level	1

THE TRASPA			
Strength	5	Attack Factor	12(9)
Manuever Value	2	Missile Value	NA
Defense Factor	2	Hit Value	10
Quickness	3	Morale Level	5

(The Traspas hypnotizes its prey as it fights. Reduce your Attack Factor by ONE each turn that you remain in combat with it.)

THORN LEECHES			
Strength	3	Attack Factor	10(-)
Manuever Value	0	Missile Value	NA
Defense Factor	0	Hit Value	2
Quickness	2	Morale Level	2

(When these plants are encountered six must be killed to escape the bed. They can be killed in normal combat only. Projectile weapons are useless.)

SHIRAGA			
Strength	3	Attack Factor	15(11)
Manuever Value	3	Missile Value	NA
Defense Factor	1	Hit Value	18
Quickness	2	Morale Level	10

CREATURES OF AVENGER ANT'S WORLD

A good variety of strange creatures can be encountered in this adventure. The section that follows gives known information about these creatures. Much of this information will be good to know while you play. Some could mean the difference between life and death. The information below is listed in alphabetical order.

ANTS

The ants that Avenger Ant stems from are an intelligent, communal culture. They fanatically adhere to the order of their society and adore their heroes and Queen. Of the races in the area, who have centralized populations and intellect, the ants are the most scientifically advanced and independent. For the type of Monarchy that it is, a great deal of freedom exists. Except when the Queen orders otherwise, fairness and order decide the questions of the day. Only the Queen's will is law without appeal.

ASBIN

A slow-moving, powerful insect used for hauling heavy cargoes by the Beetleclaw culture. It is completely without intellect

(slightly stupider than a domestic turkey) and almost immune to fatigue (known to pull loads five times their weight non-stop for days).

BEETLES

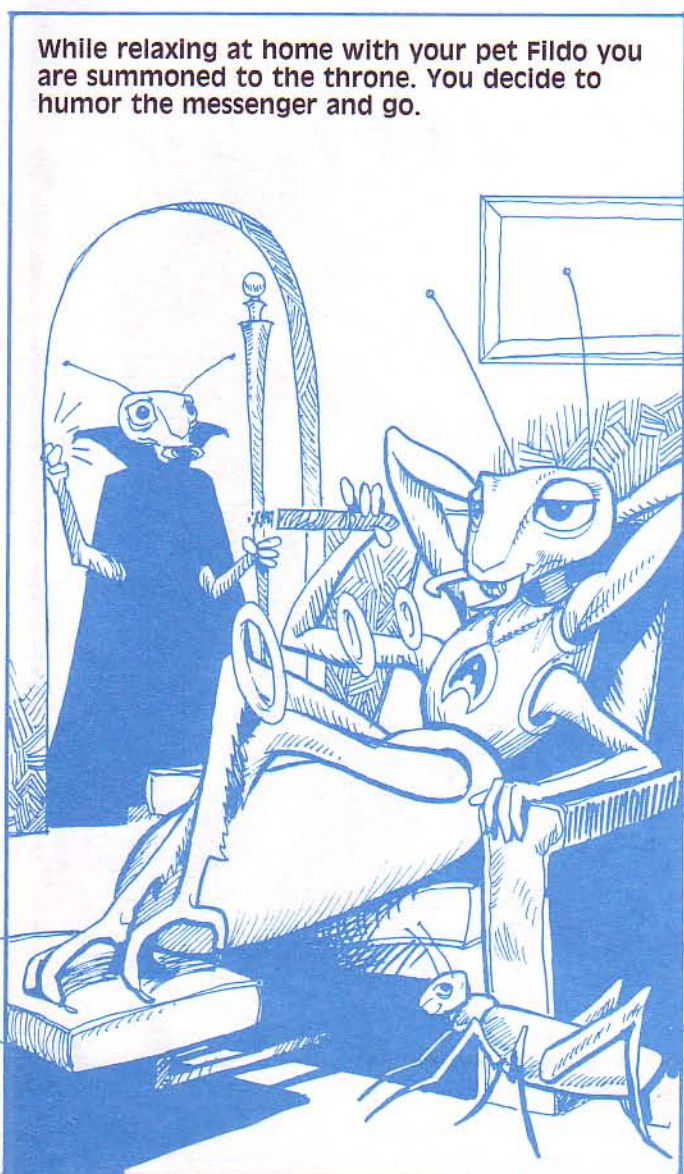
The Beetle culture, "The Divine Master Kin of the Sacred, Invincible, Beetleclaw", is based in the ruins of humankind. It is a violent, sadistic culture where power and strength decide all important issues. Theft, assault and other violations of personal privilege, especially from non-beetles, are not criminal in the eye of the society. If the transgressor is strong enough to keep what he took, it should have been his in the first place. There is no place in a beetle's mind for thoughts of charity or kindness. In their philosophy, life is to obey the stronger and make demands on the weaker. It has no deeper meaning.

"COW"

The Queen's Cow is a prize Aphid bred through twelve generations to produce the most exceptional pedigree possible. It is extremely valuable for its milk, the soothing influence it has on the Queen and the pride that everyone can take in its excellence, a sure sign of ant superiority.

CRAVA WOODCUTTER

Forest crustaceans who live on small insects and dead wood. They are clever and capable of making themselves understood. Though they are not truly intelligent, they are witty and quite amusing. Their flesh is also, above all others, the most exquisite delicacy to most insects.



CROLAFISH

An immense fish that can reach a length of 35 feet and still retain its ability to move almost unnoticeably through the water. It is an insatiable carnivore and a top-feeder.

FHYSA

A solitary amoeboid herbivore who spends his/her life tending his/her garden. He/she is a complete pacifist whose flesh is poison for all other creatures. They are also extremely intelligent, and sometimes prescient, creatures who wish harm on no one.

LABULA

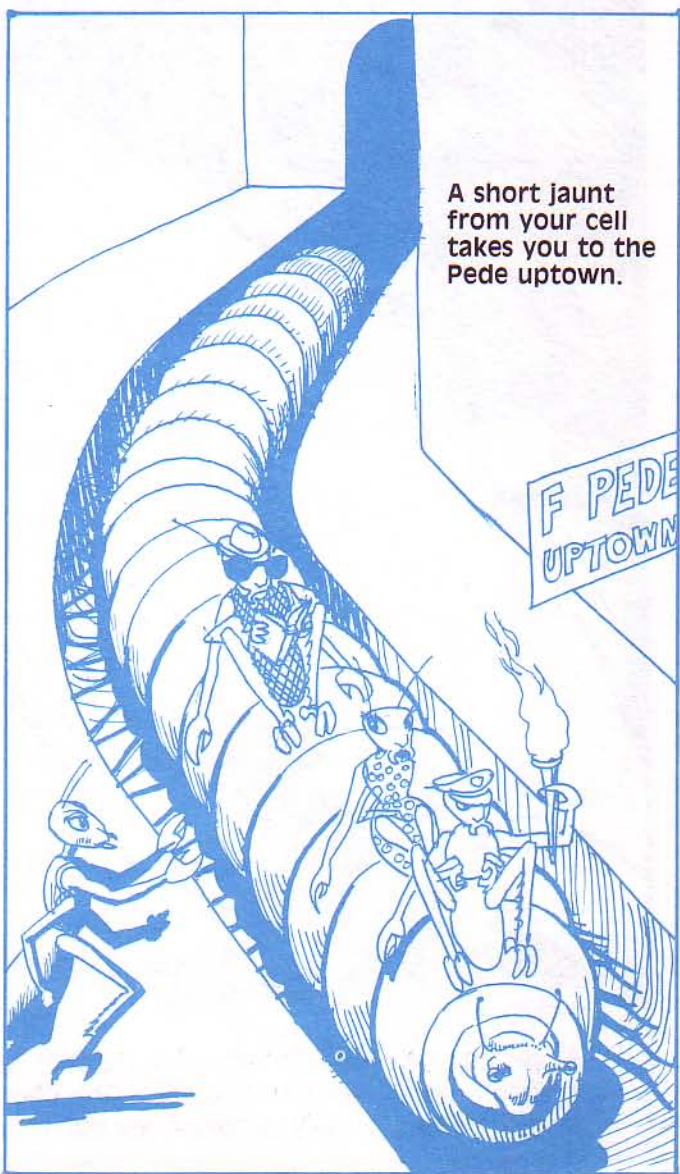
Wild Labula are dangerous during laying season. They are omnivores who live on ground vegetation and small creatures. During laying season, they attack larger creatures because they must use their bodies as incubators, and first food source, for their young. Also, in laying season, they band together in herds to improve their chance of taking large game. Labula have the intelligence of a dog. Their egg sacs are highly prized and excellence as a remedy for injury. (Each sac heals 8 hit points of damage when an ant eats it.)

MABAKALA SHI

These creatures are immense, deadly mantises. They have mutated into philosophical killing machines who consider themselves to be the center of the universe. They are solitary, nearly invincible insects.

PHAGA

A fungoid parasite that feeds on the bodies of any creature



Heroes Magazine

their spores land on. There is no cure for Phaga contamination. To be hit is to die.

ROACHES

The servants, toadies and slaves of the Beetleclaw civilization. They are adequate physical specimens who are not known for any great pride or intellect. They do what they must and happily make due with whatever they can get.

SHIRAGA

Rare, solitary flying serpents with a good deal of intellect. Shiraga, unless crazed for some reason, are fair and logical creatures who never do harm without just cause. They despise brutes and those who act out of fear. They are also, in blood, breath and venom, deadly poison.

SPHNKI

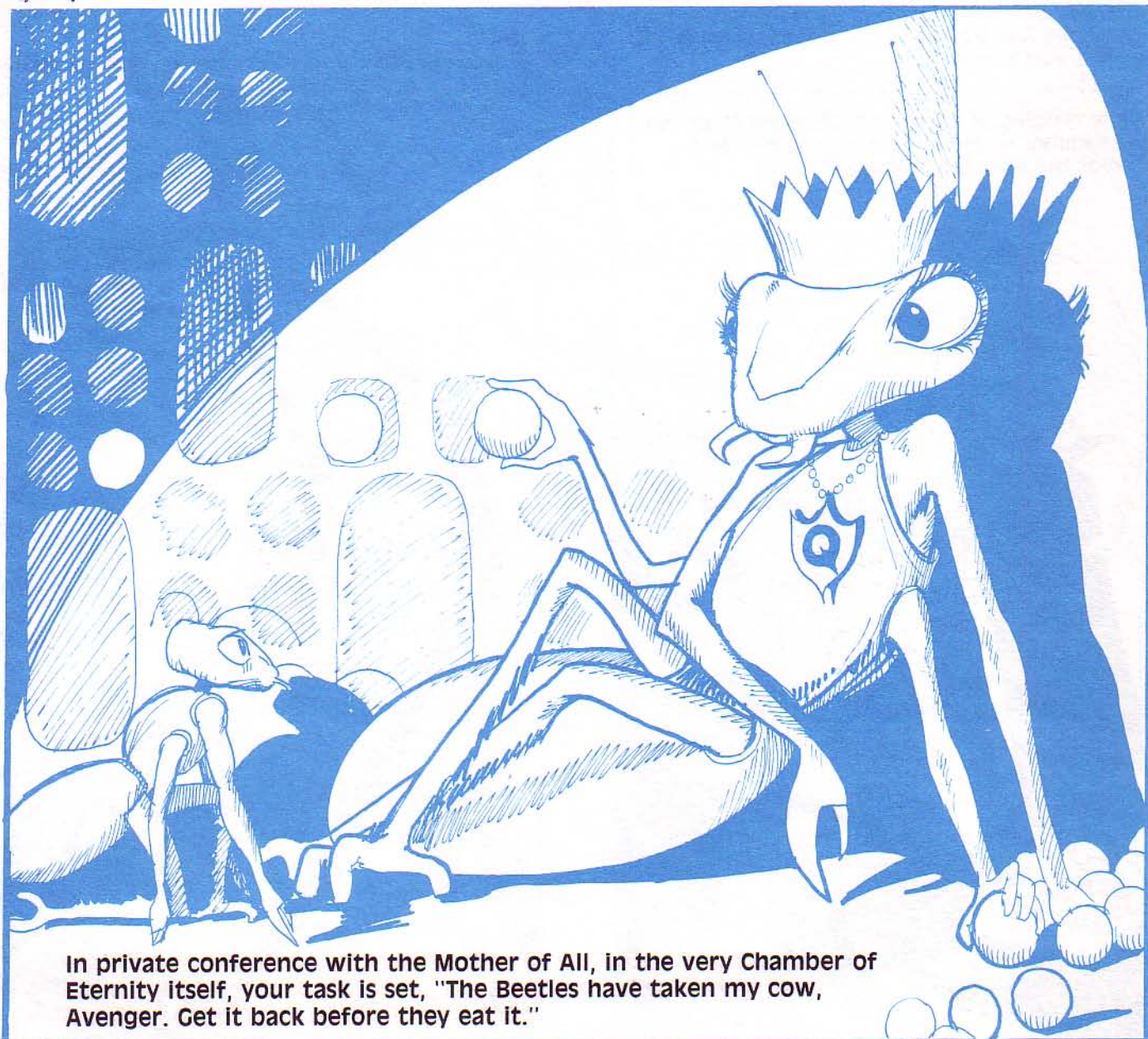
A rare and neurotic mammalian creature. The Spnki generally seek to harass and/or humiliate their prey before consuming them. They have a great intellect and compulsive sense of fairness. Despite their insanity and sadism, they will never break their word once it is given.

TRASPA

The Traspas are a devilishly intelligent land spider. They generally exist in one or more traps waiting for their prey to come to them. Once prey arrives, they snare it hypnotically as they fight. Encounters with more than one Traspas are very rare. They only visit other members of their race to breed.

PICTURE INDEX

PAGE	PICTURE	PAGE	PICTURE
11	1	28	21,22
12	2	29	23,24
13	3	30	25,26
14	4	31	27,28
15	5	32	29,30
16	6	33	33
17	7	34	31,32
18	8,9	35	34,35
21	10,11	36	36,37
22	12,13	37	42,45
23	14	38	38,39
24	15	39	43
25	16,18	40	40,41
26	17,19	41	44,48
27	20	43	46,47
		44	49



In private conference with the Mother of All, in the very Chamber of Eternity itself, your task is set, "The Beetles have taken my cow, Avenger. Get it back before they eat it."

TIPS FOR SHAMANS

by
Forrest Johnson

It isn't easy being a shaman in RuneQuest. If somehow you manage to get through character generation, you will probably be destroyed by the Bad Man before you can begin play. If you luck out there, you will certainly die in a few weeks if the GM follows the normal shaman encounter rules.

Shamans can be fascinating characters. The mystic mystery and magic they add can spice up almost any campaign. In my opinion, they are worth the extra trouble. To help you play shamans, I offer the following tips:

Start a new character. Trying to develop an existing character as a shaman wastes time and will probably cost you the character. The person with the best chance as a shaman is one who is raised in the profession.

Give yourself a break. Don't bother rolling for background, just decide that your character is the child of a shaman and make him an assistant shaman immediately. Likewise, don't bother rolling for age, just age the character as much as necessary. (Age 30 is about right for a beginning shaman.)

Choose a good race. The best races for shamans are those that have easy POW gain rolls. Ogres, baboons and wind children all

make good shamans, though each race has its own disadvantages. Morokanth/Waha shamans are interesting because they have humans for allied spirits. Best of all are Elves.

Elves have excellent POW, INT and DEX, the three most important characteristics for a shaman. They also have access to divine magic and have extra POW in their elf bows.

Aldrya shamans "may only bind plant spirits into their fetch," according to GOG. Don't let that bother you. A shaman's "plant spirits" may include healing spirits, intellect spirits, magic spirits (Aldrya MAGIC only), spell spirits (likewise), power spirits, dryads, ghosts and gnomes. All of these can be considered "friendly;" they won't attack or try to possess a shaman who fails to overcome them. All are subject to the Command Cult Spirit spell. (The failure to list this spell for Aldrya shamans was, presumably, an omission.) Furthermore, Aldrya shamans can bind non-cult spirits into matrices, which is often the best place for them anyway.

Similarly, elves can "only teach those spirit magics available to High Elf King initiates," but that is a big assortment of spells. Also, an Aldrya shaman could get any spell he really wanted, if he is willing to seek it on the spirit plane instead of using Spellteaching. (Needless to say, this is a more difficult procedure.)

Give your elf shaman previous experience as if he were a barbarian shaman. Substitute Hide for Throw and Elf Lore for Human Lore. Also, total the fist and dagger increases into his Bow attack.

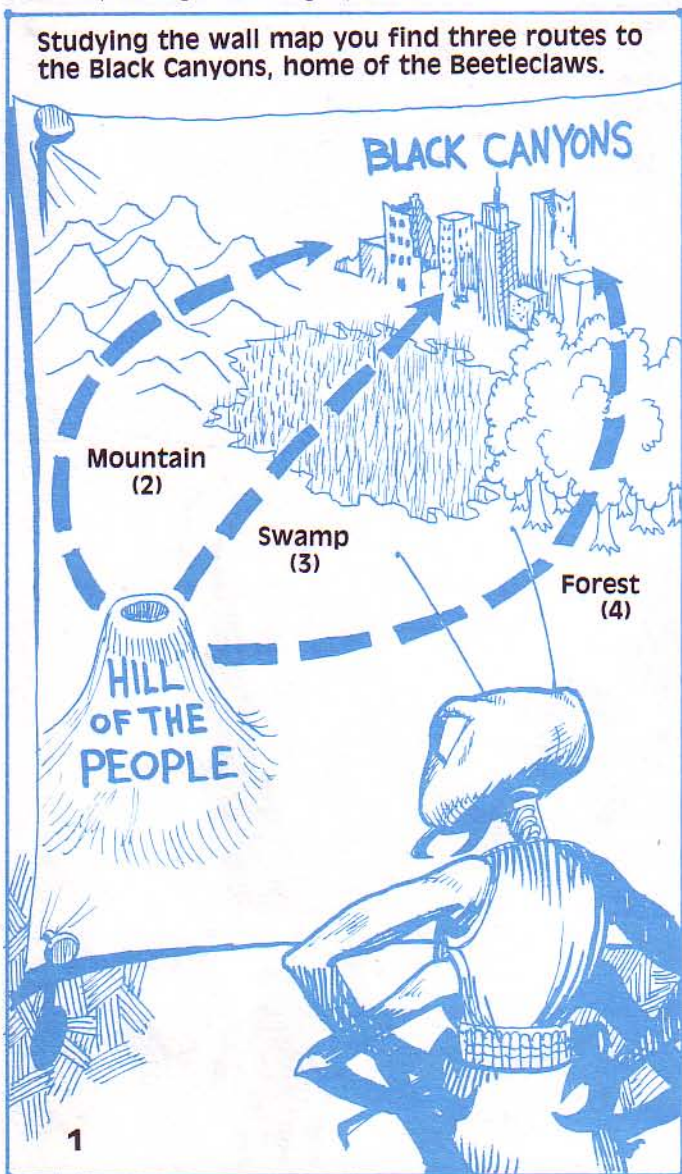
Don't play him unless he has decent stats. INT and POW are important, DEX less so. Nothing else counts for much. If you aren't satisfied with the shaman's stats, go back and roll over or distribute points until you have a good shaman character.

Choose a good cult. Horned God is weak, a kind of generic cult that doesn't offer many advantages. Ancestor Worship looks attractive, but the spells are all but worthless. The best cults are those that give allied spirits to their shamans. Hykim, Waha and Pamalt are all good possibilities, depending on where your campaign is located.

An allied spirit is like a second pair of hands to a shaman. It can furnish power, cast spells and provide extra INT for remembering spells. Through its mindlink, it can provide magic points for casting spells even when the shaman is disincorporate on the spirit plane. (These points must otherwise come from the fetch, reducing its usefulness.) In combat, an allied spirit can cast one or two spells a round, in addition to spells cast by you and your fetch. If you can keep your allied spirit in an inanimate object, you can inscribe matrices on that object, so you and your allied spirit can share the pooled magic points and spells. (Don't forget your allied spirit is an initiate who can get POW gains in previous experience.)

Join a second cult as an initiate. This gives additional POW in previous experience, since you are attending the worship ceremonies of two different gods. It is important that the second cult be compatible with the first. Hunter is a safe bet for most shamans who can qualify. Flamal is an easy cult for elves, though Dendara gives more benefits. Subere is a good choice for trolls. If your character is particularly sexy, Uleria is an easy cult. Resist the temptation to join too many cults. Role-playing a shaman is difficult enough without all sorts of different cult obligations.

One intriguing possibility is a Telmori shaman/Trickster. Shapechanging is nothing new for Trickster, and being an outlaw is no skin off of Telmor's snout. Trickster provides illusion spells, which create interesting options for shapechangers. (Is he changing for real, or is he faking it?) The Trickster spell Reflection can also be nice. (With a 15 POW and a 20 POW fetch, how many spells do you think would reflect?)



Awaken your fetch ASAP. Go for it after four or five years as an assistant shaman. You will have only a mediocre chance of success but shaman experience is worth three times as many POW gains so it is worth the risk. Don't forget to use your Ceremony! If you blow it, start over from the beginning.

Don't start your fetch with too much POW. One point is usually plenty. Remember, the more POW you keep for yourself, the better your chances of surviving the Bad Man. There will be many opportunities to improve your fetch later on.

You can guarantee surviving the Bad Man if you want to spend three or four points of POW on one-use Spirit Block spells, assuming you belong to a cult that has Spirit Block. Personally, I save my POW for other purposes and take my chances.

Don't forget to build up your fetch. Starting your fetch with one POW point is fine. Leaving previous experience with a one point fetch is foolish. You need your fetch for many reasons, for defense, to cast spells, to maneuver on the spirit plane, to provide power. Some of your power gains from previous experience should go to your fetch. Don't spend them all on divine magic!

Spend your grubstake. A shaman starts with 480 pennies. This is enough to buy a significant amount of training. It is almost always a good idea to train up your Enchant ability. Your weapon parry can usually stand improvement also. It costs 7.5 pennies to learn a new language. Learn several. Also, be sure you have a Craft at 25% or more, you will need it for enchanting. If you are a Hsunchen, learn Martial Arts. If you have any cash left, spread it among your weaker abilities. Remember, training in the 0 — 25% range costs only half as much as 26 — 50%.

Go straight to the spirit plane. As soon as you are finished with previous experience and have spent your cash, start rolling encounters on the spirit plane. (See III.16.) As a shaman you should familiarize yourself with the spirit plane as much as possible. Also, no shaman worth his salt would essay a dangerous adventure with only his fetch for support. Go grab a few spirits.

Develop your own guidelines for the spirit plane. Moving on the spirit plane is a mechanical process that doesn't really require a GM. My personal rules of thumb are these:

Some spirits — disease spirits, passion spirits and ghosts — I consider hostile. They must be fought in spirit combat if they are encountered. (However, they can't possess a disincorporate shaman since his body isn't on the spirit plane. The most they can do is beat him up and leave him to limp home.)

Other encounters I consider neutral. These include healing spirits, intellect spirits, power spirits, magic spirits, spell spirits and elementals. These beings are usually docile. They won't mess with you unless you mess with them. Everything else, wraiths, chonchons, nymphs, etc, I consider too tricky to game out without the aid of a GM. (A rival shaman, for example, might decide to try to bind you into his fetch.) I always use my fetch to alter my rolls and avoid tricky encounters, even if it means fighting a hostile spirit instead. Failing that, I simply reroll.

Usually I allow only ten hours for trips to the spirit plane. This represents the physical inconvenience of leaving your body untenanted for long periods of time. Initial spirit plane encounters can be lumped in with your previous experience. They do not have to take up campaign time.

Never give a spirit an even break. Always use Spirit Screen to improve your chances, drawing magic points from your fetch or allied spirit as necessary. This means that you can routinely bind spirits whose POW is greater than your own.

Why not the best? If you don't get exactly the spirit you are looking for, go back and try again! It is silly to keep a POW7 spirit in a matrix when you can easily get one twice as good. If you have a POW12, 3-meter elemental in your fetch you are wasting points. Go find one the same size with less POW. This frees up your fetch for other things.

Find or create a sanctuary. A typical shaman has a 30-40% chance of a spirit encounter ever day, no matter what else he is doing. See (II.14) Practically anything can jump him: wraiths, ghosts,

disease spirits, elementals, chonchons; you name it. Since Second Sight only has a range of 50 meters, and most of these creatures travel that far in a few strike ranks, most of these attacks will be unexpected. Therefore, without some kind of protection, no shaman can survive for long.

The best protection is a temple. Few spirits are bold enough to violate the turf of an enemy god. If no temple is available, the shaman can construct his own defenses. Warding can help. So can area enchantments. (Warding can be placed on a wagon or boat to provide a mobile sanctuary.) You can keep what I call a "nuisance spirit," a small ghost who can be released on short notice, without taking time for a control spell, to distract an attacker.

The GM, in his mercy, may choose to reduce these mindless, random encounters. Instead of random attacks, it is better to have "reliable enemies." By this I mean spirits that the shaman has offended in some way who persist in bothering him. These might be the ghosts of old enemies or the agents of rival shamans. "Reliable enemies" can give some direction to the otherwise pointless spirit encounters.

Know your limits. If you keep rolling spirit plane encounters, a shaman can gain almost unlimited power. That is bad. Omnipotent supermen have no place in most campaigns and it is no fun playing a character when you can't remember all the spells and spirits he has. A beginning shaman should have six to ten bound spirits. More than that is asking for trouble.

Too many shamans spoil the soup. Shamans, particularly those from different tribes, do not cooperate well. It is usually best to have only one shaman in any party.

You reach the mountains. You may climb them (14) or enter the dreaded fissure of Rumlaten (37).

2



TIPS FOR HANDLING SPIRITS

Spell Spirits. Spell spirits are the shaman's bread and butter. Much of his work involves finding them. On the other hand, he seldom has any reason to bind them.

The rules assume that spell spirits are kept in the fetch and released when someone wants to learn its spell. This is foolish. Fetch space is too valuable, and spell spirits are useless once they are used. The best approach, if someone wants to learn a new spell, is for the shaman to oblige him to wait a few hours while he disincorporates and obtains it. After the shaman captures the spirit it will have no magic points. He should keep it in his fetch only long enough for it to recover one magic point. That way it will not take up fetch space and the customer can have his spell without a fight.

I usually assume that spell spirits are found in flocks and a shaman has the experienced eye needed to single the particular spell needed. If I am looking for a variable spell, I roll 1D6 for the points possessed by a spirit in the frontier region, 2D6 in the outer region and 3D6 in the inner region. I presume that it is easy for a shaman to see a spirit's POW but that its INT is unknown until it has been brought back to the mundane plane and examined.

Power Spirits. Power spirits are almost indispensable. A shaman must have power spirits to free up his fetch's POW. (A fetch that is constantly drained for magic points is not very useful.) Any decent shaman will keep a couple of power spirits in matrices.

Keeping power spirits in a fetch is wasteful. Ten points of the fetch's POW are needed to hold a ten point spirit. One point of POW, in the form of a matrix, holds the same spirit.

Intellect Spirits. Between himself, his fetch and, possibly, an allied spirit a shaman can know forty to fifty points of spells. Unless you like to throw super spells around, this should be plenty. The two points of POW needed for an intellect spirit matrix can be better used for other things.

There is one INT limitation that shamans are likely to have trouble with. A shaman who binds several kinds of creatures must use three points of INT to remember each Binding Enchantment plus one point for each Control spell. This can eat up INT in a hurry. However, it is possible to learn the Binding Enchantment for, say, power spirits, make a couple matrices, then forget the Binding Enchantment spell. It is no longer needed.

If you do have INT problems it is better to get an INT spirit than to enchant spell matrices. A two point spell matrix, for example, might give you Healing 2 but the same POW, invested in an INT spirit matrix, could give you Healing 4 or 6 or more.

Magic Spirits. By binding magic spirits a shaman can gain surprising powers. Your shaman is already formidable. He can cast spells at the same time as his fetch and, possibly, allied spirit. To this add a few magic spirits, sharing the pooled resources of the power spirits and intellect spirits, and your shaman becomes extremely formidable. Of course, a magic spirit in a matrix cannot cast spells on your enemies without Second Sight, Soul Sight or Mindlink. However, he can cast spells like Protection and Strength on you as long as you are touching the enchanted object.

I allow a one-third chance each that a new magic spirit knows spirit magic, divine magic or sorcery. I roll randomly for the spells and allow 1D6 points for each variable or stackable spell.

Divine magic is my favorite because a magic spirit who knows divine magic can be taught spirit magic. (No shaman worth his salt would mess with sorcery.) The handicap is that it may be difficult to renew divine spells, especially if they belong to hostile gods.

I do not, generally, have magic spirits do enchanting for me since I figure they would resist using up their POW. However, if I am releasing a magic spirit that knows an enchanting ritual, I may demand that it attempt a one or two point enchantment as the price of its freedom. (In this case, I roll percentiles to determine its Enchanting and Ceremony skills.)

Ghosts. So far things have been fairly abstract. Power spirits, intellect spirits and magic spirits don't have much personality. Ghosts, however, are NPC's with their own names, histories and eccentricities.

A Ghost can do anything a magic spirit can do. It can also be used for spirit combat. Since a ghost, unlike a passion spirit or disease spirit, attacks the magic points of its victim, it can be used to attack almost any kind of creature.

To create a ghost I first encounter it on the spirit plane tables. Then I check to see if it is friendly, neutral or malign on the Ancestor Worship tables in the Cults Book. At the same time, I see if it has any magic. Spirit magic I roll on the table provided but I roll divine magic on the tables on II.32. If it needs magical skills, I roll for them on percentiles.

If I am binding a ghost I give it an appropriate name, personality and history. If it has more than 18INT, I assume it is an elf. If it has more than 24INT, it must be chaotic or a deceased godling.

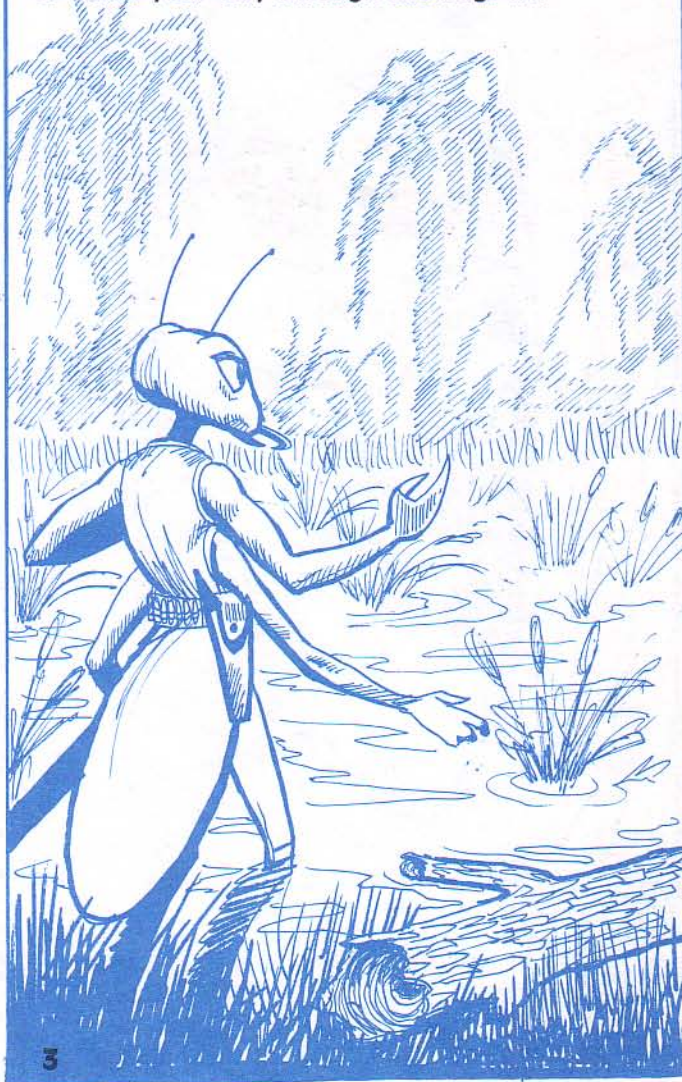
Ancestor Worship shamans have special powers for dealing with ghosts. However, any shaman is likely to know many ghosts, friendly or otherwise, that he can call by name. He will, naturally, be encountering new ghosts all the time. For this reason, Mindspeech is useful.

Passion Spirits. These are "cheap" ghosts. A passion spirit takes one POW for the binding enchantment whereas a ghost takes two. Passion spirits are not as useful as ghosts because they attack a single characteristic. A fear spirit, for example, cannot harm an elemental because an elemental has no INT.

I often use passion spirits for their cheap offensive power. It rarely pays to let a passion spirit possess someone, though. That means that you lose the spirit. It is better to lay a control spell on the spirit and have it reduce the victim to zero magic points (and hence unconsciousness) and then return to the matrix.

It is a good idea to keep different types of passion spirits. A fear spirit, for example, is good for attacking low INT creatures while a

You stand admiring terror, the Wetlands of Narishikal. You may ride a branch down river (5) or make your way through the bogs (7).



pain spirit is more useful against humans, who usually have more INT than CON.

Disease Spirits. No decent shaman will summon, control or bind a disease spirit. While they may be very useful, they are also very unpopular. Stick to passion spirits and leave the disease spirits to the bad guys.

Healing Spirits. Few diseases are so deadly that a healing spirit is needed in a hurry. It is easier to take them, as needed, from the spirit plane. A shaman can also drive out disease spirits by discorporating or by using a ghost as his cat's paw.

One shaman who needs a lot of healing spirits is a Chalana Arroy shaman. He may have to treat several patients at once. However, Chalana Arroy shamans are no fun. They are severely handicapped by their lack of control spells. They must use a command spell even for healing spirits.

Wraiths. It is very dangerous to use wraiths because of their ability to reduce characteristics. (An INT-affecting wraith could damage you even on the spirit plane.) However, the terror value of a wraith should not be underestimated. Some shamans keep a small wraith for its shock value.

A wraith costs no more to bind than a ghost. They are deadlier, but less useful because they attack specific characteristics. Wraiths should not be allowed to keep the magic points they sap from victims; otherwise a wraith kept in a matrix could end up with unlimited magic points.

Elementals. Elementals are useful for a great variety of tasks. A shaman who specializes in elementals can fly, burrow in the

ground, set and douse fires and need not fear drowning. However, it is not possible to conjure just any elemental that you want; it requires a quantity of the appropriate element. Since a shaman usually has plenty of air and soil, sylphs and gnomes are the most practical elementals to keep.

Matrices to hold elementals take three points of POW. I prefer to keep a few small elementals in the fetch and save the shaman's power for other purposes.

Elementals can be combined in a variety of interesting ways. For example, a small salamander could be used to start a fire, providing the raw material to summon a larger salamander. Then you could summon a sylph to fan the flames.

WHAT IS A SHAMAN LIKE?

So much for the game mechanics. Having mastered them you are ready for the real challenge, role-playing your shaman. This is difficult because shamans are not like ordinary people and no two shamans are the same. Nevertheless, most shamans have certain personal tendencies which come with the profession.

Reserved and taciturn. Shamans have no time for social niceties. They tend to be loners. ("I don't believe we have been introduced." "Huh.")

Uncivilized. Shamans come from Primitive, Nomadic or Barbaric societies. Civilized people will find them to be uncouth. ("This is a chair. While you are in my house, you will sit on it, not on the floor." "Huh. Town people strange.")

Fanatic. Belief is central to a shaman's work. He believes in himself and he expects others to believe as well. Whatever opinion a shaman holds, he holds strongly. ("That skin was very valuable! You can't stay here if you insist on burning my trophies." "You no kill snow cat! This bad medicine!")

Preoccupied. Shamans have their eyes on the spirit world and often pay little attention to mundane activities. ("Can't you do something? The house is on fire, stones are pouring in the windows, and all you do is squat in the corner mumbling." "No bother now. Me talk spirits.")

Stoic, fatalistic. Shamans regularly see things that would terrify an ordinary person. This tends to make them indifferent to worldly perils. ("Surely you don't mean to challenge a great troll? He's over twice your size!" "Huh. Troll big body, little spirit. Shaman little body, great spirit.")

Mysterious, unpredictable. Shamans seldom bother to explain their actions. They live in a different world, and by a different set of rules, than the rest of humanity. Also, many shamans deliberately surround themselves with mystery in order to enhance their reputations. ("But what did you do that so frightened a Death Lord?" "He scare. He know my medicine stronger than his medicine.")

A shaman may not have all of these traits but he is likely to have several of them.

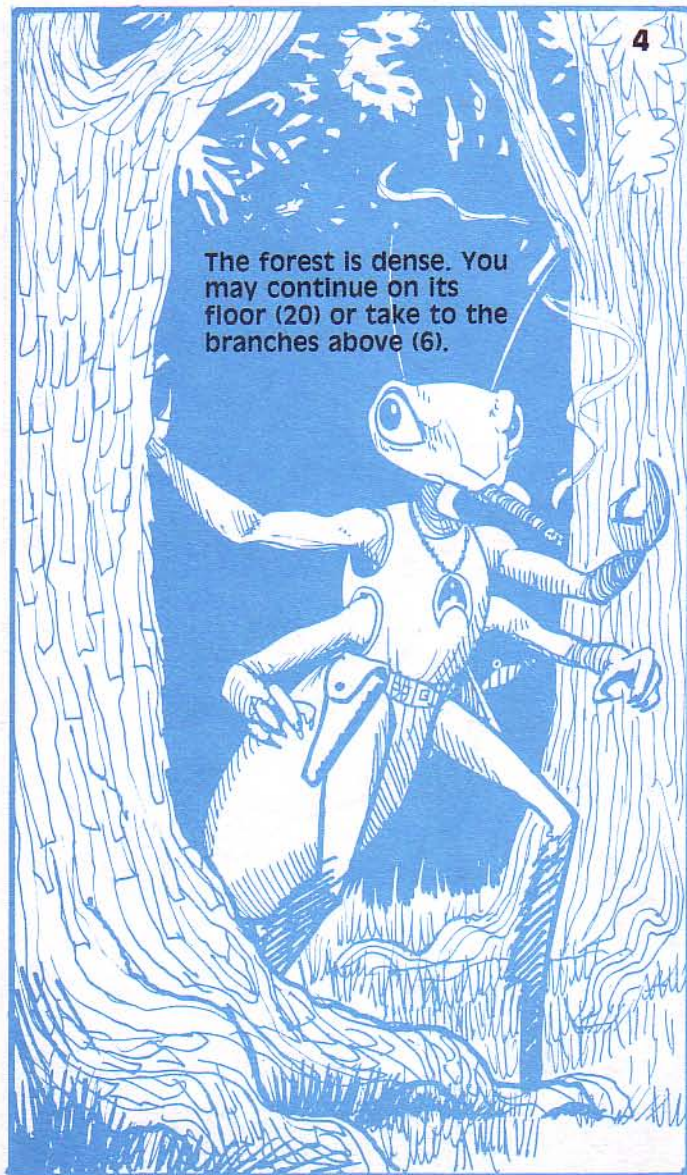
FITTING IN

There still remains the problem of fitting a shaman into your campaign. This is easiest if your campaign is organized around a single culture. For example, if the campaign is centered in Balazar, and the characters are Balazarian hunters, a shaman might participate in their hunts, war parties, etc. He might also have quests of his own in which the other characters could participate.

If you run your campaign in the usual way, mixing together a motley assortment of characters, it becomes necessary to explain why the shaman is mucking around with these people instead of his tribe. Some of the possible explanations follow.

The last of his tribe. This idea is easy to grasp but hard to execute. Who were his tribe and what was their way of life? What happened to them and how come the shaman is still around? Why is the shaman hanging around with adventurers instead of restoring or avenging his tribe? It is difficult to provide convincing answers to all of these questions.

Mentally disturbed. Most shamans are borderline nut cases. It is not hard to imagine one wandering off in pursuit of some obsession or dream.



Heretic. Shamans are an egocentric lot. It is possible for a shaman to be kicked out of his tribe in some religious controversy. (This may, or may not, leave him in good standing with his cult.)

Disgrace. A shaman who is accused of theft or cowardice could be expelled from his tribe. If the charge is true, he could be excommunicated.

Personal rivalry. Shamans are individualistic and subject to personal disputes. A shaman whose enemy is a rival shaman or chieftain might well decide to follow "the better part of valor" and leave until he is strong enough to overcome his enemy.

Quest. The shaman leaves his tribe to perform some higher task. This is likely to be a big project, such as recovering the Windsword or stamping out the Malia cult from some sizable region. He may recruit the other characters to help. Once the shaman succeeds in his quest, he will return to his people.

Combination. The truth may be complex. The tangled web of events forcing the shaman into adventure can have many threads. Any number of reasons for his presence can be combined to make the rationale believable.

That's all I have to say about shamans. Now, if only I could figure out the sorcery rules....

The Shaman Leona

I offer Leona as an example of a RuneQuest shaman. Leona is an NPC who can be found almost anywhere in Prax. She is alone except for a faithful baboon. When encountered she may be sitting by a campfire mumbling to herself, in a trance guarded by her lion spirit or actively hunting down the broos she intends to kill. Anyone who uses Second Sight sees 1D6 ghosts hovering in the vicinity and several spirits in the lion skin draped over her head and shoulders.

If Leona is hunting broos she may ask the players for help. Otherwise, she will try to ignore them. Since Leona is considered to be insane, it is taboo to harm her (according to Praxian belief). To do so would also infuriate any friendly or neutral ghosts in the vicinity.

Leona, like many of her tribe, is named after the totem animal. Among Basmolis, men are usually warriors while women gather food to support the tribe. Women also provide spiritual guidance as shamans. Leona was eager to follow her mother on this path. She soon had reason to regret her decision however. Her eyes were opened to a depressing fact, the plains of Prax are full of weeping ghosts. Her awareness of this tended to cut her off from the rest of the pride. It was hard, for example, to pay attention to a handsome, young warrior while the ghost of her father, visible only to her, wandered mournfully around the camp. Nevertheless, she managed to have four children by various lovers. Each of the lovers deserted her, complaining that she was too cold and distant. Then came Gwarungo.

Gwarungo, a chieftain, had the idea of using women as skirmishers and auxiliaries in battle. Since most of the pride's members were female, Gwarungo thought this would multiply his power greatly. To test his theory he arranged an ambush of a Lunar expedition. However, Sable scouts alerted the Lunars and the ambushers were ambushed. The women proved poor fighters. Most of the men, including Gwarungo, were killed. With the Lunars in pursuit, the survivors fled into a swamp, though this was taboo. Camping miserably, they were attacked by broos. Leona went berserk and killed many broos but her strength gave out in the end. She was dragged away by a faithful baboon slave. The rest of the pride, including her children, were all slain.

Leona woke alone, without shelter, on the plains of Prax. Friends, lovers, children, all were ghosts. This was too much, even for a shaman. She could not open her eyes without seeing familiar faces, now pale and insubstantial. Despairing, she fled across the barren

plains, pursued by her ghosts. No one harms her. She is considered to be mad, even by her own tribe, and her woe has nearly made her mad in truth.

LEONA'S SPIRITS

Leona's spirits reside in a ratty, old, lion skin that she wears. (There are no lions in Prax; this skin is a valuable heirloom.) Some of Leona's spirits are mindless. Others have personalities that are a constant distraction for her. These are described below:

ANOEL

Anoel is Leona's fetch. She is a lion spirit and, according to Hsun-chen belief, Leona's second soul. Anoel has few ideas and always does as she is told. This makes her a dull conversationalist. Leona relies heavily on her to keep an eye on things while she is asleep or disincorporate. Anoel's powers are:

INT 8 POW 19

Spirit Magic: Mindspeech 3, Visibility, Bind Ghost Matrix

Controls: 5m gnome, POW 9, STR 32, HP 45

1m gnome, POW 1, STR 12, HP 10

3m slyph, POW 5, STR 25, HP 4

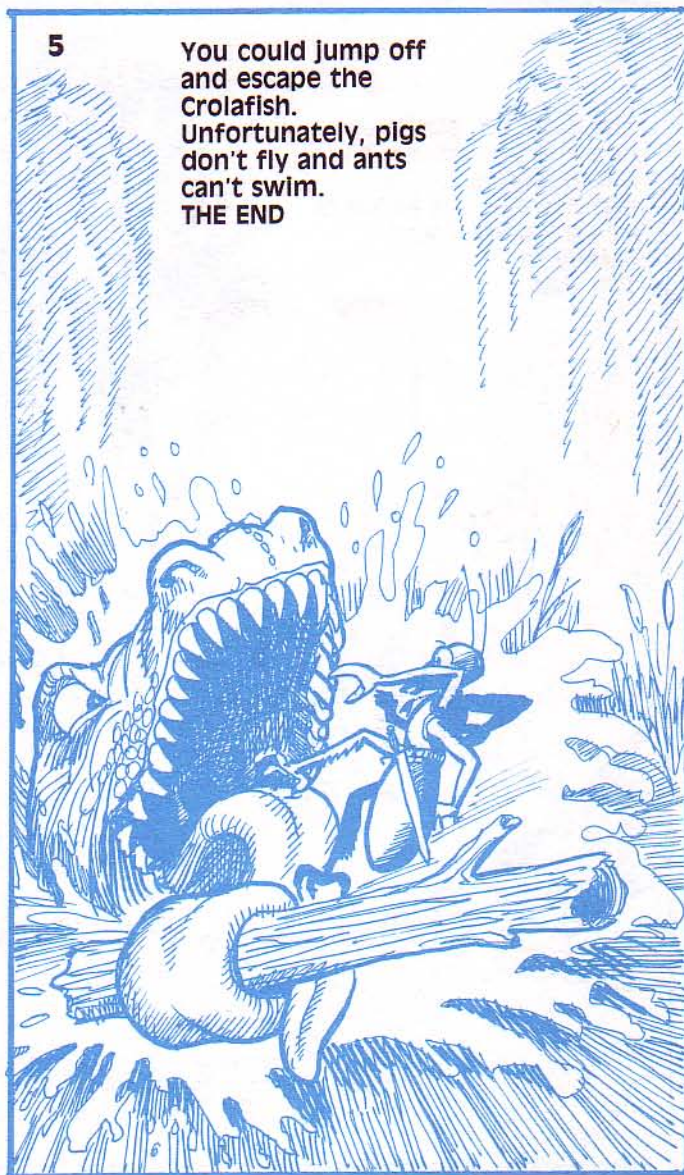
1m slyph, POW 1, STR 6, HP 5

1m salamander, POW 1, STR 5, HP 7

1m salamander, POW 1, STR 5, HP 5

5

You could jump off
and escape the
Crolafish.
Unfortunately, pigs
don't fly and ants
can't swim.
THE END



SAIDO

Saido, Leona's allied spirit, is a long dead Basmoli hero from Pamaltela. The world he sees through Leona's eyes often seems strange and confusing. Saido thinks Leona fails to show a proper contempt for suffering and death. He is always urging her to be strong and courageous. Saido sometimes forgets that he is no longer a mighty hero. His powers are:

INT 18 POW 15

Cere: 63

Spirit Magic: Healing 8, Spirit Screen 6, Endurance 4

ORNE LONGEYE

This spirit is an ancient Elvish shaman who considers himself to be Leona's mentor. Since he is a bound ghost, Orne cannot see without Second Sight (a spell Leona has thoughtfully provided). Orne still thinks of himself as a powerful shaman. He is always burdening Leona with advice and criticism. He remembers Prax as a lush forest and, like Saido, sometimes gets confused.

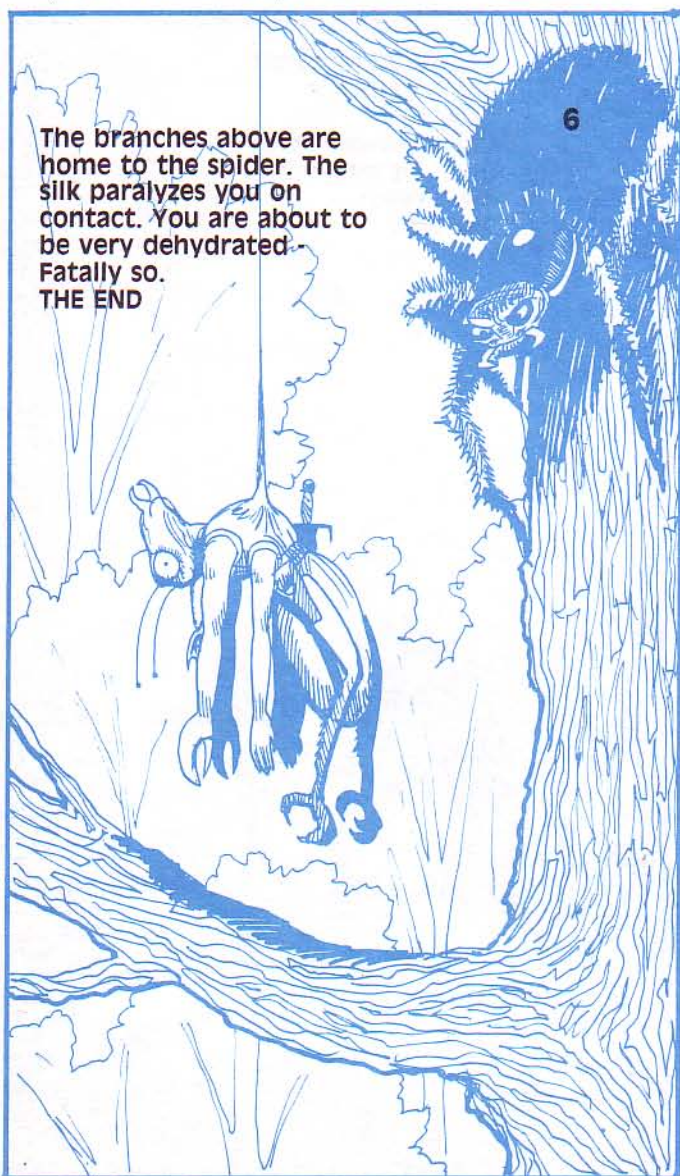
INT 22 POW 20

Cere: 21 Ench: 69 Summ: 95

Spirit Magic: Dispel Magic 2, Food Song, Farsee 6, Second Sight.

BALK AND FNEEBLE

These intellect spirits, the shards of broken personalities, were scavenged by Leona on the spirit plane. They do not remember any previous existence and are somewhat cowed by the more assertive spirits around them. Fneebble is timid.



Balk considers himself to be a powerful spirit who could do great things if given a chance. Their stats are:

BALK

INT 9 POW 23

Spirit Magic: Dispel Magic 8, Light

FNEEBLE

INT 11 POW 16

Spirit Magic: Protection 11

OTHER SPIRITS

The spirits listed below are kept in matrices in the lion skin. The matrices can only be used by Hykim worshippers and their spirits.

Power Spirit 1: POW 19

Power Spirit 2: POW 19

Power Spirit 3: POW 18

Passion Spirit 1: POW 24 (Madness)

Passion Spirit 2: POW 23 (Fear)

LEONA'S GHOSTS

The ghosts are people Leona knew when she was living. She has closer kin among the ghosts than she has among the rest of her tribe. The ghosts wander around but several of them are visible to Leona at any given time. Unlike a Daka Fal shaman, Leona has no power to bargain with her ghosts. They act as they will. Some, however, are friendly spirits she can go to for favors or comfort. (Not that a ghost has much comfort to offer the living.) Others are estranged from her for various reasons. There are also vicious, malign ghosts who do her harm every chance they get. It is not possible to list all of Leona's ghosts. Some of the most important ones are:

HOTEK(friendly) is Leona's mother's father. (Basmolis trace ancestry through the female line.) She was his favorite grandchild and he remains friendly and supportive. In life he was a Daka Fal shaman and he still hopes his granddaughter will choose this path. Hotek sometimes makes himself visible, though this always frightens the baboon. His powers are:

INT 14 POW 19

Ceremony 52 Enchant 100 Summon 71

Spirit Magic: Visibility, Disruption, Glue 4, Spirit Screen 1, Bludgeon 2, M.P. Matrix, Bind Ghost Matrix

Divine Magic: Axis Mundi, Gift Spell, Spirit Guardian, Summon Ancestor, Incarnate Ancestor, Worship Ancestors, Resurrection.

AYAHLA(friendly) is Leona's eldest daughter. She was being groomed for shamanhood when she died. She loves her mother and follows her constantly. (If only one ghost is with Leona, it is Ayahla.) Her powers are:

INT 15 POW 16

Ceremony 49

Spirit Magic: Heal 2

NIONA(friendly) is Leona's youngest child. She was scarcely more than a baby when she died and doesn't really understand the difference between life and death. Leona has not seen her for a long time and is afraid that someone may have bound her. Her stats are:

INT 9 POW 7

ENSCATHA(neutral) is Hotek's wife, a shaman of frightening power who terrorized the pride for years. Hotek blames her for his death. Ensclatha considers herself a better shaman than Leona. She feels that Leona is betraying the pride by failing to reproduce and constantly nags her to get married. Ensclatha often threatens to possess Leona in order to show her the proper conduct of a Basmoli woman. She sometimes torments Leona's baboon or sets fire to things to show her displeasure.

Ensclatha would never seriously endanger Leona, who is her last living descendant. Sometimes Leona thinks she should go to the Dead Place, just to get rid of Ensclatha. Ensclatha's powers are:

INT 14 POW 25

Ceremony 72 Enchant 78 Summon 69

Spirit Magic: Visibility, Disruption, Ignite, Spirit Screen 1, Control Wraith, Mind Speech 7

Divine Magic: Transform Head, 2 Strength of Basmol, 2 Keen Claw, Transform Self, Sanctify, 2 Worship Basmol

TULITA and GOBIR(neutral) are Leona's mother and father (a shamaness and an acolyte, respectively). They believe that Leona destroyed the pride by breaking taboo and camping in a swamp. They often urge her to remember the taboos, never eat bison in Sea Season, never change clothing on Godday, etc. Leona no longer cares much about the taboos because she thinks there is no one left to be hurt. Her parents think she is an ungrateful and disobedient daughter. Both fear Enscatha and are sometimes bullied into supporting her against Leona. Like Enscatha, they would not do Leona serious harm. (Though a good spanking would.....). Their powers are:

TULITA

INT 11 POW 26
 Ceremony 91 Enchant 55 Summon 68
 Spirit Magic: Fanaticism 5, Lightwall, Control Salamander
 Divine Magic: 2 Strength of Basmol, Transform Head, Keen Claw, Transform Self, Sanctify, Worship Basmol

GOBIR

INT 11 POW 21
 Ceremony 100 Enchant 62 Summon 34
 Spirit Magic: Visibility, Protection 5, Dispel Magic 2, Mind Speech 2
 Divine Magic: Strength of Basmol, Transform Head, Keen Claw, Transform Self, Worship Basmol

JUNGO and AFARI(neutral) are Leona's sons. Jungo was almost a warrior when he died. He blames Leona for his inability to mature. Afari idolizes Jungo. Since Jungo disapproves of Leona, Afari does also. Leona blames herself because she never had enough time for the children when they were alive. Their powers are:

JUNGO

INT 12 POW 11
 Ceremony 30
 Spirit Magic: Bladessharp 1

AFARI

INT 14 POW 9

VOMAK, SLUD and PHLEK(malign) are three of the many broos Leona has killed in revenge for her pride and family. Since they had nothing to do with that atrocity, they consider themselves to be innocent victims and are hot for vengeance. They occasionally pounce on Leona when she is asleep or engaged in spirit combat. Thus far their malice has done little. They hope, someday, to find a broo shaman who will help them exterminate this terrible broo killer.

VOMAK

INT 9 POW 8

SLUD

INT 12 POW 11

PHLEK

INT 11 POW 8

IMPORTANT! Leona lives half of her existence on the spirit plane, like all good shamans. This means she often acts in ways that seem insane. Take this simple conversation for example:

MOROKANTH: For you, only 600 lunars. Such a deal!

BABOON: Snort!

LEONA: (mumbles, looks around vaguely): Uh...wait...yes...no... huh.

The conversation above is what is heard by all. That which follows is what Leona hears.

MOROKANTH: For you, only 600 lunars. Such a deal!

BABOON: Snort!

ORNE: What's happening?

LEONA: Uh...

ANOEL: Some Morokanth's are selling a trollkin.

ENSCATHA: Idiot!

(Ayahla makes an impolite gesture at Enscatha, who swipes at her.)

LEONA: Wait...

ORNE: Trollkins! We don't want a trollkin.

LEONA: Yes...

SAIDO: These Morokanth look like monsters. Skrag them!

LEONA: No...

BALK: I think we should...

ANOEL: Slud is watching.

LEONA: Huh.

Polar Bear Liver is Taboo

This story by the Alaskan author Audrey Loftus illustrates how Shamans work in the real world. Notice how the Shaman uses mysterious behaviour to achieve his ends.

Long time ago my grandfather hear this story from Eskimo:

Two white men come to Eskimo camp. They say, "Who is smartest hunter in whole village? What Eskimo hunt polar bear best?" All men point to Peter. They say, "This man is wisest hunter."

These white hunters tell Peter, "You hunt with us — you get crew — we pay every man little bit of money but you, Peter, all this meat belong to you. We want just hide and head. You get meat."

This makes all people in village happy. Meat in caches nearly gone so this is good thing. This big hunt. Maybe six, maybe nine men go. They make packs, drive dogs, row skin boat. Everybody work to get ready.

One man is medicine man.

Peter take these people out on ice drift. Pretty soon this big, red-haired man kill polar bear. Biggest anyone in village ever saw. Little man with goldtooth in front kill bear, too, but not so big.

Redhair happy man. Let out big yell, make little dance in snow, throw arms around every man — give him hug. Then he take ruler and measure old bear this way and that way. Redhair happy man!

Eskimo laugh and talk, too. Now this hunter happy with skin and head and Peter have meat for village. They count how many day back home for big party.

7

You are face to face with two Labula scavengers. Do you run (8) or fight - win (9), lose (10).



Then this hunter say to Goldtooth, "Now we have fresh liver for supper." Peter only Eskimo understand white man talk. He tell his friends, "This Redhair will eat the polar bear liver." Now no one smile anymore. They scare.

Peter say to Redhair and Goldtooth, "Don't eat liver! This thing is taboo. Polar bear liver not good to eat — bring bad luck — you die!"

Redhair laugh and laugh. "These fellows are superstitious old women," he holler to Goldtooth. "Liver is the best part of an animal. Some witch doctor dreamed this up." Goldtooth no so sure. He say maybe Eskimo right. Never liked liver anyway.

Peter not want these men to have bad luck. They good to Peter and his people. He not want them to break taboo. He talk again but Redhair just keep cutting this liver.

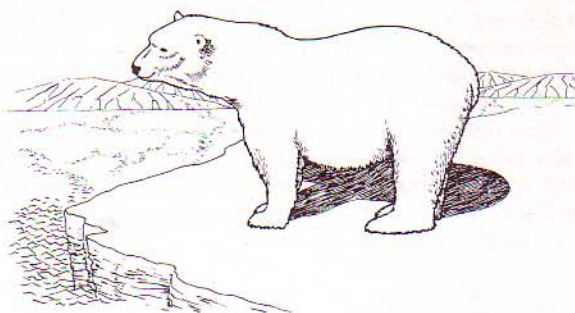
No Eskimo help white men with this liver. Redhair work alone — cut it — put it in pan. He smile, "Sure smell good! Pretty soon we eat." Goldtooth look at sad faces of Eskimo and shake his head.

Then Peter say to medicine man, "This thing taboo! Stop our friends from doing this thing. I give you half this meat."

Medicine man take out little bag, get some little white powder. He throw this on fire under pan. Now there is much smoke from this powder. White man cough and sneeze. He wonder what this man do.

Medicine man sit in corner of tent. He get string of polar bear claws and teeth from somewhere. He say nothing. Just sit and look in eyes of white men and rattle just a little. White men try not to look at him. Look other way.

Medicine man rattle louder. White men look around. He make eyes big and round — wide as he can.



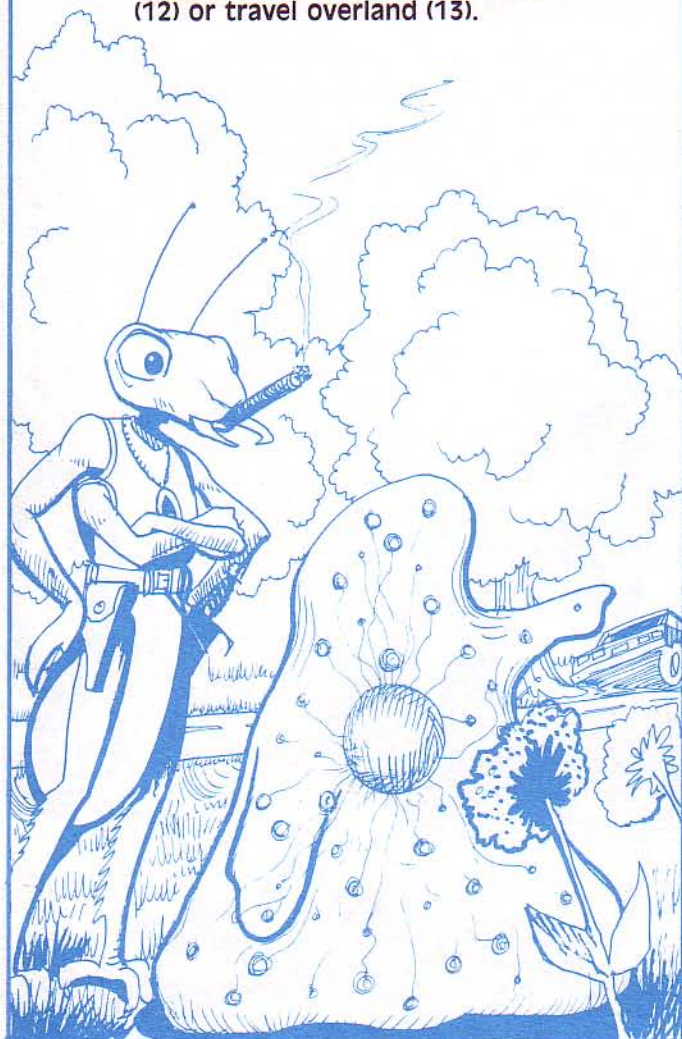
Redhair say to Peter, "Pete, for God's sake get this fella out of here, he makes too damn much noise." No Eskimo hear white man. Just stay still — say nothing.

Medicine man begin moaning song. White men look his way. He stare at them — eyes big and round. Maybe half his face look like eyes. He sing quicker, rattle louder and louder. He stand quick on his feet and jump up and down, up and down, but these big eyes always look at Redhair.

Pretty soon Redhair kick fire with foot. Mad! Swear and yell! Grab pan with liver and threw it away into the snow. He jump around on one foot, hold burning mukluk in hand. Goldtooth laugh and laugh. Pretty soon Redhair laugh, too. Now Eskimo laugh with them and every man start cooking little bit bear meat for supper.

THE END

- 8** A Fhysa pops out of his home. After some talk, he/she suggests you follow the Dead Stone to the Black Canyons. You may take his advice (12) or travel overland (13).



- 9** You win. After helping yourself to the egg sacs, a healing delicacy, you may continue on (11) or backtrack through Fhysa country (8).



RuneQuest

山Rワ2天0†::△Y△*G8≈Ⅸ□*Ⅲ○△☆†∞

Adventurer Sheet

Personal Information

Adventurer Name Leona Player Name Forrest
 Species Human Handedness R Homeland/Clan Prax
 Gender F Age 31 Birthday 1589 Parents Occupation Shamaness
 Culture Primitive Adventurer Occupation _____
 Religion Basmoli Shaman, Hunter Initiate Haunted woman _____

current: STR 18 CON 11 SIZ 15 INT 15 POW 18 DEX 10 APP 13
 original: STR 18 CON 11 SIZ 15 INT 15 POW 14 DEX 10 APP 13

Move Rate 3 m / SR DEX SRM 3 + SIZ SRM 2 = Melee SRM 5

Skills

Agility (-1)	Knowledge (+5)	Manipulation (+9)
Boat (05) _____	Animal Lore (05) <u>58</u>	Conceal (05) _____
Climb (40) _____	Craft (10) _____	Devise (05) _____
Dance (10)-ENC _____	<u>Leather</u> <u>26</u>	Play Instrument (00) _____
Dodge (05)-ENC _____	_____	_____
Jump (25)-ENC _____	_____	_____
Ride _____ (05) _____	Evaluate (05) _____	_____
Swim (15)-5xENC _____	First Aid (10) <u>66</u>	Sleight (05) _____
Throw (25) <u>56</u>	Human Lore (05) <u>39</u>	_____
_____	Law (10) _____	_____
_____	Martial Arts (00) <u>25</u>	Perception (+10)
Communications (+11)	Mineral Lore (05) _____	Listen (25) <u>64</u>
Act (05) _____	Plant Lore (05) <u>45</u>	Scan (25) <u>64</u>
Bargain (05) <u>29</u>	Written Language (00) _____	Search (25) <u>35</u>
Fast Talk (05) <u>28</u>	_____	Sense _____ (00) _____
Insult (05) <u>28</u>	_____	Track (05) <u>31</u>
Orate (05) <u>28</u>	_____	_____
Sing (05) <u>42</u>	Shiphandling (00) _____	Stealth (-13)
Spoken Language	Treat Disease (05) _____	Hide (10) _____
<u>Praxian</u> (30) <u>41</u>	Treat Poison (05) _____	Sneak (10)-ENC <u>10</u>
<u>Trade</u> (00) <u>28</u>	World Lore (05) <u>58</u>	_____
<u>Sartic</u> (00) <u>27</u>	_____	_____

Magic

(+13)	Spells Known 90 %-ENC	Free Int _____
Ceremony (05) <u>53</u>	<u>Demoralize</u> _____	<u>Peaceful Cut</u> _____
Enchant (00) <u>65</u>	<u>Fireblade</u> _____	_____
Summon (00) <u>54</u>	<u>Speedart</u> _____	<u>Worship Basmol</u> _____
Duration (00) _____	<u>Det. Enemies, Magic</u> _____	<u>Strength of Basmol</u> _____
Intensity (00) _____	<u>Control Ghost,</u> _____	<u>2 Transform Head</u> _____
Multispell (00) _____	<u>Passion Spirit, Sylph</u> _____	<u>Keenclaw</u> _____
Range (00) _____	<u>Gnome, Salamander</u> _____	<u>Transform Self</u> _____

Combat Skills (A% Mod +9) (P% Mod -1) (Damage Mod +1d6)

Weapon <u>1-H Spear</u> SR <u>7</u>	Weapon <u>Bite</u> SR <u>8</u>
A% <u>50</u> P% <u>24</u> AP <u>10</u>	A% <u>59</u> P% _____ AP _____
ENC <u>2</u> Damage <u>1d8+1+1d6</u>	ENC _____ Damage <u>1d10+1d6</u>
Weapon <u>Dagger</u> SR <u>8</u>	Weapon _____ SR _____
A% <u>40</u> P% <u>14</u> AP <u>6</u>	A% _____ P% _____ AP _____
ENC <u>.5</u> Damage <u>1d4+2+1d6</u>	ENC _____ Damage _____
Weapon <u>Fist</u> SR <u>8</u>	Weapon _____ SR _____
A% <u>50</u> P% <u>24</u> AP <u>3</u>	A% _____ P% _____ AP _____
ENC _____ Damage <u>1d3+1d6</u>	ENC _____ Damage _____
Missile <u>Sling</u> SR <u>3</u>	Shield <u>Target</u> SR <u>8</u>
A% <u>34</u> P% _____ AP _____	A% <u>14</u> P% <u>50</u> AP <u>12</u>
ENC <u>.1</u> Damage <u>1d8</u>	ENC <u>3</u> Damage <u>2d6</u>

Equipment ENC

Money 37L
 Armour Lion Skin 1.5
 Weapons Spear 2
 Shield Shield 3
Dagger .5
Sling & Stones 1

(Fighting ENC) 8

Waterskin
Blanket
Fetishes
Knife
Small Drum
Firemaker

Total ENC: 12

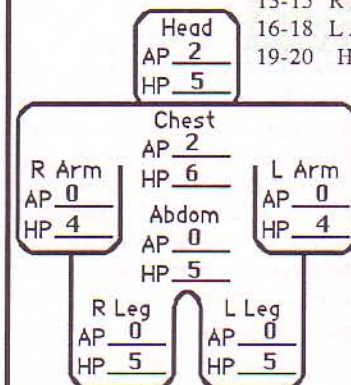
Magic Points ☐ 00 01 02 03
 04 05 06 07 08 09 10 11 12 13
 14 15 16 17 18 19 20 21 22 23
 24 25 26 27 28 29 30 31 32 33
 34 35 36 37 38 39 40 41 42 43

-11 -10 -9 -8 -7 -6 -5 -4 -3 -2 -1
 Fatigue Points -ENC 0
 01 02 03 04 05 06 07 08 09 10
 11 12 13 14 15 16 17 18 19 20
 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40

Hit Points 00 01 02 03 04 05
 06 07 08 09 10 11 12 13 14 15
 16 17 18 19 20 21 22 23 24 25
 26 27 28 29 30 31 32 33 34 35

Melee Missile

1-4 R Leg 1-3
 5-8 L Leg 4-6
 9-11 Abdom 7-10
 12 Chest 11-15
 13-15 R Arm 16-17
 16-18 L Arm 18-19
 19-20 Head 20



MORE Q BRANCH EQUIPMENT

by
Paul T. Riegel

"Gentlemen, please be seated", Q began his lecture. There were about ten agents and thirty or so rookies scattered around the room. As the group settled into their chairs in the Q Branch Armory, Q began his lecture, "The purpose of this meeting is to bring you up to date with the latest in special equipment that the Q Branch is coming up with. These items are not toys and have, for the most part, been field tested by 00 grade agents. We are confident that they will perform as intended."

THE WRISTWATCH TRACKING SCREEN

Unless an EF2 Per roll is made this item appears to be a normal wristwatch. When the top button of the watch is pressed twice its screen changes from a digital readout to a directional tracking screen. Its effective pickup range is 5 miles. It has enough power for 60 hours of continuous operation.

THE WRISTWATCH RADIO

This item appears to be a normal wristwatch. It is also a miniaturized receiver and transmitter. It is widely used in the intelligence field so agents of other agencies, and those persons who know their devices, recognize its second function on an EF4 Per roll. Normal individuals recognize it on an EF1 Per roll. Its range for reception or transmitting is 5 miles.

THE DOG WARDEN

Due to devastating attacks on 003 and other agents by guard dogs, it became imperative that Q Branch devise a counter-measure. The Dog Warden is our best answer. The Dog Warden is the size and shape of a pack of cigarettes, regular size. It emits an ultra-high frequency squeal when activated. This sound will force the fiercest guard dogs to flee its area of effect. It remains in operation for 15 minutes after activation and covers a radius of 10 feet with its sound. It can only be used once, gentlemen.

THE CALCULATOR RADIO

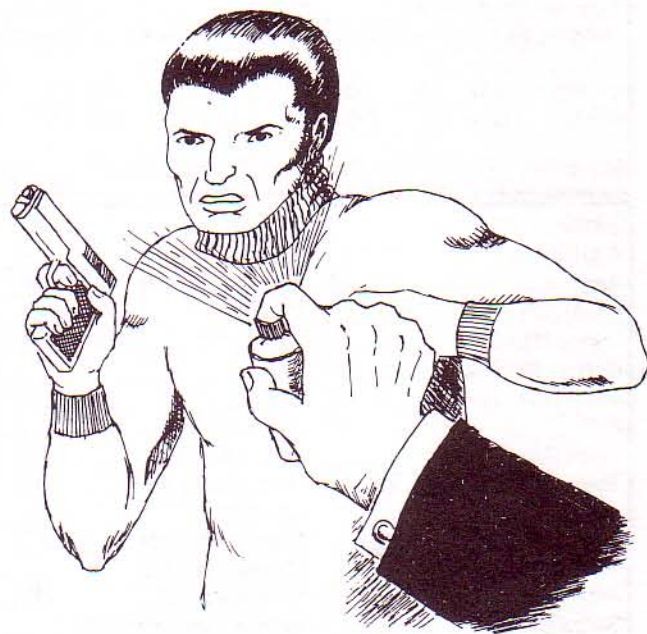
This calculator contains a small radio with a range of 10 miles, in morse code mode, or 5 miles in voice mode. If you press the equals key four times in succession that key will be locked open and the device will act as a homing device for 48 hours. In addition to these functions, it is a fully functional scientific calculator. It takes an agent or enemy an EF2 Per roll to notice the Radio function. Others need an EF1 Per roll.

EMERGENCY HOMING DEVICE

This item is an addition to the standard Shoe Escape Kit. This device is a 2" long metal box that is fitted into a special niche in your escape shoe. It is activated by pulling its slide outward and then allowing the slide to snap back into place. After doing this, it should be returned to its place in your shoe. The EHD has a range of 15 miles and a life expectancy of 72 hours. Please, do not follow 004's example of swallowing it. This shortens the life expectancy to 24 hours and makes it very difficult to recover.

THE EXPLOSIVE PEN

This harmless appearing fountain pen contains a quantity of plastic explosive sufficient to cause DC L to everything within 10 feet and DC C out to 25 feet for those not in the kill radius. It can be thrown a distance (in game inches) equal



to the thrower's strength. It takes a successful EF2 per roll to determine the pen's true nature. The pen is operated by placing it on its non-tip end and turning the upper barrel 1/2 turn. This engages a 30 second timer. Once activated, it can not be stopped. It will explode.

THE KNOCKOUT GAS SPRAYER

This item is usually disguised as a breath freshener. The person using it must hit with a Fire Combat roll (no +2EF for being within 10 feet). The target, if hit, makes a WIL check at an EF twice the Fire Combat Quality result with a -2 EF modifier. If this check is failed the victim collapses into a deep sleep in a number of action rounds equal to the Fire Combat Quality result. His "nap" lasts 3 to 5 hours and he will require another 30 minutes, after waking, to fully shake off the effects of the gas. The range of this spray is 5 feet. Each container can be used twice.

THE PARABOLIC EAR PIECE

This item looks like a modern hearing aid without the over-ear amplifier piece. The entire device fits in the wearer's ear canal and is hard to detect (EF2 Per roll required). The PEP unit allows the wearer to pick up a conversation across even a crowded room. Use of this device requires practice. The person using the device makes an EF6 Int check. The quality result will determine how much information he picks up from listening. The effective range of the device is 60 feet. This is diminished by 50% if there is a solid obstacle between the listener and the person he wishes to overhear. Where the obstacle is especially retarding, such as a solid door, the agent may have to place his ear in contact with the obstacle to get any information.

"So, gentlemen, that is the lecture for today. This equipment will be issued to you on an as needed basis. Because of it, you may live a little longer. I thank you for your kind attention. That is all."

THE END

RuneQuestions

Anyone who wishes to ask questions about the Avalon Hill edition of Runequest should send their questions to RuneQuestions, c/o Chaosium Inc, PO Box 6302-HM, Albany, CA 94706. When possible, cite specific page references and make your questions answerable with a "Yes" or a "No". Please include a self-addressed stamped envelope if you wish a personal answer. Readers outside of the United States should include International Postal Coupons instead.

PLAYER'S BOOK

Q Page 39: If STR is the highest of STR, CON and SIZ, and a point of STR is lost, can that point be regained through training. In other words, is the limit to training based on the original or the current values of the characteristics?

A The limit is based on the original value. The character could regain the lost point through training.

Q Page 43: According to the third paragraph under "Results of Fatigue Loss" a human would nearly always collapse from fatigue under the strain of picking up another person. This seems unlikely.

A True, the third paragraph was added in haste without proper consideration. Ignore it. Fatigue loss only leads to unconsciousness at the gamemaster's discretion.

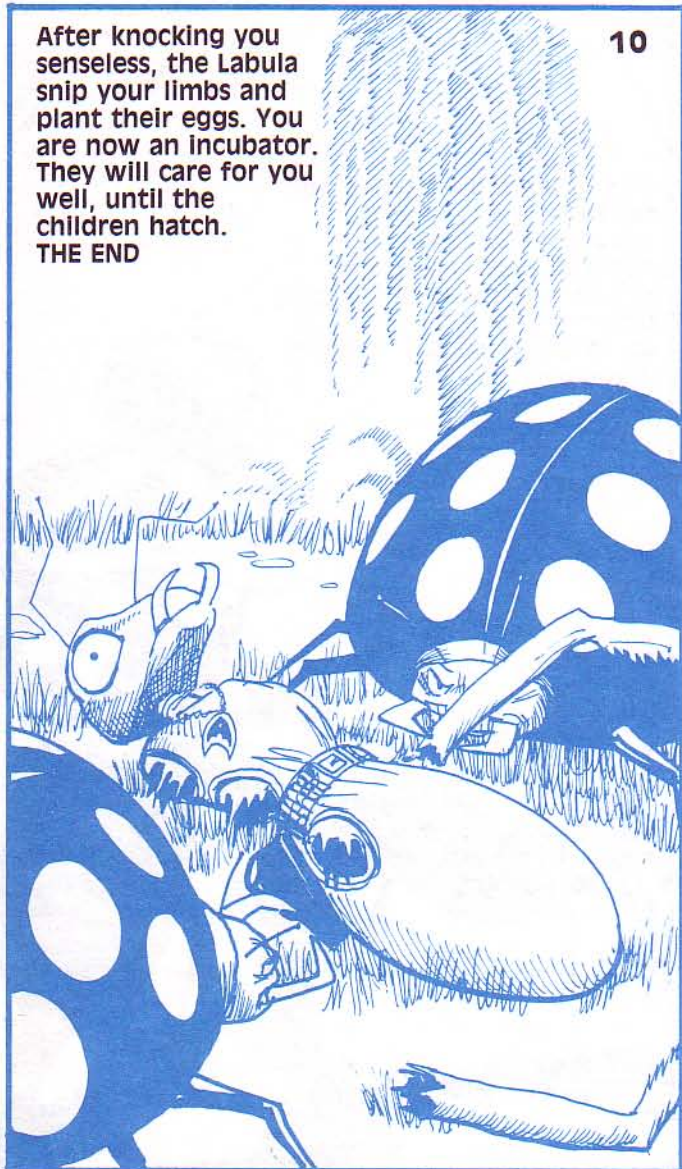
MAGIC BOOK

Q Page 19: For the Bladesharp, Bludgeon or Ironhand spell, what is the rule for splitting an attack when using a weapon with, for example, Bladesharp on it? If you have an 80% Sword attack, and you cast Bladesharp 4 for an additional 20%, can you split the attack and strike twice at 50% each time?

A No. To split attacks or parries you must have a skill of 100% or more. The spells do not increase your SKILL, just your chance to hit. Unless your unmodified attack percentage is 100% or

After knocking you senseless, the Labula snip your limbs and plant their eggs. You are now an incubator. They will care for you well, until the children hatch.
THE END

10



You are surrounded by the herd. You will get some of them. They will certainly get you. Go to (10).

11



more you may not split your attack regardless of what your magically enhanced chance to hit may be.

Q Page 19: For the Bladesharp, Bludgeon or Ironhand spell, does the increased chance to hit aid both attacks when splitting one's attack? If you have a 100% skill and cast Bladesharp 4, do you attack twice at 70/70 or twice at 60/60?

A You attack twice at 60/60.

Q Page 21: For the Mobility spell, does an adventurer under this spell regain fatigue at the normal rate? Does he lose fatigue at the normal rate if he moves at a normal speed?

A When Mobility is cast on you, you lose one extra Fatigue point per round per three points of spell — whether you run, rest or walk. If you rest under a Mobility 3, you regain 1D3-1 Fatigue but lose one Fatigue from the spell. You actually regain 1D3-2 Fatigue that round. The moral is, don't cast a high-powered Mobility spell unless you have the Fatigue to back it up.

Q Page 21: Can a Protection spell be cast on armor instead of oneself? How about on a Shield?

A Yes, but the spell would serve to protect the ARMOR from attacks directed specifically at it. It would not increase your protection in the least. If you cast Protection 4 on an eight point Buckler, the Buckler only loses armor points if it is hit with thirteen or more points of damage. However, all points of damage over eight still go past the shield and hit you.

Q Page 15: Does the INT of a fetch add to the free INT of the Shaman? If he learned a sorcery spell, could the Shaman use

the free INT of the fetch to manipulate it?

A No, though the fetch could learn the spell separately.

Q Page 21: If the Repair spell must be cast twice to repair an item fully, does the item lose one or two armor points?

A Two.

Q Page 26: Just who is a Sorcerer, anyone who knows a Sorcery spell? To become a priest, an initiate must never have been a Sorcerer.

A A Sorcerer is ANYONE who knows any of the arcane arts besides Intensify.

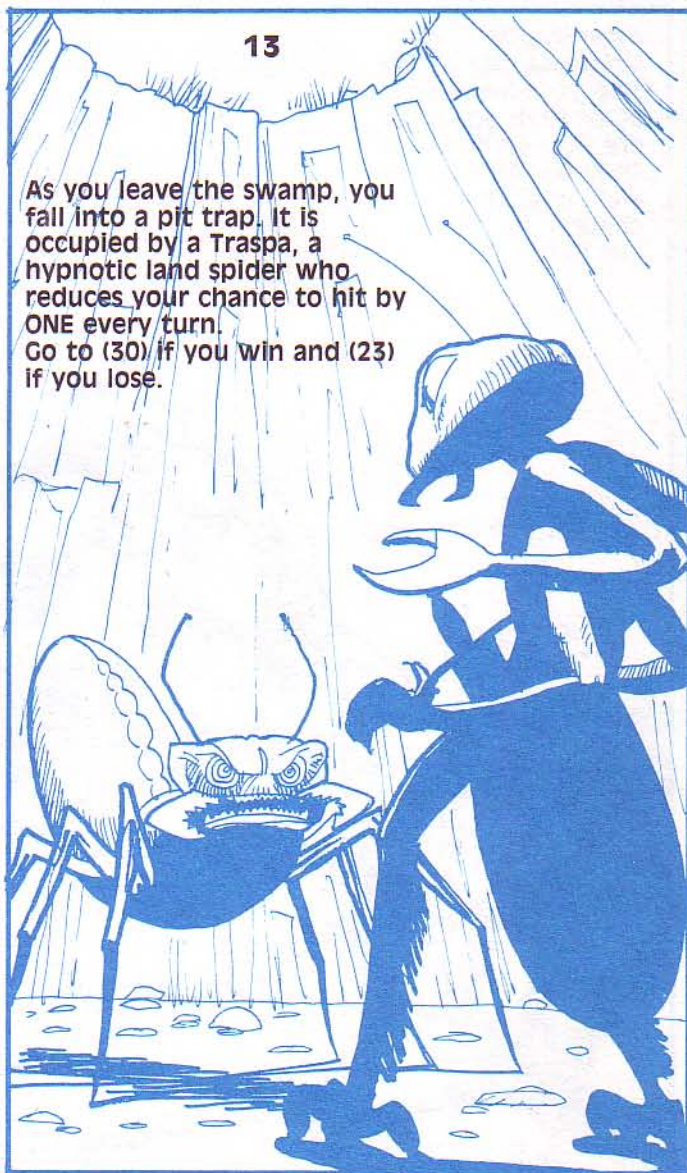
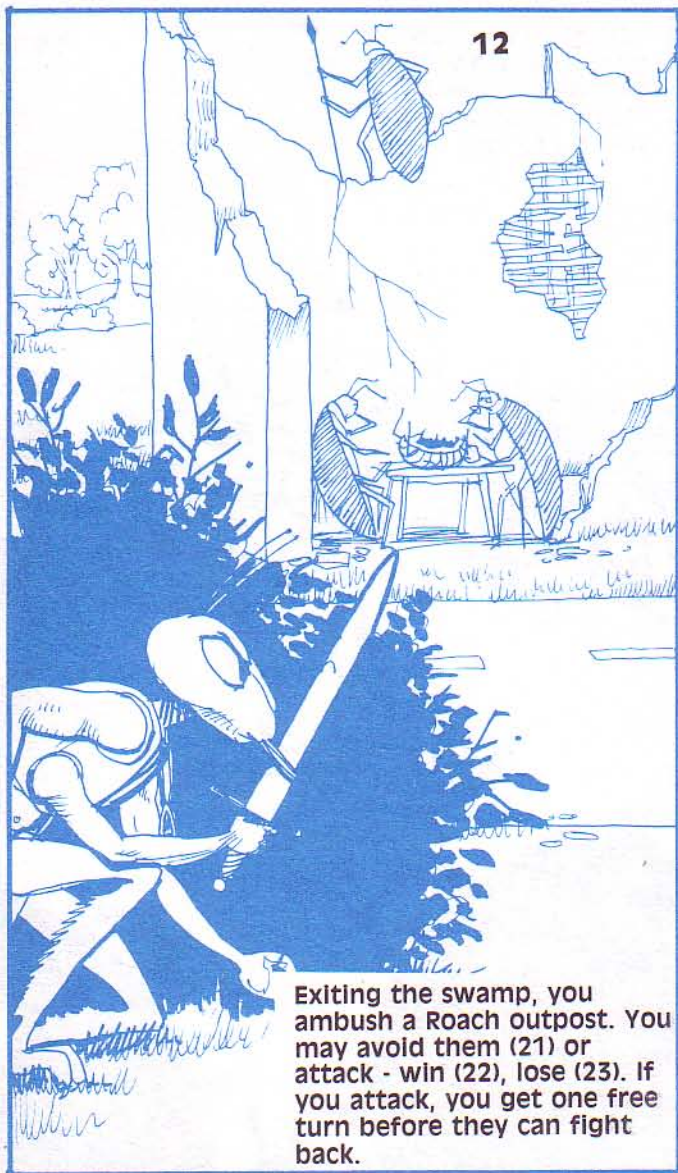
Q Page 46: If Enhance Strength is combined with the Spirit Magic Strength, can the Strength spell add as many points as the target's base STR or does the Enhance spell count against the total? Does it matter in what order the spells are cast?

A The Strength spell increases the target's base STR, the Enhance spell does not count. It makes no difference what order the spells are cast in. If a man with a STR of 9 casts a Strength 3 on himself, and then an Enhance Strength 4 (or vice versa), his final Strength will be 22 while the spells last.

Q Page 46: The Fly spell, is there any way this spell can be cast so that the flight is under the control of the target rather than the caster?

A Sure, cast it on yourself.

THE END



The Sail and The Sword

Expanded Ship to Ship Combat for Runequest

by
Tim Bailey

Ever since ships were first sailed, or rowed, onto the world's oceans and lakes men have used them for platforms for conflict. In the travels of many adventurers, they must use the sailing vessel to get from one point on the map to another. During such a journey they may have to defend themselves against pirates, rivals or what have you. The following rules are provided to give the Referee a base for resolving these altercations.

SHIP ACTION RATINGS

A ship's action rating is determined in much the same way as a character's DEX and SIZ SR. It can be determined by using the following tables:

Vessel Structure Points		Vessel Maximum Speed	
St Points	SR	Max Speed	SR
01 - 10	01	1 knot	05
11 - 25	02	2 knots	04
26 - 35	03	3 knots	03
36 - 50	04	4 knots	02
51 + up	05	5 knots	01
Ship AR = St Points SR + Max Speed SR			

The vessel's Ship Action Rating (SAR) determines on which SR the vessel may act during a melee round, in the same way that a character's DEX SR does for him.

For example, Gor the Raider has a Knorr with an SAR of 8. He is attempting to broadside a small merchantman with an SAR of 7. In this battle, the merchantman may perform any maneuver ONE SR before Gor's Knorr can attempt an attack. If a vessel has an SAR that allows it to act more than once during an MR, then it may act twice.

SHIPHANDLING

The Runequest rules supply the skill of Shiphandling for sailors and captains. For a captain, the skill addresses his ability to use his crew and vessel with the best possible efficiency. A failure does not indicate a disaster, that is left to the fumble. A failure indicates a potentially annoying or debilitating problem whose effect will depend on the situation. Referees should keep in mind that, unless the ships have a great difference in speed, chases may drag on for many hours, days or even weeks.

DISTANCE TABLE

Chased Party

Pursuer	Fumble	Failure	Success	Special	Critical
Fumble	*	-1	-2	-3	-4
Failure	+1	*	-1	-2	-3
Success	+2	+1	*	-1	-2
Special	+3	+2	+1	*	-1
Critical	+4	+3	+2	+1	*

DEFINITIONS

* - No distance is gained or lost.

POSITIVE - A positive symbol means the chasing vessel has gained distance on the chased vessel. The number of increments gained equals the number yielded from the Shiphandling rolls above. Consult the Range to Target table to use this value.

NEGATIVE - A negative symbol means the pursuer has lost ground as for positive above.

The following table is used to determine the proximity of one vessel in relation to its target. The index is determined using the success or failure of each captain with his Shiphandling roll. Roll as the table specifies. If the rolls put the target at greater than Extreme Visual Range, the pursuer has lost his target and its captain must make an educated guess (Human Lore) as to where it could be heading.

The following modifiers are to be applied to Shiphandling rolls used with the table above.

SITUATION	DAY	NIGHT
New Moon	n/a	-25%
Per 1/4 moon not visible	n/a	-5%
Bad weather (Storm, choppy seas, etc)	-15%	-30%
Sea mist (Vision is 10 - 30% obscured)	-10%	-20%
Fog (Vision is 31 - 80% obscured)	-35%	-45%
Pea-souper (81 - 99% obscured)	-60%	-80%
Per two knots lesser speed	-10%	-5%

Startled by a cracking sound, you look around a rock face and see a large egg hatching. You may stay to watch (15) or leave before it hatches (16).

14



The ranges are really abstractions of distance rather than quantitative values. This is for reasons of simplicity and ease of description. In this way, the Referee will have an easier time describing things. If a vessel closes from Extreme Visual Range to Identification Range the Referee can describe appearances rather than dealing with physical distances.

Rolls to avoid combat are made only if one of the captains involved wants to escape. They may not be made simultaneously with combat rolls. If neither wants to escape, go right into combat.

CLOSING TABLE		
Roll per:	Range Type; Description	Range
12 hrs.	Extreme Visual Range A Shape on the horizon.	10km
6 hrs.	Visual Range Recognize general ship type.	5km
1 hour	Identification Range Sight flags, number of sails, etc.	1km
30 min.	Hailing Range May contact other ship shouting.	500m
10 min.	Bow Range Ship can be attacked by missiles.	250m
2 MR	Assault Range Ship can be rammed or boarded.	10m

GRAPPLING AND BOARDING

Boarding can be done when the ships involved are in Assault Range. The ship(s) attempting to board have crew members, using Throw skill, throw grappling lines onto projections on the other vessel. The crew of the grappling vessel, when lines are securely in place, pit their STR against the structure points of the target vessel. Each success pulls the vessel two meters closer. Each failure allows that vessel to hold its ground. On a fumble one of the grappling lines snaps or some crewmen are pulled into the sea.

While the grappler is attempting to draw the grappled vessel in, the crew of that vessel may attack the crew of the grappler and/or attempt to cut the grappling lines. Such ropes are composed of strong fibers (more cables than ropes) and are quite difficult to sever. It will have AP 12 and ENC 8.

Once the crews have pulled the vessels together, the invading crew may try to board. There are various assemblages designed for this purpose. One is the Boom and Swing. The Boom and Swing consists of a rope attached to a boom or yardarm that a character uses to swing from one vessel to the other. The main drawback to this method is that a mistake can place the character down a hatch, on his head or into the sea.

Another device is the boarding bridge or Corvus. This is a thin bridge suspended from the ship's mast by a lattice of strong ropes (some utilizing a counterweight). It is laid across the gap between two vessels and spiked in place. Once it is in position, the boarders can flow over to the enemy vessel. Some of these bridges were covered to protect the attackers from enemy missiles and counterattacks. Impromptu forms of this bridge can be made with simple planks that are spiked in place. The values for the Corvus are:

LENGTH - 6-10m, AP 28, SIZ 40

SHEARING OARS

To shear oars the attacking vessel pulls alongside another vessel and ploughs through and crushes banks of its oars. To do this:

- 1) The attacker must be in Assault Range of his target.
- 2) The attacking captain must order his rowers to haul their oars out of the water on the enemy vessel's side. This takes one Ship Action.

- 3) The attacking captain must succeed with a Shiphandling roll AND the defender must fail his Shiphandling roll.

Each MR of success 2D6 oars are sheared and rendered useless. To determine the effect on rowing speed, divide the number of oars normally used into one hundred. This yields the percentage loss in speed per oar. Rowers take 2D6+2 hits to a random hit location if they fail a DEX x 3 roll (they are smashed, and possibly crushed, by the snapping oar).

RAMMING

Ramming is probably the most desperate method of defeating an enemy in naval combat, as it puts the ramming vessel in nearly as much danger as the victim. Warship rams do 2D10+ (speed of vessel in knots) to the structure of the victim vessel, depending on the size. Rams have the same Hull Quality as the rest of the attacking vessel, as the ram is part of the vessel's keel.

To ram, the ramming vessel's captain must succeed with Shiphandling while the victim captain fails his roll. The area of the target vessel that is hit is determined rolling D20 on the Ram Table, depending on the attacker's angle of approach.

RAM FUMBLES AND CRITICALS

In the event of a fumbled or critical roll on either captain's part, the following rules apply:

Captain of Ramming vessel

FUMBLE: Attacking vessel sustains the rolled damage, without ignoring Hull Quality. The target vessel is unharmed.

CRITICAL: The target sustains the maximum damage possible, ignoring the rammed vessel's Hull Quality.



RAM TABLE

FROM — Forward/Aft		Side	
Roll	AREA HIT	Roll	AREA HIT
01-04	Portside Grazed	01-04	Forward
05-08	Portside Amidships	05-08	Forward Amid.
09-12	Keel	09-12	Amidships
13-16	Starboard Amidship	13-16	Aft Amidships
17-20	Starboard Grazed	17-20	Aft

If the attacker strikes forward or aft when attacking from the side, no extra damage is done to the victim. If he strikes the keel while making a forward approach he hits the enemy ram. If he was making an aft approach, he hits the rudder. In all other cases, a successful ram does the structure damage indicated previously in addition to shearing 1D4+1 oars.

Captain of Rammed vessel

FUMBLE: Takes full ram damage.

CRITICAL: Evades the ram completely.

Once a ship has rammed another it must back out or it may sink with its victim. Backing out is done when the captain of the ramming vessel successfully rolls his shiphandling skill. It cannot be done unless the vessel has prepared oars and rowers. Each Melee Round that the ramming ship is unable to back out, it will either take on water as it is pulled down by its sinking victim or be stuck fast in that victim. If the victim vessel is sinking, the rammer must roll under his present Seaworthiness

on D100 or he goes down with his victim. The ramming ship loses 2D4 Seaworthiness per Melee Round that he is unable to remove his ram from the breach in the other vessel's hull. A ship may attempt to back out of a breach once every SAR. Once it pulls out, it ceases taking further damage due to the ram effects.

SINKING

A vessel begins to sink when it has no Structure Points, no Seaworthiness or both. If a vessel is sinking, it sinks at a rate directly proportional to the excess damage it has taken to its hull. The time it takes for a sinking vessel to go under is:

20 MR — (1 MR per excess point of Structure and/or Seaworthiness damage taken.)

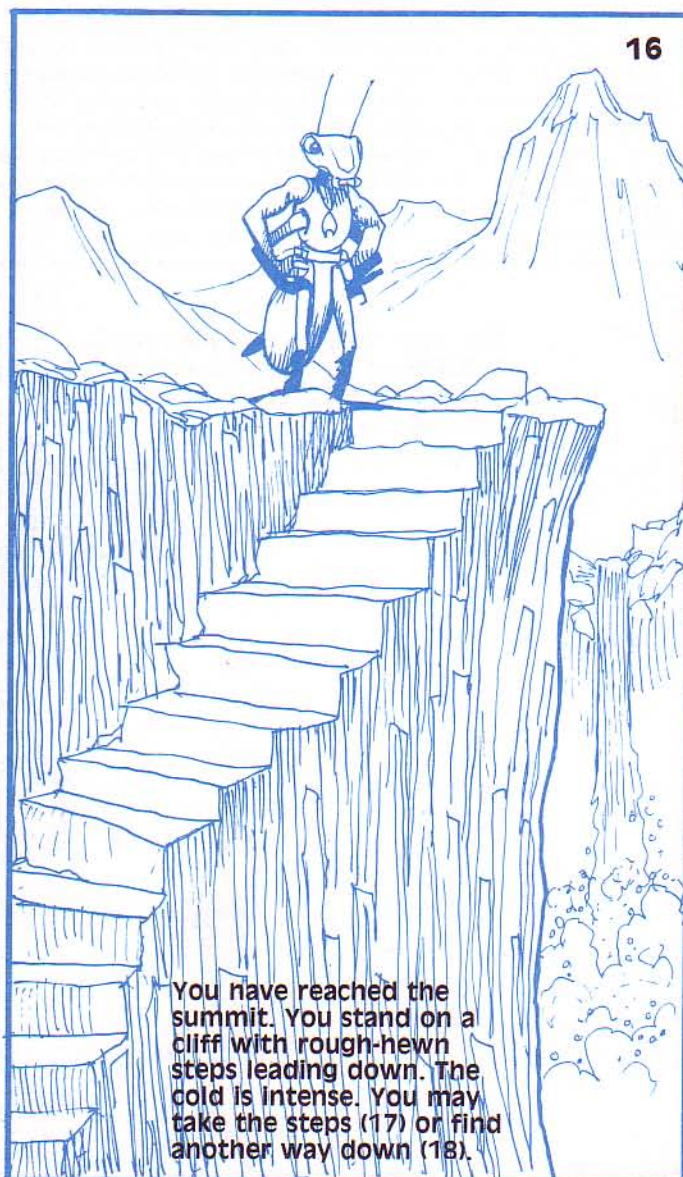
The minimum time to sink, unless the vessel is damaged subsequently, is 3 MR.

If a vessel takes damage after it begins to sink subtract the damage taken, after reduction for Hull Quality, from the number of melee rounds remaining in the vessel's sinking time. If the time becomes zero or less, the vessel breaks up immediately.

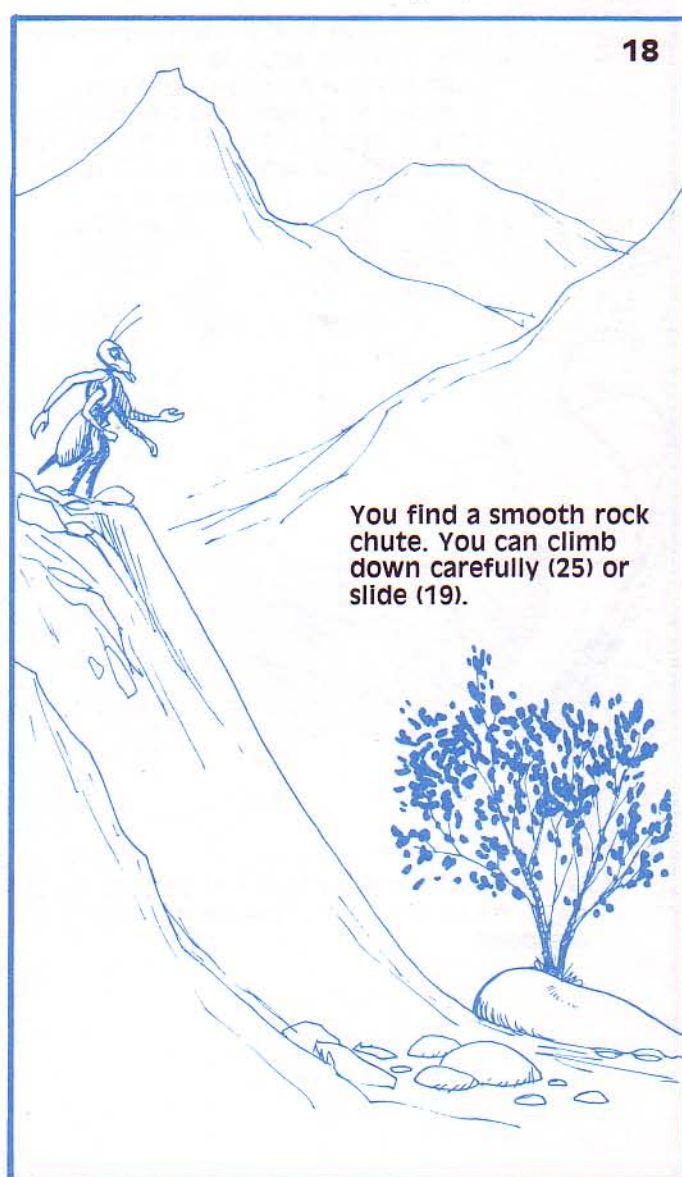
As I said at the beginning of this article, these rules are meant to expand on the Runequest ship rules. They should not bog down the game for the players. If the Gamemaster wants a battle to go in a certain way, he can still control the outcome. If he wants the actions of his players to decide things, then I hope that these rules will adequately fill the bill when your adventures take to the seas.

(Continued on Page 43)

16



18



NEW SPELLS FOR RQ 3

by
Martin Crim

The spells that follow are Sorcerous spells. Should the GM desire, Invulnerability could be used as a Divine Magic spell by a cult of undead.

MAGIC ATTRACTION

(ranged, passive, temporal)

The recipient of this spell attracts ALL offensive spells cast at anyone within a ten meter radius. An offensive spell is defined as any spell that is resisted. Roll on the resistance table for each spell affected. If the intensity of the Magic Attraction spell overcomes the intensity of the offensive spell, the offensive spell attacks the recipient of the Magic Attraction spell instead of the intended target. If the recipient was the intended target there is no change.

No more than one Magic Attraction spell may affect a given offensive spell. If two or more such spells are in range to affect a given offensive spell, the one with the highest intensity may try. If both Magic Attraction spells are equal in intensity, neither may try to affect the offensive spell. In effect, they negate each other with respect to that spell.

As for all spells, if the recipient does not allow the spell to automatically affect him the caster must overcome his MP for the spell to work. If the recipient dies, the spell ceases. If the recipient has fixed INT, the spell will not attract any spell that only affects intelligent creatures.

SLEEP

(touch, active, temporal)

The body processes of the target slow greatly. Within one strike rank they slow to one over two times intensity of their normal rate ($1/2 \times$ intensity), i.e. an intensity 1 spell reduces the metabolism in half while intensity 5 reduces it to a tenth.

Multiply STR and DEX by the rate of slowing. If the modified STR is less than $1/6$ SIZ, the target cannot move. If the DEX is less than 3, the target cannot hold anything. The caster must stack this spell with additional MP, one for every five SIZ points, or fraction thereof, that he wishes to affect. The spell can be spread across any number of creatures as long as the number of SIZ points is not exceeded. The caster rolls a separate resistance roll against each target. As long as the target is kept warm, he cannot die from the effects of this spell.

INVULNERABILITY

(ritual; ceremony)

With this spell the sorcerer removes his own heart, without dying. He must also sacrifice one point of POW. As long as the heart is uninjured, the sorcerer is immune to physical damage. If the heart is destroyed, the sorcerer will crumble into dust.

Certain drawbacks exist with this spell. If the ceremony skill roll fails when it is attempted, the sorcerer dies. Some say the spell is chaotic. sorcerers agree that it draws upon poorly understood forces. Even with success, the sorcerer loses any remaining human emotion and is motivated solely by wealth and power. This spell does not grant immortality. That condition must be achieved through other means. This is a rare spell that can be kept from player characters. It makes for very strong NPC's and dramatic adventure.

17

At the bottom of the steps is a ravine.
At the only exit sits a Sphnkl.

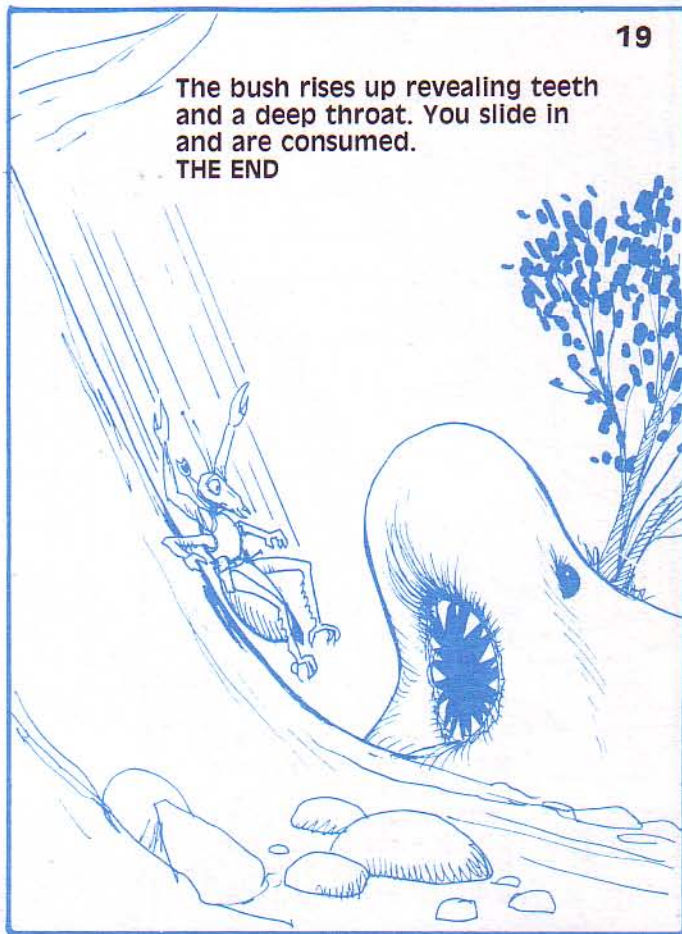
"Riddle me this and live, little one:
It strikes at its end, can be short or
long, it can be cracked or told. It can
strike without warning and is quite
often old.
What is it?"

See page 44 for the answer. If you are
right, go to (25). If you are wrong, you
are dead.



19

The bush rises up revealing teeth
and a deep throat. You slide in
and are consumed.
THE END



BECOMING A MAGIC-USER IN POWERS & PERILS

by
Robin MacKay

Powers & Perils provides some of the most detailed rules for creating a magic-user found in role-playing; and once a magic-user is created, there are vast opportunities for the development and improvement of magical skills. Likewise, the combat characters can learn new weapon skills and have a great number of choices in defining their persona. But what about the character who wants to cross over? For the magic-user this is relatively simple. Anyone can pick up a weapon and wield it under the Untrained Use category. Weapon masters can, with little difficulty, be encountered and influenced to teach a character a combat skill. Eventually, with training and experience, the magic-user can become adept at wielding a number of weapons.

Matters are not so simple for the combat character who wants to learn magic. The great difference, from a technical standpoint, is there is no Untrained Use category for magic. "New spells are only learned with expertise points that are gained educationally. You may NEVER gain experiential expertise in anything that you are unable to do." (Book 2, Page 14 of Powers & Perils) So what is the aspiring magician to do?

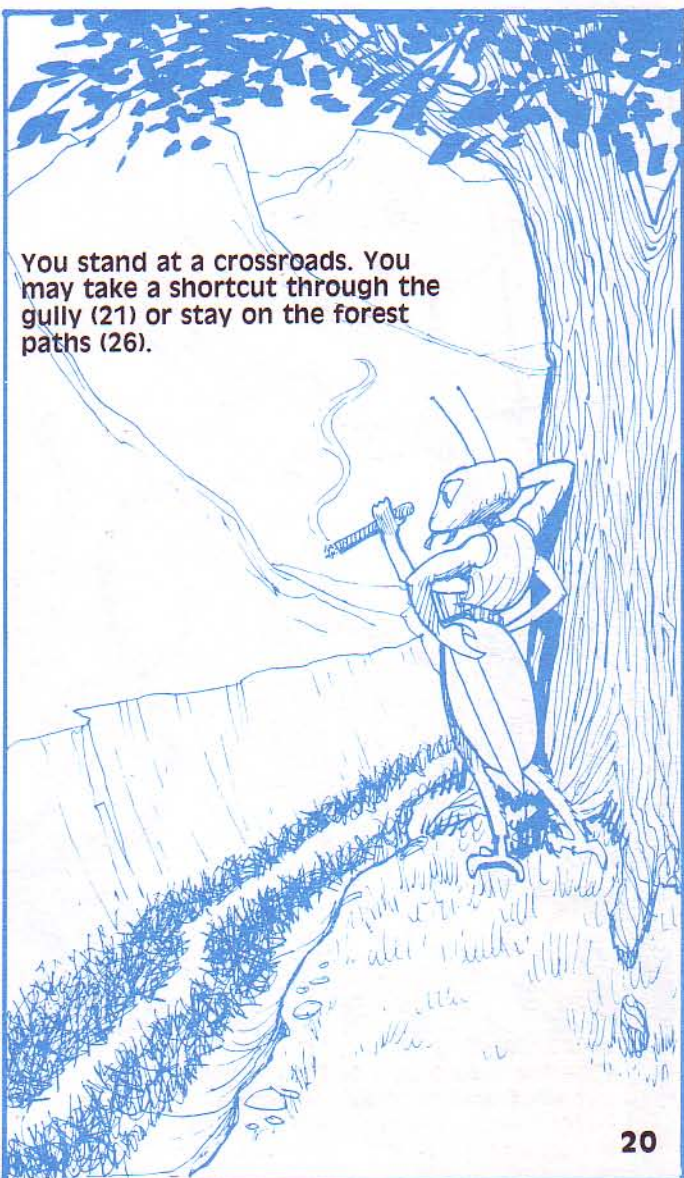
This question arose in my playing group in connection with my character, a Law-oriented human Great Swordsman, who wanted to learn how to work Law spells such as Sanity and Painlessness. We felt that such a route was in keeping with his character as a Paladin in the mold of the Grail Knights. So we read and thought about magic and how it works and came up with a number of principles to guide us in creating a magic-user. We feel that these rules are a logical outgrowth of the rules in the game books and that they will help your group to devise step-by-step rules for creating magic-users in your specific group.

The first, and most obvious, point to make is that anyone can learn magic. This arises from the fact that mana, the basic stuff that magicians manipulate, is everywhere. All a person has to do is recognize it and control it. Mana is recognized and controlled through spells, which channel mana through the use of language in a magically potent way. Every character has language skills. Therefore, any character could, presumably, speak in such a way that they tap the mana around them. Not every character is capable of comprehending the depth of knowledge necessary or using his language skills effectively. Some, because of their characteristics, will find it difficult to realize the magic in their words, the mana-controlling potential of speech. This is indicated in the rules by the requirement, in creating a magic-user, of a success roll to get instruction. (*Editor's Note — This roll gauges the potential of the student yielding the percentage chance that a trained magician of the type will consider it to be worth his while to instruct him. Few wizards care to waste their time with dullards who have little, or no, real potential in the arts.*) Presumably this is designed to weed out those characters whose characteristics indicate that they would take too long to learn. Thus, we feel it is important that a similar type of success roll be taken here. The roll should be geared towards the characteristic that is most important to the magic path chosen. The would-be magic-user would roll against some formula including Intelligence (Wizardry), Will (Shamanism) or Empathy (Sidh). This roll ensures that the apprentice does have the aptitude to learn from his or her experience.

What the apprentice must learn to become a magic-user is how to form mana. Magicians control and direct mana by speaking a precise sequence of words. In order to manipulate

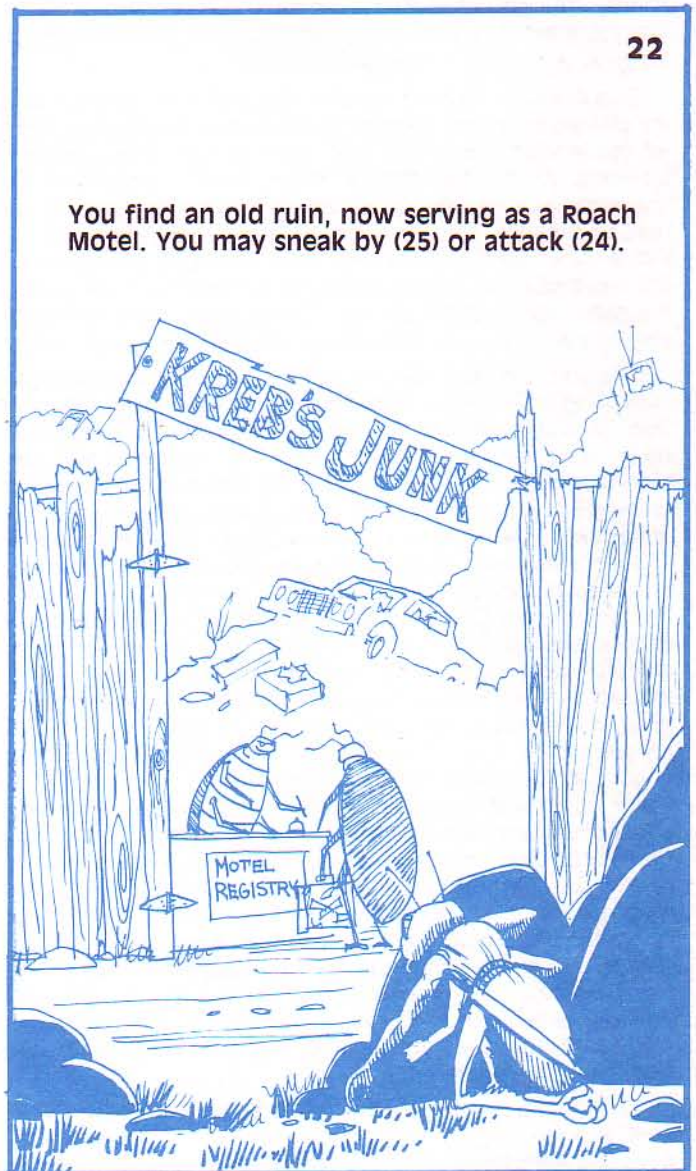
mana and become a magician, the apprentice must learn a spell. But even trained magic-users fail, sometimes abysmally, so there must be more to learning a spell than just language ability. This something must be the way that the words are said. We call this the nuance of the spell. If a character gets the right nuance, he or she realizes the magic in the words — a sentence becomes a spell.

Saying a spell to gain magical knowledge about, and through, the words is a very dangerous game since you are tapping uncontrolled mana. You are just as likely to kill yourself as you are to learn magic. It is ESSENTIAL that the apprentice have the aid of a trained magic-user. This master controls the conditions and learning environment so that the apprentice can safely progress in the arts. He can send the apprentice on Interworld journeys to the ideal realm for success, i.e. place him in a Law realm when he is working on law magic. He can also



Purify an area for the type of magic being studied. The method used depends on the magic path chosen, as we will see later. In each case, the trained magician guides the apprentice through the words and nuance of the spell, providing the correct environment for learning, until the apprentice has reached ELO in the spell. At this point the apprentice will have mastered the basic foundation for the spell and can begin to learn through normal experience as well as further education.

A look at each of the three magic paths should help to clarify just how this process can be undertaken. To start, with Wizardry it seems that the first spell to be learnt is one for seeking the presence and nature of mana. In our minds, the best spell for this is Detection. Thus the apprentice would be learning to detect the presence and nature of mana around him or her. (Editor's Note — Except for certain Priest skills, usable mana only exists externally unless the person has some kind of Innate Power.) To do this, the student goes to an area purified for the correct alignment. He then reads the spell from a book or scroll. You can decide on the number of success rolls you want to take for him to gain knowledge of the spell. The important points to remember here are that the apprentice must read the spell correctly, speak it correctly, give it the proper nuance and roll against the appropriate characteristic (Intelligence) to see if they have learned from experience. If all of this is done correctly, partial expertise points would be gained in the spell. This process continues until ELO is attained in the spell, at which point the apprentice is able to manipulate mana.



The process for creating a Shaman differs from wizardry in that the Shaman's power is the gift of his Tonah. The apprentice Shaman must establish a Tonah tie, either through adventuring in the Middle World or seeking one in the Lower World. To best accomplish this, he must influence a Shaman to take him as a disciple. Once the Tonah tie is gained, usually with the aid of the experienced Shaman, the novice is taught Orient Self to channel the powers that he has been granted. After this is done, he makes his drum and can begin to master other forms of Shamanic magic. Gaining a tonah tie and mastering Orient Self can be greatly influenced by the aid of a master Shaman.

The case of Sidh magic is special since Sidh Magic requires training in the Tongue of the Sidh and can not be gained from any book or scroll. Given this restriction, it seems clear that Sidh Magic must be learned from a master who speaks the Tongue of the Sidh, primarily Elves, Faeries and the Alfar. The apprentice must influence this master to accept him as a student. The master can best aid his pupil by sending him or her to the Realm of the Alfar because that realm is the major focus of Sidh power in existence and all of its denizens "exude the power of the Sidh." Here the student can learn the Tongue of the Sidh and one Sidh spell at ELO, in the general manner set for wizards without the reading requirement.

We have started to use these principles in our own game and have drawn up explicit step-by-step guidelines for each of the three magic paths. Your own guidelines will differ from ours if you take a different interpretation of just what magic means or how a trained magician would be able to help. We hope that you

find the general idea of our principles to be logically derived and that you can use them to expand your combat characters into something far more versatile. Obviously, creating a magic-user out of a warrior is a difficult and long-term process. My own character, a Great Swordsman, has taken many weeks of study just in the Read and Write part of the process. Eventually, he will become a Law Wizard, though not a particularly good one, who will be useful for more than his strong sword arm.

These kinds of projects help to keep you interested in your character and on the lookout for other means of expansion. They also help to remind you that magic is in the world and always has been. Anyone, even warriors, can, with training and dedication, learn how to find and use that magic in whatever way they choose. (My thanks to Michael MacKay and John Vervaeke for their collaboration and assistance in the creation of this article.)

Editor's Note — This article is of interest because of the detail it gives to the basic educational process available within Powers & Perils. It shows an insight into specific occurrences that can occur when players are educating themselves after play has begun. As for learning magic after a character commences play, all the rules demand is a means of instruction (almost always a master) and time. There really isn't any simple way to learn magic. It is much too dangerous a field.

THE END

23



The Great God Murphy is victorious once more.
What can go wrong has.
THE END

The attack is on. You have three turns to kill two roaches and still have time to escape the sixty that are coming to join the fun. See (25) if you succeed and (23) if you fail.



24

WHAT IS ?

What is necessary for a good referee to make the most out of his game? Information. What is a good, if not the best, way to expand your game beyond the data provided in your rule books? Make your own improvements.

What is the purpose of this column? To provide a place where you can get information to increase the enjoyment to be found in your game. Say you want to do a good adventure in the Dark Continent, but you can't find much on the Ashanti, ask What Is. We will make our best effort to handle any question that can be answered effectively in 500 words or less. If your question is too large, we'll try to find you some good sources where you can get the info for yourself. This is a column intended to provide you access to a broader base of information, to improve your enjoyment of the role-playing art. We hope you will find it to be of value.

SAMPLE QUESTIONS

I want to set a Lords of Creation adventure in the Neanderthal period. What should I know about it?

Much of the Neanderthal period, according to most evidence, fell in the last great Ice Age. The relevance of this, of course, depends on what part of the world you set your adventure in. If it is in Europe, the glaciers are a factor you must work in. If you use Egypt, Iran, etc, they are not, though these regions are much more fertile during a period of glaciation. As for the Neanderthals, they are intellectually the equal or near equal of modern man. They are organized in band level

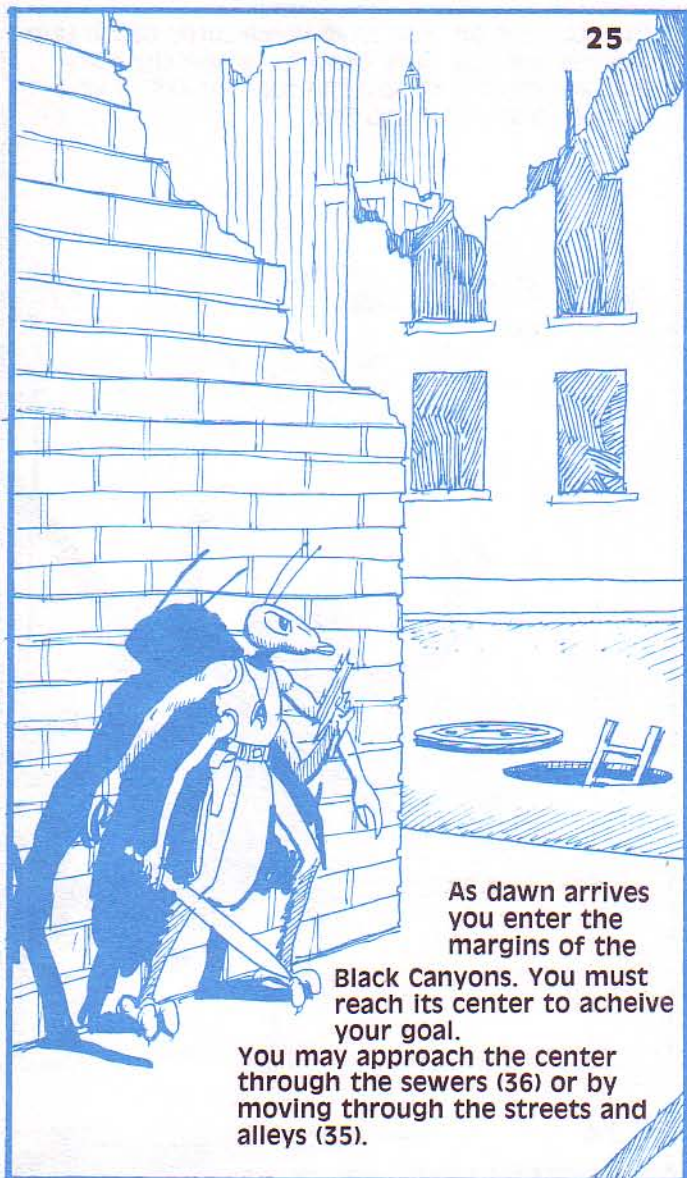
(15 — 30 related individuals) organization and, physically, they are quite robust.

Lifeforms current in the era that would be of use are Mastodons, Woolly Mammoths, Sabertooth Tigers, Giant Sloths, etc. For further information, a good anthropology text or archaeology, paleontology or geology report on the era will be invaluable.

Is there any way I can set up a believable situation where two diametrically opposed creatures, say a creature of light and a creature of darkness, work together to set up my party's adventure?

Normally, such alliances are impossible. To arrange one, you would have to establish some third force that is a threat to both. For example, a Mage dedicated to the forces of Shadow may have created a ritual that, allowed to continue, would destroy the strength of both light and darkness, casting the entire world into the realm of shadow. A believable motivation that exceeds the hatred that exists between the enemy forces is mandatory to effectively use a situation like this in your game. Forces that are enemies of both, or whose existence feeds off both, are the best sources for the creation of such a motivator.

Hopefully, this gives you some idea of what to ask. We will make every effort to respond to any requests for information that you send in. I hope to hear from you soon.



ABSTRACT ELEMENTALS

by
James A. Holden

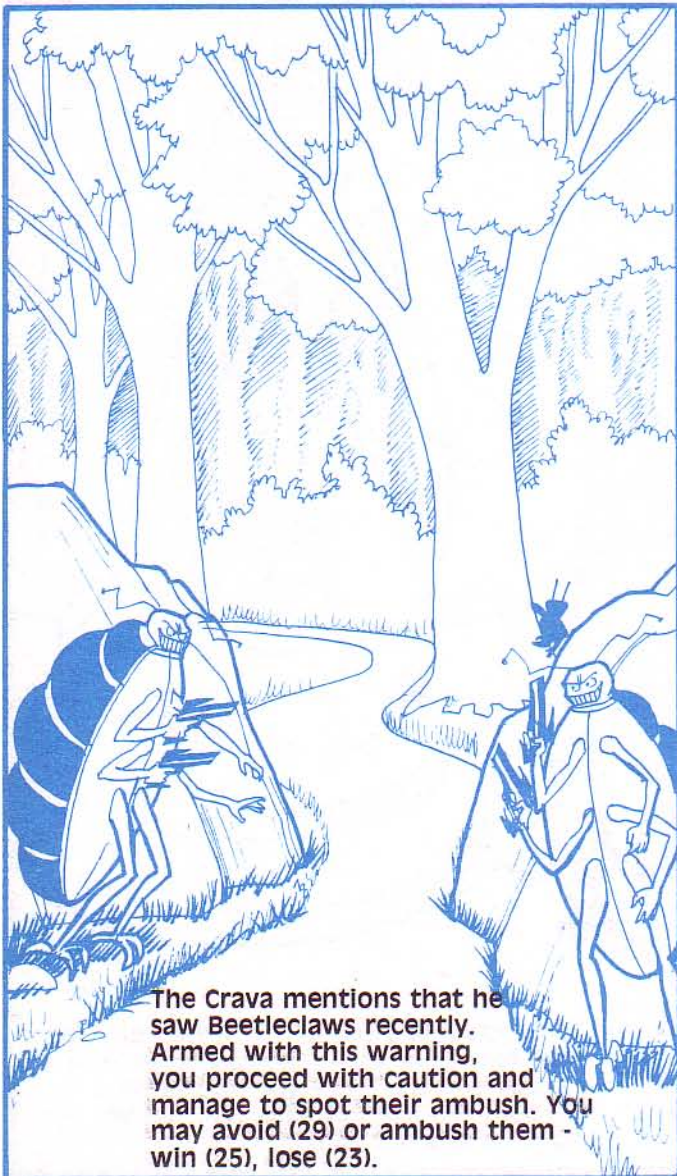
The RuneQuest Creatures book provides the standard types of elementals: gnomes, undines, salamanders, shades and slyphs. All of these are representative of a certain Rune, in these cases the Runes of Earth, Water, Fire, Darkness and Air. Logically, it would follow that other Runes would have their associated elementals with their own unique powers. This article is an attempt to catalog a few of them.

One thing that would preclude the common usage of abstract elementals is that a source of the "element" must be present for their summoning. It is difficult to envision a Lhankor Mhy priest desperately searching for three cubic meters of Truth to summon an elemental of that kind. For this reason, in my campaign, I require the use of "holy" objects or presence at "holy" sites, these being items or places closely associated with the Rune to be invoked. The Lhankor Mhy priest above might need a Staff of Truth or similar cult object to perform the summons. Such objects and places have a POW of their own which limits the size and potency of the elemental summoned. The size of an

abstract elemental equals a cubic meter per POW point of the source. Priests should have access to divine spells that enable them to summon elementals corresponding to the Rune of their deity.

Another problem with these elementals is combat. How does one attack a zone of Stasis or Harmony? Normal weapons would be ineffectual, since these elementals have no physical form, so a character would have to employ magical means. Many of the abstract elementals I list can be dispelled by committing acts inconsistent with their nature, as when a person lies within the influence of a Truth elemental. Their existence corresponds to their magic points. When their magic points reach zero, they vanish.

To simplify, and condense, the information on these creatures, I will make some basic assumptions for abstract elementals in general and then list their unique abilities. Referees are, of course, free to modify these descriptions as they see fit.



The Crava mentions that he saw Beetleclaws recently. Armed with this warning, you proceed with caution and manage to spot their ambush. You may avoid (29) or ambush them - win (25), lose (23).



After a perfect lunch, you stumble into a Beetleclaw ambush. You are dead before you hit the ground.
THE END

GENERAL POWERS

Abstract elementals have 1D6 POW per cubic meter of SIZ. They move at varying rates, averaging 5m per SR. They are dispelled when their magic points reach zero. This is the only way that they can be defeated because they are immaterial with no physical form to disrupt. They normally appear as a zone of light or an area full of shadowy forms. When undirected, they remain stationary and employ their power on the area that they contain.

THE ELEMENTALS

CHAOS – A Lawful creature engulfed by a Chaos elemental loses a number of magic and fatigue points equal to the elemental's POW if it fails a magic point versus magic point resistance roll. If the Lawful being succeeds, the elemental loses magic points equal to the Lawful creature's POW. Each round that a Lawful character remains in the zone of influence of this elemental, he or she accumulates a 1% chance of being permanently tainted with Chaos. (Roll on the Chaotic Features table in the Introduction to Glorantha book or use the Curse of Thed table in Gods of Glorantha.)

DEATH – All living beings within the influence of this elemental must resist the magic points of the elemental with their own or they are instantly killed. Successful resistance costs the elemental a number of magic points equal to the resister's POW.

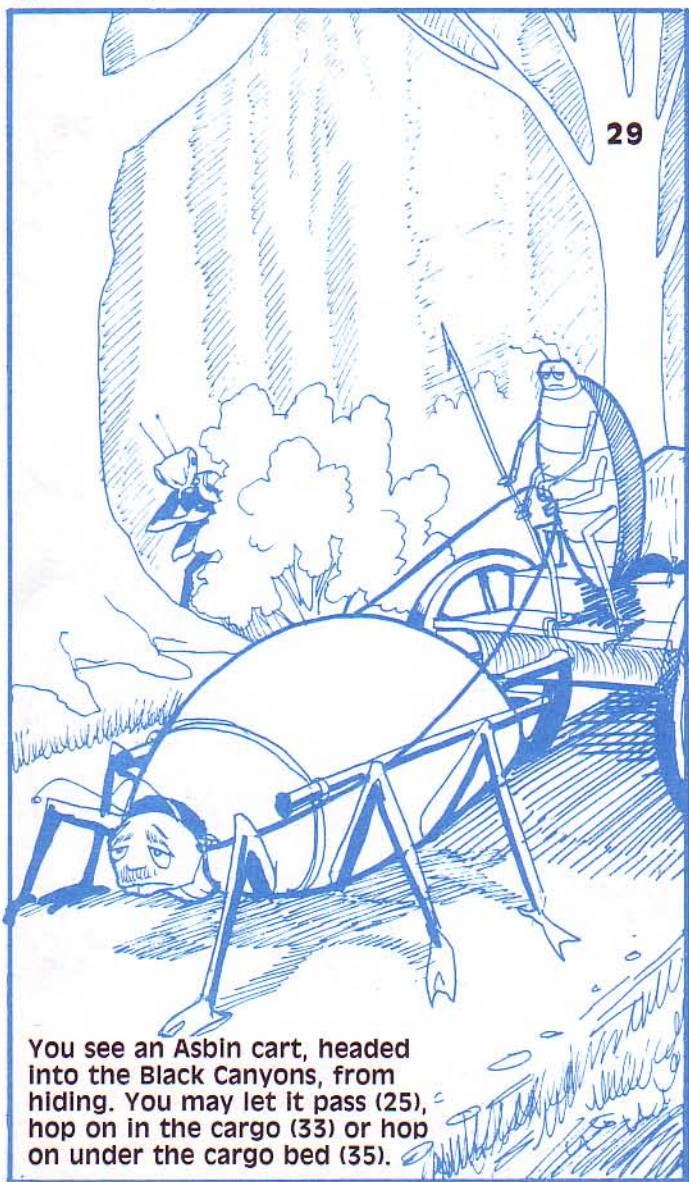
DISORDER – Beings under this elementals influence must resist the elemental's magic points with their own. If they fail they become hostile to everything and everyone around them, within the boundaries of the elemental. Successful

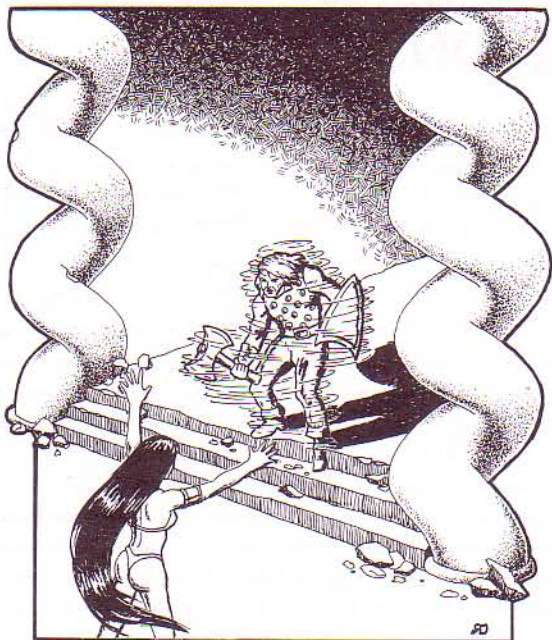
resistance drains the elemental of a number of magic points equal to the character's POW. The effects of the elemental do not persist beyond its boundaries.

FERTILITY – In the bounds of this elemental, healing and regrowth are accelerated. Wounded characters are healed to their optimum levels, costing the elemental one magic point per hit point healed. Damage to characteristics may be repaired at a cost of ten magic points per characteristic point restored. Severed or mangled limbs are healed on a percentile basis, as with the divine spell Regrow Limb. One percentile of the injured limb is restored for each magic point the elemental uses to that purpose.

HARMONY – Characters in the zone of this elemental must pit their magic points against those of the elemental on the Resistance Table. If they fail, they MUST cease all hostilities and can take no further offensive action. If they succeed, the elemental is drained of a number of magic points equal to their POW.

ILLUSION – Within the confines of this elemental the directing summoner can form extremely realistic illusions. Per magic point expended by the elemental, an illusory sensation comparable to a one point divine Illusion spell can be created. For example, by using eight of the elemental's magic points, the summoner could make a moving illusion with a SIZ of 18 that makes soft noises as it moves - the equivalent of Illusory Motion, Illusory Sound 1 and Illusory Sight 6. The whole illusion lasts one minute. After that time more magic points must be expended to recreate the illusion.





∞ INFINITY – The abilities of Infinity elementals are not understood. There are no known places or objects that can be used as sources of infinity so there is no known way to summon an Infinity elemental. Whether such a creature could even exist is doubted by many. How can there be a zone of unending Infinity?

Editor's Note – An Infinity elemental is much easier to visualize if it is seen as an area of boundless metaphysical potential rather than a physical being. Rather than a zone where everything is, it could be viewed as a zone where anything COULD BE.

Δ LAW – Elementals of Law work like Chaos elementals except they affect creatures of Chaos. Law elementals also provide a chance of removing Chaos traits instead of gaining them.

R MAGIC – Magic elementals are very dangerous to deal with. The zones they encompass are gateways to the other-world. As the Magic Rune represents interaction between the planes, Magic elementals allow communication and transport between the mundane plane, the spirit plane and, perhaps, even the hero plane. The summoner of this elemental has no control over what may choose to come through the gate. (Referees may want to use the random encounter tables for the spirit plane in the GM's book.)

W MASTERY – Elementals of Mastery insure the success of all skills used within their boundaries. Fumbles and failures become successes. Successes become special successes. Mastery elementals also allow characters a percentile chance equal to their POW to break free from emotion affecting spells or non-cult geases. (Referees should use discretion here. The influence of the Mastery Rune involves self-control and self-knowledge. The idea I am trying to put across is that the character has a chance to overcome compulsions set on him by another's Will. Obviously, this must be dependent upon the exact situation.) Each use of a skill within the zone of a Mastery elemental drains one magic point from him. Each attempt to break free from mental control costs the elemental either a number of magic points equal to the character's POW or a number equal to the strength of the controlling spell. The Referee will decide which cost should apply.

∞ MOVEMENT – Movement elementals are random portals to other locations on the mundane plane. A character stepping through may end up anywhere if the elemental is uncontrolled. If the elemental is controlled by the summoner a set destination may be selected. Every three SIZ points, rounded up, passing through the portal drain one magic point from the elemental. This is modified by the range. Multiply the magic point cost by the distance in kilometers, divided by ten, separating the elemental from the destination. (Round down

before multiplying.) As an example, if a person of SIZ 13 is sent 45 miles the magic point cost is sixteen.

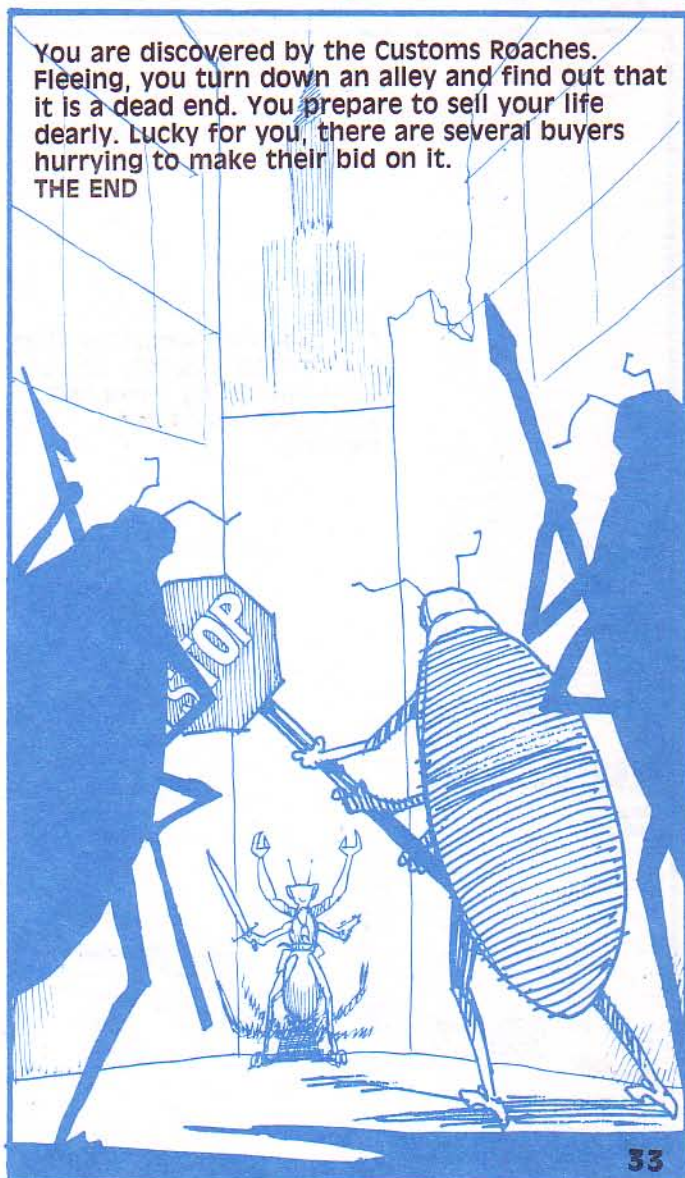
Δ STASIS – Effectively, time stops within the confines of a Stasis elemental. While this is not actually true, nothing can occur within the elemental. No action may be taken and any actions already in progress come to a standstill. Each round a Stasis elemental is in existence it loses one magic point. This cost is multiplied by the elemental's size in cubic meters. Therefore, a four cubic meter Stasis elemental loses four magic points per round instead of one.

Y TRUTH – Truth elementals compel beings they encompass to tell the truth. For each lie a person attempts within the zone, he must make a resistance roll of his POW versus the elemental's magic points. If the elemental succeeds, the person must tell the truth and the elemental loses one magic point. If the person succeeds, he may lie and the elemental loses a number of magic points equal to the person's POW.

OTHER RUNES – I have deliberately left off a few of the Greater Runes, namely the ones for Man, Beast, Plant and Dragonewt. Elementals incorporating the power of these Runes are difficult to imagine. Perhaps the living creatures represented by these Runes are the elementals. Maybe humans are the elementals of the Man Rune, cats and dogs the elementals of the Beast Rune, etc. If not, the powers of these elementals would likely be beyond the scope of the elementals listed above. I'll leave them for someone else to handle.

THE END

You are discovered by the Customs Roaches. Fleeing, you turn down an alley and find out that it is a dead end. You prepare to sell your life dearly. Lucky for you, there are several buyers hurrying to make their bid on it.
THE END



HEROES RESPONSE

I would like to thank those of you who have responded to my questions. Your answers have given me an insight into what you would like to see in this magazine. I appreciate your effort very much. Thank you.

Beginning my third issue as editor, I would ask more of you to give me your feedback on this, and previous, issues. The better a feel I get for the readership, the better I will be able to serve your needs in the pages of this magazine. I hope you can find the time to fill out the short questionnaire that follows.

1) What do you like about this issue?_____

2) What didn't you like about this issue?_____

3) What do you think of our Comic Flow Adventures?

4) What do you think of Computer Corner?_____

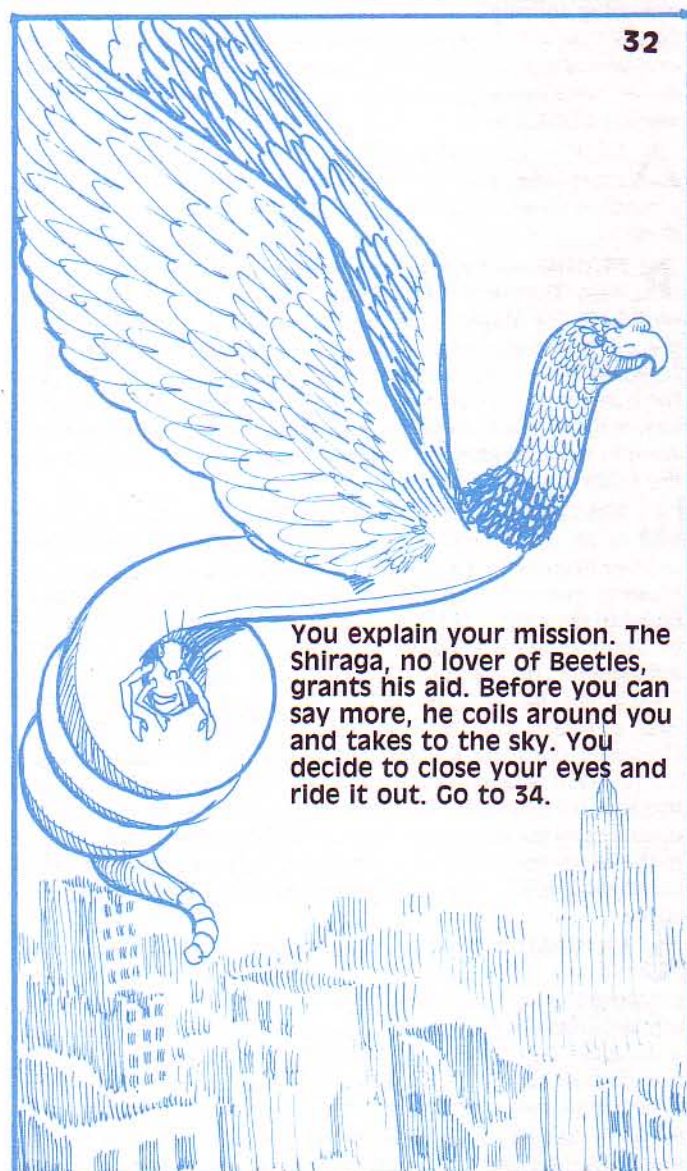
5) What is your opinion of the new columns that started in this issue?_____

Will you contribute to them?_____

6) What do you most enjoy about HEROES?_____

7) What do you dislike about HEROES?_____

8) Do you have any other comments or advice that you would like to share?_____



REALMS OF ADVENTURE

A Guide to the Referee's Art

by
Richard Snider

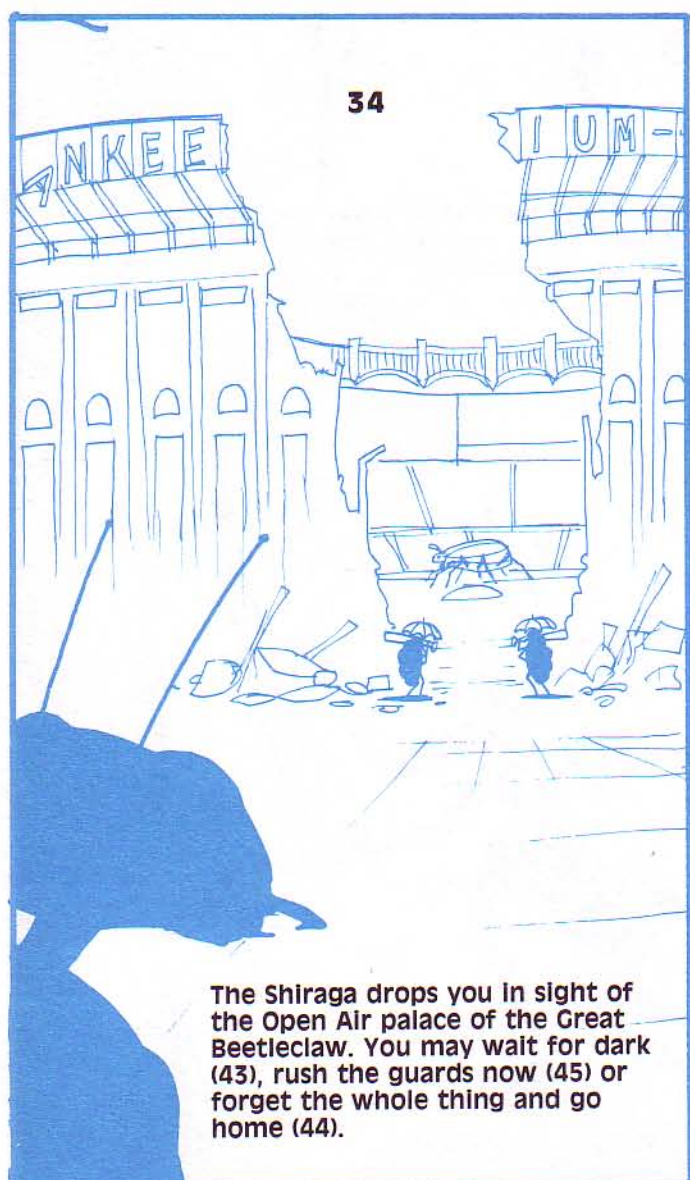
The single most important thing in any role-playing campaign is the quality and ability of its Referee. A good Referee can make any game fantastic while a poor Referee's efforts will, at best, range from boring to annoying in the extreme. Given the critical role that Referee's play, their art is a fit topic for discussion within the pages of HEROES.

The purpose of this article is two-fold. First, I will start the ball rolling by presenting my advice, and biases, vis-a-vis Refereeing. Then, in future issues, you will have the opportunity to do likewise. I hope to use this article to kick off a continuing column where you can present your ideas about refereeing, problems you are experiencing in your campaigns,

things that annoy you about Referees and your campaign and other such items of interest. This will be a discussion and questions column whose goal will be to help you progress in your various campaigns and provide you with a forum where you can interact with, and respond to the comments of, your fellow readers.

Beginning with Volume 2, Number 5, this is your column. Anyone who wishes to make a contribution to it should write to:

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



* All submissions to this column are voluntary, with no payment promised or to be expected. The editorial restrictions that will apply will be loose. I intend to provide you every chance to use this column as you see fit. Just about anything short of libel or graphic pornography will be both tolerated and encouraged. Enough said. I hope to hear from you soon.

THE REFEREE'S ART

Before beginning any campaign a Referee must have a solid grasp of the rules he intends to use. This means that he must know the basic mechanics used in that game's important systems. In any role-playing system extant, this means that he must know the combat, encounter and magic (if any) rules cold. This knowledge is mandatory if his campaign is to operate smoothly. It is also beneficial for him to know the basic rules on character generation and any other system that will be used with any frequency. This knowledge allows you to control play with a minimum loss of time due to rules questions and other problems that you can not answer.

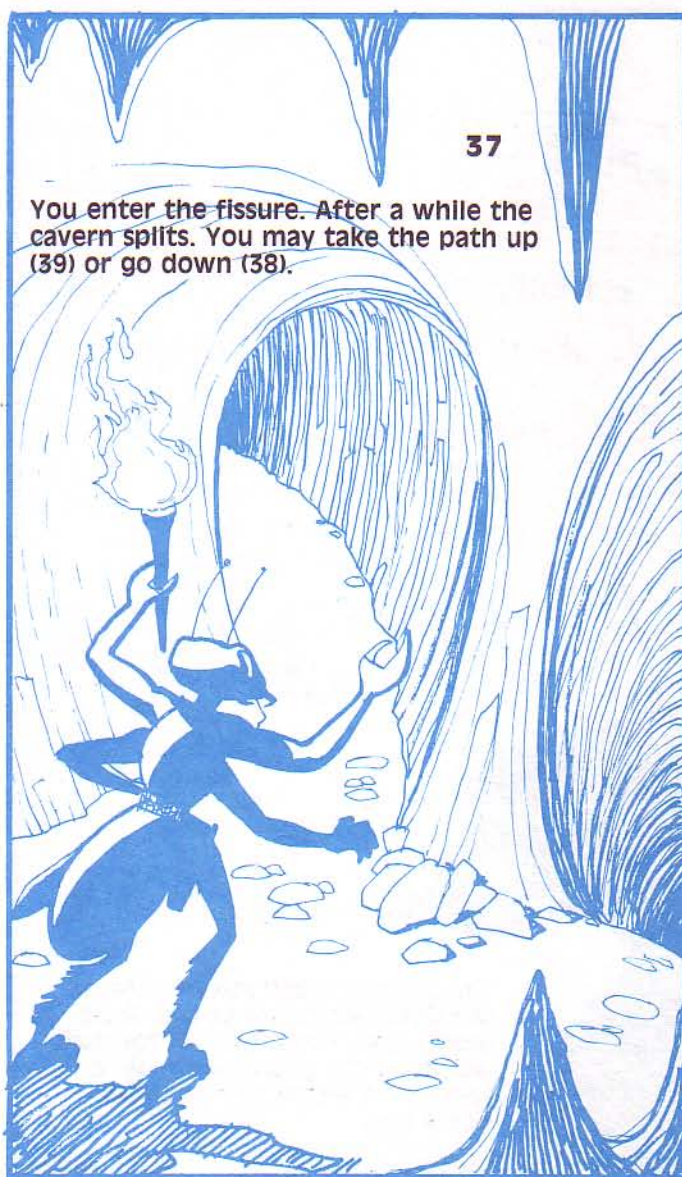
As important, in my mind, the Referee must have a good understanding of the potentials inherent in the campaign environment that he sets his campaign in. Whether you design your own world, or use existing world environments such as Glorantha or Perilous Lands, you must have an idea of what is what AND what is where. Because this can entail an almost boundless amount of information and time is, regrettably, finite, most campaigns should start in a relatively

small section of the campaign area. As your grasp of the environment increases, and your players exhaust the potential of the starting area, you can move your game into other parts of the world.

Many Referees find that retention of all this information is more than they can handle comfortably. In many cases, this is because they try to remember too much. For rules knowledge, a Referee must know the basic mechanics and where to find any other information that he may need. There is no need to memorize any rule book cover to cover. For the campaign environment, the Referee must have a solid grasp of the areas that his campaign is likely to travel through today. He should also have a basic idea of the dangers and benefits to be found in areas that the adventure may slip into if things do not go as expected. Again, there is no need to know everything. Just know what you are going to need today and worry about tomorrow tomorrow.

KNOW YOUR PARTY

As Referee it is very important for you to know the nature of the party that you are going to run. At the basic level, this means that you must know the capabilities of the characters that your players will be using. This allows you to tune the adventures to a level that provides a challenge without being either a cakewalk or a death march. It also allows you to better fit your parties encounters to the campaign environment, i.e. in a Medieval game, for example, a party of Turks



will find it much harder to meet the Pope than a party of good Catholics will.

As important as knowing the characters is, I feel that it is much more important to know the players who will be using them. Whatever the power of the characters, the quality of the players using them will decide their true potential. A poor player playing a potential "Conan" will never be a king while a good player will do more with a given character than would seem possible. Knowledge of your players is, therefore, important in gauging the TRUE potential of the party. If your party is composed of beginners or poor players, the performance potential will be much less than it seems on paper. If they are experienced with the system and good players, it will be far more than the stats would indicate.

In addition to knowing the ability of your players, it is a good idea to get a feel for the personality that they will bring to the group. Every person who plays a role-playing game has a distinctive personality. As Referee, knowledge of that personality will allow you to gauge how best to run the campaign. It will tell you who is going to be making the decisions, who you will need to pay special attention to to get into the game and who is likely to be an irritant for you or the other players. This knowledge is important because the collective personality of your party will limit what you will be able to do in your campaign. If you are running a group of people who do not make decisions well and must be prodded into action, you will be unable to Referee any adventure that does much more than take them, step by step, from point A to point B. On the other

hand, if your players participate freely you will be able to run a multi-faceted campaign whose nature is determined more by player decision than Referee fiat.

The single most important responsibility of the Referee, in dealing with his players, is to, through knowledge of their ability and personality, provide an environment where they are able to role-play. With an active party of decisive participants this is easy. They can role-play anywhere and their nature frees you to enhance the adventures considerably. However, with other personality mixes, providing a good role-playing environment can be more difficult. For example, if you have a party with one active member, with the others being disruptive or reticent, you will find yourself drawn into playing with that one person. It is easy to let him decide everything and ignore players who have to be drawn out or who pay little or no attention. This is a trap that you must not fall into.

Your active players will be the major catalyst that decide how the game will go. It is important to party harmony and your campaign, however, for you to make an effort to assure that every player has an opportunity to contribute. Let the active players chart the course, but be sure to go to the other players often enough so that they have a good chance to get involved. This is the only way to hold their interest and the best way to foster party unity, which is of critical importance in role-playing. Where this is difficult to achieve, you may be forced to fall back on situational obstacles that compel the entire party to participate AND cooperate if they are to



survive. Pop 'em in an evil wizard's dungeon and see if they can get it together before he finishes purifying his altar for human sacrifice. More often than not, they will.

PET PEEVES

Most of what has preceded this are my opinions on what is important in Refereeing. It is simply a dialogue, not a primer full of concrete solutions. Henceforth, I will cage the Referee within and let the Player escape. As a Player, I have experienced many different campaigns and have found some to be quite annoying.

What I look for in a game is a living environment where I can create, and become, a game persona. As a Player, I seek to simulate the living goals and attitudes of my character and take those actions that fit his needs. Games that do not make this level of role-playing possible frustrate and infuriate me. I would rather read a book than be forced to push a cardboard person through a lifeless world. The whole point of role-playing, to me, is to become a character and, in his environment, vicariously enjoy the thrills to be found in forging his life. If the environment I am in isn't good enough to permit this, or the game turns out to be one set piece battle after another, I soon lose interest (unless the character happens to be the type who seeks constant battle and little else).

Part and parcel with this devotion to my character is my hatred of adventures that go nowhere at their conclusion. To commit a character to a struggle that may take months just to find that there is nowhere to go after

the threat has been vanquished is maddening. I want campaigns I am in to be one continuous game, not a selection of short games set end to end. I want my Referee to keep this in mind and, at adventure's end, have the consequences and future clearly in hand and ready for me to jump into. It may be a bit greedy to ask this, but I am a somewhat compulsive role-player who can be almost insanely dedicated to the games that I choose to participate in. I desperately want them to be both real and alive.

My final peeve as a Player is my utter loathing for Referees who are unable to referee without competing. A referee's job is to provide the game environment and direct their Player's use of it. Referees who feel compelled to compete with the Players become players that can not be defeated. With many such referees, no course of action no matter how brilliant will suffice to escape their prison or vanquish their pet beastie. I like challenges as much as the next guy, as a Player I revel in them, but I need to feel that I have a chance to win. You can never be comfortable in such a feeling when you are in open competition with the referee. Referees who can't maintain their detachment and avoid playing should not referee.

That is about it for my mad ravings. I hope you get an idea from them for some ravings of your own. This is your space. Use it.

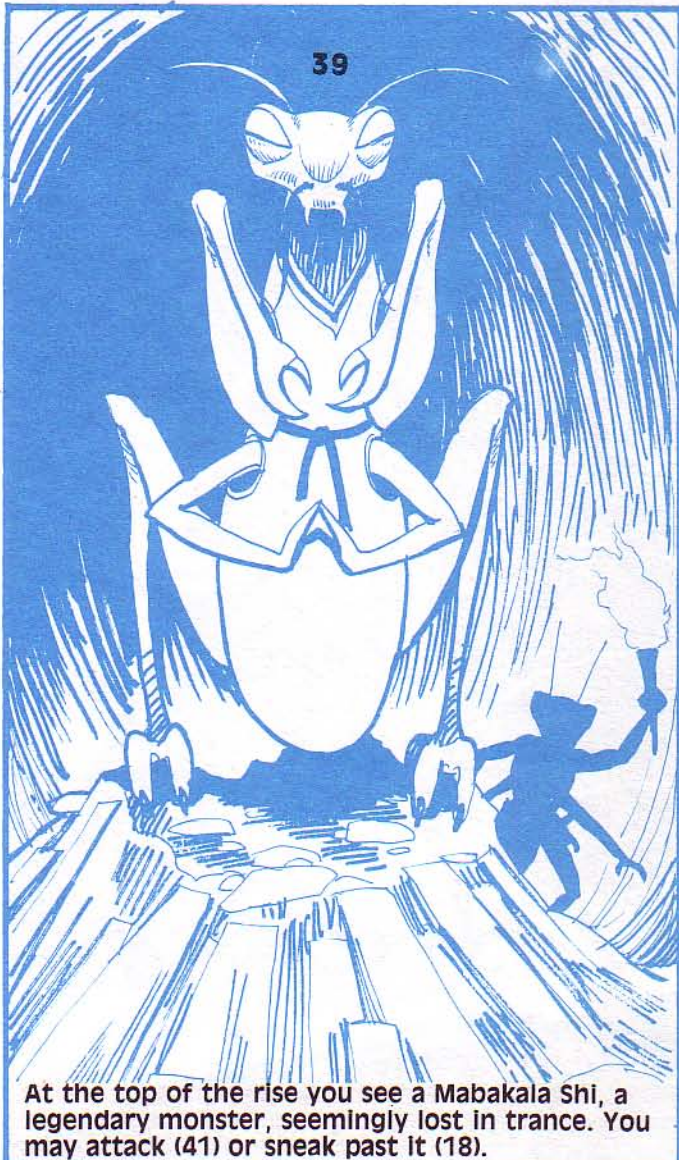
THE END

You see Phaga growing out of a Roach carapace. You may burn your way through (40) or retrace your steps and take the upper tunnel (39).

38



39



At the top of the rise you see a Mabakaia Shi, a legendary monster, seemingly lost in trance. You may attack (41) or sneak past it (18).

An Interview with Phyllis Opolko

Phyllis Opolko is the person responsible for keeping the "machinery" at Microcomputer Games running smoothly. She is a bright, perceptive and exceptionally diligent person. Those of you who are interested in computer games, in general, or Microcomputer Games in particular should enjoy this look inside one of the leading lights in the business of computer games. If this interview sparks questions that are not addressed here, write care of HEROES and we'll see what we can do to get you an answer.

HEROES: To open up, our readers would probably be interested in a little background. What led you into your current position at Microcomputer Games? What are your personal interests? Etc.

PHYLLIS: As a former teacher with a Masters Degree in Psychology, my knowledge about computer games and the business world in general was somewhat limited to begin with. With experience, and the help of Jackson Dott, I have grown with Microcomputer Games. With the excellent people I have to work with, and the expertise that we have built together over the years, I feel that we are in a good position. At Microcomputer Games, we are more a group of friends working together to get out a good product than a rigidly stratified business.

HEROES: What kind of games does Microcomputer Games put out? Have they got much of a track record in the business?

PHYLLIS: Microcomputer Games is primarily known for its adult strategy games, such as Under Fire, Gulf Strike and Spitfire 40. However, we have a broad line of exciting games that, I feel, appeal to just about everyone. We range from some of the finest sports simulations on the market, like Super Sunday, to Dr. Ruth's Computer Game of Good Sex, whose title more than speaks for itself.

We have been in the business for seven years now. When we started, there was hardly such a thing as graphics for the microcomputer. Now, with the newer machines that are coming onto the market, the graphic capabilities of the micro are stretching towards the infinite. There is no telling what the limitations and potentials of the games of the future will be. The possibilities, given fine programming and excellent machines, could be limitless. It is really an exciting time to be a part of the computer gaming world.

HEROES: You mention the wonders to come in the future. What is Microcomputer Games doing to keep abreast of the rapid changes that seem to be imminent and remain on the cutting edge of computer game technology?

PHYLLIS: We are excited about our newest game, NBA. We have acquired the license for this game from the National Basketball Association and arranged for the finest program possible to be made. NBA will feature twenty top teams, from the 59-60 Celtics to the best teams of 85-86. As with Super Sunday, you have full control over the teams and we intend to provide accessory disks and a General Manager disk, to let get as much as you can out of your game.

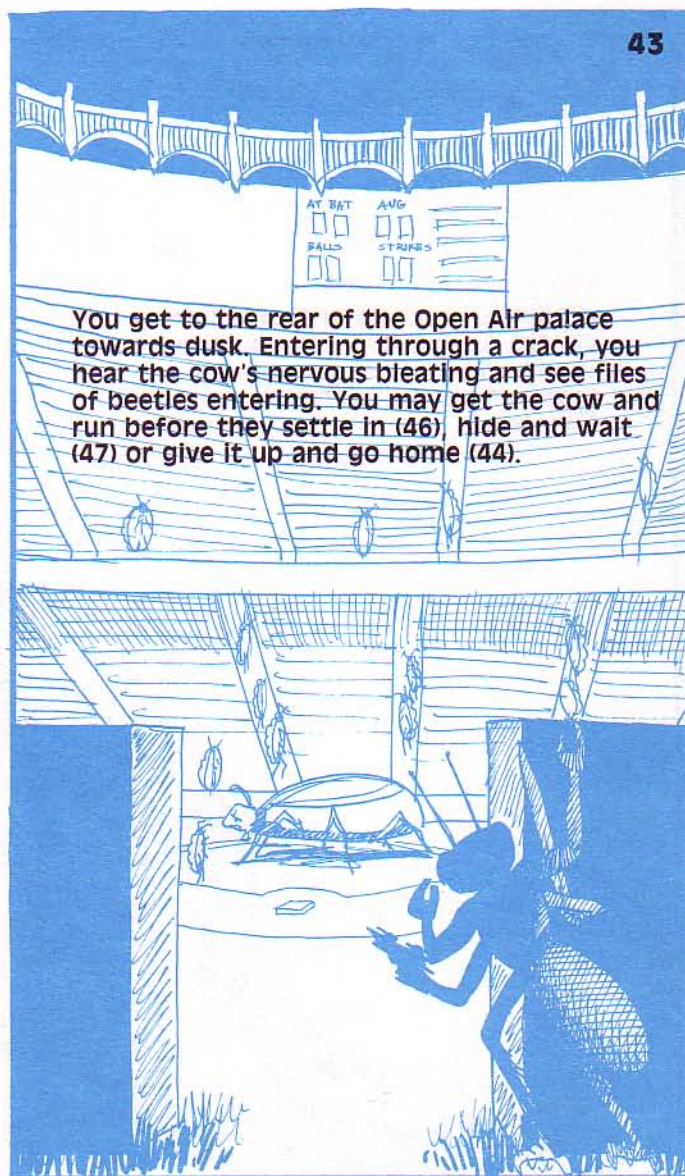
We are seeking other licenses that we can hardly wait to get to work on, and that we are sure you will enjoy. While these projects continue, we are continuing to enhance our line of adult strategy games. This summer Wooden Ships and Iron Men and Civil War will be ready to go and, finally, we will be able to introduce Under Fire for the IBM and C-64/128. If you like computer wargames, you will find Under Fire to be exquisite.

HEROES: How do you compare your games with the other leading companies in the business?

PHYLLIS: We do not compare our games to other companies. In our opinion, game for game, you will find Microcomputer Games products to be high quality, challenging products. Comparisons are for consumers and reviewers to make, not us.

HEROES: What computers do you support? Do you plan to add to this list in the near future?

PHYLLIS: We support the Commodore 64/128, the Apple II family, the Atari 8 bit, IBM PC and PCjr, and the Apple Macintosh. Spitfire 40 will be released this fall on the Atari ST. As far as new machines go, our policy has always been to "wait and see". Being the first one to support a machine could be to our advantage, but being the only one supporting an unpoular machine certainly would not be.



You get to the rear of the Open Air palace towards dusk. Entering through a crack, you hear the cow's nervous bleating and see files of beetles entering. You may get the cow and run before they settle in (46), hide and wait (47) or give it up and go home (44).

Currently we are looking closely at the Commodore Amiga, the Apple IIeg and the IBM PC2. With their graphics capabilities, some exciting games are sure to be created for these machines.

HEROES: Suppose a reader buys one of your games and has a question, or finds out that it won't run at all?

PHYLLIS: If someone has a question about game rules or play, they must send in a letter detailing their question, with a self-addressed, stamped envelope. We always do our best to answer questions satisfactorily.

If a customer gets a defective disk, heaven forbid, we will replace it with a working copy. To get this copy, the customer must return the disk with a note explaining what the problem is. Also, I would like to add that we try to make our games compatible with clones (systems that emulate the operation of another system). Unfortunately, it is impossible to be totally compatible with all of the clones on the market, not to mention the myriad of printers, disk drives and other accessories to be found.

HEROES: Do you accept outside submissions?

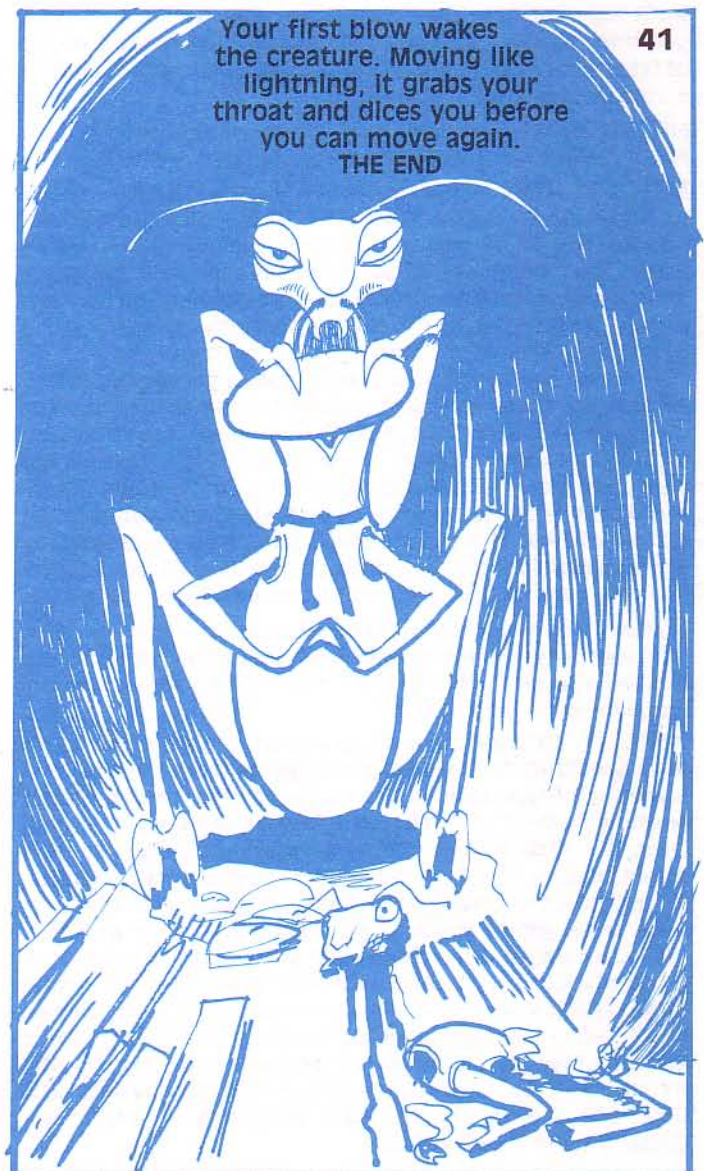
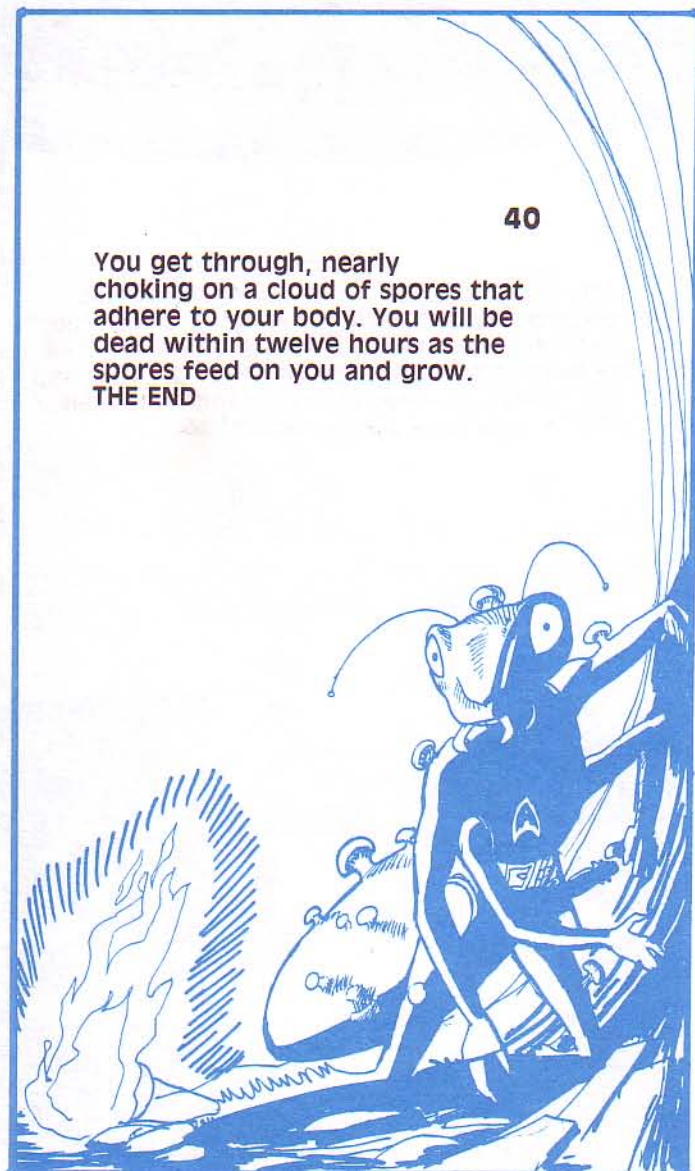
PHYLLIS: We love good submissions, they are our life's blood. If you think you have programmed an excellent, original, game, please write a descriptive letter to the attention of Bill Peschel and describe the details of your game and what system or systems it will run on.

Bill is our Program Director. He makes the decision to accept or reject a game. After receiving your letter, he will send you a submission form. This must be completed and returned with a working copy of your game and a copy of your documentation. Once we have all of this, it will take about a month to evaluate your game. Then either fireworks will go off and we'll start talking contract or Bill will send you a nice rejection letter explaining why we aren't interested.

HEROES: How does someone find out more about Microcomputer Games? Where can people get your products?

PHYLLIS: We try to do four consumer mailings a year to keep people informed about what we are doing. If you are on our mailing list, we will be getting in touch with you. If you want to be on it, send your name and address and ask to be added to the list. It will be our pleasure.

We have a large game line. No computer store could possibly carry all of our titles. You might try looking for them at Sears, K-Mart, Toys-R-Us, Child World and Electronic Boutique. You can also ask at your favorite computer store for a particular title. They can get it for you. Failing this, you can order directly from us. If you have a major credit card, our toll free number (1-800-638-9292) can be used. If not, send in your order by mail with a check or money order. (Don't forget to add 10% for postage.)



HEROES: Why does Microcomputer Games say a game is going to be ready when it isn't?

PHYLLIS: We make every effort to stick to the release dates that we set. However, we are not always able to do so because of unforeseen design and/or production problems. Believe me, it is extremely frustrating for us to watch a great game inching down the chute to your store when we had hoped it would already be in your computer. Frustrating as it is, for all of us, experience has shown that it is far better to correct the problems, and lose time, than rush into production to meet a deadline that was a "best guess" figure to start with.

HEROES: You have mentioned wargames, sports and other things. What does Microcomputer Games have that a fantasy gamer or role-player would really be interested in?

PHYLLIS: Darkhorn is the newest fantasy oriented strategy game for the C-64/128 and Apple II family computers. Up to four players can compete, at the same time, on eighteen available maps. You raise armies, organize your forces and engage your enemies in battle in a challenging campaign to fight through to victory.

HEROES: Would you be interested in reader's opinions as what kinds of games they would like to see?

PHYLLIS: Of course. Most of our decisions concerning games, as well as which computers to support, come directly from consumers. The best way to be heard is to write

us a letter and make a request. We read every letter we receive and give it due consideration.

Our thanks to Phyllis Opolko for her time and interesting comments. If any readers would like to "interrogate" her further, or take her up on her statement that she considers your opinions (as I know she does), you may write her care of HEROES magazine. We will make sure that they get to her.

In the next Computer Corner, John Huff will present another program to help with your role-playing. This will be a computer character generation program for Runequest. We are sure those of you with Commodore computers will find it to be very useful.

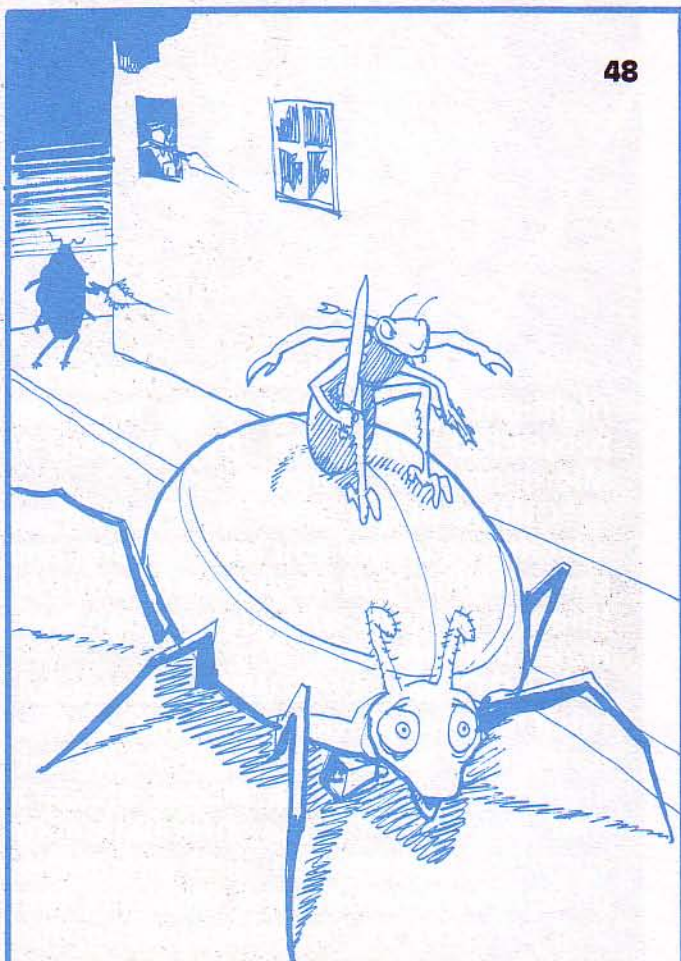
HEROIC TRIVIA

- 1) In legend, where can Shangri-La be found?
- 2) Hercules is best known as the wielder of a club. What "weapons" did he first use to slay his enemies?
- 3) Name the King of Crete during the reign of Theseus.
- 4) Who was the seventh incarnation of Vishnu?
- 5) What river gave the infant Achilles his invulnerability? What part of his body remained vulnerable?
- 6) Give the Greek names for the gods Mars, Mercury, Juno and Venus.
- 7) Who made Zeus's lightning bolts?
- 8) In Zoroastrianism, what gods represent good and evil?
- 9) Thoth, an Egyptian god, had the head of a bird. What kind of bird?
- 10) What island was the home of Circe?

See page 44 for the answers.



Dejected, you return to the hive and explain how utterly impossible the situation was. The Queen is NOT amused.
THE END



On your way out of town two guards get shots at you. If you live, you will make it back to the hive and may go to (49). If not, you are dead.



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 ☐ 2 YEARS—\$18.00
★ New ★ 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

NEW VESSELS

The following section lists new vessel statistics for use in your RuneQuest campaign.

SKIFF

A skiff is a small boat that one man can handle easily. They are commonly used for fishing. They take many different forms and are primarily utility vessels.

Hull Type: Merchant
Hull Quality: 1D2+2
Seaworthiness Max.: 10
Structure Points: 10
Length: 2.5m **Beam:** 1m
Capacity: .5 tons **Crew:** 1
Freeboard: .4m **Draft:** .6m

MORA

This name is used to describe the class of vessel used by the Normans around the year 1066. It was the name of the ship that Duke William used to cross the channel. The best word to describe this type of northern vessel is "Tub". It looked like one and handled about as well on the high seas.

Hull Type: Merchant
Hull Quality: 2D6+4
Seaworthiness Max.: 25
Structure Points: 85
Length: 26m **Beam:** 8m
Capacity: 60 tons
Freeboard: 1.2m **Draft:** 1m
Crew: 3 sailors and 22 rowers

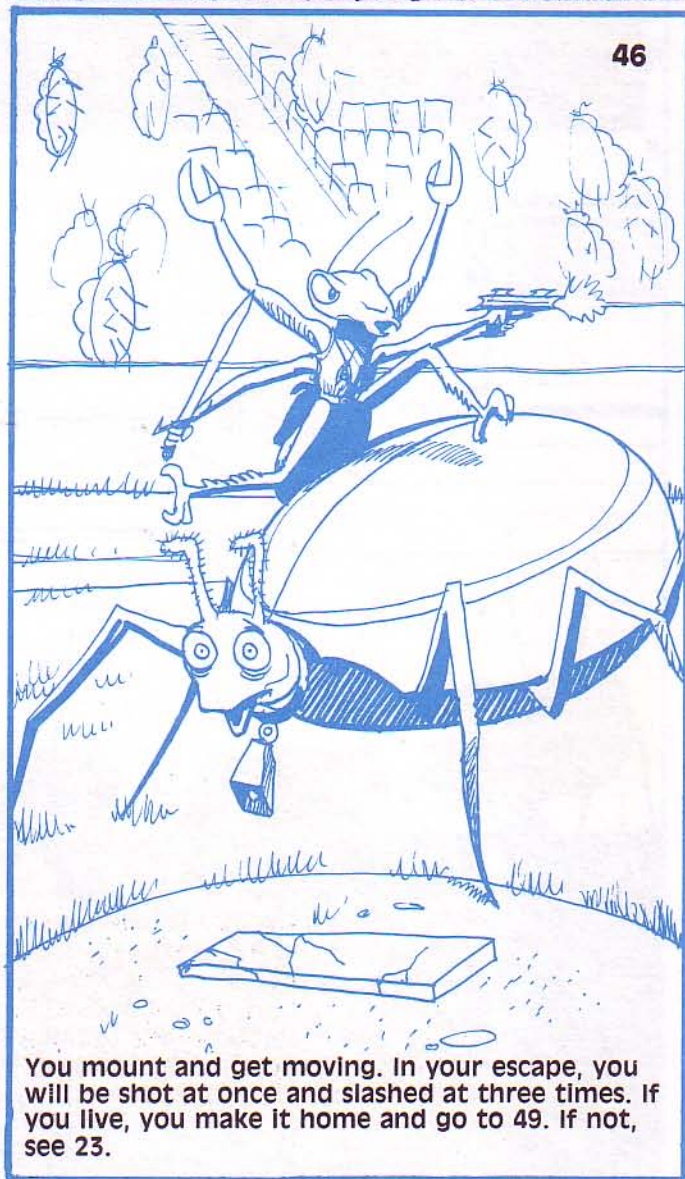
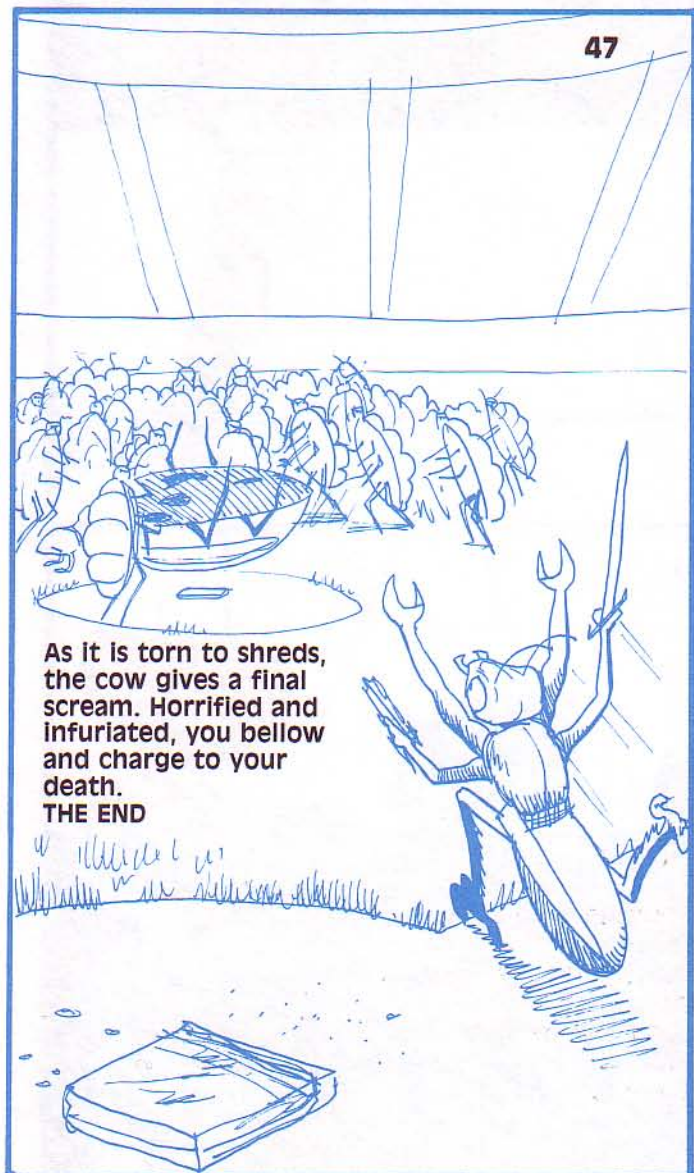
ESNECCA

This vessel was called a warship. In fact, it was nothing more than a merchant vessel refitted for war. Henry the 3rd altered vessels, around the year 1250, for use in defending England. He did so by placing fighting "castles" fore and aft and at the masthead. He also improved the rigging for the single square sail. By its time, rams were passe and this vessel was meant primarily for boarding actions.

Hull Type: Merchant
Hull Quality: 2D6+4
Seaworthiness Max.: 28
Structure Points: 60
Length: 20m **Beam:** 7m
Capacity: 40 tons **Crew:** 6
Freeboard: 2m **Draft:** 2m

CLOSING NOTE

The record sheet on the facing page is an updated version of the one supplied with RuneQuest. It contains space for recording the information required by the rules presented in this article. We hope you will find it useful.



RIDDLE ANSWER

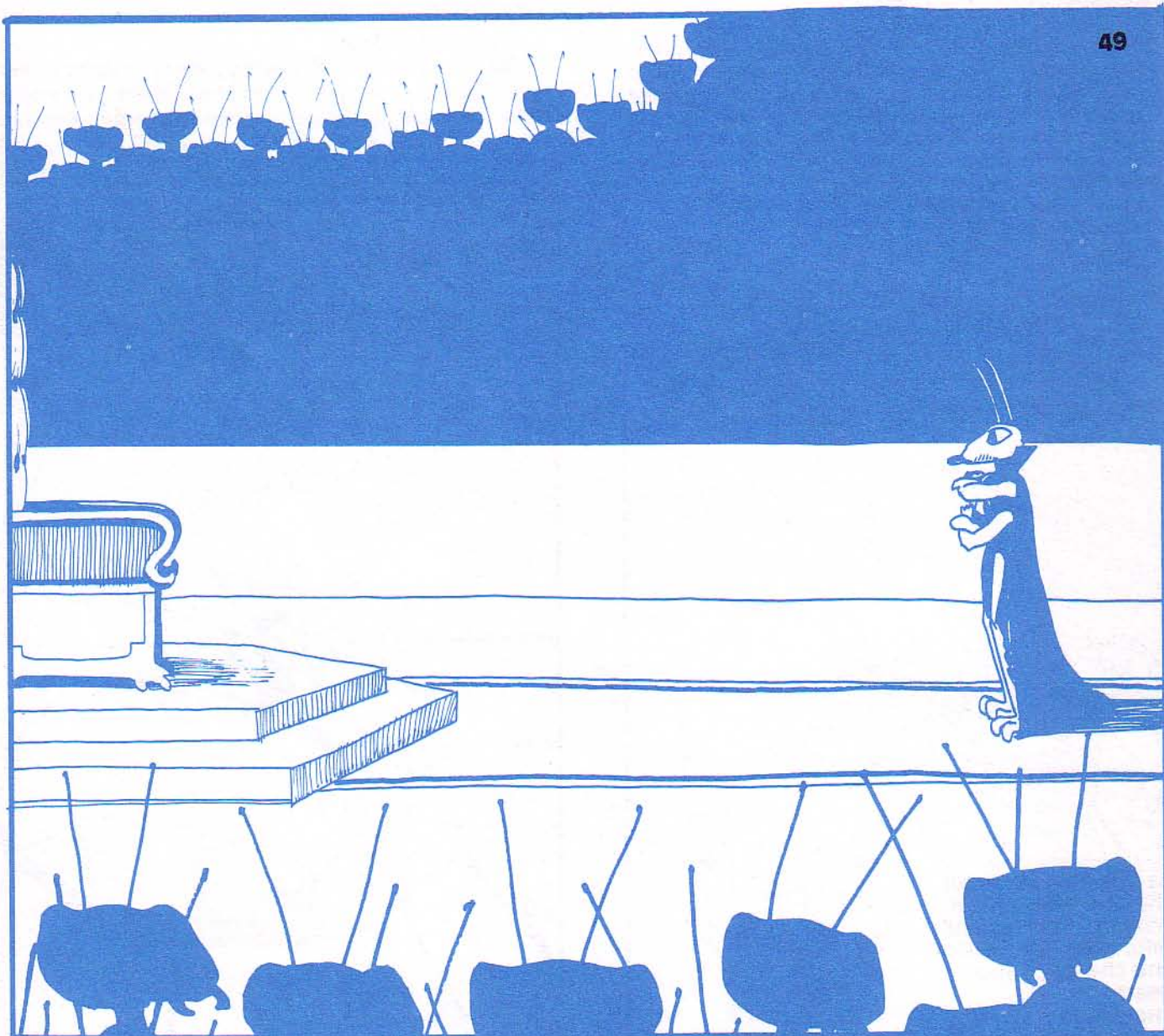
Many answers come to mind with this riddle. However, the intended answer, and the one we feel best fits all the parts of the riddle is:

A JOKE

HEROIC ANSWERS

- 1) The Himalayas.
- 2) His hands. As an infant he throttled two snakes.
- 3) Minos.
- 4) Krishna.
- 5) The river Styx. His heel.
- 6) Ares, Hermes, Hera and Aphrodite.
- 7) Hephaestus.
- 8) Ahura Mazda (Ormazd) and Ahriman.
- 9) An Ibis.
- 10) Aiaia.

49



Garbed in the black robe Formilla, you await the Queen - standing impassively in the midst of the cheering multitude. As the new Lord Avenger and First Consort, you have become her invincible fist and the hero of your race. **CONGRATULATIONS!**

P.S. - Her cow thinks you're kinda neat too.

RuneQuest Ship Data Sheet

Ship Name _____ Hull Type _____
 Owner/Sponsor _____ Year Built _____
 Captain _____ Age of Vessel _____
 CREW: Length _____ m Beam _____ m
 Officers _____ Warriors _____
 Sailors _____ Rowers _____
 Structure Point SR _____ Sail Type: square lateen
 Maximum Speed SR _____ Oar Rows 1 2 3
 Maximum Sailing Speed _____
 Maximum Rowing Speed _____

WEAPONRY

Name	Damage	Eff Range
____ Ram ____	____ +mv____	____ 00____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Hull Quality									
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35					

Structure Points

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100
101	102	103	104	105	106	107	108	109	110
111	112	113	114	115	116	117	118	119	120

Seaworthiness

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

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

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

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. Articles that do not include a SASE large enough to enclose the submission will NOT be returned if they are rejected.

Articles accepted by HEROES are paid for at a rate of \$9.00 per TEN column inches, \$13.50 per ten inches if payment is accepted in Avalon Hill Game Company merchandise, after publication. The rates as specified apply based on the 21 pica standard column.

Heroes will consider articles relating to Avalon Hill Game Company board games, Microcomputer Games software and general interest articles in the Fantasy or Science Fiction genre.

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 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 1986 by the Avalon Hill Game Company. Nothing may be reprinted or reproduced without the expressed, written permission of the Avalon Hill Game Company.

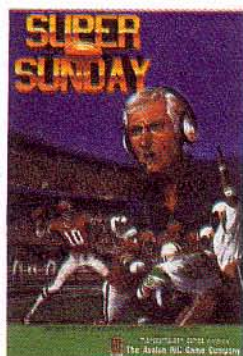
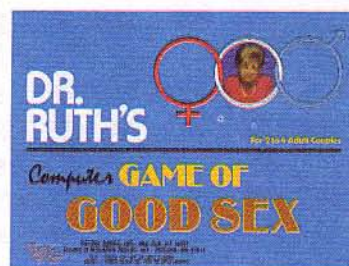
James Bond 007 is a registered trademark for Victory Games Inc.'s role playing system. This trademark is owned and licensed by Eon Productions Limited and Glidrose Publications Limited. All rights on James Bond 007 material is reserved. Nothing may be reproduced, in whole or in part, without prior written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

We've got you covered
on land on sea

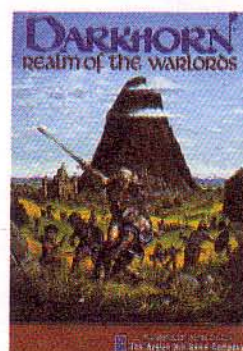


in the air

and on the air



on the field



and in your mind!



microcomputer games DIVISION
The Avalon Hill Game Company

A MONARCH AVALON, INC. COMPANY

4517 Harford Road, Baltimore, Maryland 21214 • 301 254-9200 • Toll Free 1-800-638-9292

DARKHORN is a strategy game featuring simultaneous movement and combat. No waiting! No long pauses for the computer to determine what happens next. You must think fast, organize your armies brilliantly, send them into battle with maximum effect, and recruit the men, dwarves and elves to further your cause. **DARKHORN** is for one to four players, with up to three computer opponents and 18 maps available. \$30.00 ☞ C= A

GUDERIAN simulates this critical campaign of World War II, using the acclaimed joystick-driven system from Gulf Strike. On the full-color scrolling map of central Russia, the German player must master Blitzkrieg tactics to encircle and overrun Soviet divisions and drive deep enough into Russia to make the capture of Moscow possible. At your command are infantry divisions, panzer regiments, motorized infantry, panzergrenadiers, even the 1st German Cavalry Division. **Guderian** has a *solitaire* option allowing you to take command of either the German or Soviet armies, as well as overrun attacks, supply rules, Soviet leaders, rail movement and optional reinforcements. Planning map included. The battle for Moscow was lost on the fields of Smolensk. Now is the time for you to re-create (and rewrite) history with **Guderian**. \$30.00 ☞ C= A

UNDER FIRE: WW II WARGAME CONSTRUCTION SET! From the wheatfields of Russia to the hedgerows of northern France, this is the world of **UNDER FIRE**, the game of tactical World War II combat. Commanding an array of armor, infantry and support guns, take your men into the razor's edge of combat. Men and weapons from the United States, Germany and the Soviet Union are represented. The map is a topographic re-creation of the ground they fought over, shown in three different scales. Choose the situational map for the strategic flow of battle, or the tactical screen that shows the terrain in amazing detail. Design your own maps and scenarios. The **mapmaker** can re-create the bocage of Normandy, the Russian steppes and the final assault on Berlin! \$59.95 C-64/128 and IBM versions coming soon.

Expansion Disks: \$25.00 each

Extended Capabilities Disk #1 adds British, Japanese, & Italian armies and gives more vehicles for each nation.

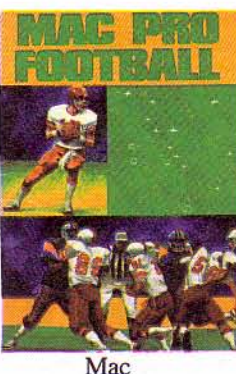
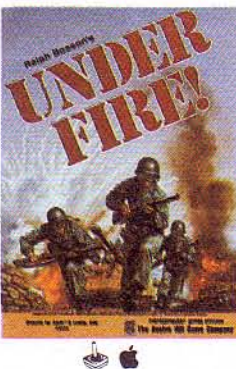
This **Extended Capability Disk #2** allows commanders to build companies and battalions and engage them in massive battles. Each country has a number of infantry companies, to which can be added armored, support weapons, special leaders and supply units. Create armies such as the Russian guards, American paratroopers, or German Volksgrenadiers.

MAC PRO FOOTBALL: FIRST TEAM SPORTS GAME FOR THE MAC! Take 40 Super Bowl teams, add a billion play combinations, throw in the ability to set a game at any point and create your own weather, and top it off with an accurate system of recording plays and stats, and you have **MAC PRO FOOTBALL**. It's crammed full of features and those details missing from other games: the opening coin toss, draw-your-own pass plays, four quarterback plays, zone and man-to-man defenses, and a computer coach as good as Lombardi! Whether you're a Sunday coach or a Monday morning quarterback, **MAC PRO FOOTBALL** is the ticket to football excitement! \$49.95

Expansion Disks: \$25.00 each

1985 Season: Under your control of all 28 teams, maybe Tampa Bay could have beat Chicago?

Greatest Seasons: Pick your favorites from 26 of the greatest NFL teams that ever played the game.



SPITFIRE 40: MORE THAN JUST A FLIGHT SIMULATOR! With a choice of simulator and scenarios, the game gives any number of players a chance to shoot down enemy aircraft. Succeeding flights become tougher as your Spitfire demands more flying and fighting skill, providing a never ending challenge. \$35.00

☞ C= A ST & IBM versions forthcoming

GULF STRIKE: Wargame of the year—Family Computing. Simulates the effect of a Soviet invasion of Iran sometime in the near future. The Soviet player has tank armies, mechanized units and infantry rolling across the Iranian and Afghanistan borders, submarines, destroyers and aircraft carriers in the Persian Gulf, and command of the Iraqi forces currently at war with Iran. The United States player has his armed forces and French and British expeditionary forces. **GULF STRIKE's** unique method of play does away with keyboard commands and allows players to execute their battle plans instead of struggling with the rules. Based upon the popular boardgame, **Gulf Strike** allows you to examine every aspect of this complex region. Complete air, land and sea orders of battle for more than a dozen nations allow you to fight each conflict to its unpredictable and often startling conclusion. \$30.00

DIPLOMACY: New for the C-64/128

The classic boardgame of political intrigue and persuasion goes computer! One to seven players prepare for The Great War as they attempt to spread their influence and power against a breathtaking graphical backdrop of early twentieth century Europe. The computer can be assigned to play any six of the seven major powers as if in political turmoil, so a "full game" is always possible. \$50.00 (IBM) \$35.00 (C-64/128)

DREADNOUGHTS: Re-create major naval action in the North Atlantic during WW II. Major warships utilized by the British, German, and French navies are represented. Playing the game on both strategic and tactical levels, one or two players create very realistic battle engagements. Nearly everything is taken into account: gun sizes, range, ship armor, ship speed, radar, torpedoes, aircraft and much, much more. \$30.00 ☞ C= A

DR. RUTH'S COMPUTER GAME OF GOOD SEX:

You've heard her on radio, perhaps seen her on TV. Now Dr. Ruth's unique brand of frank, down-to-earth responses to questions on sexuality can be found in a fun and informative computer game. Answering true-false or multiple choice questions relating to each other's sexual awareness, one or more adult players will find hours of entertainment. \$24.95 ☞ C= A IBM & MSDOS

SUPER SUNDAY: THE #1 FOOTBALL GAME!

Contains 20 Super Bowl Teams of the past, with all the players and accurate stats of their seasonal performances. \$35.00

Expansion Disks:

Champions Disk: providing 20 more Super Bowl teams plus a bonus of six teams from the 1950s and 60s.

1984 thru 1986 Season Disks: Allows you to take the challenge one step farther so that in addition to playing with the best, you have at your command the great and near-great. \$20.00 each

General Manager Disk: Now, your dream of creating the greatest Super Bowl team of ALL time is available. The G.M. disk allows the creation of as many teams as you want by trading with rosters drawn from existing team disks. \$30.00

☞ C= A IBM CGB req'd

Coming soon: **National Basketball Association** endorsed computer sports simulation game!

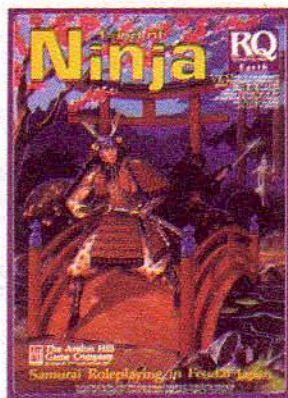
Have you switched yet to the #1 role-playing system?

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, say Bangkok, without knowing how to play **RuneQuest** could be embarrassing (not to mention boring).

BRAND NEW!



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 16 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**
- **Land of Ninja**—Samurai role-playing in feudal Japan . . . **\$16**

Available at your favorite game store, or direct from:

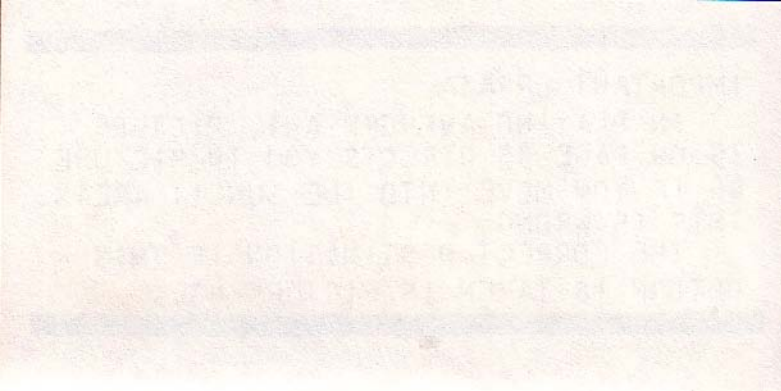
The Avalon Hill Game Company

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

IMPORTANT ERRATA

IN PLAYING AVENGFR ANT, PICTURE
35 ON PAGE 35 DIRECTS YOU TO PICTURE
46 IF YOU MOVE INTO THE SUNLIT AREAS.
THIS IS WRONG.

THE CORRECT DESTINATION IF THIS
OPTION IS TAKEN IS PICTURE 43.



STRIKEDAW GNIMAG
RECEIVED
00:1\$ ESOTCNE
pu



NO
POSTAGE STAMP
NECESSARY
IF MAILED IN THE
UNITED STATES

We Can't Believe You Don't Subscribe To "THE GENERAL!"

Chances are 1 in 5 that you don't... even though you're obviously a game player (otherwise you wouldn't be using the Order Form).

No gamer worth his won-lost record should be without **THE GENERAL**. In fact, subscribing to **THE GENERAL** will most assuredly improve your won-lost record. It will also improve your general knowledge of all the games published by The Avalon Hill Game Company... you'll be the first to know about new games and new modules... you'll enjoy reading and implementing all the designers' hints on play... you'll read historical background material, info on conventions... you'll get discount coupons that save you money on mail order purchases like this one.

A FREE COPY of a current issue is yours if the SUB-TOTAL of this order equals \$25 or more. Be sure to check off the box that states... "I qualify for the latest issue of **THE GENERAL** at no charge."

If you'd rather be among the 4 out of 5 that are **GENERAL** subscribers, you can do so right on this order. On the reverse side simply specify whether you want a one-year or two-year subscription.

1-yr. subscription—\$12 (U.S.A.)
2-yr. subscription—\$18 (U.S.A.)

Sample Issue—FREE with a \$25 minimum purchase

BUSINESS REPLY MAIL

FIRST CLASS PERMIT NO. 11996, BALTIMORE, MD.

POSTAGE WILL BE PAID BY ADDRESSEE

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

MOB

ELITE CLUB

Members earn 10% discount FOR LIFE on mail order purchases of any of The Avalon Hill Game Company's, Victory Games or Microcomputer Games products. Includes games, play-by-mail equipment, magazines, parts... you get a 10% discount on everything we sell!

YOU BECOME A MEMBER BY making a one-time \$90 minimum purchase by mail. (Store purchases do not qualify.) Be sure to enclose a check or money-order plus 10% to cover postage (or postage coupons you get as a subscriber to **THE GENERAL**). We are not responsible for cash lost in transit.

WHAT YOU GET when we receive your \$90 order is an **ELITE CLUB** Coupon Ticket which allows you, for as long as you live, to make an annual one-time purchase of as many products as desired by mail. This Coupon Ticket gives you 10% off on the cost of the entire purchase. (*Elite Club* discount purchases are good only on mail order and toll free credit card purchases.)

BECOME AN ELITE CLUB MEMBER TODAY—REAP THE DISCOUNT FOR A LIFETIME