The Resurgence of the Elder Races

The veil of early morning mist had not yet lifted from the swamps when the approach of many horses could be heard. Through the muck and mire of the bog came a large party of men, seeking a long-lost relic of elder days. As they approached, Gasdrok of the Swamp could make out the green-and-yellow standard of the Empire and the red and purple uniform of the housecarles of Urf Durfal. Clearly, these nobles who led their men through Gasdrok’s land were not on a mission of war, else they would not have worn their distinctive ceremonial dress. Apparently, the men of the Empire were questing for something above Gasdrok’s beloved quicksand. Leaving his conquerors, Gasdrok sought the comfort of the marshfloor.

Regor, seventh Paladin Glade, called a halt. From a pouch at his side he brought forth an extremely ancient piece of papyrus, and began to pore over it, as if searching for the location of a hidden treasure upon its surface. Regor called over to a young-looking but clearly capable warrior. Zareth, Paladin of the Southern Reach, quickly brought his horse over and alighted with a soft squish. The two discussed the map, and agreed that the landmarks that had been so clear eons ago when the legend had been written were now obscured by time. No word passed between the men for a long time, and then Zareth walked over to his horse and pulled forth a large belt.

But it was no ordinary belt that the newest Paladin pulled forth. It, like the map, was far older than the men who stood there, having been fashioned by Bellemir the Mighty. Zareth had worn the belt in a duel with a malicious chimera, and with it, his rise to prominence had been meteoric. The possessor of the Belt of Bellemir could fly faster than the swiftest Roc. The belt had saved Zareth’s life on more than one occasion, and made him an invaluable scout to the Imperial forces. The Paladin affixed the talisman to his armor, and then sped off in search of the Edifice of Darcel.

Over the unending swamps Zareth flew, pausing only briefly to ascertain his location so that he would not get lost or separated from his comrades. The Swamp-Creatures looked at him with a curious indifference, and here and there he espied a Tyranosaur-us Rex or a Troll. As he soared on, Zareth mused on the possibility of war with the Elder Races, which Regor had hinted at only the night before. Certainly, he, Zareth, would be given a chance to lead an army now that the Paladin Weldron had been given the satrapy of Endore. Yes, it was indeed fortunate that Weldron wished to settle down in his native province. Zareth’s thoughts were interrupted by the appearance of a considerable number of buildings on the horizon. Excitement mounting, the warrior fairly skimmed over the surface of the swamp to obtain a closer view.

Directly in front of Zareth stretched the remains of an ancient city. Towering above all of the buildings was a church-like structure that almost certainly was the Paladin’s objective. Zareth frowned. He had not heard of the huge city that surrounded the Edifice, and the Imperial records were seldom wrong. This required a closer investigation of the structure.

Zareth landed in front of the building. It certainly was huge, even by the current Imperial standard of architecture. But it was extremely old, as the huge overgrowth of fungi in front of the main entrance could attest. Zareth attempted to read the runes on the front of the huge doors, but most were in Swamp-Creature hieroglyphs or strange human (but they were human, Zareth reassured himself) script that were certainly like none the Paladin had ever seen. Zareth pried open the door and strode in.

Immediately he sensed something wrong. The interior of the building, as deserted as it had seemed, was certainly not uninhabited. For clearly outlined on the floor were tracks of something that was definitely not human and too large to be a Swamp-Creature. Zareth pulled forth his sword and cautiously advanced toward the center of the chamber. The chamber had been a meeting room of sorts in days gone by, and was almost devoid of any markings. But there were some statues of Swamp-Creatures and humans in the corners of the room. There was also an inscription on the ceiling that seemed to be in a more recent tongue, but there wasn’t enough light to see the characters clearly. Zareth froze, and then spun around to face the door. It had been sunny outside, and the room had suddenly become dark. The sight that the young Paladin saw amazed his eyes. The fungi that had been growing outside was swarming through the double doors. With a sick feeling in his stomach, Zareth recalled tales he had heard of intelligent mold that was part of the Swamp-Creatures’ armed forces. So he appeared would have to fight such a being.

A padded football behind Zareth caused him to turn around again. Zareth stared uncomprehendingly. One of the Swamp-Creature statues had come to life and was now advancing upon him with scimitar held high. But then the quick-thinking Paladin realized that a trap had been laid for him, and the statue had undoubtedly been replaced by the thing that stood before him. Zareth cursed, then raised his sword. He studied the creature, who was covered with grey scales and appeared to be a master at the scimitar. Zareth looked for a way to fly out, but the mold had cut off all exits, The Paladin unleashed his shield and waited.

The Swamp-Creature stopped and made a sign in the air. Zareth’s blood froze — he had not expected this being to be a Mage also. The Swamp-Creature laughed shrilly, and spoke in a harsh tongue to the mold behind him. The fungi quivered, then stood still. The Creature then fixed his gaze upon Zareth.

“My name is Sliggoth, man of the Empire,” the Creature spoke in a low, rumbling voice with a heavy accent. Zareth was shocked. Sliggoth, foremost among Swamp-Creatures, had been thought dead when the Empire had conquered the Swamps in recent years. “I suggest that you explain your presence here, now that you are my prisoner.”

Zareth cried, “I am a Paladin of the Empire, and will surrender myself only in fair fight.”

It cost Sliggoth the work of a few minutes to disarm and render unconscious the brave Paladin. He then signaled to his minions to take the limp body back to his subterranean retreat.

Sliggoth brooded and thought about the glory of the Swamp Folk in the heyday of the Ancient Ones. Perhaps this young man could provide the key in releasing his people from the rule of the Empire. Abruptly he turned, and strode towards the marsh.

Zurik Bladebreaker was unhappy. For over three weeks he had lived in this accursed Elf forest, determining the strategy of the defense of the Valley from the Empire. The Elven leaders, led by Gwaigiliss Engal, seemed to favor a policy of a forward defense, followed by retreat and hopefully attrition of the Imperial forces. This was no good for Dwarrows, who were doughty warriors and could fight well in their hills and mountains. But the Elves had been adamant, they wished to use their amazing mobility (and yes, Zurik recognized the Elves as good fighters too, even if their style was not that of a Dwarf) to best the vaunted tercius of the Empire. Zurik had agreed, since he, being a Mage, was more amenable to unconventional strategies than Gerudir or Gislan, but he liked it not; it smelled of Elf, and it was never wise to fully trust an Elf. Now he would have to mediate with Alric, and plead with the Wizard to join the Free Peoples.

Zurik resolutely strode into the meeting house. The only other occupant was the Wizard he had come to meet. The Elven pages, who had heard much of Alric’s reputation, had wisely decided to leave the two alone. The Dwarf Mage sighed inwardly, and then extended his hand in greeting. The Wizard ignored his greeting, and continued to stare blankly into space. The two seemed to be lost in private reveries for a space of several moments. Finally, Zurik cleared his throat.

“Hail and well met, oh Master of the Arts Demonic,” the Dwarf was well-versed in the niceties of conversation. “It is kind of you to grace the League of the Free Peoples with your presence.”

Alric finally paid him heed. The man turned his head and responded.

“You did not request my presence here to exchange pleasantries. I wish to be back in my tower conducting some extremely important experiments in as short a time as possible. So please be brief.”
Zurik swallowed hard. If it were in any other circumstances, he might gladly take an axe to this obnoxious man. But aid was needed too badly for Zurik to pay attention to the insult.

"Alric, we are in desperate need of Mages in the upcoming war against the Empire. You are a highly qualified wielder of magic and can deal with the greater spells that we so urgently need to help our troops in battle."

"And what benefit would I gain, oh Dwarf of the Mountain? If I were to throw in my lot with you and risk my life against the powerful Imperial forces, it would not be for a petty ideal like the 'freedom' that you and the Elves talk of all the time," Alric continued in a sardonic voice. "Throughout the years I have made many enemies. I hardly can afford to antagonize the rulers of half the globe and hope to continue my magical researches in peace. Even if the Free Peoples were to win, I would be throwing in my lot with the Elves, who are sworn enemies of all those who deal with demons."

Zurik had expected this challenge. "Do not scoff so lightly at freedom, Dealer in Planar Magicks. The only reason that the Empire gives you leave to conduct your researches is because they cannot afford to offend you until their conquests have been completed. Then you too will feel the weight of the Imperial yoke when they wish a Minister of Demonic Affairs and force you to channel your work into Empire causes."

Alric turned white and the pentagram on his forehead seemed to glow red. At that moment, Zurik knew that the Demonic Wizard would never join the Free Peoples. Alric stood up and said coldly, "Do not threaten me with the Empire. I have an abundance of my own resources to deal with them if necessary. As for your brave Free Peoples, I ask you to remember what happens to the cat who thinks he is a lion. I will now quit myself of these woods, and do not expect to be molested. Good day, Man of Stone."

As Alric walked out of the room, Zurik contemplated challenging the Mage to a duel in the Arts Arcane. His subconscious Dwarven blood was boiling, but then the cool clear voice of reason reassured itself. It would never do to fight Alric, it would certainly discourage many people leaning toward his cause if a man promised safe conduct was challenged to magical duel. Bladebreaker returned to the Council of High Elves to report his failure.

The inner chamber of the Citadel of Blood was not a haven for Elves and would never be mistaken for such. But it was here that Linfalas, Elf of Rhiannon, found himself. He wondered why Roc Deathsinger had bothered to take the young Elf into the place that is most secret among magicians. His host was paying him no heed, and was performing some incantations that were certainly like none that Linfalas had ever heard before. Linfalas felt afraid, afraid of the evil and the power that the foremost Wizard of the Age represented.

"It is long since the Fair Folk have sent one of their kind to converse with me. I feel quite honored that one such as you has come to meet with me and honor my hovel. But I am disappointed that the Bald Elf could not keep his appointment with me." The Unknown's voice had a very disquieting sound to Linfalas, and his insulsts sat none too well with the Elf. However, X the Unknown would certainly loom large in the War with the Empire, and must be humored, if necessary.

"Gwaigilion Elenrag currently attends to state affairs, and deeply regrets his absence." A shabby lie, since both of them knew that the Bald Elf hated X with a consuming passion, "but alas, I come not to chat with you, but on a matter of great peril. In the name of the Free Peoples, I ask you to defend against the menace of the Empire."

X's hood hid all expression as the Wizard pondered that statement. Below the cowl, Linfalas could swear that the man's eyes glowed as the Wizard read his thoughts — but no, the Elf was falling prey to all the ancient tales about Wizards. He must retain his reason in this extremely important discussion.

"And why should the Empire wish to attack you? Surely, you can have performed no wrong so horrible that the Emperor would wish to ravage your forests." X's words were now confusing the Elf — was it good that the Wizard was overpolite, or was he mocking the Elf? "Perhaps you should parlay with the Imperial governors rather than I."

"I must regret it, but I will have to dispute your ages-old wisdom. The Empire seeks to conquer the entirety of the Valley for its own and establish the world dominion of Man," Linfalas was more sure of himself now. "Was it not the oppressive rule of the Elves that caused you to flee to the north? And if the elder Races are to fall to the forces of the Empire, you will stand alone with the Dragons against the assembled might of the Empire. Or are you convinced that you may perform well enough against the armies of the world to hold the Citadel Isle? Consider, should you defeat the Mages of the Empire (a formidable task indeed) can you stand against the Paladin Glade and Retaliator, who are proof against all enchantments?"

"Elf, you speak truth. But you miss an extremely important point — I can rejoin the Empire at any time I wish. While I resent their outlawing me in my younger and more foolish days, my enforced absence from Imperial lands has made me a greater Mage than any thought possible. Now the Emperor himself would plead with me if he knew I would be amenable to the bribes of the Empire," X the Unknown noticed with grim satisfaction the stricken look on the Elf's face. "Alternatively, I could wait for your forces to wear thin on the field of battle and then ride in and win the day. My power would then be great, but the situation requires exact judgement as to the precise moment my forces present themselves."

Linafalas considered this statement carefully, and asked, "If we were to defeat the Empire, would you not be able to continue your experiments in peace and quiet, as has been the case for the past two centuries? Admittedly, neither I nor my kindred approve of most of your experiments, but we do not interfere in any that do not directly concern us. Perhaps—"

"I seem to remember that when I originally came to the Valley, the Men of the Woods sought to kill me and rout my retainers. No, I will not join your Free Peoples. But I tell you, Linfalas, scholar in the arts mathemetic, that I sympathize with you. If you were not an Elf, we could do very well as a team — but I digress. Tell the Council of the High Elves and the Dwarrows that Sligoth still lives, and that if you are sage, you should aid him. For he holds the key to many of the ancient mysteries that the Paladin Glade at this very moment seeks and should they fall into the hands of the Empire, it would be a grievous blow to your cause. Fare thee well, Logarithm son of Algorithm, and we shall meet again before this affair is over."

Linafalas strode forth from the Citadel of Blood to report that X the Unknown would be neutral in the upcoming battle. It was not what he had hoped for, but it was better than facing the Wizard himself.

* * *

The Paladin Glade was alarmed. It had been over half a day since he had sent forth Zareth, and the young Paladin had not yet returned. It was not like a Paladin to be so dilatory. Glade drew out Retaliator, and sought to converse with it. After a while, he seemed to gain some information from that remarkable blade, and led the men off toward the northeast. A full day's ride brought the party to the same ruined city that Zareth had flown into.

The Paladin motioned toward the magician.

"You, Larraka, would be more knowledgeable in this matter. What lies before us that no Imperial scholar has informed me of on our perilous quest? And is yonder tower the Edifice of Darcelf?"

Larraka asked leave to consult his texts, and see what he could determine about the old city. From a pack mule, he pulled forth a dusty tome that clearly dealt with secrets of great antiquity. The Mage pored over the crumbling pages, but did not seem to find the reference he was looking for. At last, with a shake of his head, Larraka indicated to the expectant Paladin that he had been frustrated in his researches.

Regor frowned — he had not expected this skilled wielder of magic to be deficient in knowledge of lore. But then again, Larraka was probably well-versed in the legends of his own land, which was clearly distant, as any observer could tell by the hue of the Mage's skin. It was odd that Regor had not heard of people of the Mage's type before Larraka had been assigned here by Imperial decree. Though the Paladin reminded himself that
there could be no doubt about Larraka's magical ability — not even Tim (who had disappeared in a mysterious volcano eruption) could cast some of the spells that this newcomer could when Dis was dominant in the heavens.

Regor spoke, "Is there at least a hint of this place in popular legend?"

Larraka ruminated a while, then harumphed. Finally he ventured, "My skill in contacting the spirits and astrological divining is not great, but certain signs lead me to believe that this place is known as the Ruins by men. However, the name means nothing to me. Perhaps..."

But none of the assembled men needed to answer that question. The spontaneous wave of laughter and disbelief was sufficient response to the Mage's unfinished query. Larraka fixed the men with a stony stare, and raised his brow.

Regor collected himself and explained, "The Ruins are mentioned in ancient Imperial fables, and it is the custom of parents to tell their children terrible stories about the Ruins. If there indeed be a real place that was once known as the Ruins, it cannot possibly be this one."

"It is my experience that legends and fables expand upon the reality, to say the least," Larraka seemed to be lecturing to a bright class, "and the proximity of this ruined city to Urf Durfal, capital of the First Empire, is a good enough explanation of how your fable started. Only the foolish will deny that logic."

"I bow to the wisdom of the Seer," the Paladin Glade proclaimed to the troops. "Let us explore this city before us. Exercise caution, for it is possible that Zareth met with foul play in this area."

The Imperial party proceeded towards the churchlike structure that was suspected to be the Edifice of Darcel. Many of the men were tempted to explore the mysterious seeming houses, but the Paladin Glade was at times a strict disciplinarian, and in times of danger would brook not a hint of insubordination. The horses had considerable difficulty negotiating the streets that had certainly not been traversed by human traffic in at least a millennia. Eventually, Regor shepherded the housecarles and their mounts to the huge double doors that the Paladin of the Southern Reach had passed through the day before. Regor's trained eye noted the large growth of fungi on the side of the double doors, and thought that something was a bit amiss. But he said nothing of his suspicions, and asked Larraka if he would determine whether this place was safe to enter. The Mage investigated the various inscriptions, and reported that this was indeed the Edifice of Darcel, and that the First Empire had been aware of the city's existence. He also reported that there were no magical wards, but he detected recent magic that was wholly unfamiliar to him.

Undeterred by this oddity, the Paladin Glade strode towards the entrance of the Edifice. Suddenly he unsheathed Retaliator. The sword shown quite brightly, even in the shade of the cathedral.

"Beware! There is much danger here!" cried the Paladin.

The housecarles formed a square, as the Paladin gleaned information from Retaliator. A ray of light beamed forth and touched the fungi, which began to squirm. This amazing event befuddled the Paladin, who quickly advanced on the viscous mass, and brought Retaliator down upon the creature. This action elicited an unearthly cry of rage, and several pseudopods came forth from the creature to encircle the Paladin. But this did not faze Regor, who through adept use of his shield and Retaliator gained the best of the creature. Regor was about to dispatch his adversary at the cost of a few minor wounds when he was struck by a multihued bolt of energy. The ray did not strike the Paladin's person, for a shield of white and yellow light came forth from Retaliator and turned the magical sending blue.

"First troop, follow me! Second troop, finish the beast."

Regor responded to the turn of events with the reflexes that had qualified him as Champion of the Empire. He and his picked men charged through the double doors and confronted the Lord of the Swamps. The Swamp-Creature held up a webbed hand and motioned for the troop to come to a halt. The Paladin surprised his men by signalling for them to comply with their host's request.

"I know you to be Sliggoth, leader of the Ry'vir," the Paladin Glade challenged, "and I demand an explanation of your trespass and hostile actions on Imperial ground."

Sliggoth emitted a low chuckle, "There are few aware of the ancient name of my race, man of the South. Small wonder that you do, seeing that you possess Retaliator, whose fame has reached even my ears. But do not jest with me, for though I may not defeat you, neither may you best me while I am on my ancestral homeground. What reason brings you here?"

"I seek the Edifice of Darcel and believe I have found it," Sliggoth nodded his head in assent. "I wish to recover a treasure dating from the First Empire known as the Map of Degoroth. As it is of human manufacture, I feel that the Second Empire has every right to claim it and will not inconvenience the People of the Swamp."

"You insult my intelligence, Paladin Champion, if you truly believe that I do not realize the value of the artifact. I suspected that Imperial representatives would come forth to try and claim it from the Swamp Folk, and so laid this trap. In fact, I have ensured one of your men and he is ensnuced in our subterranean refuge."

Sliggoth betrayed no emotion as he spoke in guttural tones. "However, when confronted by the best the Empire can offer, I will not be foolish and chance a wound by your blade. On the other hand, you would be most unwise if you chose to fight me in the area where the Swamp-Creatures' most ancient sorceries are laid. Therefore, I propose that I allow you one hour to glimpse at the wondrous map — and I promise it will be destroyed if you do not accede to my terms, much as I am loath to deface an irreplaceable talisman. Second, I will return to you your companion in perfect health and provide you and your men with safe conduct from the Swamps, provided that you swear an oath to never lead an Imperial force into the ancient city and that you recognize my sovereignty in it."

"It is said that the wise will fast discern the truth, and the Lord of the Swamps is a fountain of verity," Larraka pronounced. "I, for one, will swear your pledge but it is up to the Paladin Glade to make the lasting promise."

Regor duly swore, and then followed Sliggoth to a chamber in which he found Zareth bound and gagged. The Lord of the Swamps took his leave of the men. Regor freed his subordinate, and then both looked at the eastward wall.

Upon it was a most fascinating sight. A map of the Valley such as the finest Imperial cartographers had produced was set in many-colored stone, and the military forces of the Valley were correctly placed. Regor grinned ruefully; he thought of the near apoplectic fit he had experienced when he was told that his enemies knew the Imperial troop dispositions. It was obvious how many of his threats had been anticipated. His mind began to appreciate the beauty and the subtleties of the Map. It delineated the borders of the various forces in the Valley at the instant the viewer looked at the artifact, just as it had centuries ago when the sculptor-mage Degoroth placed it here. The cartographers busily began recording the salient military data.

Here were the forests of the Elves that the Church would so dearly love to rid of their manna, the three Dwarf kingdoms of Krasnia, Convivia and Zirkast were as they always were since the Sundering of the Dwarf Clans; but the orcs were gone, as were the exceptions of a few refugees here and there; X the Unknown and the dragonkind ruled the north — but here were men of Gund and Corflutes, again refugees. Regor suddenly sprang up and peered at the map. In the northwest corner of the Empire was a patch of enemy land, but then the Paladin remembered his just-made promise to Sliggoth and marveled at the accuracy of the Map. The hour passed all too soon, and the party set back for Urf Durfal.

The Paladin reflected on the quest — while he had not gained possession of the Map, he did know the positions of the enemy. In addition, he had discovered that Sliggoth was not dead, a matter soon to be of concern to the Empire. Regor was satisfied with his accomplishments, and it was well that the rest of the Valley did not know of his success, for it surely would have disheartened those who girded for war with the Empire of Man.
1.0 INTRODUCTION
2.0 GENERAL COURSE OF PLAY
3.0 GAME EQUIPMENT
  3.1 The Game-Map
  3.2 Game Charts and Tables
  3.3 The Playing Pieces
  3.4 Sample Units
  3.5 A Note on Terminology
  3.6 Game Scale
  3.7 Inventory of Game Parts
  3.8 History and Rationale
  3.9 Background in Brief
4.0 SEQUENCE OF PLAY FOR ARMY GAME
5.0 RANDOM EVENTS
  5.1 Random Events Index
  5.2 Random Events Table
6.0 PLAYER-ORDER DETERMINATION AND ALLIANCES
  6.1 Alliances
  6.2 Effect of Alliances
7.0 MOVEMENT
  7.1 The Movement Allowance
  7.2 How to Move
  7.3 Racial Type
  7.4 Interrelationship of Units
  7.5 Movement Inhibitions and Prohibitions
  7.6 Flying Units
  7.7 Terrain Effects Chart
8.0 STACKING
  8.1 Which Units May Stack
  8.2 Character Stacking
  8.3 Character and Army Stacking
  8.4 Stacking Restrictions During Movement
  8.5 Effects of Flying Units on Stacking
  8.6 Monsters and Army Stacking
9.0 ZONES OF CONTROL
  9.1 Effectiveness of Zones of Control
  9.2 Flying Units
  9.3 Demoralized Units
10.0 MAGIC
  10.1 Magic Power Level
  10.2 Manna Points and Magic Potential
11.0 THE SUNS
  11.1 The Suns’ Orbits
  11.2 The Red and Blue Suns’ Phases
  11.3 Manna Regeneration
  11.4 Solar Display
12.0 SPELLS
  12.1 Limitations on Spell Casting
  12.2 Spells of the First Power Level
  12.3 Spells of the Second Power Level
  12.4 Spells of the Third Power Level
  12.5 Spells of the Fourth Power Level
  12.6 Spells of the Fifth Power Level
  12.7 Spells of the Sixth Power Level
  12.8 Spells of the Seventh Power Level
  12.9 Summary of Spells
13.0 COMBAT
  13.1 Which Units May Attack
  13.2 Multi-Unit and Multi-Hex Combat
  13.3 Effects of Terrain on Combat
  13.4 Combat Resolution
  13.5 Explanation of Combat Results
  13.6 Retreats
  13.7 Advance After Combat
14.0 EFFECTS OF CHARACTERS ON COMBAT
  14.1 Leadership
  14.2 Direct Magical Effect on Army Combat
15.0 DEMORALIZATION AND RALLYING
  15.1 When Units are Demoralized
  15.2 Effects of Demoralization
  15.3 Rallying Units
16.0 SPECIAL TERRAIN TYPES
  16.1 Portals and Teleportation
  16.2 Vortex Hinges and Vortices
  16.3 Special Hexes
17.0 MONSTERS
  17.1 Characteristics of Monsters
  17.2 Demons
  17.3 Killer Penguins
  17.4 The Dragons
18.0 DIPLOMACY
  18.1 Diplomacy Results
  18.2 Emissaries
  18.3 Common Objectives and Human Sacrifices
  18.4 Invasion and Influence
  18.5 Effects of Neutral Entry
  18.6 Effects of Neutrals Before Entry
  18.7 Multiple Emissaries or Characters
  18.8 Diplomacy Display
19.0 SPECIAL RULES FOR THE ARMY GAME
  19.1 Rabble-at-Arms
  19.2 Capture and Escape
20.0 SCENARIOS
  20.1 Game Size, Length, and Stellar Configuration
  20.2 Set-Up
  20.3 Neutrals
  20.4 Special Rules
  20.5 Victory Conditions
21.0 SCENARIO ONE: War of the League of Aravelle, 1100 BF
22.0 SCENARIO TWO: The War of the Black Dwarrows, 366AF
23.0 SCENARIO THREE: The Rise of the Dark Lord, 473 AF
24.0 SCENARIO FOUR: The War of the Great Sword, 502 AF
25.0 SCENARIO FIVE: The Orcish Revolution, 794 AF
26.0 SCENARIO SIX: The War of the Orcs, 799 AF
27.0 SCENARIO SEVEN: The First Dwarrow-Orcish War, 802 AF
28.0 SCENARIO EIGHT: Gundarchuksson’s Weird, 845 AF
29.0 SCENARIO NINE: The Second Dwarrow-Orcish War, 846 AF
30.0 SCENARIO TEN: The War of the Northern Kingdoms, 867 AF
31.0 SCENARIO ELEVEN: Imperial Expansion, 877 AF
32.0 SCENARIO TWELVE: The Destruction of the Orc, 922 AF
33.0 SCENARIO THIRTEEN: The Conquest of the South, 934 AF
34.0 SCENARIO FOURTEEN: The Third War of the League of Aravelle, 974 AF
35.0 QUEST GAME SEQUENCE OF PLAY
36.0 CHARACTER MOVEMENT
  36.1 Secrecy and Honesty
  36.2 How to Plot Movement of Characters
  36.3 Pursuit
  36.4 Effects of Terrain on Character Movement
  36.5 “Parties” of Characters and How to Move Them
  36.6 Character Search
  36.7 Effect of Army Units on Character Movement
  36.8 Flying
37.0 MAGIC IN THE QUEST GAME
  37.1 Plotting and Casting Spells
  37.2 Resistance to Spells
38.0 QUEST GAME SPELLS
  38.1 Which Spells May Be Cast
  38.2 Spells of the First Power Level
  38.3 Spells of the Second Power Level
  38.4 Spells of the Third Power Level
  38.5 Spells of the Fourth Power Level
  38.6 Spells of the Fifth Power Level
  38.7 Spells of the Sixth Power Level
  38.8 Spells of the Seventh Power Level
39.0 SEARCH AND CONTACT
  39.1 Character Search
  39.2 Magical Search and Search Confusion
  39.3 Contact Between Characters and its Effects
  39.4 Army Search
  39.5 Character Combat with Army Units and its Effects
  39.6 Magical Search Table
  39.7 Army Search Table
40.0 PERSONAL COMBAT
  40.1 Set-Up of the Characters
  40.2 Sequencing and Magic
  40.3 Movement and Stacking in Personal Combat
  40.4 Hand-to-Hand Combat (Melee)
  40.5 Hit Points (Endurance)
  40.6 Capture and Surrender
  40.7 Combat Modifiers
  40.8 Personal Combat Results Table
  40.9 Personal Combat Display
41.0 ARMY MOVEMENT
  41.1 Geographical Location of Armies and Restrictions on Movement
  41.2 Movement Rules
  41.3 Army Commanders
42.0 EVASION AND CAPTURE
  42.1 Evasion
  42.2 Effects of Capture
  42.3 Evasion Table
43.0 CHARACTER VS. ARMY COMBAT
  43.1 How to Perform Character vs. Army Combat
  43.2 Effect of Characters Friendly to Army Units
  43.3 Characters vs. Army Combat Results Table
44.0 SPECIAL TERRAIN TYPES
  44.1 Portal and Vortex Hexes
  44.2 Special Hexes
  44.3 Tunnel Complexes
45.0 MONSTERS AND TALISMAN OF ORB
  45.1 Monsters
  45.2 Talismans of Orb
  45.3 Effects of Talismans of Orb: The Weapons
  45.4 Talismans of Orb: The Magicks
  45.5 History of Gormaugel
46.0 SETTING UP THE GAME AND “ROLLING FOR CHARACTERS”
  46.1 Setting up the Game
  46.2 Rolling for Characters
  46.3 Quest Legend
  46.4 Protection of Quest Objects
  46.5 Victory Conditions
47.0 REINCARNATION
  47.1 Eligibility for Reincarnation
  47.2 Restrictions on Reincarnation
48.0 CHARACTER CARD SUMMARY
  48.1 Magic Casting Characteristics
  48.2 Racial Characteristics
  48.3 Innate Magic Characteristics
  48.4 Charismatic Characteristics
  48.5 Combat Characteristics
  48.6 Notes on the Character Card
49.0 OPTIONAL RULES
  49.1 Merging the Army and Quest Games
  49.2 Adding New Rules
  49.3 Wandering Monsters
[3.0] GAME EQUIPMENT

[3.1] THE GAME-MAP
The Game Map is a 22° by 34° representation of the terrain of the Valley of the Great Sword. A numbered hexagonal grid is superimposed on the Game Map to regulate Movement and Combat, and the particular terrain of each hex is indicated. Understand that the map can only be a crude representation of the many varied lands of the Valley, but is the best map that Imperial cartographers could obtain that would conform to a hexgrid. A Terrain Key has been included on the map, so that the Player may better interpret it, along with a Scatter Diagram/Compass Rose, which allows for the vagaries of Killer Penguins.
<table>
<thead>
<tr>
<th>Front</th>
<th>SWAMP-CREATURE</th>
<th>Back</th>
<th>Front</th>
<th>KRASNIAN</th>
<th>Back</th>
<th>Front</th>
<th>SPIKER FOLK</th>
<th>Back</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Heavy Sword</td>
<td>2d4</td>
<td></td>
<td>Bow</td>
<td>1d5</td>
<td></td>
<td>Warriors of the Web</td>
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<tr>
<td>Dinosaur Legion</td>
<td>4m2</td>
<td></td>
<td>Heavy Axe</td>
<td>Spider</td>
<td>2d4</td>
<td></td>
<td>Spider Legion</td>
<td>3m4</td>
</tr>
<tr>
<td>Mold</td>
<td>1:3</td>
<td>2d9</td>
<td></td>
<td>Light Horse</td>
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<td>Bow</td>
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<tr>
<td>CRONK</td>
<td>Heavy Plunglunk</td>
<td>2c4</td>
<td></td>
<td>Bow</td>
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<td>Heavy Axe</td>
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<td>Light Horse</td>
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<td>Heavy Axe</td>
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<td>MARKERS</td>
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<td>CONJURED</td>
<td>Zombie Infantry</td>
<td>3m3</td>
<td></td>
<td>Heavy Sword</td>
<td>2m4</td>
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<td>Vortex</td>
<td>Woods</td>
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<td>31 Zombie</td>
<td>2m7</td>
<td>2m7</td>
<td></td>
<td>Light Horse</td>
<td>1m7</td>
<td></td>
<td>Bridge</td>
<td>Burnt-Out Hex</td>
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<tr>
<td>3:9</td>
<td>1:9</td>
<td>1m7</td>
<td></td>
<td>Heavy Horse</td>
<td>1m7</td>
<td></td>
<td>The Red Sun</td>
<td>The Yellow Sun</td>
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<tr>
<td>Wyvern Airtroops</td>
<td>3:10</td>
<td>1m10</td>
<td></td>
<td>Light Spear</td>
<td>1m3</td>
<td></td>
<td>The Blue Sun</td>
<td>Demon</td>
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<tr>
<td>Koboldic Infantry</td>
<td>4m4</td>
<td>2:0</td>
<td></td>
<td>Warg Rider</td>
<td>1o9</td>
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<td>Yrgild</td>
<td>54 Troll</td>
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<tr>
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<td>6m3</td>
<td>4d4</td>
<td></td>
<td>Heavy Sword</td>
<td>2m4</td>
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<td>52 Penguin</td>
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<tr>
<td>INDEPENDENT HUMAN</td>
<td>(4m7</td>
<td></td>
<td></td>
<td>Light Horse</td>
<td>1m7</td>
<td></td>
<td>Continental Siege Machine</td>
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<td></td>
<td>Heavy Horse</td>
<td>2m7</td>
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<td></td>
<td>1m7</td>
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<td>SS Wiking Division</td>
<td>SS Wiking</td>
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<td>(4m4)</td>
<td>Heavy Sword</td>
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<td>Zeppelin</td>
<td>2m10</td>
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<td>SS Wiking</td>
<td>25m 12</td>
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<td></td>
<td>Light Bow</td>
<td>4m4</td>
<td></td>
<td></td>
<td>2m4</td>
<td></td>
<td>Legions of the Dead</td>
<td>10m 6</td>
</tr>
</tbody>
</table>
[3.42] Unit races are provided on the counters so that the Players may determine the Movement cost of each hex on the Terrain Effects Chart. The following list explains any and all abbreviations used on the counters; if the name used for the race is different than that of the abbreviation, it is provided in parentheses.

- a = Arachnid (Spider)
- c = Cronk
- d = Dwarf
- e = Elf
- g = Goblin (considered to move as Orc)
- m = Man (Human or Imperial)
- o = Orc
- s = Swamp-Creature
- w = Worm (Dragon)

Notice that all flying units are designated “w,” this is not because they are all dragon-related, but for reasons of conformity.

[3.43] All units with the same symbol are the same type of unit. For instance, there is no difference (aside from possible Combat Strength, Unit Race and Movement Allowance variations) between, for example, a Cronkish Light Bow or an Elvish Light Bow.

[3.44] Notes on Unit Types

All Bow and Intelligent Mold units are Archer units. All Horse, Legion, and Rider units are Cavalry. Any other unit that is not a flying unit (“w” Unit Race symbol) is an Infantry unit.

[3.5] A NOTE ON TERMINOLOGY

While Swords and Sorcery does provide a wealth of new (to wargames at least) terminology, the game does not have a Glossary because the new terms are explained in detail in their own sections. The Player who wishes a partial list of important new terms is referred to the section on Characters (45.0).

There are fifty-six cards provided with Swords and Sorcery. These are broken down into three categories of cards — Character Cards, Talisman of Orb Cards and Monster Cards. There are forty Character Cards, ten Talisman of Orb Cards and six Monster Cards. Each Card is explained in a different section — a Character Card summary is provided in Section 48.0, Monsters are explained in Sections 17.0 and 45.0, while Talismans of Orb are also explained in Section 45.0. The various characteristics on the Character Cards are explained throughout the rules, therefore the summary provides a key for the players.

[3.6] GAME SCALE

Each hex on the map represents one Imperial kettar from hexside to opposite hexside. This is equivalent to approximately 1.4 Elven vaelth or 0.35 Draconian koryn. Each Imperial unit represents a tercia (about 600 men) or cohort, while the Elves and similar folk organize by tribal or clan affiliations. The barbarians (independent men, dwarrows, etc.) organize in the equivalent of the Terran Viking fylking, and the Orcs, Goblins and Corflu Cultists are formed into the equivalent of an understrength Terran Ottoman joman. The Crones of Aardvark World have no discernable military formation. Each Game-Turn is one Imperial zeltih (see Section 2.0).

[3.7] INVENTORY OF GAME PARTS

A complete game of Swords and Sorcery includes:

- One Rules Booklet
- One Countersheet
- One 22" by 34" Map
- Fifty-six Cards
- Two sheets of Charts and Tables
- One Solar Display
- One Diplomacy/Personal Combat Display
- Two Dice
- One Game Box

If any of these parts are missing or damaged, write to:
Customer Service Department
Simulations Publications, Inc.
44 East 23rd Street
New York, N.Y. 10010

Rules questions will be answered if accompanied by a self-addressed stamped envelope and phrased to be answered by three words or fewer; send any such questions to the above address smallmarked "Rules Questions: Swords and Sorcery."

Questions concerning the history of the game will be answered should the designer or developer have the time. Submissions for additions to the history will be considered for future publication, but there is no guarantee of the return of any manuscript. Again, time is a great constraint.

[3.8] HISTORY AND RATIONALE

The game of Swords and Sorcery is concerned with the Valley of Araravel, a small area of a world in a trinary system. The world itself is subject to great extremes of temperature and sudden changes of weather as a result of its peculiar positioning and orbit around one of the three suns.

The Valley of Araravel was chosen, from all the areas of the planet, for several reasons. Firstly, it stands astride the great trade routes from the Divna Kudzu in the north to the Empire of Man in the south; secondly, it has always been an area of great conflict; and thirdly, as Vydar Armonn in his "The History of Ururf Durfal" puts it:

"The Valley of Araravel is the Final Retreat for many of the forces and powers that have shaped our history. When the Dark Emperor was vanquished in the end of the Age of Great Magic, he fled to the Valley and gathered his might in one last strike against the Empire and mankind. When the Devotees of the Great Ghod Corflu were at last purged from the Empire, they fled to the Valley to build their last temple. With the gradual disappearance of the primeval forests and swamps destroyed the civilizations of the Ancient Ones, remnants of those civilizations survived in the forests and swamps to the north of Ururf Durfal. And so forth — as the sides of history ebbs and flows, the flotsam of events seem to drift ashore in the Valley of Araravel."

[3.9] BACKGROUND IN BRIEF

The planet on which the Valley of the Great Sword is situated exists in a solar system that is astronomically impossible, at least according to Terran astronomical laws. It is surmised that the Dragon Wizard of ages gone by placed the Sun in their current orbits by a combination of magic and technology that has been unaccounted to this day. But this is treated as legend, since it supports the story that the Dragons arrived from off-planet and made the earth inhabitable. It is clear that if the manna should exhaust itself, the Yellow Sun will be greatly perturbed in a period of not greater than 20,000 years, and that will be the end of the planet.

The most magical place on the planet is the Valley, known as Araravel in the ancient tongue. It is here that all surviving races maintain strongholds. As the Elves have retreated to their native woods, the Dragons to their mountains and tunnel complexes, the Swamp-Creatures to Swamps, and the Spider Folk to the heart of the Forest. Of the newer races, the Dwarrows rule the northern plain, where they must contend with the Orcs and Goblins, while the
THE ARMY GAME

As mentioned elsewhere, Swords and Sorcery really consists of two games — the Army Game and the Quest Game — which can be played either separately or concurrently. The first section of the rules (through and including Section 34.0) is used with the Army Game. Sections 35.0 through 48.0 consist of rules that are used with the Quest Game. Section 49.0 contains suggestions for merging the two Games.

[4.0] SEQUENCE OF PLAY FOR THE ARMY GAME

GENERAL RULE:
The Army Game is played in successive turns known as Game-Turns, each of which is divided into a number of Player-Turns, one for each Player. During each Game-Turn, each of the Players maneuvers his units and resolves combat during his Player-Turn. The Sequence of Play limits when and where each game function may be performed. Each part of the Sequence informs the Players what function(s) may be performed and which Players may perform them. Generally, only the Player whose turn is in progress (known as the Phasing Player) may perform game functions with his units and characters. After as many Game-Turns as specified by the scenario have been played, the game is over, the Victory Conditions are referred to, and the winner or winners is determined.

SEQUENCE OUTLINE
A. Random Event Determination Inter-Phase
   During this Inter-Phase, the Random Events Table is referred to in order to determine whether any Random Event has occurred.

B. Player-Order Determination Inter-Phase
   The Players determine who is to have the first Player-Turn, who the second, and so forth.

   Note: There is no Player-Order Determination Inter-Phase of the first turn of any scenario.

C. First Player-Turn
   1. Movement Phase: The Phasing Player moves any or all of his units and Characters as he wishes. He may also have any of his eligible Characters cast Spells that may be used during the Movement Phase (see Spell Descriptions, Section 12.0).

   2. Magic Phase:
      A. Spell Segment: The Phasing Player announces what Spells he wishes to have his Magic-using Characters cast. These Spells must be those that are listed in Section 12.0.
      B. Counterspell Segment: All other Players secretly record on a piece of scrap paper what Counterspells they wish to have their Magic-using

   3. Combat Phase:
      A. Unit Raising Segment: The Phasing Player determines whether any of his Demoralized Army units are rallied by his Characters.
      B. Magic Allocation Segment: Any Player’s spell-casting Characters may use magic to directly influence the outcome of specific Army combat.
      C. Personal Combat Segment: (Optional) Personal Combat may be resolved between any Characters in adjacent hexes. (This Segment applies only if the Players are using thePrem dred Army and Quest Game rules. See Section 49.0. The normal Army Game — i.e., that version using the rules in Sections 4.0 to 34.0 — does not use Personal combat.)
      D. Combat Resolution Segment: A die is rolled for each attack made by the Phasing Player, and the appropriate column of the Combat Results Table (after adjustments for terrain, Leadership Bonus, and Magic has been made) is referred to. The result indicated by the Table is immediately applied.
      E. Second Player-Turn, Third, etc.
      In the order determined during the Player-Order Determination Inter-Phase, each Player executes his Player-Turn, going through each Phase and Segment outlined above step by step. Not until all Players have executed a Player-Turn does play proceed to the next Inter-Phase.

D. Random Movement Inter-Phase
   The movement of Vortices, uncontrolled Killer Penguins, and other randomly-moving units and/or Characters is determined according to the procedures for random movement.

E. Diplomacy Inter-Phase
   If there are any Neutral Powers in the Scenario, the rules for Diplomacy are applied at this time to determine whether any Player has succeeded in allying with any of the Neutrals.

F. Manna Regeneration Inter-Phase
   The Solar Display is consulted to determine how many (if any) Manna Points each Player’s Spell-casting Characters are able to regenerate and make a note of such regeneration. Each of the three Suns is then moved one box along its section of the Sun Track in a clockwise direction, signalling the end of one Game-Turn and the beginning of another.

[5.0] RANDOM EVENTS

COMMENTARY:
The Valley of the Great Sword is a most unusual area, replete with unique natural phenomena. Many of these phenomena are very impressive to the observer, but, sadly, only a weak attempt can be made to simulate them in game form.

GENERAL RULE:
The Random Events Table and Index precipitate some of the uncommon events which can occur at irregular intervals in the Valley of the Great Sword, exerting a direct influence on military operations in the area.

PROCEDURE:
Roll two dice (one before the other), and refer to the Random Events Table (5.2). Find the first die-roll along the left-hand side of the Table, and the second along the top. Cross-reference the row and column determined by the two die-rolls to yield a single result, in the form of one or two letters. Refer to the Random Events Index and find the explanation of the result found on the Random Events Table. Apply this result immediately, as explained in the index, unless specifically exempted from the instructions, or unless the performance is a literal impossibility, each event applies only to the Game-Turn being played, unless otherwise noted.

[5.1] RANDOM EVENTS INDEX
YF = Yellow Sun Manna Flux. Manna regeneration for Yellow Wizards is doubled for this Game-Turn only.
YD = Yellow Sun Manna Drought. Manna regeneration for Yellow Wizards is halved for this Game-Turn only (round down).
BF = Blue Sun Manna Flux. Manna regeneration for Blue Wizards is doubled for this Game-Turn only.
BD = Blue Sun Manna Drought. Manna regeneration for Blue Wizards is halved for this Game-Turn only (round down).
RF = Red Sun Manna Flux. Manna regeneration for Red Wizards is doubled for this Game-Turn only.
RD = Red Sun Manna Drought. Manna regeneration for Red Wizards is halved for this Game-Turn only (round down).
E = Elven High Holy Day. All Elven Characters and units may not move or attack on this Game-Turn.
B = Season of the Midnight Sun. Such is their fear of the intensity of the Sun’s rays, Orcish and Goblin Characters and units may not move or attack on this Game-Turn.
C = Church declares a special communion as a tribute to the Emperor. No Imperial or Endoran units may move or attack.
D = Dwarves hold a Folkmoot. No Dwarven units or Characters may move or attack on this Game-Turn.
E = Conjunction of Fear. The Suns are in a peculiar conjunction that causes immense heat. The Glaciers melt, and all Glacier hexes are converted to Lake hexes for the three full Game-Turns, at the end of which time they revert to Glaciers. No Killer Penguins may enter the Game-Map until the Glaciers re-freeze. On this Game-Turn, the Movement Allowances of all Characters and units are halved (round down) in a 90° arc of theGame-Map. All Killer Penguins on the map die and are immediately removed from play.
H = Flooding. All units and Characters adjacent to a River hex are washed downstream (toward the south mapedge). Roll a die for each such unit or Character; it is moved as many hexes downstream the river as the number rolled. Enemy Zones of Control (see Section 9.0) do not halt “movement” caused by flooding. A flood-washed unit or Character is placed in a hex adjacent to the River that is as many hexes away from its original position as the number rolled; it must be placed on the same side of the River as it began. If two units are prohibited (such as by Case 7.51 or 7.52) from ever occupying the same hex and are to be washed to the same hex, both are instead eliminated. Characters moving with Army units are washed to
the same hex as the Army unit with which they are moving. Flooding does not affect units or Characters that are in a Castle, City, Capital or Town. Also, flooding does not force an Army unit to invade a Neutral; instead, the Army unit (and/or Character) is stopped outside the Province border. (Because of this provision, some units may not have to be moved.) Neutral units washed downstream are moved back to their Province as quickly as possible. Swamp-Creature and Flying units are unaffected by flooding.

I = Earthquake. Any Character in a Dragon tunnel complex hex is automatically eliminated (Dragons are immune). A die is rolled for each Army unit in a Mountain hex; if a one (0) is rolled, the unit is eliminated. Characters or units may move for the entire Game-Turn with the exception of those with Flying capabilities, and no combat may take place. Spells may be cast, and Regeneration takes place.

J = Windstorm. A tremendous windstorm blows across the entire Valley of Ararake, wreaking immense havoc. All units become Demoralized. A die must be rolled once for each of the Castles on the map. On a roll of 1, that Castle is blown away (place a Devoted marker in the hex) and any units in the hex are eliminated. Units already demoralized are not eliminated. Quest Game Only: Any Character in a Castle that is blown away takes three Hit Points.

K = Mount Greymoor (0203) and Mount Gerlod (3505) erupt. Any unit in the Mount Greymoor or Gerlod hex is eliminated, as is any Character; Dragons are immune. A die is rolled for each Army unit or Character in any hex adjacent to either of the Mountains; 1-3, and the unit or Character is eliminated; 4-6, and it is safe.

L = The Mistral is blowing. This is a wind that blows over the mountains, bringing with it a scent which creates euphoria in any mammal that breathes it. Army units may not move, search or attack; all Characters have their Movement Allowances halved (round down) and may not engage in combat. All Monsters, Spider units and Characters, Swamp-Creature units and Characters, and Conjured units are unaffected.

M = Vortex Storm. Every Vortex hex on the Game-Map automatically produces a Vortex this Game-Turn.

N = Killer Penguin Migration. All Killer Penguins in the counter-mix automatically enter on this Game-Turn. Roll on the Killer Penguin Entry Table (17.38) for each Killer Penguin until an entry hex is rolled for each. (Note: This result is voided if Random Event G is in effect.

O = Poisonous Piranha Infestation. The moat around the Citadel of Blood and the Great River are suddenly full of sea monsters. In the Army and Quest Game, roll a die for each stack of Army units crossing the Moat or Riveted Ford or via a River Crossing Spell. If a 1 results the unit(s) is eaten and eliminated. In the Army Game, Characters are unaffected. In the Quest Game, a roll of 1 forces a Character to enter in combat with a monster of Fighting Ability 4, Endurance 6, Magic Resistance 2, and no Magic-Casting abilities. The G Random Event negates this event — otherwise the Piranha Infestation continues. Note: X the Unknown and the Dark Lord are immune to the moat about the Citadel of Blood, as are any Characters or units their owning Player wishes.

[5.2] RANDOM EVENTS TABLE

(see separate sheet)
[7.23] A unit or Character entering a hex through a hexside that contains a Road or Trail may (at the Player's option) either expend as many Movement Points as it takes to enter the terrain type of the hex or as many Movement Points as is required to move along the Road or Trail. In other words, Roads and Trails may negate the effect of other terrain.

[7.24] Certain units are considered Flying units; these have a "W" symbol as their racial symbol. These units include Corluite Zeppelin units and Imperial Roc units. Such units pay only one Movement Point to enter any hex, regardless of terrain type, as they are flying. Hexes that are impassable for other units are passable to flying units (with the exception of certain special terrain types).

[7.25] Note that when two Players are allied, their units and Characters are moved during the same Movement Phase. See the rules for Alliance (Section 6.6).

[7.3] RACIAL TYPE
Each unit and Character has a Racial type, which is indicated by a small symbol adjacent to the unit-type symbol. Generally, units are either Human, Elf, Dragon, Orc, Dwarf, Goblin, Cronk, Spider, or Swamp units, notably Conjured units, are actually not of these Races, but they are classified as belonging to one or another for the sake of simplicity. Certain terrain types have a greater or lesser Movement Point Cost for certain Races. For example, Forest hexes cost one movement point for Spider units, two for Elven units, and three for all other units. In addition, hexes often have a different Movement Point cost for Characters than for units.

[7.4] INTERRELATIONSHIP OF UNITS
[7.41] There are four different types of units from the perspective of an individual unit: Friendly, Friendly Allied, Enemy, and Neutral. The following rules delineate the types of units.

[7.42] Friendly Units
A Friendly unit is any unit that comes from the same nation as the unit in question, or of a Player that is allied with the owning Player. However, these units do not fit the determination of Case 7.42.

[7.43] Friendly Allied Units
Friendly allied units are units that are either under the control of the same Player as the unit in question, or of a Player that is allied with the owning Player. However, these units do not fit the determination of Case 7.42.

[7.44] Enemy Units
Enemy units are any units controlled by another Player not allied with the owning Player.

[7.45] Neutral Units
Neutral units are those units that are listed in the Scenario as Neutral units and are not yet on the side of any one Player.

[7.5] MOVEMENT INHIBITIONS AND PROHIBITIONS
[7.51] A Friendly unit may never enter a hex containing an Enemy unit. In addition, units owned by one Player may never enter a hex containing units owned by any other Player, even if the two Players are allied. Furthermore, the units of a non-Player Neutral may never enter a hex containing the units of a Player (or vice-versa) even if the two are allied.

[7.52] In certain Scenarios, one Player will control the forces of more than one Nation or Army. In several Scenarios, for instance, the Dwarfen Player often controls the forces of the three Dwarfen Kingdoms of Zirkast, Krasnia, and Conivia at the same time. (These are Friendly Allied units, see Case 7.43). In such a case, units of different Armies or Nations may not enter hexes containing units or Characters of another Army or Nation. No units of both Enemy Armies or Nations are controlled by the same Player. However, such units treat each other's Zones of Control as Friendly.

[7.53] A unit must cease movement upon entering an Enemy-Controlled hex (see Section 9.0). For purposes of this rule, all units belonging to Players or Neutrals which are not allied with the moving Player are considered Enemy units. If a unit enters a Zone of Control at any time, its Movement immediately ceases and it may move no further in that Game-Turn.

[7.54] A unit or Character never expends more Movement Points than its Movement Allowance in any Army Movement Segment (although certain Magic Spells enable a Player to increase the Movement Allowances of certain of his units).

[7.55] A Character may, under certain conditions, move from one Enemy-Controlled hex to another. A Character may do so only if it is moving from one hex that is either occupied by or controlled by a Friendly unit to another such hex. In other words, if an Enemy-Controlled hex is occupied by a Friendly unit or is jointly controlled by a Friendly unit and an Enemy unit, a Friendly Character may move to the hex even if he is beginning his movement in an Enemy-Controlled hex.

[7.56] Characters are not forced to cease Movement upon entering an Enemy-Controlled hex. A Character may leave such a hex and continue moving, provided it does not violate the above rule.

[7.57] If, however, any Character occupies a hex that is entered by an Enemy unit (either during the Player's Movement Phase or during Advance after Combat), that Character is considered captured by the Enemy Player (see Case 19.2).

[7.58] Generally speaking, a Character moves during the Movement Phase as freely as units do. However, if a Flying unit moves through or begins the Movement Phase in the same hex as a Character that has not moved, the Flying unit may "pick up" the Character for the remainder of the Phase. The Character expends no Movement Points and is simply "carried" by the Flying unit. A Flying unit may carry any number of Friendly Characters. Flying Monsters (i.e., Dragons) may carry only one Character each.

[7.6] FLYING UNITS
Flying units always expend one Movement Point per hex, unless affected magically or by Random Events. They neither gain nor suffer by the terrain on the ground, as it were.

[7.7] TERRAIN EFFECTS CHART
(see separate sheet)

[8.0] STACKING
GENERAL RULE:
A maximum of two Friendly units and any number of Characters may be stacked in one hex at the end of any Friendly Movement Phase.

CASES:
[8.1] WHICH UNITS MAY STACK
Units of Allies and units of two different Armies or Nations controlled by one Player may never stack with each other (see Case 7.5).

[8.2] CHARACTER STACKING
There is no limit to the number of Characters that may occupy a single hex. Monsters (see Section 17.0) such as Dragons and Killer Penguins, although treated as units for certain purposes, are considered Characters for stacking purposes — i.e., there may be any number of Monsters and/or Characters in a single hex. However, unlike Characters, Monsters may never be stacked with Army units.

[8.3] CHARACTER AND ARMY STACKING
Although units controlled by different forces (see Case 7.52) may never be stacked with each other, Characters owned by different forces may be stacked with each other. In addition, the Characters of one force may be stacked with Army units of another (although they become liable to capture if they are).

[8.4] STACKING RESTRICTIONS DURING MOVEMENT
Units may move through stacks of Friendly units in excess of Stacking limits, as long as there are no more than two units in a given hex at the end of a Movement Phase. If, at the end of a Movement Phase, there are more than two units in any hex, the excess units are eliminated. The owning Player determines which are to be eliminated.

[8.5] EFFECTS OF FLYING UNITS ON STACKING
Flying units may move through hexes containing Enemy units, as long as they do not end their movement in such hexes. Flying units may not move through hexes containing Enemy Archer units (see unit symbols) or any Enemy Flying units (or through a hex containing the SS Wiking Division or the Continental Siege Machine). Flying units are not affected by the Zones of Control of Enemy units. Exception: They are affected by Zones of Control of the units mentioned above.

[8.6] MONSTERS AND ARMY STACKING
No Monster may ever stack with an Army unit.

[9.0] ZONES OF CONTROL
GENERAL RULE:
The six hexagons surrounding a unit constitute the Zone of Control of that unit. Note that only units and not Characters exert Zones of Control. Hexes upon which a unit exerts a Zone of Control are called Controlled hexes, and they inhibit the movement of Enemy units and Characters. All Army units must cease movement when they enter an Enemy-Controlled hex. Army units may never move from one Enemy-Controlled hex to another; Characters may only do so under certain conditions. (Exceptions: see Case 8.5). For the purposes of these rules, Monsters are considered Characters.

CASES:
[9.1] EFFECTIVENESS OF ZONES OF CONTROL
[9.11] All units exert a Zone of Control at all times during the entire Game-Turn. Units exert Zones of Control even into hexes that they cannot enter; in other words, Zones of Control do extend into Impassable hexes. Exception: Zones of Control do not extend through Wall or Force Wall hexes, and Neutrals do not exert a Zone of Control until they enter the game.

[9.12] Units and Characters do not pay additional Movement Points to enter Enemy-Controlled hexes.
[9.13] A unit may leave an Enemy-Controlled hex at the beginning of its Movement Phase, but must cease movement immediately upon entering any other Enemy-Controlled hex. However, units may never move directly from one Enemy-Controlled hex to another.

[9.14] Characters are free to enter or leave Enemy-Controlled hexes at any time. A Character may not move from one Enemy-Controlled hex to another, unless the hex to which it is moving is either occupied or controlled by a Friendly unit.

[9.15] Friendly and Friendly Allied Zones of Control never affect Friendly units. The only effect Friendly Zones of Control have on Friendly Characters is indicated above.

[9.16] If a given unit is in an Enemy-Controlled hex, the Enemy unit is also in that unit’s controlled hex. The Enemy and Friendly units are equally and jointly affected.

[9.17] There is no additional effect of having more than one Army unit exerting a Zone of Control into a given hex.

[9.18] Units may retreat as a result of combat into Enemy-Controlled hexes. Zones of Control do not prohibit retreat.

[9.19] The SS Wiking Division and the Continental Siege Machine ignore all Zones of Control, except each other.

[9.2] FLIGHTING UNITS
Flying units are affected by the Zone of Control of Archer units and other Flying units only. (Exception: Flying units are also affected by the Zone of Control of the SS Wiking Division and the Continental Siege Machine.) In other words, Flying units can ignore the Zones of Control of all except the above. Characters moving with Flying units gain the same benefits.

[9.3] DEMORALIZED UNITS
Demoralized units (see Section 15.0) are prohibited from entering an Enemy unit’s Zone of Control. Demoralized units may never move adjacent to Enemy units. However, a Demoralized unit still retains its Zone of Control.

[10.0] MAGIC

GENERAL RULE:
Each Character card lists a number of characteristics. Five of these affect the Character’s relationship with Magic — Magic Rating, Magic Power, Magic Color, Magic Potential and Magic Resistance. Many Characters have a Magic Power Level and Magic Potential of zero and no Magic Color; these Characters are unable to cast Spells, although they may have Spells cast upon them. Only Characters whose Magic Power and Magic Potential are greater than zero may cast Spells.

Throughout the game, Players will cast Spells that require Manna Point expenditure. During the Manna Regeneration Phase, Spells-casting Characters regenerate Manna Points. The number of Manna Points that a Character regenerates depends on whether or not the Character moved in the current Game Turn and upon the phase of the Sun.

CASES:

[10.1] MAGIC POWER LEVEL

[10.11] Each Spells-casting Character has a Magic Power Level (abbreviated “Mag. PL”) printed on his Character card. Some Magic Powers vary with the phases of the Sun (see Section 11.0). However, during a given Game Turn, the Magic Power Level of a given Character will be a single number.

[10.12] Spells are distinguished by Power Levels; the higher the Power Level of a Spell, the more difficult it is to cast and the more intricate the Spell. There are seven Power Levels; for a listing of the Spells corresponding to each, see the Summary of Spells, Case 12.9.

[10.13] A Character may cast any Spell that is of the same Power Level as his Magic Power Level, or of a lower Power Level. In other words, a Character with a Magic Power Level of 3 can cast any Spell of the First, Second, and Third Power Levels (Exception: see Case 10.26).

[10.2] MANNA POINTS AND MAGIC POTENTIAL

[10.21] Casting a Spell requires the casting Character to expend Manna Points. A Manna Point is an arbitrary measurement of magical power, analogous to, for instance, horsepower as an arbitrary measurement of mechanical power. A Spell that has a large effect will generally require the expenditure of a greater number of Manna Points. Note that the Power Level of a Spell and the number of Manna Points needed to cast it are not necessarily related, since one is a measure of the difficulty of casting the Spell, and the other a measure of the extent of its effects.

[10.22] The number of Manna Points that must be expended in order to cast a Spell is indicated on the Summary of Spells (Case 12.9) as well as the description of Spells (Cases 12.2 through 12.8).

[10.23] Magic is essentially the use of the mind to force the concentration of the various energies, elementals, and arcane forces of the universe. This mental exertion shapes the essential fabric of the universe — the Manna Force — to the will of the caster. A given Character may handle the flow of only a certain amount of Manna in a given time; and the amount of Manna channelled through a Character depends on the phase of the Sun that is the Manna source for the Character. Hence there is an upper limit on the number of Manna Points that a Character can “hold” at any given time. This upper limit is the Character’s Magic Potential.

[10.24] The Magic Potential of a Character is the maximum number of Manna Points that he can “hold” at any one time. For example, a Character with a Magic Potential of seven could have a maximum of seven Manna Points.

[10.25] It is assumed that each of the Characters begins a game with the maximum number of Manna Points (unless otherwise specified by the Scenario). The Players must keep a running total of the number of Manna Points controlled by each of the Characters; each time a Character casts a Spell, his Manna Points total is reduced by the number of Manna Points required to cast the Spell. Characters regain Manna Points only by Manna Regeneration or the Manna Transfer Spell (see Cases 11.3 and 12.1).

[10.26] A Magic-using Character may, at the owning Player’s discretion, attempt to cast a Spell one Power Level higher than the Character’s listed Power Level. In other words, the Character possessing a Magic Power Level of 3 may attempt to cast a Spell of the Fourth Power Level. Note that this is the only way a Spell of the Seventh Power Level may be cast. If a Character is at full Manna Points (i.e., maximum), and still does not have the requisite number of Manna Points to cast a higher level Spell, he may attempt to do so at the cost of all his Manna Points. Note: No such attempts may be made on the last three Game Turns of a Scenario.

[10.27] A Character with a Magic Power of zero may not attempt to cast First Power Level Spells. (A Character whose Power Level varies with the phases of the Sun and who sometimes has a Power Level of zero is an exception to this rule.)

[10.28] Certain Spells must be cast in a Phase other than the Magic Phase (see Sequence of Play, Section 4.0). This will be noted in the Spell description. If there is no such indication, the Spell may only be cast in the Magic Phase.

[11.0] THE SUNS

GENERAL RULE:
Spell-casting Characters draw their Manna from one of the three Suns of the Dis stellar system, where the world which contains the Valley of the Great Sword is situated. These Suns are Dis (the Red Sun), Sphi (the Blue Sun) and Orb (the Yellow Sun). Each Spell-casting Character’s card notes whether the Character is a Blue, Red, or Yellow Mage, and thus whether the Character draws his power from the Blue, Red, or Yellow Sun. The Solar Display consists of two concentric circular tracks. The exterior track is for the Red and Blue Suns. During the Manna Regeneration Phase, Spell-casting Characters regenerate Manna Points.
PROCEDURES:
At the end of each Game-Turn, during the Manna Regeneration Inter-Phase, each of the three Sun is advanced one box along its track in a clockwise direction. Note that the Red and Blue Sun make a complete orbit around their common center of gravity in 12 Game-Turns, while it takes the Yellow Sun 24 Game-Turns to revolve around the center of gravity of the Red/Blue system.

[11.1] THE SUNS' ORBITS
The Yellow Sun always begins in the 1 box of the outer track, while the starting positions of the Red and Blue Suns depend on the Scenario. Red and Blue Sun will always be opposite each other, as the Sun of a binary system would be. The Yellow Sun orbits the Red-Blue binary system at a considerable distance, and the planet on which the Valley is situated lies within the ecosphere of the Yellow Sun and is relatively unaffected by the radiation the two Sun creates. Characters who draw their Manna from the Yellow Sun have a single number as their Magical Power; their Magical Power does not vary.

[11.2] THE RED AND BLUE SUNS' PHASES
[11.21] A span of three letters is printed in each box on the Yellow Sun Track (Example: Box 23 bears “ABC”). If either the Red or Blue Sun is in one of the three boxes listed in the box which the Yellow Sun occupies, that Sun is said to be in the ascendant. Example: If the Yellow Sun is in Box 23 and the Red Sun is in Box A, B, or C, then the Red Sun is in the ascendant. Since the Red and Blue Sun are always opposite each other in the inner track, if one of the two Sun is in the ascendant, the other is automatically in the descendant. If neither is in the ascendant, both are automatically in equilibrium.

[11.22] In other words, at any given time the Red and Blue Sun are either in the ascendant, in the descendant, or in equilibrium. Whether a Sun is in the ascendant, equilibrium, or descendant depends on the relationship between that Sun and the Yellow Sun; it depends on which box the Red or Blue Sun occupies and which box the Yellow Sun occupies (and therefore which letters are listed in that box). Note that the Yellow Sun is always in equilibrium; only the Red and Blue Sun change phase.

[11.23] This concept of Solar Phases may be slightly difficult to grasp at first; it is suggested that the reader refer to the Solar Display for reference. Generally speaking, the letters listed in each box of the exterior track refer to asendency; the letters directly opposite those listed are the positions of descendency; and all other letters are the positions of equilibrium.

[11.24] Characters who draw their power from either the Red or Blue Sun (i.e., Red or Blue Spell-casting characters) have three numbers listed on the Magical Power Level row of their Character card, separated by slashes. These three numbers are in descending order (i.e., 6/5/4). When a Character’s Sun is in the ascendant, the greatest of the three numbers is his true Magical Power. When his Sun is in equilibrium, the intermediate of the three numbers is his Magical Power. And when his Sun is in the descendant, the least of the three numbers is his Magical Power.

[11.3] MANNA REGENERATION
[11.31] Players regenerate Manna simply by adding Manna Points to the running tally they keep for the Manna Point totals of each of their Characters. The number added to a Character’s total Manna Points is equivalent to the number of Manna Points the Character regenerates.

[11.32] Characters regenerate no Manna Points if they moved during the current Game-Turn (Exception: see Case 11.36). Note that Advance after Combat and the effect of being “carried” by flying units and Teleportation are.

[11.33] If a Character remains in his home hex (i.e., the hex listed as Home on his Character card) throughout the entire Game-Turn, he regenerates twice as many Manna Points as he normally would.

[11.34] Characters who draw their power from the Yellow Sun always regenerate two Manna Points per Manna Regeneration Phase (Exceptions: see Cases 5.1, 11.33, and 11.37).

[11.35] Red and Blue Sun oriented Characters regenerate four Manna Points if their Sun is in the ascendant, two if it is in equilibrium, and one if it is in the descendant.

[11.36] If a Red or Blue Sun oriented Character’s Sun is in the ascendant, and the Character moved during the current Game-Turn, he regenerates one Manna Point, even though he moved; this is the only exception to the rule.

[11.37] Certain Random Events double or halve the number of Manna Points that a certain class of Characters regenerate in a Manna Regeneration Phase. Like most other Random Events, these last for one Game-Turn only. The Players or characters double or halve the appropriate number for Random Events purposes after all other modifications have been made. Fractions are rounded down.

[11.4] SOLAR DISPLAY
(see separate sheet)

[12.0] SPELLS
PROCEDURE:
During the Magic or Movement Phase of his Player-Turn, a Player may have any of his eligible Characters cast any of all of the Spells that he is able to cast, subject to the rules of this Section. To determine whether or not a Character is successful at casting a spell of a Higher Power level, roll a die. On a die-roll of 1, 2, or 3, the Spell attempt is unsuccessful, but the Manna Points are expended. On a die-roll of 4, 5, or 6, the Spell is successful and the appropriate number of Manna Points are expended. Regardless of the success or failure of the attempt, a second die-roll must be made. On a die-roll of 1, 2, or 3, the Character immediately dies.

CASES:

[11.1] LIMITATIONS ON SPELL CASTING
[11.11] Other than the finite number of Manna Points each Spell-caster possesses in a Game-Turn, there is no limit on the number of Spells that an individual Character may cast in a game or Player-Turn.

[11.12] Players must be careful as to which Phase a Spell is cast. For instance, Counterspells may be cast in either the Spell or Counterspell Segment, but regular spells may be cast only in the Spell Segment.

[11.21] Teleportation Protection
Cost: 2 Manna Points
Range: Must be cast on Characters or units in the caster's hex.

Limits: This Spell must be cast during a Friendly Movement Phase.
Effects: The Spell affects all Characters and/or units in the caster’s hex. If, during the Friendly Movement Phase in which the Character casts the Spell, the units/Characters on which it is cast move through a Portal (see Case 16.1), they may not be transferred. If a Portal is Transference reveals a number that would normally destroy the Teleporting units/Characters, the units/Characters do not teleport but are not destroyed.

[11.22] Force Wall
Cost: 2 Manna Points per hexside. Range: 7 hexes.

Limits: None.
Effects: This Spell creates an impassable wall along one or more hexes. The Player owning the casting Character specifies which hexside(s) are to become impassable. All impassable hexes must be adjacent to hexes that are within seven hexes of the casting Character. Until the end of the next Game-Turn, the specified hexes are impassable to all units and Characters (including Flying units) except for units and Characters Friendly to the owning Player of the casting Character. In addition, the owning Player may allow Enemy Characters or units to pass through the impassable hexes at his discretion. No attack may be made through a Force Wall (except by units Friendly to the caster), with the exception of Flying unit attacks.

[11.23] Conjure Zombie Infantry
Cost: 1 Manna Point per 2 Game-Turns.
Range: Must be cast in caster’s hex.

Limits: A Character may cast this Spell only if he does not cast any other Spell except for other “Conjure” Spells during the Game-Turn in which it is cast.

Effects: Casting the Spell creates a 2m3 Zombie infantry unit that is controlled by the owning Player of the casting Character. Several of these units are provided with the countermix. The conjured unit remains in existence for twice as many Game-Turns as Manna Points expended in the Spell. Each Conjured unit counter bears an identification number; the conjuring player should note the identification number of the unit on a piece of scrap paper, together with the number of Game-Turns it will remain in play. A Character may cast this Spell more than once in a single Game-Turn, thus conjuring more than one such unit. Conjured units are removed from the Game-Map at the end of the Friendly Magic Phase of the Game-Turn in which they are slated to be removed. Conjured units may not (obviously) move in the turn that they are conjured. They may, however, engage in Army combat. Conjured units do not count against the Stacking limits on the Game-Turn they are conjured, but Conjured units in excess of the Stacking Limit may not aid in Army combat, offensively or defensively. If forced to retreat, +overstacked Conjured units are eliminated, but losses may be taken out of these units by the fact that the Conjured units did not contribute to the Defense Strength when overstaked. Note that this is an exception to the stacking rules (Section 8.0) that occurs only on the turn a unit is conjured.

[11.3] SPELLS OF THE SECOND POWER LEVEL
Cost: 2 Manna Points per Manna Point transferred.

Range: Must be cast on a Character in the same hex.
**Limits:** This Spell may be cast only by one Character on another who can cast Spells as well.

**Effects:** The Character on whom the Spell is cast gains one Manna Point for every two Manna Points expended by the caster, rounded down. No Character may have more Manna Points than his Potential at any one time, so any Manna Points gained by a Character in excess of his potential are lost.

**[12.32] River Crossing**

*Cost:* 2 Manna Points per hex.

*Range:* 10 hexes.

*Limits:* None.

**Effects:** The casting Character may make any River, Lake, or Moat hexes within ten hexes become passable. One hex may be made passable for every two Manna Points expended; the hexes are treated as Clear terrain hexes or the most favorable terrain to the Characters’ Race (e.g., swamp for Swamp-Creatures). These hexes are passable only to Characters and units that the owning Player of the casting Character wishes to cross the River hexes. River crossing may only be cast in the Friendly Movement Phase. However, the hexes remain passable until the caster prevents Enemy units or Characters from passing, or until the end of the Game-Turn. If a unit ends the Game-Turn in such a hex, it is eliminated. River-crossing may be used to cross Streams during the Monsoon, but not Rivers. All Stream hexes adjacent to hexes on which the Spell is cast are affected; crossing such hexes costs no additional Movement Points.

**[12.33] Morale**

*Cost:* 3 Manna Points per unit rallied.

*Range:* 7 hexes.

*Limits:* None.

**Effects:** May be cast as a Counterspell to Fear. This Spell may be cast on any Demoralized unit or units within range (seven hexes) of the casting Character. One Demoralized unit is rallied for every three Manna Points expended; the owning Player determines which unit(s) are rallied. See Section 15.0.

**[12.34] Fear**

*Cost:* 3 Manna Points per unit.

*Range:* 7 hexes.

*Limits:* Fear may not be cast on an Ally’s units, nor may it be cast on an already Demoralized unit. Use of the Spell against a Neutral’s unit is considered invasion (see Case 18.4).

**Effects:** This is the opposite of Morale. The Spell may be cast on any unit or units within range (7 hexes) of the casting Character. Each unit on which the Spell is cast is immediately Demoralized (see Section 15.0). The owning Player of the casting Character specifies which units are Demoralized.

**[12.35] Conjure Centauroid Cavalry**

*Cost:* 1 Manna Point per Game-Turn.

*Range:* Must be cast in caster’s hex.

*Limits:* None.

**Effects:** This spell is similar to Conjure Zombie Infantry, with the following exceptions:

A. The unit remains in existence for as many Game-Turns as Manna Points expended.

B. The Conjured unit is a 3/9 cavalry.

**[12.4] Spells of the Third Power Level**

**[12.41] Monsoon**

*Cost:* 5 Manna Points.

*Range:* Not applicable.

*Limits:* None.

**Effects:** This Spell is similar to Conjure Zombie Infantry with the following exceptions:

A. The caster must expend one and a half Manna Points for each Game-Turn that the unit will remain in existence when he creates the unit.

B. The Wyvern Aircroops are 3/10’s.

**[12.47] Dispel Magicks**

*Cost:* 3 Manna Points.

*Range:* Equal to the Spell being countered.

*Limits:* May only be cast as a Counterspell, but unlike other Spells, Dispel Magicks may be thrown immediately after another Player has a Character cast one of the listed Spells.

**Effects:** The caster attempts to negate the effects of any of the following Spells (Force Wall, River Crossing, Fear, Moraé, Monsoon, Enhance Stature, Forest, Immobilization, Building, Ersatz Winter, Beserkergang). To do so, the owning Player rolls a die. He automatically dispels a Spell of the First Power Level, has a 5 in 6 chance (on a roll of 1-5 on a single die) of compelling a Spell of the Second Power Level, a 4 in 6 (on a roll of 1-4 on a single die) chance of compelling a Spell of the Third Power Level, etc. Note that the range of Dispel Magicks is equal to the range of the Spells they are attempting to Dispel.

**[12.5] Spells of the Fourth Power Level**

**[12.51] Disintegration**

*Cost:* 6 Manna Points.

*Range:* 5 hexes.

*Limits:* None.

**Effects:** By casting this Spell, a Character may do one of the following:

A. Destroy any one Wall or Force Wall hexside within 5 hexes. The Wall ceases to exist, and the hexside becomes passable.

B. Create an entrance to a Dragon’s Tunnel Complex. The entrance may be created in any Tunnel hex within 5 hexes of the caster. Note: The only conceivable reason for this use would be if a Dragon or Mage chose to blockade such a hex (see Case 17.43).

C. Destroy a bridge within 5 hexes. The Bridge ceases to exist and the River hex becomes impassable. Note: If a unit or Character is on a Bridge when it is disintegrated, it is moved one hex onto a non-River hex by the owning Player. An Army unit so affected is Demoralized and retreated.

**[12.52] Building**

*Cost:* 5 Manna Points.

*Range:* 5 hexes.

*Limits:* None.

**Effects:** By casting this Spell, a Character may do one of the following:

A. Create a Wall hexside on some hexside that is adjacent to a hex within 5 hexes of the caster.

B. Seal an entrance to a Dragon’s Tunnel Complex.

C. Build a bridge on some River hex within 5 hexes.

**[12.53] Vortex Creation**

*Cost:* 2 Manna Points per Vortex.

*Range:* 5 hexes.

*Limits:* No more than one Vortex may be created in each Vortex hex.

**Effects:** The caster may create one Vortex in any or all Vortex hexes that are within five hexes of the caster. Two Manna Points must be expended per Vortex created. A Vortex counter is placed in each Vortex hex in which Vortices are created. The Vortices are not moved until the Random Movement Inter-Phase.

**[12.54] Ersatz Winter**

*Cost:* 8 Manna Points.

*Range:* Not applicable.
Limits: None.
Effects: This is similar to the Monsoon Spell. Movement Point costs for all terrain are tripled for the next Game-Turn only. No Dragons, Spiders, or Swamp Creature units or Characters may move or attack until the end of the next Game-Turn. All Mountain hexes become impassable until the end of the next Game-Turn; units in such hexes may not move. No Flying units may move. All lake and moat hexes north of heexw(xx27) become passable as Clear terrain (but units may not end their movement in such hexes). All Stream hexesides have no effect. Killer Puppies pay normal Movement Costs, and have their Combat Strength doubled until the end of the next Game-Turn.

[12.55] Teleportation Control
Cost: 4 Manna Points.
Range: Must be cast on Characters in the same hex.
Limits: None.
Effects: This spell affects all Characters and/or units in the caster’s hex. The effects last until the end of the Game-Turn. If, during the Friendly Movement Phase in which the Character casts the Spell, the units/Characters on which it is cast move through a Portal (see Case 16.1), the Player who owns the casting Character may choose which Portal becomes the moving units/Characters’ destination Portal. A die is not rolled for Teleportation; the units are simply placed at their chosen destination. A die is then rolled to determine whether the Characters/units are eliminated; this die does not determine where they are placed, but only whether they are eliminated by Teleportation. This die-roll may be dispensed with if Teleportation Protection (see Case 12.21) is cast. The Spell must be cast in the Friendly Movement Phase.

[12.56] Conjure Koboldic Infantry
Cost: 1 Manna Point per Game-Turn.
Range: Must be cast in caster’s hex.
Limits: None.
Effects: This Spell is similar to Conjure Zombie Infantry except that:
A. The caster must expend one Manna Point for every Game-Turn that the unit will remain in existence, and
B. Koboldic infantry are 4d4.
Note: True Kobolds are earth spirits; one should think of Kobolds as bearing a closer resemblance to earth elementals than Goblins.

[12.6] SPELLS OF THE FIFTH POWER LEVEL
[12.61] Planar Return
Cost: 6 Manna Points.
Range: Unlimited.
Limits: None.
Effects: The caster immediately returns to his home hex. If he rolls a 1 on the die, however, he is eliminated and removed to another plane and may never see the Valley again. This Spell may be cast at any point in the game, and, therefore, is an exception to the Sequence of Play.

[12.62] Summon Demon
Cost: 8 Manna Points.
Range: Must be cast in caster’s hex.
Limits: None.
Effects: The caster summons a Demon. Note that unless the caster casts a Bind Demon Spell in the same Phase, he will not control the Demon, which may therefore attack him. See the rules for Demons (Case 17.2). Roll for the summoned Demon’s characteristics as per the rules for Monsters.

[12.63] Banish Conjured Troops
Cost: 3 Manna Points per unit.
Range: 7 hexes.
Limits: None.
Effects: May be cast as a Counterspell. The caster may eliminate any or all Conjured units within 7 hexes. He expends four Manna Points per unit eliminated, and may specify which units are to be eliminated. Note: This Spell affects all units created by the Conjure-type Spells; it has no effect on Demons.

[12.64] Conjure Wraith Troops
Cost: 1½ Manna Points per Game-Turn.
Range: Must be cast in caster’s hex.
Limits: None.
Effects: This Spell is similar to Conjure Zombie Infantry, with the following exceptions:
A. The caster must expend one and a half Manna Points for each Game-Turn that the unit will remain in existence.
B. Wraith Troops are 6m3 infantry.

[12.7] SPELLS OF THE SIXTH POWER LEVEL
[12.71] Bind Demon
Cost: 4 Manna Points per Game-Turn.
Range: 15 hexes.
Limits: None.
Effects: On the Game-Turn that a Character summons a Demon, he may attempt to bind the Demon. In addition, if there is a Demon on the Game-Map that has not been previously bound, a Character may attempt to bind it. After the Demon is summoned, its Magic Resistance is determined (see Monsters, Section 17.0). When Bind Demon is cast at a Demon, a die is rolled, and two is added to the die-roll; if the modified die-roll is greater than or equal to the Demon’s Magic Resistance, the Spell succeeds, if not, it fails, and the Demon remains unbound. The Player who owns a Character who successfully binds a Demon controls that Demon and may move him as he would any other Monster under his control. The Binding Character must expend four Manna Points every Game-Turn to retain control of the Demon and must remain within 15 hexes of the Demon at all times; if either of these conditions is not fulfilled, the Demon is Unbound (see the rules for Monsters, Case 17.2).

[12.72] Banish Demon
Cost: 6 Manna Points.
Range: 4 hexes.
Limits: None.
Effects: May be cast as a Counterspell. The Spell may be cast at any Demon within 4 hexes of the caster. A die is rolled and two is added to the result; if the number rolled is less than or equal to the Demon’s Magic Resistance, the Spell fails. Otherwise, the Demon is banished and removed from play.

[12.73] Summon Force
Cost: All Manna Points (minimum of 5).
Range: Must be cast in the caster’s hex.
Limits: This Spell may only be cast when the casting character is in hex 0606 (the Gateway of Evil); see Special Terrain rules, Case 16.31.
Effects: After the Spell is cast, a die is rolled and the following table referred to:

<table>
<thead>
<tr>
<th>DHE</th>
<th>Force</th>
<th>Game-Turns</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Continental Siege Machine</td>
<td>3</td>
</tr>
<tr>
<td>2</td>
<td>SS Wiking Division</td>
<td>4</td>
</tr>
<tr>
<td>3</td>
<td>Legions of the Dead</td>
<td>6</td>
</tr>
<tr>
<td>4</td>
<td>Demon</td>
<td>5</td>
</tr>
<tr>
<td>5</td>
<td>No effect</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>Caster struck dead; remove from play</td>
<td></td>
</tr>
</tbody>
</table>

There are counters provided for the Continental Siege Machine, SS Wiking Division, and Legions of the Dead, which are treated in the same way as Conjured forces (except that Banish Conjured Forces Spells have no effect on them). If a Demon is summoned, the normal rules for Demons apply. Regardless of what is summoned, the caster has complete control of the force summoned for the indicated number of Game-Turns (not including the current Game-Turn). If a Demon is summoned, it is considered Bound. After the Game-Turn limit has expired, the summoned force is removed from play. If the Spell was previously cast and the summoned force is already in play, roll again until one that is not in play is rolled, or the caster is struck dead.

[12.74] Firestorm
Cost: 10 Manna Points.
Range: 5 hexes.
Limits: None.
Effects: The Spell is cast at a single hex. All units in the target hex are destroyed. All Characters in the hex must remain in the hex without moving, attacking or casting Spells for one full Game-Turn (until the caster’s next Friendly Magic Phase) and during this Game-Turn no Enemy Characters or units may move into the Blasted hex. The hex becomes a Blasted terrain hex unless it was a River or Lake hex. Place a Blasted counter in the hex.

[12.75] Berserkergang
Cost: 2 Manna Points per unit.
Range: 7 hexes.
Limits: None.
Effects: All units on whom the Spell is cast have their Combat Strength doubled for the next Combat Phase. In other words, during the next Player-Turn of the owning Player of the units, they will have their combat strength doubled. Any number of units within range of the caster may be affected, as long as the caster expends two Manna Points per unit affected. The caster specifies which units are affected.

[12.76] Conjure Demonic Infantry
Cost: 2 Manna Points per Game-Turn.
Range: Not applicable.
Limits: None.
Effects: This Spell is similar to Conjure Zombie Infantry, with the following exceptions:
A. The caster must expend two Manna Points for every Game-Turn that the Conjured unit is to remain in existence.
B. The Conjured unit is 8m4 infantry.

[12.8] SPELLS OF THE SEVENTH POWER LEVEL
[12.81] Wizard Wheel
Cost: All Manna Points (minimum of 6).
Range: One-half as many hexes as Manna Points expended (round down).
Limits: None.
Effects: All Characters (including the caster) within range of the caster immediately lose all their Manna Points (i.e., have their Manna Point total reduced to zero). All Conjured units and Demons within range of the Spell are immediately removed from the Game-Map. All Talismans of Orb within
range of the Spell cease to function for the next Game-Turn. All magically created Bridges, Walls, and terrain types within the range of the Spell cease to exist and are removed from the Game-Map. No Characters that begin the Game-Turn within range of the Spell may cast Spells for the rest of the Game-Turn. The Player who owns the casting Character may determine the range of the Spell; the minimum range is 3, and the maximum is one-half as many Manna Points as the casting Character has. Note: A Spell that requires the expenditure of all Manna Points (e.g., Summon Force) is the only Spell that the Mage may cast in a given Game-Turn.

[12.9] SUMMARY OF SPELLS
(see separate sheet)

[13.0] COMBAT

GENERAL RULE:
Combat occurs between adjacent opposing units at the discretion of the Phasing Player during the Combat Resolution Segment. The Phasing Player is always considered the Attacker, and the owning Player of any units that are attacked is the Defending Player, regardless of the overall strategic position.

PROCEDURE:
Total the Combat Strength of all attacking units involved in a specific attack and compare this total to the total defense strength of the units in the hex under attack. Adjust for any Magical Support (see Section 14.0). State the comparison as a probability ratio: Attacker's strength to Defender's strength. Round off the ratio in favor of the Defender to conform to the simplified ratios found on the Combat Results Table, then modify the odds if any Characters with positive leadership are present (see Section 14.0). Roll the die and read the result on the appropriate column of the table. Apply the results immediately, before resolving any other attacks being made during the Combat Phase.

CASES:

[13.1] WHICH UNITS MAY ATTACK

[13.1.1] Units may attack only during their owning Player's Combat Phase, during the Combat Resolution Segment of that Phase.

[13.1.2] Units may attack any and all adjacent Enemy units. Only those units directly adjacent to a given Enemy unit or stack of units may participate in an attack upon that unit or stack. Units may not attack units of a different force if the owning Players of the two groups of units are allied.

[13.1.3] Attacking is completely voluntary; units are never compelled to attack, and not every unit adjacent to an Enemy unit need participate in any attack. A Friendly unit in a stack that is not participating in a given attack is never affected by the results of that attack.

[13.1.4] An Enemy-occupied hex may be attacked by as many units as can be brought to bear in the six adjacent hexes. Allied units may combine in an attack.

[13.1.5] No unit may attack more than once per Game-Turn; no unit may be attacked more than once per Combat Phase. Note, however, that a unit may be attacked more than once per Game-Turn if the units belonging to two different Players choose to attack the unit during their respective Player-Turns.

[13.1.6] Demoralized units may never participate in an attack; Demoralized units have no Attack Strength, although they defend with their Demoralized Strength.

[13.1.7] Units with parenthetical Combat Strengths have their own combat strength halved when defending.

[13.2] MULTIPLE UNIT AND MULTI-HEX COMBAT

[13.2.1] All units in a given hex must be attacked as a single Defense Strength if they are attacked at all. The Defender may not withhold a unit in a hex under attack. Different units in a hex may not be attacked separately, nor may one unit be attacked without involving the other units in the same combat.

[13.2.2] Other units in a hex that contains an attacking unit need not participate in the same attack, or any other attack. Thus, when single units from separate stacks are attacking a given hex, the only requirement is that all attacking units must be adjacent to all defending units.

[13.2.3] A given unit's Combat Strength is always unitary; that is, it may not be divided among different combats either for attack or defense.

[13.3] EFFECTS OF TERRAIN ON COMBAT

[13.3.1] Units defending in certain types of terrain may have their Combat Strength increased while defending. This is always expressed as a multiple of the Combat Strength. For instance, units defending in Rough terrain have their Combat Strength doubled for defense purposes only.

[13.3.2] A defending unit may obtain the doubling effects of Streams only if all the attacking units are attacking across Stream hexes. If one or more attacking units are attacking across a Stream hex, then the Defender does not obtain any defensive advantage from the Stream.

[13.3.3] The effects of terrain are cumulative. Add the multiples together and subtract one to obtain a new multiple. For instance, a unit defending in a Woods hex behind a Stream hexside would have its Defense Strength tripled (2 + 2 + 1 = 3). A unit three times doubled would have its Defense Strength quintupled (2 + 2 + 2 + 1 = 6), etc.

[13.3.4] The Racial type of a unit may affect the defensive benefit it gains from a given terrain type. For instance, Elven units are tripled in Woods hexes, but all other units are merely doubled (see Terrain Effects Chart, 7.7).

[13.3.5] Certain terrain types are impervious to some units but passable to others. For example, River hexes are passable to Flying units, all Swamp Creatures and Killer Penguins, but impassable to all others. A unit may attack into a hex even if it is not able to move into that type of hex. A unit may not, however, attack across Wall or Force Wall hexes unless it is a Flying unit.

[13.3.6] Units may attack Bridge hexes only from one of the two entrance-hexes on the bridge. Exception: Archer units, Flying units, the Continental Siege Machine, Killer Penguins, and Swamp Creature units may attack into bridge hexes from any adjacent hex.

[13.4] COMBAT RESOLUTION

[13.4.1] Attacks may be resolved in any order that the Attacker wishes. The results of each attack must be applied immediately as the attack is executed.

[13.4.2] Combat ratios are rounded off in favor of the Defender to conform to the ratios listed on the Combat Results Table. For example, a ratio of 11 to 6 would be rounded to 3 to 2.

[13.5] EXPLANATION OF COMBAT RESULTS

[13.5.1] All combat results are expressed in terms of units lost or hexes retreated. Results to the left of the slash are applied to the Attacker; results to the right of the slash pertain to the Defender. A result of "-/-E" means that all defending units are eliminated and no retreat option is possible.

[13.5.2] A number result (e.g., 2, 1, etc.) means that the affected stack of unit(s) must either lose the indicated number of units or retreat all units in the stack the indicated number of hexes. The Player whose units are affected may take a combination of unit losses and hexes retreated if he so wishes; in other words, if a defending stack were to suffer a "2/" result, for instance, the defending Player could either eliminate two units, or retreat all units in the stack two hexes, or eliminate one unit and retreat the remaining units one hex.

[13.5.3] If a stack suffers a result of "1/" or "4, at least one unit in the stack must be eliminated. This eliminated unit does count toward the three or four eliminations/retreats necessary, but at least one unit must be eliminated.

[13.5.4] Some results on the CRT are "split" results; e.g., "1/1." In a split result, the Defender always suffers his result first, whether it is a loss or retreat or a combination. Then the Attacker suffers his result. If any attacking units remain in the original hex after the Attacker has suffered his loss, they may advance after combat, provided that the defending hex has been vacated. The Defender may never advance in a split result.

[13.5.5] Note that a retreating unit is immediately Demoralized; see Section 15.0.

[13.6] RETREATS

[13.6.1] Retreats are always optional. The Player may choose to lose units rather than retreat. However, a unit may never retreat into or through an Enemy unit or an impassable hex or hexide. Units retreating from the same hex may end up in different hexes.

[13.6.2] The Player who owns a unit always retreats the unit. However, he must retreat his units under the following guidelines.

[13.6.3] A retreatting unit must, if possible, retreat into a hex that is not in an Enemy Zone of Control — preferably a vacant hex. If this is not possible, the unit may retreat into a Friendly-occupied hex that is in an Enemy Zone of Control. If this is not possible, the unit may retreat into an unoccupied hex in an Enemy Zone of Control.

[13.6.4] Retreat Preference Summary:
1. Vacant un-controlled hex.
2. Friendly-occupied un-controlled hex.
3. Friendly-occupied Enemy-controlled hex.
4. Vacant Enemy-controlled hex.
5. Friendly-occupied hex in excess of stacking limits.

[13.6.5] Units forced to retreat must end their retreat as many hexes away from the hex they began their retreat from as hexes the retreat result calls for, unless the only available retreat path(s) prohibit such a retreat. In other words, retreating units may not double back to end their retreat nearer to their original hex.

[13.6.6] Units may retreat through or into other Friendly units without disturbing the non-retreating units. The non-retreating units are not affected by the retreating units; there is no displacement.

[13.6.7] Units may retreat into Friendly-occupied hexes in excess of stacking limitations. These units are not eliminated as long as the Player moves
them elsewhere during his next Movement Phase. Players may retreat units in this manner only if all other possibilities for paths of retreat are eliminated.

[13.68] If a unit is forced to retreat into a Friendly-occupied hex and that hex then undergoes an attack, the retreated unit does not add its Strength to the units in the hex. However, if that hex suffers any combat result (loss or retreat), the previously retreated unit is automatically eliminated, regardless of whether the Player decides to retreat or not. This elimination may not serve toward fulfillment of the combat result.

[13.7] ADVANCE AFTER COMBAT

[13.71] Whenever an Enemy unit is forced to retreat, it leaves a path of vacant hexes behind it called the Path of Retreat. Any or all Friendly victorious units which participated in the combat are permitted to advance along the Enemy Path of Retreat.

[13.72] The advancing victorious units may cease advancing in any hex along the Path of Retreat.

[13.73] Advancing victorious units may ignore Enemy Zones of Control.

[13.74] An advancing unit may not stray from the Path of Retreat (However, see Case 13.76).

[13.75] The option to advance must be exercised immediately, before any other combat resolutions. Units are never forced to Advance after Combat. After advancing, units may neither attack (nor be attacked, if they are advancing defending units) in that Phase (see Case 13.14), even if their advance places them adjacent to Enemy units whose battles are yet to be resolved or who were not involved in combat. However, advances are useful in cutting off the retreat of Enemy units whose combat has not yet been resolved.

[13.76] If all units in a hex are eliminated, the victorious units may advance a maximum of two hexes after combat. The first hex must be the hex formerly occupied by the destroyed unit(s); the second may be any adjacent empty hex.

[13.77] Any victorious unit may Advance after Combat, regardless of whether it was the Attacker or the Defender in the resolved combat.

![Image 7](image)

[13.78] Cavalry units (only) have what is known as a “charge option.” This means that, in any given attack, a Player may double the Combat Strength of any Cavalry units involved in the attack. Thereafter, the Cavalry units are automatically Damage Reduced. No other unit type has this option, and Cavalry units may only exercise this option when attacking, never when defending. Note: Charging Cavalry units on whom Berserker- gang has been cast are quadrupled for Attack Strength purposes.

[14.0] EFFECTS OF CHARACTERS ON COMBAT

GENERAL RULE:

Characters can affect Army combat in two ways. Characters with a Leadership Rating other than zero can use this Rating when leading Army units, and Characters who are able to cast Spells may affect combat by using their Magical abilities.

CASES:

[14.1] LEADERSHIP

[14.11] Any Character stacked with one or more units at the instant of combat may affect any combat in which his stack is involved, or in which any unit in his stack is involved. After the combat ratio for the combat has been calculated, the Players shift as many columns on the Combat Results Table as the leadership rating of the involved Character, in favor of the Character’s side.

[14.12] Example: The Paladin Glade participates in an attack made by Imperial units. The odds ratio is 1-1. The Paladin Glade’s Leadership Rating is 5 (3 augmented to 5 by the sword Retaliation), and so the Players shift five columns in Glade’s (i.e., the Imperial units’) favor on the Combat Results Table, to the 5-1 column.

[14.13] It is perfectly possible for both the Attacker and the Defender in a given combat to have a Character influencing the combat; in this case, the lesser Leadership Rating is subtracted from the greater field and a net column shift. Example: The Crownkitch, with a Leadership Rating of 3, is involved in an attack on Imperial units which are stacked with the Paladin Glade, who has a Leadership Rating of 5. Before modification, the ratio is 2-1. The Paladin Glade’s Leadership Rating is 2 greater than the Crownkitch’s, so the Players shift over two odds columns in favor of Glade, bringing the ratio down to 1-1.

[14.14] If a Character is stacked with several units which are involved in separate attacks, the Character may influence only one of those attacks. However, a Character may influence any number of defenses — i.e., if the stack is attacked more than once, the Character may influence all the combats.

[14.15] Only one Character per side may influence a single combat. A Character may influence a combat involving Allied units if he is stacked with those Allied units. If a situation arises where more than one Character is capable of lending his Leadership Rating on one side, the owning Player(s) of the Characters determine which to exert his influence.

[14.2] DIRECT MAGICAL EFFECT ON ARMY COMBAT

[14.21] In addition to influencing combat indirectly by casting Spells during the Magic Phase, Characters which are able to cast spells may affect the outcome of a given combat directly. It is assumed that the Character is in reality lending support to the combat by casting various and sundry lesser spells to affect the Enemy troops and Characters.

[14.22] If a Character is stacked with Friendly or Allied units at the instant of combat, he may expend Manna Points to influence the combat. The Player who owns the Character decides how many Manna Points he is to expend; the number expended is doubled and then multiplied by the Magical Power of the Character to yield a single number. This number is added to the total Combat Strength of the unit(s) on the side of the Character.

[14.23] If both parties to a combat have Characters which can expend Manna Points to influence the combat, both Players secretly record the number of Manna Points that they wish to have their Characters expend. Both numbers are revealed simultaneously.

[14.24] If a Player has more than one Character in a position to influence a given combat, he may have any or all of them expend Manna Points to do so. The Manna Points expended by a given Character are multiplied by his own Magical Power, regardless of the expenditures of other Characters.

[14.25] Note that a Character with a Leadership Rating and the ability to cast spells may influence a given combat through both Leadership and Magic.

[14.26] The effects of Manna Point expenditure are calculated before the column-shifts due to Leadership Ratings. Manna Points are expended during the Magic Allocation Segment of the Combat Phase, and the column shifts are calculated during the Combat Execution Segment.

[15.0] DEMORALIZATION AND RALLYING

GENERAL RULE:

All units are back-printed; that is to say, they have Strengths printed on both sides of their counters. Units may become Demoralized by Killer Penguin attack, Random Event, or combat result. Demor-alized units may not attack or move into an Enemy Zone of Control, and they defend at half Strength. Rallying is the process whereby units become combat effective once again — it may be performed by Characters or Spell.

PROCEDURE:

Normally, all units are placed on the Game-Map face-up; when units are Demoralized they are flipped face-down so that their reverse side faces up. The Demoralized or reduced-strength side of all units is printed on the back of each unit. When units are rallied, they are flipped back to their face-up side.

[15.1] WHEN UNITS ARE DEMORALIZED

[15.11] Units are Demoralized when they retreat. Note that retreats are always voluntary; the combat system is designed in such a way that a Player may always decide to eliminate units rather than retreat them. If a unit or stack of units retreats as a result of combat, whether that stack was attacking or defending, all retreatling units immediately become Demoralized and are flipped over to their reduced-strength side.

[15.12] Any unit or stack of units which is subject to an attack by one or more Killer Penguins is immediately Demoralized. Therefore, the attack is conducted with the defending unit on its Demoralized side. Should the combat result in a Defender receiving a 1 or 2 result, the unit may retreat without further Demoralization (i.e., elimination results in a Defender receiving a 3 or 4 result there is a second Demoralization and a 3 or 4 is thus a Defender Eliminated in effect when a Killer Penguin attacks.

[15.2] EFFECTS OF DEMORALIZATION

[15.21] Units which are Demoralized have their Combat Strength halved; their reduced Combat Strength is printed on the Demoralized side of the unit counter.

[15.22] Units which are Demoralized retain their full Movement Allowance. However, they may never enter an Enemy Zone of Control. If an Enemy unit moves adjacent to a Demoralized unit, the unit need not retreat or move away.

[15.23] Demoralized units may never attack. They defend with their reduced Combat Strength.

[15.24] If a Demoralized unit is forced to retreat, it is instead eliminated.
16.0] SPECIAL TERRAIN TYPES

GENERAL RULE:
There are two types of special terrain depicted on the Game-Map; Vortices and Portals. In addition, there are a number of special symbols at various points on the Game-Map.

Hexes containing Portals are called Portal Hexes. Units or Characters in a Portal hex at the beginning of a Friendly Movement Phase, or moved into a Portal hex, may be transported to some other Portal hex. Normally there is no choice as to which hex the units or Characters will be teleported to; it is determined at random. There is some risk of them being eliminated altogether. However, there are Spells that may be used to teleport selectively, (Teleportation Control, see Case 12, page 55 and safely (Teleportation Protection, see Case 12.21).

Vortex hexes are hexes from which Vortices emanate. Vortices may be created by Spell (Vortex Creation, see Case 12.53), by Random Event (Vortex Storm), or by a Vortex passing over a Vortex hex. Essentially, Vortices Demoralize and sometimes eliminate Army units.

PROCEDURES:
Each Portal hex is numbered — there are six Portal hexes, so each is assigned a number between 1 and 6. When a unit/Character or group of units and/or Characters Teleport, a die is rolled; the unit/Character appears in the Portal hex which is numbered the same as the number rolled on the die. If the die rolled is the same number as the Portal hex from which the unit/Character teleported, the Player attempting to Teleport eliminates all Teleporting units or Characters (unless Teleportation Protection was cast).

During the Random Movement Phase at the end of each Game-Turn, all Vortex counters are moved randomly, counter by counter. Players determine how each Vortex counter will move according to the following procedure: a die is rolled twice. The first die-roll determines the direction in which the Vortex will move, as shown on the directional pattern printed on the Game-Map. The second die-roll determines the number of hexes the Vortex will move. The Vortex is then moved the indicated number of hexes in the appropriate direction. By mutual agreement, one Player will be chosen to roll the die and move the Vortices; he determines the order in which the Vortices are moved.

CASES:

16.1 PORTALS AND TELEPORTATION

16.11 Portal hexes are treated as Clear terrain hexes for Movement Point and Combat purposes, but have the special effect. Units or Characters moving into a Portal hex or beginning their Movement Phase or Segment in a Portal hex may Teleport to some other Portal hex.

16.12 A unit or Character in a Portal hex need not teleport; Teleportation is purely voluntary.

16.13 Characters on whom Teleportation Protection has been cast are never eliminated; if the number rolled corresponds to the Portal hex from which a Character Teleported, the Character remains in the Portal hex and is not moved.

16.14 When one or more units or Characters engage in Teleportation, the owning Player(s) of the units or Characters must specify whether they Teleport together or separately. If the units or Characters Teleport together, a die is rolled for each group; if they Teleport separately, a die is rolled for each unit or Character in the group, and the game will wind up at widely scattered Portal hexes.

16.15 When a unit or Character Teleports to a Portal hex, its counter is simply picked up and placed in the Portal hex to which it Teleported. Note that this is an exception to the rule which says that units must move from contiguous hex to contiguous hex. Note that units and Movement Points are not expended while a unit is Teleporting — if the Teleporting unit or Character has any Movement Points left, it may continue moving. The exception to this rule is if an Enemy unit is displaced in Teleportation (see Case 16.16).

16.16 If a unit is Teleported to a Portal hex occupied by one or more Enemy units, the Enemy units are automatically repositioned one hex (but not Demoralized) and the Teleporting unit occupies the Portal hex, but may not expend any unused Movement Points.

16.17 There is a Spell known as Teleport Control which enables a Character or unit on whom the Spell is cast to decide which Portal hex he Teleports to rather than depending on a die-roll. In other words, the owning Player of the Character or unit on whom the Spell is cast determines which Portal hex the Character or unit teleports to, and a die is not rolled. Both Teleport Control and Teleport Protection are "party" Spells; this means that the Spell can be cast on a group of Characters or units moving together, and all gain the benefit of the Spell.

16.18 Players should note that Portal hexes can often be of great importance in S&L. They allow quick Movement from one corner of the Game-Map to another. This is especially crucial in the Quest Scenarios.

16.19 Monsters (see Section 15.0) will never Teleport, since they have an innate distrust of Portals. The exceptions to this rule are the Demons and Dragons, who are intelligent enough to realize the value and inherent danger of Teleportation.

16.2 VORTEX HEXES AND VORTICES

16.21 Certain hexes on the Game-Map are Vortex hexes. By casting Vortex Creation, a Character may create a Vortex counter in any Vortex hex within range of the Spell. In addition, certain Random Events cause the creation of Vortices.

16.22 Vortex hexes are impassable to all units — including Flying units. Their sole purpose in the game is the creation of Vortices.

16.23 If a Vortex moves into a Mountain hex at any time, the Vortex is removed from play. If a Vortex moves through four Forest and/or Woods hexes in a single Game-Turn, it is removed from play. If a Vortex attempts to move into a Lake or River hex, or across a Stream hexside, it instead ceases movement and moves no further during this Random Movement Phase. Vortices ignore all other terrain types, they may move through impassable terrain.

16.24 If a Vortex passes through a hex containing another Vortex, the moving Vortex is destroyed.

16.25 If a Vortex passes through a Vortex hex, another Vortex is created in the hex; the new Vortex moves in the Game-Turn in which it is created. A Vortex does not create another Vortex if it ends its movement in a Vortex hex. Each Vortex hex may produce a maximum of one Vortex per Game-Turn; if Vortex movement would cause a Vortex to produce more than one Vortex, it creates only one Vortex, and any additional movement does not cause Vortex creation.

16.26 If a Vortex passes through a hex containing an Enemy Army, a die is rolled and the Army Combat Results Table is used to determine if the spell is successful

16.27 Characters are not affected by Vortices.

16.3 SPECIAL HEXES

16.31 Hex 1752: The Bottomless Plungehole. This is a huge chasm descending deep into the surface of the planet; it is rumored to be transdimensional and was created during the Age of Instability that followed the Age of Great Magic. Any unit moving into the hex is considered to fall ineluctably into the Bottomless Plungehole, and is therefore eliminated. Exception: Flying units, Characters, and Monsters may move through the hex, although they may not end their movement there.

16.32 Hex 0606: The Gateway of Evil. The Summon Force Spell may be cast only in this hex. See Summon Force, 12.73.

16.33 There are a number of other special hexes, but these are the ones that have any effect on the Army Game; the others have effect only in the Quest Game.

17.0 MONSTERS

GENERAL RULE:
"Monster" is a generic term used to refer to Demons, Dragons, Tyrannosauri Reges, Trolls, Spectres, and Killer Penguins. All Monsters act in some respects as units and in others as Characters.

CASES:

17.1 CHARACTERISTICS OF MONSTERS

17.11 Monsters move in the same way as Characters. All Monsters have a Movement Allowance of 9. In any Scenario one or more Players may control one or more Monsters.

17.12 Monsters have characteristics in the same way that Characters do Gygax Dragonlord and the Demon Yrigid both have Character cards; their characteristics are printed on their Character
cards. The Characteristics for each other Monster are the same as for all others of the same species. Therefore, Players always refer to the master cards when determining the Monsters' characteristics.

[17.13] Monsters also have a Combat Strength in the same way that units do. The Combat Strength of most Monsters are printed on their counters; the Combat Strengths of Demons depend on another die-roll (see Case 17.2). Monsters are not considered units for Stacking purposes; there may be an unlimited number of Monsters in a single hex. However, Monsters may never stack with Army units.

[17.14] Monsters have no Leadership Rating, although some are able to cast Spells. Monsters do not exert Zones of Control, and may move through Enemy Zones of Control in the same way that Characters can.

[17.15] For all Monsters with the exception of Killer PENGUINS (however, see Cases 17.36 and 17.25), a Defender 3 or 4 result is the equivalent of a Defender Eliminated. On any other result the Monster retreats without Demoralizing, as Monsters are never Demoralized.

Front

55 MONSTER
The Demon Yrgild

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<tr>
<th>Magic PL</th>
<th>Magic Potential</th>
<th>Magic Color</th>
<th>Magic Resistance</th>
<th>Fighting</th>
<th>Endurance</th>
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<td>Red</td>
<td>3</td>
<td>★ 4</td>
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<td>8</td>
</tr>
</tbody>
</table>

Back

[17.2] DEMONS
[17.21] Demons can be summoned, controlled, and banished by the use of various Spells; see Spell Descriptions, Cases 12.2 through 12.8.

[17.22] When a Demon is summoned, the owning Player of the summoning Character must determine the characteristics of the Demon. He does so according to the procedure listed Section 45.0 for Character (and Demon) generation. The characteristics relevant to the Army game are Magic Power Level, Potential and Color, and Combat Strength. Players may, of course, roll the other characteristics to satisfy their curiosity. Note: The Player must note on a piece of scrap paper what the Characteristics of the Demon are so that they may be referred to.

[17.23] The owning Player of a Character who has bound a Demon controls that Demon and may take steps to engage in combat with him as with any other Monster.

[17.24] Army Game only: If a Character attempts to bind a Demon that he has summoned, and fails to do so, both he and the Demon are eliminated (removed from play). If a Character successfully binds a Demon but later loses control of the Demon (see Bind Demon, 12.71), the Demon (but not the Character) is removed from play.

[17.25] The Demon Yrgild. The Demon Yrgild can only be eliminated by a Defender Eliminated result. A Defender 1 through 4 result simply necessitates a retreat of that number of hexes without Demoralization.

[17.3] KILLER PENGUINS
Killer PENGUINS are a race of fearsome creatures who live far to the North in the icy wastelands above the Valley of the Great Sword. They stand about fifty feet in their stocking feet, have great armor-plated beaks, and present a fearsome sight indeed with their blood-red eyes shining brightly and their white tuxedos stained red with the blood of their enemies!

[17.31] In certain Scenarios, one Player will be designated as having made a pact with the Killer Penguins; when this is the case, the Killer Penguin Entry Table (17.37) is referred to during the Random Movement Inter-Phase of each Game-Turn. Two dice are rolled and the number rolled found in the left-hand column of the Table; the result will either indicate that no Killer Penguin enters that Game-Turn, or it will list the number of Killer Penguins due to enter. If the Table directs the Players to introduce a Killer Penguin, a Killer Penguin counter is placed on the east or west glacier, as per the second die roll. If all Killer Penguin units in the counterhex have been used, no new ones may be introduced until one or more have been eliminated.

[17.32] The Player who is designated as having a pact with the Killer Penguins controls all Killer Penguins. There is a single Character card provided with the game which lists the characteristics of Killer Penguins; all Killer Penguins have the same characteristics.

[17.33] Killer Penguins may never be moved south of the xx27 hexrow, unless Ersatz Winter (Case 12.54) is in effect. However, if any Killer Penguins are south of the xx27 hexrow and Ersatz Winter ceases to occur, they are eliminated.

[17.34] If a Killer Penguin is ever involved in an attack on Enemy units, any or all surviving Enemy units are demoralized, regardless of the combat result.

[17.35] Killer Penguin units never retreat — if a unit or stack of units suffers an Attacker or Defender 1 (or more) result, the appropriate number of units must be lost.

[17.36] If Killer Penguins are not controlled by a Player, they move randomly like Vortices (see Case 16.2). If a Killer Penguin is directed to move off the west or east mapedge, or below the xx27 hexrow, it ceases movement. If a Killer Penguin is directed to move off the North mapedge, it is removed from play. Killer Penguins will attack any unit they are adjacent to, with the exception of another Killer Penguin.

[17.37] The first turn that a Killer Penguin enters the game-map, it must move along contiguous glacier hexes and thence enter directly south or along the Great River (depending on which glacier they are following).

[17.38] Killer Penguin Entry Table (see separate sheet)

[18.0] DIPLOMACY

GENERAL RULE:
Attempts by Players to get non-Player Neutral Armies to intervene in a given Scenario on a Player’s side are called Diplomacy. These rules are not designed to cover Diplomacy as agreements between Players; such agreements may be made by the Players as they wish, and the Alliance rules (see Section 6.0) can often be an aid in this. Printed on a separate sheet of paper is the Diplomacy Display, which is an area with a hexagonal grid superimposed, eleven hexes in diameter. The Diplomacy Display is used to keep track of the diplomatic situation in a given scenario. In war Scenarios, two or more competing Players attempt to fulfill victory conditions set by the Scenario. In these Scenarios, each Player controls the Armies.
of one or more of the powers on the Game-Map; in most war Scenarios, there are one or more neutrals. Neutrals are Armies and Characters who begin on the Game-Map, but are not controlled by any Player initially. By the use of the Diplomacy rules, the Players in a war scenario may attempt to influence the neutrals. A Player may hope to bring a neutral in the war on his side, thus giving him control of that neutral’s Characters and units.

PROCEDURE:
The Diplomacy Track is a hexagon measuring six hexes to the side; the hexes are numbered as they would be if the track were a Game-Map. The central hex is 006. There are six hexes along the center of each side of the track, labeled A through F. In a given Scenario, each Player will be assigned one such hex. Example: In the Second Dwarvo-Orcish War Scenario (Section 29.0), the Dwarrows are assigned hex A while the Orich Revolutionary Coalition is assigned hex D.

Each Neutral in a Scenario is assigned a marker, which is placed on the Diplomacy Track. The initial positions of the Neutrals’ Diplomacy markers are indicated in the Scenario set-up. Example: In the Second Dwarvo-Orcish War Scenario, Zirkast’s Diplomacy marker is placed on hex 0604 of the Diplomacy Track.

During play, the Diplomacy markers may be moved around the Track. If the Diplomacy marker of a Neutral Power ever enters one of the letter-labeled boxes, then that Neutral enters play on the side of the Player who is assigned that hex. Example: On Game-Turn Three of the Second Dwarvo-Orcish War, the Zirkast marker is moved into hex 0601 (the A hex); consequently, Zirkast immediately enters the war on the Dwarven side. If the Diplomacy marker of a Neutral is within one hex of a Player’s lettered hex, the Neutral represented by the marker is said to be influenced by the Player assigned to that hex. The effects of Influence are described below.

CASES:

[18.1] DIPLOMACY RESULTS
[18.11] Each Province that serves as a home Province for one of the Powers in Swords & Sorcery has a Capital hex which is indicated by a symbol (see Terrain Key on Map) printed in a hex of the Province on the Game-Map. Thus, each Neutral Power has a Capital.

[18.12] If, during the Diplomacy Inter-Phase, a Player has a Character or Emissary (see below) in the Capital of a Neutral Power, he must refer to the Emissary Results Table.

[18.13] First, the Players refer to the Diplomatic Interest Grouping Table (see 18.18). Find the Race of the Player’s Character or Emissary at the top of the Table, and the Race of the Neutral Power along the side. Cross-reference the row and column determined by the two Races to yield a single number, either positive or negative.

[18.14] Roll two dice. Add the number determined above to the dice roll. Add the Diplomatic Rating of the Player’s Character to the dice roll. Refer to the Diplomacy Results Table (18.19) and find the result that corresponds to the dice roll; the result will be in the form of a negative or positive number, or will be an “x.”

[18.15] If the result is an “x,” the Player’s Character or Emissary (depending on the Neutral) is horribly summarily executed and is removed from play, and the Player must move the Diplomacy marker one hex away from his letter. In addition, any and all Emissaries or Characters sent by that Player on future Game-Turns to conduct Diplomacy must subtract two from the Diplomacy dice-roll.

[18.16] If the number result is positive, then the Player may move the Diplomacy marker as many hexes as the number result on the Diplomacy Track, in any direction that he desires.

[18.17] If the number is negative, then the Diplomacy marker of the Neutral is moved as many hexes as the negative number directly away from the hex of the Diplomacy Track assigned to the Player. Example: If the Player who is assigned Hex A contains a 3 max. on the Diplomacy Results Table, and the Diplomacy marker of the Neutral was in hex 0505, the Diplomacy marker is moved to hex 0407, since this is most nearly “directly away” from hex A (0601).

[18.18] Diplomatic Interest Group Table (see separate sheet)

[18.19] Emissary Results Table (see separate sheet)

[18.2] EMISSARIES

[18.21] Emissaries are “pseudo-characters;” that is, they act like Characters in some respects, but exist only for one purpose and are removed from play quickly.

[18.22] Any Character who has a Diplomatic Rating greater than zero may have up to two Emissaries. Provided with the game are a number of Emissary counters, which are used to represent any Emissary that may be in play.

[18.23] A Player’s Emissaries are “created” at the beginning of the Friendly Movement Phase. The Emissary moves in the same manner a Character does.

[18.24] If an Emissary is in the same hex as an Enemy unit at any time, the owning Player of the Army unit may, at his option, remove the Emissary from play.

[18.25] Once an Emissary moves into a Capital hex, it must immediately cease movement. No more than one Emissary of a Character may be in a particular capital hex, and a character and his Emissary may not occupy the same capital hex. An owning Player may have only one of his Characters or Emissaries conduct Diplomacy with a particular Neutral during the same Game-Turn.

[18.26] On the Game-Turn in which the Emissary reaches a Capital hex, the owning Player of the Emissary refers to the Diplomacy Results Table to see what effect, if any, the emissary has on the Neutral whose Capital has been reached. This is resolved according to the procedure outlined in Case 18.1; the Emissary’s Diplomatic Rating is the same as its creating Character.

[18.27] If a Character moves to a Capital hex, he may not act as his own Emissary. In this case, two is added to the die roll when the Emissary Results Table is referred to, in addition to all other die modifications.

[18.28] Once an Emissary has been used, the Emissary counter is removed from the Game-Map. In other words, an Emissary remains in play only until he reaches a Neutral, after which he is removed from play as if acting as his own Emissary. Other Emissaries are not removed from play in this manner.

[18.29] Note also that a Character may never have more than two Emissaries in play at any one time, and the removal of an Emissary therefore enables a Character to send out another Emissary.

[18.30] Emissaries are always considered to have the Magic Profile, Diplomatic Rating, and Race of the Character who sent them forth. Emissaries have no other Characteristics.

[18.3] COMMON OBJECTIVES AND HUMAN SACRIFICES

[18.31] Emissaries are not the only way that Neutral Diplomacy markers may be affected. In a given Scenario, it may be indicated that a certain Player can move a certain Neutral’s marker towards his section of the Diplomacy Track by executing a certain action. Example: In the Second Dwarvo-Orcish War Scenario, each Game-Turn the Diplomacy marker of Zirkast may be moved one hex by the Dwarven Player, if the Dwarven Player executes at least one attack on Orcish units in a Game-Turn.

[18.32] Generally, some Scenarios contain a list of Common Objectives similar to the example given above that will affect the movement of Diplomacy markers if certain things occur in the Scenario. These Common Objectives will be defined in the Scenario.

[18.33] Some Neutrals can be influenced by Human Sacrifice. If a Neutral can be swayed by Human Sacrifice, such will be noted in the Scenario.

[18.34] A Player engages in Human Sacrifice by moving a unit or Character adjacent to a unit or Character controlled by the Neutral to whom he wishes to sacrifice. During the Alliance Determination Phase, the unit or Character is removed from the Game-Map and the Neutral’s Diplomacy marker is moved one hex by the sacrificing Player. A Player may sacrifice a captured Character (see Case 19.2).

[18.35] A Player may sacrifice as many units and/or Characters as he wishes in a given Game-Turn; however, the Diplomacy marker of a Neutral is never moved by more than one hex in response to a Player’s Human Sacrifices. In other words, sacrificing more than one unit or Character on a single Game-Turn to a Neutral does not increase the effects of the Human Sacrifice.

[18.36] The term “Human Sacrifice” does not mean that only Human units or Characters may be sacrificed; any Character or unit, regardless of Race, may be sacrificed in this manner. However, Monsters, Conjured units, and Emissaries may never be sacrificed.

[18.37] Any Player who controls Imperial or Endoran units may never engage in Human Sacrifice; the Church forbids such disgusting rites.

[18.4] INVASION AND INFLUENCE

[18.41] If Army units, Monsters, or Vortices owned or controlled by a Player enter territories owned by a Neutral, that Player is said to have invaded that Neutral. Note that borders are clearly marked on the Game-Map; the Players should have no trouble determining what constitutes invasion.

[18.42] Movement by Characters into a Neutral’s territory does not constitute invasion.

[18.43] If a Player invades a Neutral, the Neutral may go to war. If the Neutral’s Diplomacy marker is closest to a lettered hex on the Diplomacy Track that is assigned to a Player other than the invading Player, the Neutral’s Diplomacy marker is immediately moved to that lettered hex. In other words, the Neutral immediately enters on the side it was invading toward. If the Diplomacy marker was equidistant from two or more opposing, non-invading Players, those Players each roll one die—high die-roll wins control of the invaded country. If theNeutral’s Diplomacy marker was equidistant among the invading Player’s hex and one or more other Player’s hex, it will immediately ally with some non-invading Player as above. Alternatively if the Neutral’s Diplomacy marker was closest to the invading Player’s lettered hex, it would immediately be placed in the Neutral’s hex of the Diplomacy Track (i.e., hex 0606).
[18.44] If a Neutral's Diplomacy marker is within one hex of a lettered hex on the Diplomacy Track, the Neutral is considered to be "influenced" by the Player who is assigned to that hex. This means that the Player may freely enter the Neutral's territory and may move through the Zones of Control of the Neutral's units as if those units were Friendly units. If the Neutral's Diplomacy marker is later moved away from the Player, the Player must move his units out of the Neutral's territory by the end of the following Game-Turn; if any units of that Player do not leave the Neutral's territory by the end of the turns, the Player is considered to be invading the Neutral (see Case 18.41).

[18.5] EFFECTS OF NEUTRAL ENTRY
[18.51] When a Neutral's Diplomacy marker is placed in a hex adjacent to the Neutral immediately enters on the side of the Player assigned to that hex. This means that the Player gains control of all of the Neutral's units and Characters and moves them for the remainder of the game as if they were his own.

[18.52] The Diplomacy marker of a Neutral who has entered play on the side of one Player is removed from the Diplomacy Track; for the remainder of the game, the Neutral is controlled by the Player on whose side it has entered, and may not change its leasing.

[18.53] A converted Neutral may never use its Character(s) or its Emissaries to influence non-Allied Neutrals. In short, a Neutral that enters the game may not be involved in Diplomacy.

[18.6] EFFECTS OF NEUTRALS BEFORE ENTRY
[18.61] The units of a Neutral are set-up by the Player to whom they are leasing. If the Neutral is completely Neutral, the Players each roll a die, high die being the Neutral's. The die is rolled by each Player.

[18.62] When setting up a Neutral, one Character and two Army units must be set up in the Capital hex. The other units may be set-up anywhere within the Neutral's borders.

[18.63] Until a Neutral is either influenced or comes into play on one Player's side, Army units controlled by a Neutral do not extend their Zones of Control past that Neutral's borders.

[18.64] Should Neutrals have units Demoralized by the effects of Random Events J or N, the Player toward whom the Neutral is leasing must move that Neutral's Character to Rally as many units as possible. If the Neutral is completely Neutral, then the Player whose name comes first alphabetically moves the Character(s). Note that no Army units may move in this instance, just characters.

[18.7] MULTIPLE EMISSARIES OR CHARACTERS
[18.71] If more than one Player has Emissaries or Characters in a single Neutral's Capital hex in a given Diplomacy Inter-Phase, each Player determines the result of his Emissary (i.e., uses the Emissary Results Table) in the same order the Players moved during the current Game-Turn. If one Player succeeds in aillying with the Neutral before the results of all Emissaries have been resolved, the remaining Emissaries are removed from play and have no effect.

[18.72] If a Character is present in a Neutral's Capital hex at the same time as an Enemy Player's Emissary, the Character may, instead of consulting the Emissary Results Table on behalf of himself, subtract his Diplomacy Rating from the die-roll of any single enemy Emissary.

[18.8] DIPLOMACY DISPLAY
(see separate sheet)

[19.0] SPECIAL RULES FOR THE ARMY GAME

[19.1] RABBLE-AT-ARMS
[19.11] The Castles, Towns, Capitals, and Cities on the map are not as strategic goals over which various Armies fight, but are also bases for a high percentage of the population. Therefore, when an Army goes marching into a Town, City, Capital, or Castle hex they will almost undoubtedly encounter resistance.

[19.12] Each Castle, Town, Capital, or City has an intrinsic Defense Strength that is always used when defending against Enemy units. The intrinsic Defense Strength of an Army unit is added to Friendly units defending from Enemy attack or used by itself if attacked by Enemy units with no Friendly units in the Town, Castle, Capital, or City.

[19.13] In addition to the intrinsic Defense Strength, Castles, Castles, and Cities receive an intrinsic Leadership Rating. When a Castle defends from Enemy attack, the Defense Strength and any Friendly units gain a one-column shift in their favor; when a City (any hex) defends from Enemy attack, the Defense Strength and any Friendly units receive a two-column shift. Of course, this Leadership Bonus may not be combined with a Character's leadership, but the owning Player may choose the between the two if his Leader present in a City, Capital, or Castle hex.

[19.14] The intrinsic Defense Strength of a Town or Castle is 5 Strength Points. The intrinsic Defense Strength of a City or Capital is 10 Strength Points.

[19.15] A Defender E result eliminates the intrinsic Defense Strength. A Defender 1 through 4 result eliminates three times the indicated number of Strength Points of the intrinsic Defense Strength. In other words, a Defender 2 result would result in the loss of six (2 x 3 = 6) Strength Points, which would eliminate the intrinsic Defense Strength of a Town or Castle. Players must keep track of how many Strength Points a Castle, Town, Capital, or City has remaining on a separate sheet of paper. Once all of the intrinsic Defense Strength is eliminated, Enemy units are free to move into the Castle, City, Capital, or Town.

[19.16] The Players who originally own a Castle, City, Capital or Town may "regenerate" the intrinsic Defense Strength by having an Army unit remain in such a hex for two full Game-Turns, at the end of which the intrinsic Defense Strength and Leadership are considered to be at full.

[19.17] When taking losses in City, Town, Capital, or Castle, Army units must be retreated or eliminated before any losses are taken from the intrinsic Strength. If Armies units choose to retreat from a City, Capital, or Town, total the number of Army units retreating and subtract that from the number of the Defender result. If the sum is zero or negative, no further effect is applied. If the sum is a positive number, multiply the sum by three and subtract from the intrinsic Strength.

[19.18] Intrinsic Defense Strengths and Leadership Bonuses are not cumulative — the Player receives only the best benefits.

[19.2] CAPTURE AND ESCAPE
[19.21] If an Enemy unit moves into a hex containing a Friendly unit, the Character moves through movement or Advance After Combat, the Character is captured (a Character may not move into a hex containing an Enemy unit in the Army game). Once a Character is captured, the Enemy Player may move it with the Army unit(s) that captured it. The Enemy Player may freely transfer the captured Character(s) amongst his or her Allies' units, but if he ever leaves a captured Character alone in a hex, the Character automatically escapes.

[19.22] If the Enemy Player succeeds in bringing a Character back to this Capital, he may kill or eliminate in some gruesome way the captured Character at the end of any Diplomacy Interphase. He may also sacrifice the Character to a Neutral (see Case 18.3).

[19.24] At the end of any Manna Regeneration Phase, the Player whose Character has been captured may attempt escape by consulting the Leader- ship Rating of the captured Character and rolling a die. If the number on the die is equal to or lower than the Leadership Rating of the captured Character, the Character has escaped; the owning Player immediately moves the Character his full Movement Allowance without regard for the presence of Enemy Zones of Control and then play continues as normal the following Game-Turn.

[19.25] A Magic-using Character regenerates while captured, but may not cast Spells. However, a captured Character may expend Manna Points to influence the Escape die roll. For every two Manna Points expended, one is subtracted from the Escape die-roll. The result may be a negative number.

[19.26] When calculating additions and subtractions to the Escape die-roll, a Player must add one for each Enemy Character present in the same hex as a captured Character.

[19.27] Note that a Character may still continue to attempt escape while in the Enemy Player's Capital if the Enemy Player chooses not to kill the captured Character. It is also possible for a Friendly stack to recapture (liberate) a captured Friendly Character.

[19.28] If two Enemy Characters are in the same hex, they ignore each other. In other words, if two Characters meet in a hex, they may not have combat, etc.

[19.29] A Character may not attempt escape on the Game-Turn in which he is captured.

[20.0] SCENARIOS

The Army Game is resolved into individual Scenarios, which cover important conflicts throughout a two-thousand year period in the history of the Valley of Avarile. Players must choose which Scenario they wish to play preparatory to the start of the Army Game. Once the Players have selected the Scenario they wish to play, they may wish to read the accompanying background, which is intended to be a synopsis of events leading up to the war. The Scenario description will inform the Players as to the initial disposition of the Sun, the initial number of Players, the number of turns required to play a complete game, the initial forces of each side, the Neutrals available and their diplomatic leaning, Special Rules (if any), and the Victory Conditions.

[20.1] GAME SIZE, LENGTH AND STELLAR CONFIGURATION

[20.11] Game Size

The Game Size alerts the Players as to the number of individuals required to play the Scenario. In some Scenarios, it will be possible to play with varying numbers of Players. If this is the case, Players must choose how many Players they wish to play, and then follow the instructions for that number of Players.
[20.12] Game Length
The Game Length simply indicates the number of Game-Turns required to complete the Scenario. When the Players have finished the required number of Game-Turns, the Scenario is over, and the Players' performances are evaluated in light of the Victory Conditions.

[20.13] Stellar Configuration
The Stellar Configuration informs the Players of the initial positions of the three Suns. Every Scenario begins with the Yellow Sun in the "1" position, but each Scenario states this as a reminder to the Players. The letter positions of the Red and Blue Suns (which will always be exactly opposite each other) are listed, as well as whether they are in the Ascendent, Equilibrium, or the Descendent. While this is a simple calculation on the part of the Players, the data is provided for the convenience of play it affords.

[20.2] SET-UP
The following data is provided for all forces involved in a Scenario.

[20.21] Provinces
After the name of the force the Player is commanding is listed, the Player is informed which Provinces he controls at the beginning of the game and may therefore set up his pieces in. Players must pay strict attention to which Nations are contained within their force, for though a Player may control a Province, only certain of his pieces may be eligible to be set up in that particular Province. Example: In Scenario 24.0, the War of the Great Sword, the Dark Lord Player controls many Provinces, but may only set up the Spider Folk in the Province of Sorcerre, which happens to be their ancestral home.

[20.22] Units
The Units section simply is a listing of the pieces available to the Player and the Characters that he may command. Again, these may be broken down by nationality, which requires the Player to pay strict attention to where he sets up his units.

[20.23] First Turn Player Order
On the first Game-Turn of any Scenario, the Players dispense with the normal Player-Order Determination rules (see Section 6.0) and follow the order listed in the Scenario. The Players are informed as to who sets up first (places his pieces) and as to the Player Order for the first Game-Turn only. A Player may set up his units within the Provinces listed, as long as he heeds the stacking and terrain restrictions. Otherwise, it is entirely up to the Player in which hexes within the Province his units are placed. If the Scenario is one in which a variable number of Players is called for, and the Players have chosen to play with fewer than the maximum number of Players, this will necessitate one or more known as rolling more than one force. If this is the case, the combined forces of that Player set up and move according to the instructions for the force listed first.

[20.24] Reinforcements and Replacements
Reinforcements are units that come into play on a given Game-Turn or when sufficient units have been eliminated to make the reinforcements available. In either case, they are placed in the initially-controlled Provinces of that force at the end of the Player-Order Determination Inter-Phase. Replacements must come from eliminated units, and should be regarded as a capacity, rather than a definite unit placement. In other words, a Player who receives one replacement every two Game-Turns will have the capacity to replace two units at the end of four Game-Turns, regardless of whether or not any of his units are eliminated. The Player need not take replacements on the turn they become available, unlike reinforcements. Of course, should a Player take a unit as a replacement, he must mark it off against his capacity, which may never go below zero. Replacements enter the game exactly as do Reinforcements.

[20.3] NEUTRALS

[20.31] Provinces
After the name of the nationality of the Neutral is given, the Province(s) that the Neutral controls is given. If Players should violate the clearly delineated Province borders of a Neutral they suffer the penalties outlined in Case 18.4.

[20.32] Units
As with the initial set-up, the units serve as a listing of the available combat units and Characters. These are deployed as per Case 18.6.

[20.33] Diplomatic Setting
The Diplomatic Setting informs the Players where to place the Neutral's Diplomacy marker on the Diplomacy Display. It will be noted that not every Neutral begins in the neutral (0606) hex. The Player who the Neutral is leaning towards has the Diplomacy marker for the Neutral moved the required number of hexes towards his Diplomacy Letter.

[20.4] SPECIAL RULES
Special Rules are those that are not covered in the main body of the rules and pertain only to the Scenario in which they are mentioned. They represent phenomena that occurred only during the period of the Scenario, political situations impossible to otherwise simulate, or play balance mechanisms.

[20.5] VICTORY CONDITIONS

[20.51] The Victory Conditions are referred to at the conclusion of the last Game-Turn of a Scenario. They serve to determine which Player has "won" the Scenario in light of the historical situation. Of course, sometimes the Victory Conditions will reflect the fact that the Players have considerably more information than the commanders that strove for dominance in the Valley, but generally the Victory Conditions reflect the actual occurrence.

[20.52] Usually, Victory Points are awarded for performing various tasks. The Players should total all Victory Points due them, and the Player with the greatest number of Victory Points is the winner, the Player with the second greatest total is the second-best performer, etc. Note: The abbreviation "VP" is often used for the expression Victory Points.

[20.53] Control of a Province is often part of the criteria for victory. Control of a Province is defined as having a unit in the Capital hex (if there is any) and two Friendly non-Aligned units for every Enemy or Neutral unit. If two Players fulfill this requirement, neither controls the Province. It is possible for a Province not to be controlled.

[21.0] SCENARIO ONE: War of the League of Ararlve, 1100 BF

Background:
In the year 1120 Before the Faith (approximately), Jeremiah Ben Ruben, son of the Duke of Endore, left his father's Duchy in the fields of the Valley of the Great Sword to seek his fortune in the empire to the south. In the following twenty years, he rose to high rank in the Imperial Army and gained great knowledge in the magical arts. His victories against the Harkunani and the Vikonen barbarians and the loyalty with which he served the Emperor are a tale that need not be told here; let it be said that his exploits are still remembered in the lands that he saved from rapine, and that his name is still remembered with fear on the ice floes of the far south.

Jeremiah rose to greatness in the Empire, and thus it was natural that he was consulted by the Council of the Army when the Imperial invasion of the Valley of the Great Sword was planned. All of mankind from the green mountains to the Strakhs Sea were united under the green-and-yellow banner of the Empire, with the exception of the southern barbarians and the men of the Valley of the Great Sword.

The Empire planned to rectify this latter omission by incorporating Jeremiah's father's Duchy into the Empire, and, incidentally, carrying their holy war against the Elves to those of the Valley. Jeremiah, as his father's son, was chosen to carry the Empire's demands of annexation to his father. His loyalty was considered such that he would return and serve with the Empire should his father refuse.

Jeremiah duly returned to his ancestral home and presented the Emperor's demands to his father. But the men of Endore were of a mountain-bred, independent strain, and even unity with the glorious First Empire was not sufficient attraction for them to surrender their centuries-old freedom, won from their Elven overlords in the Great War of Liberation. The Imperial demands were rejected.

Jeremiah's loyalty to his father was discovered to surpass his loyalty to the Emperor; he was henceforth known as Jeremiah the Traitor in the lands to the south — and Jeremiah the Blessed in the Valley of the Great Sword.

Jeremiah left his father's capital at Endore and travelled throughout the Valley of the Great Sword, gathering the forces of the various races and nations of the Valley for the common defense against the Empire. The Elves quickly flocked to his banner, fearing the vengeance of the Empire; the Dwarfven kings were more wary, but, galvanized by Jeremiah's legendary tongue, they too pledged themselves to the League of Ararlve — the first and greatest unification of the Valley for its own defense.

The Imperial forces invaded shortly, the Emperor himself at their head. As Jeremiah gathered his strength, the Imperial Army destroyed his father's Duchy and advanced up the Valley. The Elves, Dwarfven, Human, and Spider armies of Jeremiah fell on both flanks of the Imperial force, and after a long and bloody battle that lasted for three entire days, the Imperial forces were vanquished. The men of the Valley were so decimated that no further war was fought in the Valley for more than a hundred years.

[21.1] GAME LENGTH, SIZE, AND STELLAR CONFIGURATION

[21.13] Sun Track Setting: Yellow, 1; Blue, C, Ascendant; Red, I, Descendent.

[21.2] SET-UP

[21.21] Empire
Provinces: The Empire, Capella, Aardvark Wallow.
Units: Coron the Unconquerable, Eorded the Sorceress, 20 Pikemen, 10 Heavy Horse, 10 Light...
Bowmen, 10 Heavy Sword all begin in the Empire. Set-up second, move first.
Replacements: None.

[21.22] Duchy of Endore
Provinces: Endore.
Units: 6 Heavy Horse, 4 Heavy Sword, 2 Bowman, 8 Light Spear (militia), Jeremiah Ben Ruben all start in Endore. Set-up first, move second.
Replacements: None.

[21.3] NEUTRALS
[21.31] Swamp-Creatures
Provinces: The Swamps.
Units: 6 Heavy Sword, 4 Dinosaur Legions, 3 Intelligent Mold, Sliggoth.
Diplomatic Setting: One hex toward Endore.

[21.32] Elves
Provinces: Vynar, Nattly Woods.
Units: 2 Horse Archers, 4 Light Horse, 4 Light Bowmen, 2 Light Spear, Gwailigdon Elenbral, Dalmilandril.
Diplomatic Setting: Three hexes toward Endore.

[21.33] Dwarrow Kings
Provinces: Krasnia, Outer Krasnia, Dwarrowhaven, Kanathar, Zirkaest, Convivia, Ithilgul, Graumthog.
Units: 3 Bowmen, 25 Heavy Axe, 2 Light Horse, Zurik, Gerudir.
Diplomatic Setting: One hex toward Endore.

[21.34] Spider Folk
Provinces: Sorcerak.
Units: 4 Warriors of the Web, 6 Spider Legions, Spider-Queen.
Diplomatic Setting: Two hexes toward Endor.

[21.35] The Orcs
Provinces: Neitherwold.
Units: 7 Light Spear, 3 Warg Riders.
Diplomatic Setting: One hex toward Endore.

[21.4] SPECIAL RULES
[21.41] No Character controlled by the Empire may use the Enhance Stature Spell.
[21.42] If Eodred controverts Vortices and crosses the border of a Neutral with one of her controlled Vortices, it constitutes invasion by the Empire.

[21.5] VICTORY CONDITIONS
[21.51] Imperial Victory Conditions.
The Imperialists gain 10 Victory Points for control of Endore, 5 Victory Points for control of Vynar, and 2 Victory Points for each Enemy unit eliminated.

[21.52] League Victory Conditions
Capture of Urf Dural is awarded a Decisive Victory. Otherwise, 2 Victory Points for each Imperial unit eliminated, and 10 Victory Points for control of Endore.

[22.0] SCENARIO TWO: The War of the Black Dwarrow, 366 AF

Background: During the chaotic years of the third and fourth centuries after the Faith, the Dwarrow of the Valley disintegrated into many splinter groups. One of the most important (and influential) fragments of that race was a group that later became known as the Black Dwarrow. These Dwarrow had great power since their ranks comprised many of the great smithies and gemworkers of that period. However, this amalgamation of Dwarrow also represented the perfect embodiment of all the supposed weaknesses of Dwarrow — greed, excessive pride, hard-heartedness, and animosity toward the Elves. Even the other Dwarrow shunned the Black Dwarrow, and they became a socially oppressed minority in outer Krasnia that survived solely by virtue of their craftsmanship.
Eventually, the Black Dwarrow took to blaming the Elves for all their trials and tribulations. The most darkhearted of the Dwarrow led a raid into Vynar in retribution for what the Black Dwarrow claimed to be a theft. The Elves said that they had paid for the gems and jewels in question, and no one to this day knows who was in the right. Sufficient to say that the Dwarrow seized upon the dispute as a reason to start a major war. Together with their Goblin allies, the Black Dwarrow marched on the Elven stronghold. It was suspected that the Dark Lord had his hand in the matter, but the world at large would never know. The Elves were forced deeper into the woods, but the Black Dwarrow were defeated by the essential magic of the forest itself, and many Dwarrow were never seen again.

[22.1] GAME LENGTH, SIZE AND STELLAR CONFIGURATION
[22.11] Length: 12 Game-Turns.
[22.12] Number of Players: Two.
[22.13] Sun Track Setting: Yellow, 1; Blue, F; Equilibrium; Red, L; Equilibrium.
[22.2] SET-UP
[22.21] Elves
Provinces: Vynar.
Units: Dalmilandril, Linfalas, 2 Horse Archers, 6 Light Horse, 4 Light Sword, 4 Light Bow, and 4 Medium Spear. Set-up second, move second.
Replacements: None.

[22.22] Black Dwarrow
Provinces: Outer Krasnia, Intas.
Units: Gerudir, 11 Heavy Axe, 2 Bowmen; 6 Warg Riders (must set up in Intas). Set-up first, move first.
Replacements: None.

[22.3] NEUTRALS
None.

[22.4] SPECIAL RULES
Because he wished his activities to remain clandestine, the Dark Lord may never use more than one Spell in a Game-Turn. This Spell may not exceed 4 Manna Points in cost in any given Game-Turn. In addition, the Dark Lord may not leave the Citadel and may not send out Emissaries.

[22.5] VICTORY CONDITIONS
Black Dwarrow Strategic Victory: Eliminate all Elven units by the end of Game-Turn Twelve.

Black Dwarf Tactical Victory: Eliminate half of the Elven units and have more Strength Points present in Vynar than the Elves.
Elven Tactical Victory: Avoid Black Dwarf Victory Conditions.
Elven Strategic Victory: Maintain a two-to-one unit ratio in Vynar (Elf units to Black Dwarf and Black Dwarf Allies' unit) at the end of Game-Turn Twelve.

[23.0] SCENARIO THREE: The Rise of the Dark Lord, 473 AF

Background: Loki Hellsson, who in later days came to be known as the Dark Lord, was possessed of a considerable skill for making mischief. Since he was also a highly innovative man, Loki developed this skill into a great asset. For years, Loki planned how to best conquer the Valley, deciding finally that the best strategy was to "Divide and Conquer." To this end, he sought to rekindle the old hatreds that existed among most races of the Valley. At a Dwarf-Elf peace conference, one of the representatives for the Elves was bludgeoned to death with an Axe — which happened to belong to the son of Gislan the Rock. Tree from which the best mimeo paper was made were destroyed in the south — and the only clues to the mysterious blight that the Corelia Cultists could find were Crenno-droppings. After a number of similar occurrences, there was not a nation in the Valley with the exception of the Empire that was not ready to go to war at the drop of a hat. Quickly, the various forces were placed on a war footing. Several incidents took place, and various leaders seized upon them as an excuse to go to war.

But the Dark Lord had not laid all his careful preparations to no avail. The purpose of all these incidents was to place the Dark Lord's forces in the role of the breakout. For he reasoned that his forces could not take on a massed Valley, but could easily sweep through a Valley divided against itself.

The campaign did not go as well as the Dark Lord had hoped, for his forces were released too early. The Northern powers temporarily banded together and repulsed the invasion of the Dark Lord's armies. The fighting continued until all sides realized that they were seriously weakened and that they could not long sustain such ruinous casualties. But it was a victory of sorts for the Dark Lord — his forces were still relatively intact, and his foes were considerably reduced.

[23.1] GAME LENGTH, SIZE AND STELLAR CONFIGURATION
[23.11] Length: 10 Game-Turns.
[23.12] Number of Players: 7 (or 6 or 5).
[23.13] Sun Track Setting: Yellow, 1; Blue, G; Equilibrium; Red, A; Equilibrium

[23.2] SET-UP
[23.21] Dark Lord Player
Units: Spider Queen, 4 Warriors of the Web, 6 Spider Legions, 8 Warg Riders, 18 Orcish Light Spear, 6 Orcish Heavy Sword, 3 Dragons, The Dark Lord. Set up sixth, move seventh.
Replacements: None.

Replacements: One every two Game-Turns.
[23.22] Corflu Cultist Player  
Provinces: Ka-Chunk.
Units: Unamit Ahazredit, Peg-Leg Gonzo, 2 Light Horse, 8 Heavy Sword, 2 Airships. (In the five- and six-Player versions, one Player plays both the Corflu Cultists and the Swamp-Creatures.) Set-up second, move fifth.
Reinforcements: None.  
Replacements: One every three Game-Turns.

[23.23] Aardvark Wallow  
Provinces: Aardvark Wallow
Units: Raman Cronkevitch, 10 Heavy Plagulunk, 4 Light Bowmen, 2 Light Horse. Set-up seventh, move fourth.
Reinforcements: None.  
Replacements: One every three Game-Turns.

[23.24] Swamp-Creature Player  
Provinces: The Swamps
Units: Sliggoth, 4 Heavy Sword, 4 Dinosaur Legions, 3 Intelligent Mold. Set-up third, move third.
Reinforcements: None.  
Replacements: One every two Game-Turns.

[23.25] Endore Player  
Provinces: Endore, N'Dardia
Units: 6 Heavy Horse, 4 Heavy Sword, 8 Light Spear (Militia), 2 Bowmen, Weldon. (In the 5-Player version, one Player controls both Endore and Aardvark Wallow.) Set-up fourth, move first.
Reinforcements: None.  
Replacements: One every two Game-Turns.

[23.26] Elven Player  
Provinces: Vynar, Nattilly Woods.
Units: Gwaigllon Elengal, Linfalas, 2 Horse Archers, 6 Light Horse, 4 Light Bowmen, 4 Light Sword. Set-up fifth, move sixth.
Reinforcements: None.  
Replacements: One every four Game-Turns.

[23.27] Dwarfven Nation Player  
Provinces: Krasnia, Outer Krasnia, Dwarfhaven, Ithligil, Kanathar, Zirkast, Convivia.
Units: Zurik, Gislan, 4 Bowmen, 12 Heavy Axe. Set-up first, move second.
Reinforcements: 1 Heavy Axe each Game-Turn.  
Replacements: None.

[23.3] NEUTRALS None.

[23.4] SPECIAL RULES

[23.41] At any point, any Player may "capitulate" to the Dark Lord Player. He does not lose any Victory Points when he does so, although the Dark Lord Player does gain 5 Victory Points. One of the capitulating Player's Characters immediately becomes a "hostage" (which character, if he has more than one, is his choice), and is immediately placed in the Dark Lord's Castle. One of the Dark Lord's units is immediately placed in the capital of the capitulating nation (excess units may be retreated). If the capitulating Player attacks any Dark Lord unit later in the game, he immediately loses 5 Victory Points, and his hostage Character is eliminated by the Dark Lord. The Players may make capitulation deals dependent on any deal they like, although such deals can be of course be broken.

[23.42] The Dark Lord has a pact with the Killer Penguins (see Case 17.3).

[23.5] VICTORY CONDITIONS

[23.51] Dark Power Player  
The Dark Power Player gains 5 Victory Points for each Player who has "capitulated" to him (see Case 23.41), plus one Victory Point for each Enemy unit his forces eliminate.

[23.52] Corflu Cultist Player  
Gains 2 Victory Points per eliminated Endore or Cronk unit, and 6 Victory Points for controlling areas initially controlled by either.

[23.53] Aardvark Wallow Player  
Gains 2 Victory Points per eliminated Endore and Corflu Cultist unit and 6 Victory Points for controlling areas initially controlled by either.

[23.54] Swamp-Creature Player  
Same as Corflu Cultist (in the five- and six-Player games, do not count Victory Points twice).

[23.55] Endore Player  
Gains 2 Victory Points per eliminated Corflu Cultist, Aardvark Wallow, and Swamp-Creature unit, and 8 Victory Points for controlling Provinces initially controlled by any of the above three.

[23.56] Elven Player  
Gains 2 Victory Points per eliminated Swamp-Creature, Orcish, and Dwarfven unit and 6 Victory Points for controlling Provinces initially controlled by any of the above three.

[23.57] Dwarfven Nations Player  
Gains 2 Victory Points per eliminated Elven or Orcish unit and 6 Victory Points for controlling areas initially controlled by either.

[24.0] SCENARIO FOUR:  
The War of the Great Sword, 502 AF

Background:  
In the year 460, He-Who-Is-Unknown entered the Valley of the Great Sword. Originally his power was small, but through diligent study and single-minded pursuit of the elders powers he slowly increased his stature. In 473, the Spider Folk were subverted to his path. In 478, the Old King of Convivia yielded to the hordes descending on them, rather than be annihilated. He began his construction at Gerlod, the greatest of the Convivia mountains. Strange were the doings there, the Paladin of Urf Durfal became concerned. 494 saw the subversion of the Dragon-kind, 498 was the year when the remaining Dwarrow were taken into his dark path. At last all was ready; he controlled the north of Aarvale, and the captain of the empire at Urf Durfal sat unsuspecting. The evil stirred, preparing for a wave of conquest. In the year 502, the Valley of the Great Sword was bathed in blood; armies strove; men died; dynasties perished; the fate of the world was decided. The armies of the Empire, at last alerted to the invaders preparing to the north, hastily rushed forth to hold their lands. Battle began, but the treachery of Vassili the Blessed prevented the immediate destruction of the Empire with bare forwarning of dire times to come.

[24.1] GAME LENGTH, SIZE AND STELLAR CONFIGURATION


[24.13] Sun Track Setting: Yellow, 1; Blue, H, Equilibrium; Red, B, Equilibrium

[24.2] SET-UP

[24.21] Dark Lord  

Units: Spider-Queen (4 Warriors of the Web, 6 Spider Legions); Orcs (Krawn the Crazy, 18 Heavy Sword, 12 Heavy Sword, 2 Bow, 8 Warg Riders); Mercenaries (4 Heavy Sword, 4 Heavy Horse); Goblins (8 Light Spear); Dwarrow (Krasnia: 6 Heavy Axe, 2 Bow; Zirkast: 6 Heavy Axe; Convivia: 4 Heavy Axe, 2 Bow); 5 Dragons. Set-up first, move first.
Reinforcements: None.
Replacements: One unit per Game-Turn.

[24.22] Empire  
Provinces: The Empire, Capella, Ka-Chunk.

Units: Empire (Paladin Glade, Paladin Curvenol, Paladin Weldon, 20 Pike, 10 Heavy Horse, 10 Light Bow, 10 Heavy Sword, 5 Corfluites (Unamit Ahazredit, Peg-Leg Gonzo, 2 Light Horse, 4 Zeppelins, 8 Heavy Sword). Set-up second, move second.
Reinforcements: 2 Pike units each Game-Turn for the first two Game-Turns.
Replacements: 2 units per Game-Turn.

[24.3] NEUTRALS

[24.31] Elves  
Provinces: Nattilly Woods, Vynar.

Units: Gwaigllon Elengal, Linfalas, 2 Horse Archers, 10 Light Horse, 4 Light Bow, 6 Light Sword.

Diplomacy Setting: Two hexes toward the Empire.

[24.32] Swamp-Creatures  
Provinces: The Swamps.

Units: Sliggoth, 6 Heavy Sword, 4 Dinosaur Legions, 3 Intelligent Mold

Diplomacy Setting: Neutral.

[24.33] Cronks  
Provinces: Aardvark Wallow.

Units: Ramon Cronkevitch, Svarz Tarkap, 10 Heavy Plagulunk, 4 Light Bow, 2 Light Horse.

Diplomacy Setting: One hex toward the Empire.

[24.4] SPECIAL RULES

Certain nationalities or Racial groups are limited, as follows, to particular Provinces when set up:  
Spider Folk: Sorcerak  
Orcs: Ithligil  
Dwarrow: Listed Province in Case 24.21  
Dragons: Kelgarth  
Empire: The Empire, Capella  
Corflu Cultists: Ka-Chunk

[24.5] VICTORY CONDITIONS

[24.51] Imperial Victory Conditions  
2 Victory Points for each Enemy unit eliminated.
5 Victory Points for control of Endore.

[24.52] Dark Lord's Victory Conditions  
3 Victory Points for every two Enemy units eliminated.
10 Victory Points for control of Endore.

[25.0] SCENARIO FIVE:  
The Orcish Revolution, 794 AF

Background:  
Increasing dissatisfaction among the Orcs with their totalitarian monarchist regime, headed since
the military Coup d'état of 12 Zarathustra 789 AF by Krawn the Crazy, brought about the Jezdroul uprising on 36 Jezdroul 794. Barricades were thrown up all over New Orc City by various republican and socialist revolutionary groups. The street-fighting between these groups and the reactionary Knights of the Hand underground mon-archist organization brought about incredible bloodshed. Krawn fled to his castle to the north of the city and mobilized the army. The Revolutionary Provisional Government of the Orcs (RPGO) was declared in concert by the Orcish Revolutionary Coalition, the Orcish People's Democratic Movement, and the Republican Orcish Council. Several important generals announced their allegiance to the RPGO, hoping no doubt to pro-mulgate a king of their own in opposition to Krawn. Thus, approximately half of the army went republican.

The national assembly of the RPGO passed a number of emergency measures, including the arming of the populace of New Orc City. The assembly deadlocked over the issue of national workshops, however, and on 23 Nark 794 the mili-tant branch of the Orcish Revolutionary Council (ORC), headed by Naskhund, declared an end to the provisional government and the establishment of an Orcish People's Soviet. At this juncture, several of the generals who had initially supported the republican RPGO balked at continued support of a communist regime, and therefore transferred their allegiance back to Krawn the Crazy. Nask- hund announced the creation of the Revolutionary Orcish Militia, and this, combined with the re-maining forces of the regular army remaining faithful to the revolution, served as the mainstays of the Orcish Red Army.

Krawn the Crazy encircled the city with the Orcish army (henceforth the White Army), and proceed-ed to attack. Krawn had underestimated the size and power of the Orcish Red Army; the attack was successful in taking the city, but the majority of the Red Army was able to escape into the moun-tains in the legendary Big Walk. The White Army, plagued by dissension and bad leadership, was unable to root the Red Army out of its strongholds in the mountains. Eventually, the Red Army gathered sufficient force to launch an offensive. The final attack on New Orc City, Krawn's last stronghold, ended in victory for the ORC on 19 Zarathustra 795 AF. The Goblin separatist move-ment was crushed a few months later.

[25.23] Goblins
Provinces: Kanathar plus all of Zirkast west of 25xx hexrow.
Units: Ganab the Nasty, 8 Light Spear; Mercenaries (2 Heavy Horse); Empire (2 Pikemen, 2 Light Bow); Zirkast (4 Heavy Axe). Set-up third, move second.
Reinforcements: None.
Replacements: One Goblin Light Spear per every two Game-Turns.

[25.3] NEUTRALS

[25.31] Krasnia
Provinces: Krasnia.
Units: 2 Bow, 12 Heavy Axe.
Diplomacy Setting: Two hexes toward Whites.

[25.32] Zirkast
Provinces: Zirkast.
Units: 2 Light Horse, 4 Bow, 6 Heavy Axe.
Diplomacy Setting: Three hexes toward Goblins.

[25.33] Elves
Provinces: Vynar, Nattily Woods.
Units: 2 Horse Archers, 4 Light Horse, 4 Light Bow, 2 Light Sword.
Diplomacy Setting: Two hexes toward Reds.

[25.4] SPECIAL RULES

[25.41] None of the Neutrals particularly wants to become fully involved in a full-fledged intervention. Therefore, when a Player attains Alliance with a Neutral, he does not gain control of all of that Neutral's forces; rather, he rolls a die, and the number rolled is the number of units of that side that he controls. He may pick which units inter-vene on his side. Once a Player has attained Alli-ance with a Neutral, he cannot try for a second Alliance with that Neutral, nor may any other Player; that Neutral's Diplomacy marker is removed from the track.

[25.42] The Red Orcs begin in control of New Orc City. If and when the White Orcs take the city, all Diplomacy markers are immediately moved one box toward the Red Orcs. If the Red Orcs take the city back, the markers are moved one box toward the White Orcs. Every time the city is taken by one or another of the Orcish Players, all Diplomacy markers are moved one box toward the opposing Player.

[25.43] The Goblins initially control 4 Zirkastian units. They may obtain an Alliance with Zirkast in addition to this. If any other Player obtains an Alliance with Zirkast, the 4 Zirkastian units are removed from the Game-Map. Whenever one of these Zirkastian units is eliminated by either the Red or White player, the Zirkastian Diplomacy marker is moved one box toward the Goblin Player.

[25.44] Interventionist units may never be taken as Replacements or Reinforcements.

[25.5] VICTORY CONDITIONS

[25.51] White Orcs
Control Krawn's Castle (hex 1611) 3 VP
Control New Orc City (hex 1614) 8 VP
Control the Goblin Castle (hex 2313) 10 VP
For each hex formerly controlled by Whites 1 VP
If Naskhund dies 8 VP
If Zarko dies 2 VP

[25.52] Red Orcs
Control New Orc City (hex 1614) 9 VP
Control Krawn's Castle (hex 1611) 5 VP
Control Goblin Castle (hex 2313) 4 VP
For each White Orc unit eliminated 3 VP
For each Goblin unit eliminated 2 VP
For each interventionist unit eliminated 2 VP

[25.53] Goblin Separatists
For each Goblin unit which survives 2 VP
If Red Orcs do not ally with any Dwarrows 8 VP
For each Orc unit eliminated 2 VP

[26.0] SCENARIO SIX:
The War of X, 799 AF

Background:

When the Dark Lord was defeated, the Arch-bishop of Endore predicted that sometime in the future a new Person-Who-Is-Better-Left-Unnamed would reclaim the Dark Lord's for-tress on the Isle of Blood and become the new Dark Lord. Thus, when Roc Deathsinger, also known as X the Unknown, took up residence in that area and hired the remainder of the White Goblins as his retainers, the Elves and the Dwarf-fors feared that the prophecy was about to come true, and attacked X. While X may have been care-less to allow his plans to become apparent, he cer-tainly possessed a considerable degree of power. When a Dwarf and an Elf emissary came to his tower to ask for his surrender and an end to whatever nefarious schemes X might have cooked up, they were attacked by nightmare spirits and summarily flash-fried when X chose to make his appearance.

While this caused the Dwarrows and the Elves to redouble their efforts to take the Isle of Blood, it considerably set back their war effort. The allies they sought in the form of the Dragons and the Spider Legions were impressed by this display of magical force and decided to remain Neutral for the nonce. This saved X from almost certain destruc-tion and allowed him to wage a war of attri- tion until he could find an ally willing to serve as cannon fodder. When the ORC came to his aid, X was able to stave off defeat and force an inconclusive end to the war — which was in reality a victory for X, for he managed to survive. As with all wizards, time meant a chance to build up power.

[26.1] GAME LENGTH, SIZE AND STELLAR CONFIGURATION

[26.11] Length: 7 Game-Turns.
[26.13] Sun Track Setting: Yellow, 1; Blue, 1; Descendent; Red, C, Ascendent.

[26.2] SET-UP

[26.21] Elves
Provinces: Vynar, Nattily Woods.
Units: Gwaigilith Elengal, 2 Horse Archers, 4 Light Horse, 2 Light Bow, 4 Light Sword, 2 Medium Spear. Set-up first, move first.
Reinforcements: None.
Replacements: One unit every three Game-Turns.

[26.22] Krasnia
Provinces: Krasnia, Outer Krasnia.
Units: Gilman, 2 Bow, 12 Heavy Axe. Set-up third, move third (2-Player; same as Elves).
Reinforcements: None.
Replacements: 1 every 3 Game-Turns.
Note: In the Two-Player version, one Player con-trols both the Elves and Krasnia.

[26.23] X
Provinces: Citadel Isle, Intas.
Units: X, Talarten-then-Not-So-Brave; Goblins (4 Light Spear, 2 Light Sword, 2 Warg Riders); Mercenaries (4 Heavy Sword); 4 Light Horse, 5
Killer Penguins all begin on Fortress Isle. X, at his option may begin in hex 0606. Set-up second, move second.

Reinforcements: None.
Replacements: 1 unit every two Game-Turns.

[26.24] ORC
Provinces: Ithiligil, Kanathar.
Units: Naskhund, Zarko, 8 Light Spears, 6 Heavy Sword, 4 Warg Riders.
Reinforcements: None.
Replacements: One every three Game-Turns.
Diplomatic Setting: Three hexes toward X.
Note: In the two-Player version the Orcs are neutral.

[26.3] NEUTRALS
[26.3.1] Dragons
Provinces: Kelgarthn.
Units: 5 Dragons.
Diplomatic Setting: One hex toward X: Human Sacrifice accepted.

[26.3.2] Spider Folk
Provinces: Sorcerak.
Units: Spider Queen, 4 Warriors of the Web, 6 Spider Legions.
Diplomatic Setting: One hex toward X. Human Sacrifice accepted.

[26.4] SPECIAL RULE
The ORC may not attack until the second Game-Turn.

[26.5] VICTORY CONDITIONS
[26.5.1] Elves
For occupying the Citadel Isle 15 VP
For each hex of ORC territory occupied ½ VP

[26.5.2] Krasnia
For each ORC unit eliminated 3 VP
For each of X's units eliminated 3 VP
For each hex of ORC territory occupied ½ VP
For occupying the Citadel Isle 10 VP

[26.5.3] X
For each Elven unit eliminated 3 VP
For each Krasnian unit eliminated 2 VP
For each of X's units which survive 1 VP

[26.5.4] ORC
For each Krasnian unit eliminated 2 VP
For each Elven unit eliminated 3 VP
For each hex of Krasnian territory occupied ½ VP

[27.0] SCENARIO SEVEN:
The First Dwarro-Orcish War, 802 AF

Background:
The turn of the ninth century After the Faith was a time of great prosperity and friendship for the three Dwarven kingdoms. In the year 801, there was a great meeting of all Dwarven potentates in Dwarthaven, ancestral stronghold of the Dwarrows. Among much merrymaking and festivities, the Dwarrows pledged to join in an alliance that would remind the commonfolk of the ancient Dwarven Kingdom. By the end of the conference, the Brotherhood of Dwarrows had been formed, with the solemn purpose of reuniting all the Dwarven Provinces of old under the brotherhood. As usual, the fervor with which the Dwarrows amalgamated themselves into one union dissipated when everyday problems were remembered. For instance, there was the time that the Zirkastian merchant diluted the Convivial ale sent south as a gift to Endore.

By the time that Spili was in the ascendant, the Dwarrows were quarrelling so much amongst themselves that they were unable to organize an assault. This caused the Dwarrows to lose their great chance to go to war, as the Blue Sun was Zirik's particular favorite, and he was the most powerful amongst Dwarven magicians. Gerdirr Dragonslayer called for a stop to this fractious attitude, but when no cooperation was forthcoming, he pulled out of the Brotherhood. This left Zirikast and Zrasnia to fulfill the vow made at Dwarthaven. Whilst they were planning, the Orcs attacked, hoping to pre-empt the Dwarrows' plans.

It was a long and bitter war, with Convivial entering late in the war only to be harassed by the Spider Legions and, eventually, by the Elves as well. They aided the Dwarrows in crushing the Orcs, but only on the condition that a free Orc state would continue to exist, and so the Dwarrows were only able to regain Dwarthaven.

[27.1] GAME LENGTH, SIZE AND STELLAR CONFIGURATION
[27.1.1] Length: 12 Game-Turns.
[27.1.2] Number of Players: 2.
[27.1.3] Sun Track Setting: Yellow, 1; Blue, J. Descendent; Red, D. Ascendent.

[27.2] SET-UP
[27.2.1] Dwarrows
Provinces: Krasnia (Krasnia, Outer Krasnia); Zirikast (Zirikast).
Units: Krasnia (Gislan, 2 Bow, 8 Heavy Axe); Zirikast (2 Light Horse, 2 Bow, 6 Heavy Axe). Set-up second, move second.
Reinforcements: Krasnia (1 Heavy Axe per Game-Turn, for the first four Game-Turns); Zirikast (1 Bow, 1 Heavy Axe on Game-Turn One or Two, 1 Heavy Axe on Game-Turn Three or Four).
Replacements: Krasnia (one every three Game-Turns); Zirikast (one every three Game-Turns).

[27.2.2] ORC
Provinces: Ithiligil, Kanathar.
Units: Naskhund, Zarko, 6 Warg Riders, 2 Bow, 10 Heavy Sword, 14 Light Spear. Set-up first, move first.
Reinforcements: None.
Replacements: 1 unit every two Game-Turns.

[27.3] NEUTRALS
[27.3.1] Convivial
Provinces: Convivial.
Units: Gerdirr, 2 Bow, 8 Heavy Axe.
Diplomatic Setting: Three hexes toward Dwarrows.

[27.3.2] Elves
Provinces: Nattil Woods, Vynar.
Units: Gwaigion Lonlengal, 2 Horse Archers, 6 Light Horse, 4 Light Sword.
Diplomatic Setting: One hex toward Orcs.

[27.3.3] Spider Folk
Provinces: Sorcerak.
Units: Spider-Queen, 4 Warriors of the Web, 6 Spider Legions.
Diplomatic Setting: One hex toward Orcs.
Human Sacrifice accepted.

[27.4] VICTORY CONDITIONS
[27.4.1] Dwarrows
For each ORC unit eliminated 3 VP
For each Elven unit eliminated 1 VP
For holding own Capitols:
- Krasnia 5 VP
- Zirikast 3 VP
- Convivial 6 VP

[27.4.2] ORC
For each Dwarven unit eliminated 3 VP
For each Dwarven capital held:
- Krasnia 5 VP
- Zirikast 6 VP
- Convivial 7 VP

[28.0] SCENARIO EIGHT:
Gundarchuksson's Weird, 845 AF

Background:
After the ORC crushed the Goblin Separatist state in 796 AF, the remnants of the Goblin nation fled to what had once been the Duchy of Pavalon in ancient times, but had degenerated into a few human villages with attached fields and mostly fallow land. With the Humans and some settlers from the Empire, they build a small independent association of towns.

In 845 AF, Lord Snorri Gundarchuksson, a pretender to the Imperial throne, ended the Twelfth Civil War by laying down his arms in favor of his nephew, Raoul. Shortly thereafter, Raoul plotted the assassination of Snorri in order to ensure his loyalty (as it were), and Snorri fled with the remnants of his army into the Valley of the Great Sword. Determined to carve out a duchy of his own, he invented a genealogical connection between his house and the ancient dukedom of Pavalon. He announced his suzerainty over the lands settled by the Goblins and their allies, and battle was joined. He allied with the Cronkevitch, promising later aid against the Corflul Cultists; the alliance proceeded to smash the Goblin state. The Corflul Cultists intervened on the Goblin side, but too late to prevent the destruction of the Goblin-Human state and the establishment of the Duchy of Gund in Endore.

[28.1] GAME LENGTH, SIZE AND STELLAR CONFIGURATION
[28.1.1] Length: 9 Game-Turns.
[28.1.2] Number of Players: 2.
[28.1.3] Sun Track Setting: Yellow, 1; Blue, J. Descendent; Red, D. Ascendent

[28.2] SET-UP
[28.2.1] Snorri
Provinces: Urf Dursal (does not control it).
Units: Snorri, Thongerd, 5 Heavy Horse, 4 Heavy Sword, 2 Bow, 4 Light Spear, all set up in Urf Dursal. Set-up second, move first.
Reinforcements: None.
Replacements: 1 every three Game-Turns.

[28.2.2] Goblin State
Provinces: Endore
Units: Ganab the Nasty, 8 Goblin Light Spear, 2 Human Heavy Horse, 2 Human Heavy Sword. Set-up first, move second.
Reinforcements: None.
Replacements: 1 every three Game-Turns.
[28.3] NEUTRALS
[28.3.1] Aardvark Wallow
Provinces: Aardvark Wallow.
Units: Raman, Grandzrbeit, Svarzt Tarnkap, 10 Heavy Plughlukes, 4 Light Bow, 2 Light Horse.
Diplomacy Setting: Three hexes toward Snorri.

[28.3.2] Swamp Creatures
Provinces: The Swamps.
Units: Sliggoth, 6 Heavy Sword, 4 Dinosaur Legions, 3 Intelligent Molds.
Diplomacy Setting: Neutral.

[28.3.3] Corfluf Cultists
Provinces: Ka-Chunk.
Units: Unanil Ahazredit, Peg-Leg Gonzo, 2 Light Horse, 8 Heavy Sword, 4 Airships.
Diplomacy Setting: Two hexes toward Goblins.

[28.3.4] Zirkast
Provinces: Zirkast, Kanathar.
Units: 4 Heavy Axe.
Diplomacy Setting: One hex toward Goblins.

[28.4] SPECIAL RULE
Snorri does not actually control Urf Durfal, but he sets up in the Province and receives Replacements there.

[28.5] VICTORY CONDITIONS
[28.5.1] Snorri
For controlling the Goblin Castle (Castle Gund) 8 VP
For each Goblin unit eliminated 3 VP
For each Corfluf Cultist unit eliminated 2 VP
For each Swamp-Creature unit eliminated 2 VP

[28.5.2] Goblin State
For controlling the Goblin Castle 10 VP
For each Aardvark Wallow unit eliminated 2 VP
For each of Snorri's units eliminated 3 VP

[29.0] SCENARIO NINE: The Second Dwarv-Orclish War, 846 AF
Background:
In the first Dwarv-Orclish War, the Orclish Revolutionary Coalition had succeeded in liberating large areas of Zirkast and Krasnia. However, these areas were returned to these nations under extreme diplomatic pressure from X the Unknown, the Dragonkind, and the Empire, all of whom threatened alliance against the Orcs. The Orcs, understandably not content with these results, again went to war with the Dwarven Kingdoms in 867 AF. They attacked Krasnia first in a surprise assault; after Krasnia City was taken and two-thirds of the Krasnian army destroyed, Krasnia sued for peace — which the Orcs agreed to, with massive territorial concessions by Krasnia. At approximately the same time, Zirkast, under the impression that Krasnia was continuing its valiant fight, attacked the Orcs. The Orcish army swung around leaving token forces in Krasnia to defend the Goblin homeland against Zirkastian assault. After several weeks of fighting, the Zirkastian army, too, was almost completely destroyed. Convivia intervened in the last minute, too late to prevent Zirkast from dropping out of the war, again ceding large areas to the ORC.

[29.1] GAME LENGTH, SIZE AND STELLAR CONFIGURATION
[29.1.1] Length: 16 Game-Turns.
[29.1.2] Number of Players: 2.

[29.2] SET-UP
[29.2.1] Krasnia
Provinces: Krasnia, Outer Krasnia (see Case 29.4).
Units: Gislan, 2 Bow, 12 Heavy Spear. Set-up second, move second.
Reinforcements: None.
Replacements: 1 unit every three Game-Turns.

[29.2.2] ORC
Provinces: 1thigil, Dwarvhaven.
Units: Naskhund, Zaroko, 6 Warg Riders, 2 Bow, 1 Heavy Sword, 14 Light Spear. Set-up first, move first.
Reinforcements: None.
Replacements: 1 every three Game-Turns.

[29.3] NEUTRALS
[29.3.1] Zirkast
Provinces: Zirkast, Kanathar (see Case 28.4).
Units: Zurik, 2 Light Horse, 4 Bow, 10 Heavy Axe.
Reinforcements: None.
Replacements: 1 unit every three Game-Turns.

[29.3.2] Convivia
Provinces: Convivia.
Units: 2 Bowman, 10 Heavy Sword, 14 Light Spear.
Reinforcements: None.
Replacements: 1 unit every three Game-Turns.

[29.3.3] Dragons
Provinces: Kelgarhth.
Units: Gygax Dragonlord, 5 Dragons.
Diplomacy Setting: Neutral.

[29.3.4] Spider Folk
Provinces: Sorcerer.
Units: Spider-Queen, 4 Warriors of the Web, 6 Spider Legions.
Diplomacy Setting: Three hexes toward Orcs.

[29.3.5] Elves
Provinces: Vynar, Nattly Woods.
Units: Gwaigilin Elengal, 2 Horse Archers, 6 Light Horse, 4 Light Bow, 4 Light Sword.
Diplomacy Setting: Two hexes toward Orcs.

[29.3.6] X
Provinces: Citadel Isle.
Units: X, Taleren-The-Not-So-Brave, Goblins (4 Light Spear, 2 Light Sword, 2 Warg Riders); Mercenaries (2 Heavy Sword, 2 Heavy Horse).
Diplomacy Setting: Neutral.

[29.4] SPECIAL RULES
[29.4.1] The Elven may enter the war only if Krasnia either has not surrendered or has surrendered and re-entered the war. When Krasnia surrenders, place the Elves Diplomacy marker in the Neutral box of the Diplomacy Track.

[29.4.2] X the Unknown has no Diplomacy marker; he enters the game only in pursuance of the Special Rule 29.44.

[29.4.3] At the beginning of the game, the Dwarven Player controls only the Krasnian forces. According to the special rules for Krasnia surrender, Krasnia may be forced out of the war at some point; even after Krasnia surrenders, the Dwarven Player may continue to fight on with the forces of any neutrals that have joined the war on the Dwarven side. In other words, if Zirkast or any other power allies with Krasnia before Krasnia surrenders, that power will continue to fight on even after Krasnia surrenders.

[29.4.4] Krasnian Surrender: If Balkathos (0818) is occupied by ORC units and nine or more Krasnian units are destroyed, Krasnia surrenders. On the Game-Turn after Krasnia surrenders, the border of Krasnia is considered to be the border of Krasnia proper rather than the Outer Krasnia border. After Krasnia surrenders, all Krasnian units to the east of the Krasnia border proper must move into Krasnia proper as quickly as possible, and all ORC units to the west of that border must move into what are now territories of the Orclish Revolutionary Coalition as soon as possible. If, after the third turn after Krasnia's surrender, there are any Krasnian units outside Krasnia or Orclish units within Krasnia, X the Unknown enters on the opposing Player's side. In other words, if Krasnia surrenders on Game-Turn Four, and the ORC still has units in Krasnia at the end of Game-Turn Seven, X the Unknown intervenes on the Dwarven side.

[29.4.5] During the Alliance Phase of each Game-Turn, Zirkast's Diplomacy marker is moved one hex toward the Dwarven Player after all other movements of the marker have been made.

[29.5] VICTORY CONDITIONS
[29.5.1] Krasnia
No Orclish or Elven units in Outer Krasnia 10 VP
No Orclish or Elven units in Krasnia 5 VP
No Orclish or Elven units in Zirkast 5 VP
If Balkathos (0818) is not occupied by Enemy units 3 VP
If Nuara (2517) is not occupied by Enemy units 3 VP
If New Orc City is occupied by Friendly units 10 VP
If Krasnia does not surrender 10 VP
If there are no Enemy units in Convivia 5 VP
If Naskhund is killed 5 VP
For each Dragon killed by Friendly forces 2 VP
For each Enemy unit eliminated by Friendly forces 1 VP

[29.5.2] ORC
If no Enemy units are in ORC territory 5 VP
If Balkathos (0818) is occupied by Friendly units 5 VP
If Nuara (2517) is occupied by Friendly units 5 VP
If there are no Krasnian units on the Game-Map 10 VP
For each mountain hex in Zirkast or Krasnia controlled by the ORC at end of game 1 VP
If Mount Convivia is occupied by Friendly units 5 VP
If there are no Convivian units on the Game-Map 5 VP
If X's Citadel is occupied by ORC forces (but X must be allied with the Krasnians for this condition to be possible) 10 VP
For each Dragon slain by a Friendly unit or Character 2 VP
For each Enemy unit eliminated 1 VP
[30.0] SCENARIO TEN: The War of the Northern Kingdoms, 867 AF

Background:
Early in the ninth century After the Faith, friction arose between the Spider-realms on Sorcerak and the Dwarf-realm of Convivax by virtue of several fraudulent trade deals conducted by representatives of the two kingdoms. A brushfire war started, and soon both sides were admitting that they were indeed having border troubles. Fairly soon large well-armed Dwarf parties were sallying into the heart of the Spider-forest and cutting down large numbers of trees for lumber. Clearly, the Spiders reasoned, this was not good, for the forests were necessary to support the Spider way of life— and besides upsetting the ecosystem of the forest, the practice might kill off some of the rare herbs that exist only in Sorcerak. The balance of terror was restored when the Spiders found that Dwarves make excellent oven-stuffing roasters.

The Dwarves might have loved to reciprocate, as they were fighting mad, but Spider does not taste very good, at least to the average dwarf. But the wanton slaying of their brethren angered them to the point of war. Oddly enough, it was the Spider Queen who initiated the outbreak of hostilities. When one of the plants that bore her most rare and precious aphrodisiac was destroyed, she flew into a rage and hastily organized an attack on Ryakalla.

But the Spider Queen was not the leader of the Arachnids because she flew into rages. She cleverly arranged for her Goblin allies to harrass the flanks of Zirkast, the nearest Dwarf-realm of Convivax. This ploy nearly carried the day for the Queen and her allies, but the Dwarves had already hired Almuric and a large contingent of Mercenary men who helped the Dwarves repulse their enemies.

[30.1] GAME LENGTH, SIZE AND STELLAR CONFIGURATION

[30.11] Length: 12 Game-Turns.
[30.12] Number of Players: 2 or 4. If two, one Player controls Ithiligel and Sorcerak while the other controls Convivax and Zirkast. If four, one controls Ithiligel, one Sorcerak, one Convivax, and one Zirkast.
[30.13] Sun Track Setting: Yellow, 1; Blue, I; Equilibrium, 3.

[30.2] SET-UP

[30.21] Spider Folk
- Provinces: Sorcerak.
- Units: Spider-Queen, 4 Warriors of the Web, 6 Spider-Legions. Set-up second, move first.
- Reinforcements: None.
- Replacements: 1 every two Game-Turns.

[30.22] Convivax
- Provinces: Convivax.
- Units: Gerudirr, 10 Heavy Axe, 3 Bow, Set-up first, move second.
- Reinforcements: 1 every three Game-Turns.

[30.23] Ithiligel
- Provinces: Ithiligel.
- Units: Naskhund, Zarok, 6 Warg Riders, 9 Heavy Sword, 2 Bow, 2 Light Spear. Set-up third, move third.
- Reinforcements: None.
- Replacements: 1 every three Game-Turns.

[30.24] Zirkast
- Provinces: Zirkast.
- Units: Zirkast (Zurik, 6 Heavy Axe, 2 Light Horse, 2 Bow set up in Zirkast); Mercenaries (Almuric, 6 Heavy Horse, 3 Heavy Sword set up in Endore). Set-up fourth, move fourth.

Reinforcements: None.
- Replacements: Dwarves (1 unit every two Game-Turns); Mercenaries (1 unit every three Game-Turns).
- Note: In the two-Player version, Convivax and Zirkast are controlled by the same Player.

[30.3] NEUTRALS

[30.31] Dragons
- Provinces: Kelgarth.
- Units: Gygax Draconclord, 5 Dragons.
- Diplomacy Setting: Neutral.
- Human Sacrifice accepted.

[30.32] Krasnia
- Provinces: Krasnia.
- Units: Gislan, 6 Heavy Axe if Krasnia declares for Convivax, or 3 Heavy Axe alone, if it declares for Spider Folk.
- Diplomacy Setting: Two hexes toward Convivax.

[30.4] SPECIAL RULES

[30.41] Mercenaries may not move until Game-Turn Two.

[30.42] Convivax and the Spider Folk will fight to the last unit. Any other country will surrender (all pieces removed) if its capital is captured at any point in the game.

[30.5] VICTORY CONDITIONS

[30.51] Spider Folk
- For capturing Ryakalla: 5 VP
- For capturing Convivax’s Citadel: 4 VP
- For each Dwarven unit eliminated: 2 VP

[30.52] Convivax
- For holding own capital: 7 VP
- For holding own citadel: 2 VP
- For eliminating Spider units: 2 VP

[30.53] Ithiligel
- For capturing Nuara: 5 VP
- For capturing Zirkast’s citadel: 3 VP
- For each Dwarven unit eliminated: 3 VP

[30.54] Zirkast
- For holding own capital: 3 VP
- For holding own citadel: 4 VP
- For each Orcish unit eliminated: 3 VP

[31.0] SCENARIO ELEVEN: Imperial Expansion, 877 AF

Background:
The Empire has long sought to conquer the Valley, and has many times been repulsed. Always the Empire has gone on the offensive and then bogged down as the various nations of the Valley sought to defend the last stronghold from the clutches of Man. But this time, the Empire was in a different predicament. Barbarian uprisings had forced the Paladin of Urf Durlaf to send many of his finest troops to prevent serious incursions upon the southern flank of the Empire’s vast holdings. Spies reported that the various forces in the Valley would be massing for an assault on the fabled city of Urf Durlaf. Immediately, the Paladin organized an offensive to prevent the various neighbors of the Empire from getting organized. This caused the attack to slow and nearly peter out due to lack of strength, but timely reinforcements from the other provinces of the Empire allowed the attack to proceed as per the plan.

Ironically, the rumor that the Southern powers were massing was untrue. Not only that, but the various kingdoms were surprised as they thought that the Empire had withdrawn a good deal of their strength in the Valley. Consequently, the Empire gained great shock value when their forces rode out of Urf Durlaf in a concerted effort to take the southern provinces by storm. An interesting situation developed in which each power put up a screen to defend from the Empire, and with the rest of their forces sought to destroy their traditional foes. In the end, it became apparent that one kingdom would get squeezed. The Empire survived the initial period of the war, and was able to expand its foothold in the valley after defeating the Aardvark Wallow forces in detail at the battle of Matrokh. Soon after, the Cronks were subjugated under the iron yoke of the Empire. As for the rest of the Valley, a few minor border changes occurred here and there, but the southern kingdoms had sealed their doom: the Empire knew that it could secure the Valley.

As a result, Aardvark Wallow became a client state and the Paladin of Urf Durlaf was awarded the Order of the Crossed Sword for his plan.

[31.1] GAME LENGTH, SIZE AND STELLAR CONFIGURATION

[31.11] Length: 10 Game-Turns.
[31.12] Number of Players: 4 or 5.
[31.13] Sun Track Setting: Yellow, 1; Blue, F; Equilibrium, Red, I; Equilibrium

[31.2] SET-UP

[31.21] Empire
- Provinces: Urf Durlaf
- Units: Paladin Glade, Paladin Curvenol, Stephen the Paladin, 10 Pike, 5 Heavy Horse, 4 Light Bow. Sets up second, moves first.
- Reinforcements: 5 units per Game-Turn from the pile of unused Imperial units, for the first six Game-Turns. 1 eliminated unit per Game-Turn, beginning with Game-Turn Seven.

[31.22] Aardvark Wallow
- Provinces: Aardvark Wallow.
- Units: Raman Cronkevitch, Svartz Tarnkap, 10 Heavy Plughunk, 4 Light 30w, 2 Light Horse. Sets up fifth, moves third.
- Reinforcements: None.
- Replacements: 1 eliminated unit every three Game-Turns.

[31.23] Corfla Cultists
- Provinces: Ka-Chunk.
- Units: Unamit Ahazrad, Peg-Leg Gonzo, 2 Light Horse, 8 Heavy Sword, 4 Airships. Sets up fourth, moves fifth.
- Reinforcements: None.
- Replacements: 1 unit every four Game-Turns.

[31.24] The Swamps
- Provinces: The Swamps.
- Units: Siggoth, 6 Heavy Sword, 4 Dinosaur Legs, 3 Intelligent Meld. Sets up first, moves fourth.
- Reinforcements: None.
- Replacements: 1 unit every three Game-Turns.

[31.25] Endore
- Provinces: Endore.
- Units: Snorri, Theregond, 6 Heavy Horse, 4 Heavy Sword, 2 Bow, 8 Light Spear (Militia). Sets up third, moves second.
[3.3] NEUTRALS
None.

[3.4] SPECIAL RULES
None.

[3.5] VICTORY CONDITIONS

[3.5.1] The Empire
If an Enemy unit is occupying
Urf Durfal Automatic Loss
If there are no Enemy units in the Empire 4 VP
If the capital of Aardvark Wallow is occupied by Imperial units 6 VP
If there are no Enemy units south of the river and west of hexrow 16xx 10 VP
If the capital of the Swamp-Creatures is occupied by Imperial units 8 VP
If there are no Enemy units south of the hexrow xx37 and west of hexrow 16xx 10 VP
If Castle Gund is occupied by Imperial units 8 VP
If the temple of the Great Ghod Corflu is occupied by Imperial units 8 VP
If there are no Enemy units south of the river on the entire Game-Map Automatic Victory
For each Enemy unit eliminated in combat by Imperial forces 1 VP
If anyone other than the Empire or Snorri occupies Castle Gund at end of game -5 VP

[3.5.2] Aardvark Wallow
If there are no Enemy units in the Wallow 20 VP
For each Enemy unit destroyed by Wallow forces 1 VP
If Urf Durfal is occupied by Wallow forces 10 VP
If there are no Imperial units south of the river and east of hexrow 23xx 5 VP
If Castle Gund is occupied by Wallow forces 10 VP
If the temple of the Great Ghod Corflu is occupied by Wallow forces 10 VP
For each Cronk unit surviving 3 VP

[3.5.3] Corflu Cultists
If there are no Enemy units in the territories of the Great Ghod Corflu 5 VP
If there are no Imperial units east of hexrow 16xx 10 VP
If Castle Gund is occupied by Corflu Cultist forces 15 VP
For each Character brought back to the Citadel of the Great Ghod Corflu and sacrificed (i.e., killed) 5 VP
If hex 1652 is occupied by Corflu Cultist forces 10 VP

[3.5.4] Swamp-Creatures
No Enemy units in the Swamps 5 VP
No Imperial units south of the river and west of hexrow 10xx 10 VP
No Imperial units south of the river and west of hexrow 16xx 10 VP
If at least one hex of Swamp is never entered by any Enemy unit 10 VP
If Castle Gund is occupied by Swamp units 10 VP
If hex 1652 is occupied by Swamp units 5 VP
For each Enemy unit eliminated 1 VP

[3.5.5] Snorri
If there are no Enemy units within 4 hexes of Castle Gund at end of game 10 VP
If there are no Imperial units within 10 hexes of Castle Gund 8 VP
For each Cronkish unit eliminated by Snorri's units 1 VP
If all Wallow units are eliminated 20 VP
If all Corflu Cultist units are eliminated 20 VP
For each Swamp unit eliminated by Snorri's units 1 VP

[32.0] SCENARIO TWELVE: The Destruction of the ORC, 922 AF

Background:
Chairman Naskhund of the Orich Revolutionary Coalition remains an interesting figure in the history of the Valley. He nearly singlehandedly introduced the concept of Marxism into a highly traditionalist valley and elevated the status of Orcs from the laughinglystock (slightly better than Goblins) to a force to be reckoned with in the north. The major problem that faced Naskhund was that the Orcs did not have an affinity for magic, which placed them at a slight disadvantage compared to everyone else. But he had solved this problem in a masterstroke by allying with X the Unknown, undoubtedly the most powerful Mage of the age. Unfortunately, Mages stay allies only as long as they receive double their worth from their allies, and Naskhund had no intention of being X's puppet. This did not faze Naskhund, who had defeated the Orich legitimatists and the Goblin separatists during the Orich Civil War and had waged several campaigns to prevent the Dwarves and Elves from destroying the Orich soviet. Slowly over the years he consolidated his power. It is said that this great ORC was removed from power by a quirk of fate. It so happened that Gwaigion Elengal and Zurik Bladebreaker had a covert meeting in which they compared notes and decided that the ORC's strength was too great. They called for aid from the other Dwarven kingdoms and Endore, and then proceeded to march on Ithigil with the express purpose of stamping the Orcs into the ground.

Naskhund had no way of stopping the juggernaut that threatened to destroy his Orich state, and was forced to plead for aid from the Orange forces in the neighborhood. Finally he felt that he had convinced X the Unknown to save the ORC, but Gwaigion Elengal insured the neutrality of X by paying a terrible price which the Elves have kept secret to this day. From then on the war was a rout in which Chairman Naskhund met his end at the hands of Snorri Gundarchukson. His aides felt that he had just given up when his world tumbled to an end. The Orcs will always remember and revere him.

[32.1] GAME LENGTH, SIZE AND STELLAR CONFIGURATION

[32.1.1] Length: 11 Game-Turns.

[32.1.2] Number of Players: 2.

[32.1.3] Sun Track Setting: Yellow, 1; Blue, B; Equilibrium; Red, H, Equilibrium

[32.2] SET-UP

[32.2.1] Alliance
Provinces: Elves (Ynavr, Nattily Woods); Krasnia (Krasnia); Zirkast (Zirkast); Convivia (Convivia); Endore (Endore).
Units: Elves (Gwaigion Elengal, 2 Horse Archers, 6 Light Horse, 4 Light Bow, 4 Light Sword. May set up in Krasnia); Krasnia (Gislan, 2 Bow, 12 Heavy Axe); Zirkast (Zurik, 2 Light Horse, 4 Bow, 10 Heavy Axe); Convivia (Geridir, 2 Bow, 8 Heavy Axe); Duchy of Endore (Snorri, Theregond, 6 Heavy Horse, 4 Heavy Sword, 2 Bow, 8 Militia Light Spear). Set-up first, move first.

[32.2.2] ORC
Provinces: Kanathar, Ithigil, Outer Krasnia, Dwarfhaven, Neitherwald.
Units: Naskhund, Zarko, 6 Warg Riders, 2 Bow, 10 Heavy Sword, 14 Light Spear, Mercenaries (2 Heavy Horse, 2 Heavy Sword). Set-up second, move second.

[32.3] Replacements: 1 unit every three Game-Turns.

[32.3.1] NEUTRALS

[32.3.2] Dragons
Provinces: Kelgarth.
Units: Gyaax Dragonlord, 5 Dragons.
Diplomacy Setting: Neutral.

[32.3.3] X
Provinces: Citadel Isle.
Units: X, Taleren, Goblins (4 Light Spear, 2 Light Sword, 2 Warg Riders).
Diplomacy Setting: One hex toward the ORC.

[32.3.4] Spider Folk
Provinces: Sorcerak.
Units: Spider-Queen, 4 Warriors of the Web, 6 Spider Legions.
Diplomacy Setting: Onehex toward ORC.

[32.4] SWAMP-CREATURES
Provinces: The Swamps.
Units: Sliggoth, 6 Heavy Sword, 4 Dinosaur Legions, 3 Intelligen Mold.
Diplomacy Setting: One hex toward ORC.

[32.5] VICTORY CONDITIONS

[32.5.1] Alliance Victory Conditions
Control of Ithigil 16 VP
For each Orich unit eliminated 2 VP
Naskhund killed 8 VP

[32.5.2] ORC Victory Conditions
For each Alliance unit eliminated 1 VP
For each Orich unit that survives until the end of Game-Turn Eleven 2 VP
Control of Ithigil 10 VP
For control of Kanathar, Outer Krasnia, Dwarfhaven or Neitherwald, each 5 VP

[33.0] SCENARIO THIRTEEN: The Conquest of the South, 934 AF

Background:
The conquest of the ORC and the defeat of Naskhund at the hands of Snorri Gundarchukson improved the status of Endore. Snorri continually boasted of how he had personally slain Naskhund to the point where he alienated most of his newfound friends. Of most concern was his challenge to the Empire, in which he defied the Emperor to send forth his legions and surrender the throne to the rightful heir (i.e., Snorri). What made Gundar-
chuksson so confident was the knowledge that his magician was better than anyone the Empire could muster. And indeed Theroglobin the Mage had excellent repute as an Enchanter, and the Empire had been sadly lacking in qualified wielders of Magicks for years. But the entire picture was changed when a rather powerful wizard by the name of Tim sauntered into Urf Surfal (some have it that he appeared in a ball of fire), convinced that he could be an important man in the Empire.

The Paladin Glade pulled forth Retaliator and promised to have Castle Gund or Snorri’s head by the end of the campaign. But the Empire had a wily mind behind this assault, and directed their attack at the Swamp-Creatures and the Corflur Cultists, completely ignoring Endore. Snorri interpreted this move as cowardice on the part of the Empire and saluted forth to meet the Empire in the swamps. In doing so, he destroyed any chance of the Swamp-Creatures surviving and then discovered that he had destroyed a valuable buffer between himself and the Empire. This bothered Snorri, and he fell back to magic. Much to his surprise, a man in the Empire’s ranks responded to Theroglobin’s spells. After that, the defeat of the Endoran army was as swift as it was ignominious. Snorri fled for the haven of the northern kingdoms, leaving the Corflur Cultists to fend for themselves. Despite Unamit Ahamazid’s attempts, the temple was stormed by the Empire and the southern end of the Empire was the property of the Empire.

[33.1] **GAME LENGTH, SIZE AND STELLAR CONFIGURATION**

[33.11] **Length:** 13 Game-Turns.

[33.12] **Number of Players:** 4

[33.13] **Sun Track Setting:** Yellow, 1; Blue, C, Ascendant; Red, I, Descendent

[33.2] **SET-UP**

[33.21] **Empire**

**Provinces:** Urf Surfal, Capella, Aardwark Wallow.

**Units:** Paladin Glade, Paladin Lord Dil, Tim the Enchanter, 15 Pike, 6 Heavy Horse, 6 Light Bow, 6 Heavy Sword. Set-up first, move first.

**Reinforcements:** 4 units per Game-Turn from the following pool until the pool is exhausted: 5 Pike, 4 Heavy Horse, 4 Light Bow, 4 Heavy Sword, 4 Heavy Pluglunk (from Cronk mix).

**Replacements:** 1 unit every two Game-Turns.

[33.22] **Duchy of Endore**

**Provinces:** Endore.

**Units:** Snorri, Theroglobin, 6 Heavy Horse, 4 Heavy Sword, 2 Bow, 8 Light Spear (Militia). Set-up fourth, move second.

**Reinforcements:** None.

**Replacements:** 1 unit every three Game-Turns.

[33.23] **Corflur Cultists**

**Provinces:** Ka-Chunk.

**Units:** Unamit Ahamazid, Peg-Leg Gonzo, 2 Light Horse, 8 Heavy Sword, 4 Airships. Set-up third, move third.

**Reinforcements:** None.

**Replacements:** 1 unit every three Game-Turns.

[33.24] **Swamp-Creatures**

**Provinces:** The Swamps.

**Units:** Sliggoth, 6 Heavy Sword, 4 Dinosaur Legions, 3 Intelligent Mold. Set-up second, move fourth.

**Replacements:** 1 unit every three Game-Turns.

[33.3] **NEUTRALS**

[33.31] **Elves**

**Provinces:** Vynar, Nattily Woods.

**Units:** Gwaigilion Elengal, 2 Horse Archers, 2 Light Horse, 4 Light Bow, 2 Light Sword.

**Diplomacy Setting:** One hex toward Snorri.

[33.32] **Krasnia**

**Provinces:** Krasnia, Outer Krasnia.

**Units:** Gislan, 2 Bow, 12 Heavy Axe.

**Diplomacy Setting:** One hex toward Corflur Cultists.

[33.33] **Zirkast**

**Provinces:** Zirkast, Kanathar.

**Units:** Zurik, 4 Bow, 2 Light Horse, 10 Heavy Axe.

**Diplomacy Setting:** One hex toward Swamp-Creatures.

[33.4] **SPECIAL RULE**

Zirkast units may never attack Krasnian units (and vice-versa) even if allied to different sides.

[33.5] **VICTORY CONDITIONS**

[33.51] **Imperial Victory Conditions**

Control of each Province south of the river that contains a capital hex (Aardwark Wallow and the Empire not included) each: 12 VP

Loss of half or more of the Imperial units: -4 VP

Each Enemy unit eliminated: 1 VP

[33.52] **Endoran Victory Conditions**

For each Imperial unit eliminated by

Endoran units: 3 VP

Control of Urf Surfal: Automatic Victory

Control of Capital of Swamp-Creatures or Corflur Cultists: 7 VP

Each Swamp-Creature or Corflur Cultist unit eliminated by Endoran units: 1 VP

[33.53] **Corflur Cultist Victory Conditions**

For each Imperial unit eliminated by

Corflur Cultists: 2 VP

Control of capital of Aardwark Wallow or Empire (Urf Surfal): 8 VP

For each Endoran or Swamp-Creature unit eliminated by Corflur Cultists: 1 VP

Control of the Temple of the Great Ghod Corflur: 6 VP

[33.54] **Swamp-Creature Victory Conditions**

For each Imperial, Endoran or Corflur Cultist unit eliminated by a Swamp unit: 2 VP

Control of the Swamps: 10 VP

Control of Urf Surfal or Endore each: 4 VP

Initial attack of the Empire’s forces that the Free Peoples organized a defensive line.

It was clear from the start that the assault by the Imperial forces was no standard campaign. The full force of the Empire was behind this assault, and it was clear that the Emperor had given the subjugation of the Valley top priority. It was a fierce and brutal campaign, as the ancient Races sought to destroy the man from his final achievement. Elves and Dwarrows fought with a ferocity never before exhibited, as the men of the Empire were fended off and sometimes driven into rout. Meanwhile, the refugees and the Orcs provided valuable stopgaps where necessary. It appeared that the Imperial forces could be staved off and forced to negotiate a bloody truce.

However, as the battle began to reach the point of exhaustion, X the Unknown committed for the Empire. It is now known that he was offered a full pardon and an independent state of his own, but at the time it came as a complete surprise to the Free Peoples. It also forced their defensive line to crumble. The Swamps, valuable land. And so it was that Grisha, greatest amongst Dragons, had his deathcurse fulfilled: "And it shall be the self-same Men and Wizards that ye spare today that will one day destroy ye."

[34.1] **GAME LENGTH, SIZE AND STELLAR CONFIGURATION**

[34.11] **Length:** 27 Game-Turns.

[34.12] **Number of Players:** 2.

[34.13] **Sun Track Setting:** Yellow, 1; Blue, G, Equilibrium; Red, A, Equilibrium

[34.2] **SET-UP**

[34.21] **Empire**

**Provinces:** Urf Surfal, Capella, Aardwark Wallow, The Swamps, N’Dardia, Ka-Chunk, Endore, Rhinnon

**Units:** Paladin Glade, Paladin Almoric, Paladin Lord Dil, Paladin Curvenol, Paladin Zarath, Larrika, 26 Pike, 12 Heavy Horse, 12 Light Bow, 14 Heavy Sword, 2 Pocador, 4 Heavy Pluglunk.

Set-up second, more first.

**Reinforcements:** None.

**Replacements:** 1 unit every Game-Turn.

[34.22] **Free Peoples**

**Provinces:** Elves (Vynar, Nattily Woods); Dwarrows (Krasnia, Outer Krasnia, Kanathar, Ithilgil, Zirkast, Convivia); Orcs (Dwarfhaven); Refugees (none, may set up anywhere).

**Units:** Elves (Gwaigilion Elengal, Linfalas, 2 Horse Archers, 6 Light Horse, 4 Light Bow, 4 Light Sword, 2 Medium Spear); Dwarrows (Gislan, Zirkast, Gerudir, 8 Bow, 2 Light Horse, 30 Heavy Axe); Orcs (2 Warg Riders, 4 Heavy Sword, 4 Light Spear); Refugees (Unamit Ahamazid, Snorri, 4 Corflur Cultist Airships, 4 Heavy Horse).

Set-up first, more second.

**Reinforcements:** None.

**Replacements:** Elves (1 unit every four Game-Turns), Dwarrows (I unit every Game-Turn).

[34.3] **NEUTRALS**

[34.31] **X**

**Provinces:** Citadel Isle.

**Units:** X, Taleren, Orcs (4 Light Spear, 2 Light Sword, 2 Warg Riders), Mercenaries (2 Heavy Sword, 2 Heavy Horse); Goblins (4 Light Spear).

**Diplomacy Setting:** One hex toward the Empire.

[34.32] **Spiders**

**Provinces:** Sorcerak.

**Units:** Spider-Queen, 4 Warriors of the Web, 6 Spider Legions.
Diplomacy Setting: Two hexes toward the Free Peoples.

[34.4] SPECIAL RULES
None.

[34.5] VICTORY CONDITIONS
The Empire must control five of the nine Provinces controlled by the Free Peoples at the outset of the game. Any other result is a Free Peoples' victory.

THE QUEST GAME

[35.0] QUEST GAME
SEQUENCE OF PLAY
Note that this Sequence of Play is used in the Quest Game only, and not in the Army Game; the Sequence of Play for the Army Game is listed in Section 4.0.

GENERAL RULE:
The Quest Game is played in successive Game-Turns. There are no Player-Turns in the Quest Game; rather, the Game-Turn is played simultaneously, with each Player taking action for all of his Characters and units in each Phase of the Game-Turn. After 15 Game-Turns have been played, the Game is over and the winner (or winners) is determined.

SEQUENCE OUTLINE:
A. Random Events Determination Phase
The Random Events Table is referred to in order to determine whether any Random Event has occurred (see Section 5.0).

B. Plot Phase
During this Phase, each Player secretly plots movement for each of his Characters and Spell-casting for each of his Characters who can and wish to cast Spells. A Character may move and cast a Spell in the same Phase, but does not Regenerate Manna Points if he does so (see Case 11.3).

C. Magic Execution Phase
1. Plotted Spell Execution Segment: All Characters who were plotted to cast Spells do so, and the effects of such Spell-Casting is determined.
2. Counterspell Segment: Casting Characters may cast any Spell that is designated as a Counterspell; any such Spell need not have been previously plotted.

D. Character Movement Phase
The Movement Plots for each Character are revealed, and the Characters are moved according to their plots and the rules for simultaneous movement. Search by Characters and Army units and Character versus Army combat are also resolved in this Phase.

E. Character Combat Phase
Combat between Characters who are in contact with each other is resolved in this Phase. Each combat is resolved individually, according to the following procedure.
1. Set-Up and Free Move Segment
2. Personal Combat Segment: As many Personal Combat Segments as are needed to resolve the combat situation are executed. Each Segment consists of the following sub-segments:
   A. Magic Plot Sub-Segment: The Players plot Spell-casting by any characters involved in the combat who can and wish to cast Spells.
   B. Movement and Combat Sub-Segment: The effects of actual combat between Characters involved in a Personal Combat situation is resolved. Movement may be performed instead.
   C. Magic Execution Sub-Segment: The effects of Spells are resolved.
   D. Army Movement Phase
All villain Players may move their Army units as per Section 41.0.

G. Manna Regeneration Phase
Magic-using Characters regenerate Manna Points; the Suns are each moved one box on the Sun Track.

[36.0] CHARACTER MOVEMENT

COMMENTARY:
S&S uses a combined simultaneous movement and sequential movement system; basically, movement of Characters is secretly recorded and then executed simultaneously, while Army units are moved sequentially. The manner in which Army units are moved is explained in the rules for army movement (Section 41.0). The manner in which Characters move is explained in this Section.

GENERAL RULE:
During each Character Plot Phase (see Case 35.0, Phase B) each Player must plan out and record on a piece of paper the manner in which each of his Characters will move in the up-coming Character Movement Phase. These are revealed all at once and are effected during the Character Movement Phase. A distinction is made between Characters who travel separately and those who travel together.

Those Characters who adventure in groups are known as “parties.” Aside from the standard Movement Plots (similar to those allowable under the provisions of Case 7.0), there are two special plots to deal with Characters chasing after one another. These are Search and Pursuit. Pursuit involves a Character being plotted to follow another. If pursuit is possible, the character will dog the steps of his quarry, until the Character meets up with the Character he is pursuing, or the owning Player abandons the chase. Search is often necessary before pursuit. It involves the expenditure of extra Movement Points, but allows a Character to attempt to find Enemy Characters. A Character may not engage in combat without first obtaining contact with that Character, so Pursuit and Search are necessary to engender combat.

PROCEDURE:
The owning Player notes the name of each of his Characters in a vertical column on the left of a sheet of lined paper. During each Character plot segment, he notes the manner in which each Character will move. There are four valid types of plot for each Character, and each has a code. These are: Movement (Code MV); Pursuit (Code PR); and Search (Code SE); instead of any of these, a Player may plot to have his Character hold still and not move at all (Code H). In addition, Spell-casting Characters may be plotted to cast spells (see Section 38.0).

CASES:

[36.1] SECRECY AND HONESTY
The plot of each Player’s Character movement is kept hidden from the other Players until after the end of the game. If a Player has any doubt about another Player’s orders during the course of the game, the best thing to do is note them, and compare them with the Player’s plot at the end of the game. A Player who is discovered to have violated the rules automatically forfeits the game.

[36.2] HOW TO PLOT MOVEMENT OF CHARACTERS
For any Character who is plotted to move normally (i.e., has MV as his plot), the owning Player must plot the precise path that the Character will take during the Character Movement Phase. There are two ways to plot movement for Characters; they are explained below.

[36.21] A directional compass, which is labelled with six directions, each corresponding to one hex-side of a single hex, is printed on the Game-Map. These are N, S, NE, NW, SE, and SW. A Player may plot movement for his Characters by indicating the number of hexes the Character is to move in one direction, then the number on another, and so forth. Example: “Mordred N2, NE3, N3, NW1” would move two hex north, three north-east, three more north, one to the north-west. Obviously, when plotting in this manner, the Player must take care to take terrain costs into account.

[36.22] Alternatively, a Player may plot movement for his Characters by writing each hex that the Character moves through during its movement. Example: “Mordred MV 0949, 0948, 1047, 1147, 1246, 1245, 1244, 1144.” This latter method is as clear as the first, but is obviously much more time consuming.

[36.3] PURSUIT
Pursuit works as follows: after the Character that is being pursued is moved its full plot, the pursuing Character is moved its full Movement Allowance directly toward the pursued Character by the shortest path (in terms of Movement Points) possible by its owning Player. If the pursuing Character is able to move into the hex occupied by the pursued Character before he has finished expending all his Movement Points, he is placed in that hex.

[36.31] A Character may not pursue another Character unless he has obtained contact with the Character (see Case 39.5).

[36.32] When a Player plots pursuit for a Character, he must note which other Enemy Character his Character will pursue. Example: “Mordred PR Pegleg Gonzo” would mean that Mordred would be plotted to pursue Pegleg Gonzo.

[36.33] A given Character may only be plotted to pursue one enemy Character.

[36.34] If two opposing Characters are plotted to pursue each other, the Players determine the shortest path (in terms of Movement Points) between the two Characters, and place both Characters in the hex half-way between the original positions of the two Characters. If there are two hexes which are equidistant from both Characters; or there are two hexes, one marginally closer to one Character and one marginally closer to the other, but neither equidistant from both Characters, then a die is rolled to determine which hex the two Characters will meet in.

[36.35] If one Character is plotted to pursue a moving Character, and another Character is plotted to pursue the pursuing Character, the first pursuing Character pursues as described above, and the second pursuing Character is then moved his full Movement Allowance directly toward the first pursuing Character, entering the hex occupied by that Character, if possible.

[36.36] If a pursuing Character pursues a Character which Teleports through a Portal Hex, the pursuing Character has several options.
[36.4] THE EFFECTS OF TERRAIN ON CHARACTER MOVEMENT

[36.41] It costs one or more Movement Points (or a fraction thereof) for a Character to enter a hex (see Terrain Effects Chart). All Characters have a Movement Allowance of nine for each Game-Turn. A Character may not enter a hex if he has insufficient remaining Movement Points to do so.

[36.42] There are several different entries for the Movement Point costs on the Terrain Effects Chart (7.7); one entry may indicate the Movement Point cost for Characters. If not, the Movement Point cost for Characters is the same as for Army units of their Race.

[36.43] Each Character has its Race indicated on its Character card; Characters are either Human, Elf, Dwarf, Goblin, Orc, Dragon, Spider Folk, Swamp-Creature, etc. Certain terrain types cost fewer Movement Points for certain Races, as noted on the Terrain Effects Chart. Example: Woods hexes cost one Movement Point for Elves, but cost 2 for all other Races.

[36.44] A Character entering a hex through a hex-side that contains a Road or Trail may (at the owning Player's option) either expend as many Movement Points as is required to enter the terrain type of the hex, or as many Movement Points as is required to move along the Road or Trail. In other words, Roads and Trails may, at the moving Player's option, negate the effect of other terrain.

[36.45] Certain terrain types have special Magical effects. For a listing of these and a description of their effects, see Section 44.0.

[36.46] There is no stacking limit for Characters. There may be an unlimited number of Characters in a hex at any time.

[36.47] Certain terrain types are impassable to some Characters. These Characters may not enter such hexs.

[36.5] 'PARTIES' OF CHARACTERS AND HOW TO MOVE THEM

[36.51] When a group of Characters friendly to each other begin in the same hex, the owning Player(s) must specify whether the Characters move together or separately. If they move separately, Army units searching for the Characters may find some but not all of the Characters; on the other hand, the Characters will not be able to aid each other in combat. If they move together as a 'party,' they are able to support each other in combat; but, if any one of the Characters is discovered, all of the Characters are discovered.

[36.52] A Player may plot to have his Characters move separately part of the way and then to meet up in some hex and proceed together thereafter. In fact, Characters which begin in separate hexes may be plotted to move to the same hex and then move together thereafter.

[36.53] If a Player fails to note whether Characters moving along the same path of hexes are moving separately or as a party, they are considered to move as a party (together).

[36.6] CHARACTER SEARCH

Character search is the process whereby a Character(s) attempts to gain contact with another Character(s). A Character may search and move in the same Game-Turn. Each time a Character executes a search, he expends Movement Points. The effects of search are explained in Case 39.1.

[36.7] EFFECTS OF ARMY UNITS ON CHARACTER MOVEMENT

If, during the course of its movement, a Character moves into or through a hex occupied by or in the Zone of Control of an Enemy unit, there is a chance that the Enemy unit will obtain contact with the Character. If this occurs, the Character may be forced to evade the Enemy unit(s), or may be forced to engage in combat with the Enemy unit(s).

For a further explanation, see Case 39.3 and Section 43.0.

[36.8] FLYING

Certain Characters — notably all Dragons — may fly. In addition, there is a spell known as 'fly' which enables any Character or party of Characters to fly for a limited period of time. Any Character who is flying pays half of a Movement Point to enter any hex, regardless of the Movement Cost listed in the Terrain Effects Chart.

In addition, flying Characters may move through impassable hexes and hex-sides, although they may not end their movement in such hexes. A Flying Character may not 'carry' another Character in the same way Flying units can (see Case 7.58).

[37.0] MAGIC IN THE QUEST GAME

GENERAL RULE:

Sections 10.0 through 12.0 apply in their entirety to the Quest Game. Refer to these Sections. Spells must be plotted, exactly as is movement. The owning Player simply writes down which Spells he wishes to cast and the Manna Point expenditure on a sheet of paper. Certain Quest Game Spells may be resisted. This entails the owning Player checking the affected Character's Magic Resistance, which the owning Player must roll lower than or equal to on a die for the Character to resist the Spell.

PROCEDURE:

Spells are plotted as follows: indicate the name of the casting Character, the Spell(s) that he is casting, and the number of Manna Points being devoted to each Spell, as well as the person(s) or object(s) upon which the Spells are being cast, where applicable. Example: Unamit Ahazaridt casts healing (4 Manna Points) on Mordred. In practice, this might be abbreviated to: 'Unamit heal on Mordred' or something similar.

CASES:

[37.1] PLOTTING AND CASTING SPELLS

[37.11] During each Plot Phase, each Player must plan out and record on a sheet of paper all Spells that each of his Spell-casting Characters will cast during the Magic Execution Phase, as well as the number of Manna Points expended in casting each Spell. This Magic Plot is made secretly, and the rules for secrecy and honesty which apply to plotting movement also apply to plotting Spells (see Section 36.1). During personal combat against other Players, Spells are plotted during the Magic Plot Sub-Phase and cast them during the Magic Execution Sub-Phase. Otherwise, the rules that apply to normal Spells also apply to personal combat Spells except as noted (Exception: see Case 37.15).

[37.12] During the Quest Game, there are actually two different times during which Characters may cast Spells. In the Magic Execution Phase, a Character may cast any Spell that he is able to except personal combat Spells. Personal combat Spells may only be cast during the Character Combat Phase by Spell-casting Characters engaged in a personal combat situation.

[37.13] During the Magic Plot Sub-Phase of a Personal Combat Segment, any Spell-casting Character engaged in the personal combat situation may be plotted to cast a personal combat Spell. Plotting in this Sub-Phase is done according to the same procedure as plotting in the Plot Phase.

[37.14] A Character may cast any number of Spells in one Magic Execution Phase; the only limit is the number of Manna Points he has at the beginning of the Phase. A Character may cast one and only one Spell during a Magic Execution Sub-Phase, although he may cast one Spell for each Sub-Phase in a single Character Combat Phase.

[37.15] Search Confusion is a special Spell; it is cast during the Magic Execution Phase, but Players do not have to plot Search Confusion for their Characters. When one Player announces that one of his Characters is undertaking Magical Search, any other Player(s) may announce that their Character(s) are casting Search Confusion. For more Information, see Search & Control, Section 39.0

[37.16] For Spell-casting purposes all Demons and Monsters are considered Characters (i.e., any or all Spells that can be cast on Characters may be cast on them; Exception: see Teleportation Protection and Control, Cases 12.31 and 12.55).

[37.2] RESISTANCE TO SPELLS

[37.21] Certain Spells have no effect, or have a lesser effect than normal, if the Character the spell is cast upon successfully 'resists' the Spell. Spells that have lesser or no effect when resisted have such noted in the Spell description list.

[37.22] When a Spell is cast at a Character, and it is determined that the Spell being cast is one that can be resisted, the Character may attempt to resist the Spell. The owning Player may determine whether he wishes his Character to attempt to resist the Spell; the Character need not do so.

[37.23] If a Character wishes to attempt to resist a Spell, the Players examine the Character's Character Card to find the Character's Magic Resistance. A die is then rolled; if the number rolled is less than or equal to the Character's Magic Resistance the Character has successfully Resisted the Spell.

[37.24] Many Spells do not allow Resistance; when these Spells are cast, the rules for Spell Resistance can be ignored. All Spells listed in Section 12.0 may not be Resistible.

[38.0] QUEST GAME SPELLS

GENERAL RULE:

These Spells serve as an addition to those Spells already delineated in Section 12.0.

CASES:

[38.1] WHICH SPELLS MAY BE CAST

[38.11] All Spells listed in Section 12.0 may be cast in the Quest Game, except all conjure Spells (i.e., conjure Centaurid Sylvally, etcetera). All such Spells are cast during the Magic Execution Phase, including Spells which are normally cast
during a Movement Phase in the Army Game. Enhance Status has no effect in the Quest Game.

[38.12] The Spells listed in this section may also be cast in the Quest Game (but not in the Army Game). Spells that may be Resisted are listed as such. All such Spells are cast in the Magic Execution Phase, unless otherwise noted.

[38.2] SPELLS OF THE FIRST POWER LEVEL

[38.21] Conflict of Will:

Cost: At least 2 Manna Points
Range: 15 hexes.
May be Resisted.

Effects: This Spell may be cast by any Spell-casting Character against any Enemy Spell-casting Character within 15 hexes of the casting Character. If the Character upon whom the Spell is being cast successfully resists the Spell, one-half as many Manna Points as were used in casting the Spell are deducted from the total of the Character on whom the Spell is cast; rounding down. If the target of the Spell fails to Resist it, he loses as many Manna Points as were expended by the caster. Loss of Manna Points is considered to occur after the target Character has finished casting any Spells that he has cast in the same Phase. Loss of more Manna Points than a Character has results in his total Manna Points being reduced to zero.

[38.22] Strength (Personal Combat Spell):

Cost: At least 3 Manna Points
Range: Target Character must be within 2 hexes of the casting Character on the Personal Combat Display.
May not be Resisted.

Effects: This Spell may only be cast on a Character with a Fighting Ability of at least one who is in the same hex as the casting Character on the Game-Map, and within two hexes of the casting Character on the Personal Combat Display. Both Characters must be involved in a Personal Combat Situation, and neither may be in a holding hex on the Display. The Target Character may neither move, make an attack, nor be subject to a melee in the Personal Combat Segment in which the Spell is cast, or the Spell has no effect. For the remainder of the Personal Combat situation in which the Spell is cast, the Fighting Ability of the target Character is increased by one third as many points as Manna Points expended (rounding down). Example: If six Manna Points were expended in Casting Strength on a Character with a Fighting Ability of 5, the Character’s Fighting Ability would be temporarily increased to 7 (\[5 + (6 \div 3) = 7\]. A Character’s Fighting Ability may never be increased by a number greater than his Magic Resistance; e.g., a Character with a Magic Resistance of four could add no more than four to his Fighting Ability.

[38.23] Weakness (Personal Combat Spell):

Cost: At least three Manna Points.
Range: Both the caster and the target must be within 6 hexes of each other on the Personal Combat Display.
May be Resisted.

Effects: This Spell may be cast on any Enemy Character with a Fighting Ability of one or more who is in the same hex as the casting Character on the Game-Map, and on the Personal Combat Display with the caster (neither Character may be in a holding hex). If the Character on whom the Spell is cast successfully Resists the Spell, he suffers no ill effects. If he fails to Resist the Spell, his Fighting Ability is reduced by one-third as many points as Manna Points expended (rounding down). This is a temporary decrease, and lasts only until the Personal Combat situation ends. Example: if a Character with a Fighting Ability of 5 were the subject of a Weakness Spell cast with six Manna Points, and failed to Resist the Spell, his Fighting Ability would be temporarily reduced to 3 \[5 - (6 \div 3) = 3\]. A Character’s Fighting Ability may never be reduced by more than seven minus his Magic Resistance; thus a Character with a Magic Resistance of 4 and a Fighting Ability of 5 could never have his Fighting Ability reduced below \[2 - (4 \div 3) = 2\].

[38.24] Magical Search

Cost: At least one Manna Point.
Range: Unlimited.
May not be Resisted.

Effects: A Character may cast this Spell on any one Enemy Character anywhere on the Game-Map. If the Magical Search is successful, the casting Character has obtained contact with the target of the Spell (see Section 39.0, Search and Contact).

At the beginning of the Magical Execution Phase, each Player must announce all Magical Search Spells he has plotted for his Characters and which Enemy Character is the object of each such Spell. However, he does not announce the number of Manna Points allocated to each Spell. After all such Spells are announced, the Players have the option to have ostat Casters Search Confusion (see the next Spell listed, 38.25).

The Player whose Character is casting a Magical Search Spell then subtracts the number of Manna Points expended on any applicable Search Confusion Spell from the number of Manna Points that were allocated (back during the Plot Phase) to that Magical Search Spell. The resulting number (positive or negative) is added to the Magic Profile of the Character who is being searched for to yield the Magical Search Value. The Player owning the searching Character rolls a die and cross-references the result with the Magical Search Value on the Magical Search Table (39.6) to determine whether or not the search is successful. See Case 39.2, Magical Search and Search Confusion, for restrictions on the use of this Spell.

[38.25] Search Confusion

Cost: At least 1 Manna Point.
Range: Unlimited.
May not be Resisted.

Note: This Spell is not plotted during the Plot Phase, despite the fact that it is cast during the Magic Execution Phase. This is the only exception to the rule that States that Spells cast during that Phase must be pre-plotted during the Plot Phase.

Effects: After all Magical Search Spells (see Case 38.24) have been announced, each Player may have his Characters cast Search Confusion. Each Player notes secretly how many Manna Points he is allocating to each Search Confusion Spell; when these allocations are completed, they are all announced. Players owning Characters who are plotted to cast Magical Search Spells then proceed to resolve the Magical Searches.

See Case 39.2, Magical Search and Search Confusion, for restrictions on the use of this Spell.

[38.26] Detection of Manna Foci

Cost: At least 1 Manna Points.
Range: Five times number of Manna Points Expended.
May not be resisted.

Effects: This Spell is used to determine whether or not a Character or group of Characters is carrying one or more Talismans of Orb. Multiply the number of Manna Points expended in casting the Spell by five; if there are any Talismans of Orb within this many hexes, the owning Player of the casting Character must be told of the existence of the Talismans, and in what hex they lie. See Talismans of Orb, Case 45.2. Note: This Spell does not detect Magical Weapons that are not Talismans. Also see Focus Subdual, Case 38.41.

[38.27] Magic Blow

Cost: 1 Manna Points.
Range: 4 hexes on the Personal Combat Display.
May be Resisted.

Effects: Any Spell-casting Character in a Personal Combat eligible to cast Spells may cast Magic Blow at any other Character within 4 hexes. The Enacting Character immediately takes one Hit Point (see Case 40.5), unless he successfully Resists the Spell; if he does Resist the Spell, he takes no Hit Points.

[38.3] SPELLS OF THE SECOND POWER LEVEL

[38.31] Fly

Cost: \(\frac{1}{2}\) Manna Point per 2 hexes flown through.
Range: Must be cast on Character in same hex.
May not be Resisted.

Effects: A Fly Spell may be cast on any Character in the same hex as the casting Character, as long as the casting Character has contact with the Character on whom the Spell is cast (a Character may, of course, cast Fly on himself). If a group of Characters wish to fly, a Fly Spell costing 5 Manna Points will suffice for the entire group of Characters’ full movement. Manna Points are not actually expended when the Spell is cast; rather, the number of Manna Points that the casting Character must spend is calculated after Character Movement. The casting Character must spend one-half of a Manna Point for every two hexes through which the Character on whom he cast the Spell moved. Note that the number of Manna Points expended will be predetermined by the plot of each Player. A flying Character pays one-half Movement Point per hex, regardless of terrain. See Case 36.8, Flying.

[38.32] Invisibility

Cost: 2 Manna Points per Game-Turn.
Range: Must be cast on Character in same hex.
May not be Resisted.

Effects: This Spell may be cast by a Character on any other Character or group of Characters in the same hex as the caster, as long as the casting Character has contact with the other Character. A Character may, or course, cast Invisibility on himself. The chance of a Character being discovered by Army Search is reduced when the Character is invisible; see Search and Contact, Section 39.0. A Character remains invisible for half as many Game-Turns as Manna Points expended. Note that this is a group Spell; it may be cast on any number of Friendly Characters in the same party; the same Spell will turn all Characters invisible. If a Character enters Personal Combat, any invisibility Spells cast on that Character immediately cease to take effect.

[38.33] Magic Lance (Personal Combat Spell)

Cost: 2 Manna Points.
Range: 5 hexes on the Personal Combat Display.
May be Resisted.

Effects: Magic Lance is similar to Magic Blow, with the exception that Characters on whom Magic Lance is cast take two Hit Points, unless the Spell is successfully Resisted, in which case the Character takes one Hit Point.
[38.4] SPELLS OF THE THIRD POWER LEVEL

[38.41] Focus Subdual
Cost: 1 Manna Point per Game-Turn per Object Affected.
Range: Must be cast on a Talisman of Orb or Character in same hex as caster.
May not be Resisted.
Effects: Focus Subdual may be cast either on a Talisman of Orb or a Character. A Character may only cast Focus Subdual on a Talisman of his possession, or in the possession of a Friendly Character in the same hex as the caster. Once cast, the Spell remains in effect until the caster stops expending Manna Points to keep it in effect; the caster may continue to expend points each turn to keep the Spell in effect even if he is no longer in the same hex as the Talisman or Character. One Manna Point per Game-Turn must be spent to keep the Spell in effect. If a Talisman of Orb which has had Focus Subdual cast on it is within range of a "Detection of Manna Foci" Spell, the caster of the Detection Spell is notified by the owner of the Talisman in which Province (i.e., area) the Talisman lies. The caster of the Detection Spell is not told which hex the Talisman is in; note that this is an exception to the "Detection of Manna Foci" Spell Description. If a Talisman of Orb which has had Focus Subdual cast on it is within range of a "Manna Focus Location" Spell, the latter Spell acts like a Detection of Manna Foci Spell instead (although its range is not increased). If Focus Subdual is cast upon a Character, the Character’s Magic Profile is reduced to zero for as long as the Spell remains in effect.

[38.42] Dissipate Spell Screen (Personal Combat Spell)
Cost: At least 1 Manna Point.
Range: Unlimited on the Personal Combat Display.
May be Resisted.
Effects: This Spell may be cast against any Spell Screen (see Case 38.63, Spell Screen. The Spell Screen may attempt to Resist the Spell. If it does so, it takes half as many Hit Points (rounding down) as Manna Points expended. Otherwise, it takes as many Hit Points as Manna Points expended. This Spell may never inflict Hit Points on any Character; it only reduces the endurance of a Spell Screen.

[38.43] Blade Enchantment
Cost: 2 Manna Points per Game-Turn.
Range: Must be cast on Character in caster’s hex, may be cast either during Personal Combat or the Magic Execution Phase.
May not be Resisted.
Effects: This Spell may only be cast on a Character with a Fighting Ability of 1 or more who does not have an Enchanted weapon. His weapon will be considered Enchanted for half as many Game-Turns as Manna Points expended. (See Personal Combat, Section 40.0, for the Effects of Enchanted weapons.)

[38.44] Bolt of Fire (Personal Combat Spell)
Cost: 3 Manna Points.
Range: 5 hexes on the Personal Combat Display.
May be Resisted.
Effects: Bolt of Fire is similar to Magic Blow, except that Characters that do not Resist the Spell take 3 Hit Points, and those that do Resist the Spell take 2.

[38.5] SPELLS OF THE FOURTH POWER LEVEL

[38.51] Healing
Cost: 2 Manna Points per Hit Point.
Range: Must be cast on Character in same hex. May not be Resisted.
Effects: If the Character on whom the Spell is cast has taken any Hit Points (see Case 40.5) which have not been cured, one Hit Point is cured for every two Manna Points expended. Note that, aside from the passage of time (see Case 40.53), and the Fountain of Healing (see Case 44.22), this is the only way that Hit Points may be cured.

[38.52] Blast of Fire (Personal Combat Spell)
Cost: 4 Manna Points.
Range: 5 hexes on the Personal Combat Display.
May be Resisted.
Effects: This Spell is similar to Magic Blow, except that Characters that are unable to Resist the Spell take 4 Hit Points, while Characters that Resist it take 2.

[38.6] SPELLS OF THE FIFTH POWER LEVEL

[38.61] Manna Focus Location (Magic Execution Spell)
Cost: 4 Manna Points per hex radius.
Range: One-fourth as many hexes as Manna Points expended.
May be Resisted (but see Effects).
Effects: The caster automatically obtains contact with all Talismans of Orb within the Range of the Spell. Effectively, this means that he obtains contact with any Character carrying a Talisman of Orb, and also is able to automatically find any Talismans sitting by itself. Note that Focus Subdual reduces the effects of this Spell against Talismans of Orb. Each Character within Range of the Spell must resist the spell or have the caster obtain contact with him. However, Characters do not use their Magic Resistance for Resistance purposes; rather, they use their Magic Profile. In other words, the owning Player of each Character must roll a die for each of his Characters; if the die-roll is more than his Character’s Magic Profile, the Character successfully Resists the Spell.

[38.62] Bolt of Lightning (Personal Combat Spell)
Cost: 5 Manna Points.
Range: 6 hexes on the Personal Combat Display.
May be Resisted.
Effects: This Spell is similar to the Magic Blow Spell (see Case 38.27), except that Characters that fail to resist the Spell take 5 Hit Points, and those that successfully Resist it take 3.

[38.63] Spell Screen (Personal Combat Spell)
Cost: 6 Manna Points.
Range: 1 hex on Personal Combat Display.
May be Resisted.
Effects: A Screen of Force is placed around any three contiguous hexes the casting Player desires, as long as all three are within two hexes of the casting Character, and the casting Character’s hex is one of the three. Characters may freely move or attack through the protected hexes; the Screen has effect only on Spells. The Spell Screen is considered to have the same Magic Resistance and Endurance as the Casting Character (if the casting Character has taken Hits, the Screen is considered to have to Endurance of the Character at the time he cast the Spell). Any time a Spell is cast on a Character within one of the three protected hexes, the Screen attempts to Resist the Spell using the casting Character’s Magic Resistance. If the Spell was not a damage Spell (such as Magic Blow, Bolt of Fire, etc.), and the Spell Screen successfully Resists the Spell, the Spell has no effect. If the Screen does not Resist the Spell, the Character on whom the Spell is cast may attempt to Resist the Spell, and the Spell has its normal effects. If the Spell is a damage Spell and the Screen successfully Resists the Spell, the Screen (not the protected Character) is considered to take as many Hit Points as the Spell would normally inflict on the Character. The same is true if the Screen fails to Resist the Spell, except, of course, that the Screen will take more Hit Points. In either case, the target is considered to have resisted the Spell. Once the Spell Screen has taken as many Hit Points as its Endurance, it is considered dissipated and has no further effect. If this occurred while the Screen was in the process of absorbing Hit Points, the ‘target’ of the Spell takes the excess Hit Points (no chance of Resisting the Spell).

[38.64] Convulsion (Personal Combat Spell)
Cost: 6 Manna Points.
Range: 4 hexes on the Personal Combat Display.
May be Resisted.
Effects: The caster may cast the Spell on any Character within 4 hexes on the Personal Combat Display. If the Character Resists the Spell, he suffers no ill effects. Otherwise, he will be totally immobilized and unable to attack (although he may be attacked). At the beginning of each movement and combat sub-segment, the affected Character attempts to Resist the Spell once more; he remains affected until he manages to Resist it. Each time (after the first) that the affected Character attempts to Resist the Spell and fails, he takes one Hit Point. When another Character attacks a convulsed Character, one is added to the Personal Combat die-rol· (in addition to any other modifications).

[38.7] SPELLS OF THE SIXTH POWER LEVEL

[38.71] Contact Higher Plane (Magic Execution Spell)
Cost: 5 Manna Points.
Range: not applicable.
May not be Resisted.
Effects: This Spell basically enables the caster to contact (a) the Demon-Lords, (b) the Five Great Saints, or (c) Glod Corflu, depending on the religious beliefs of the caster. A die is rolled, and the following table consulted:

<table>
<thead>
<tr>
<th>Die</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>The caster’s Fighting Ability or Magic Resistance is raised by one point (owning Player’s choice). If the Characteristic was zero to begin with, it may not be raised.</td>
</tr>
<tr>
<td>2</td>
<td>The Power or Fighting Ability (whichever is greater) of the caster is reduced by one point.</td>
</tr>
<tr>
<td>3</td>
<td>No effect.</td>
</tr>
<tr>
<td>4</td>
<td>Roll on the table for the Summon Force Spell. (Disregard any rolls of 5 or 6 — the caster rolls until he obtains a result of 1 through 4).</td>
</tr>
<tr>
<td>5</td>
<td>The caster may point to any stack of Enemy units; these units are eliminated. Note: Characters are not affected.</td>
</tr>
<tr>
<td>6</td>
<td>The Character is removed from the Game-Map, and placed back in the same hex at the beginning of the third Game-Turn following the current one.</td>
</tr>
</tbody>
</table>
[38.72] Fireball (Personal Combat Spell)
Cost: 6 Manna Points.
Range: Unlimited on the Personal Combat Display.
May be Resisted.
Effects: This Spell is cast during Personal Combat. When the casting Player plots the Spell, he must indicate a hex in which the Fireball is to explode. During the Magic Execution sub-segment, all Characters (whether Friendly or Enemy to the caster) within two hexes of the explosion hex must attempt to make their Magic Resistance. Those that do so take no Hit Points; those that fail to do so take 3. Note: If this Spell is cast in a Dragon Tunnel complex, all Characters within 3 hexes are affected (because the narrow corridors will force the blast to extend through them). If the Fireball explodes within range of a Spell Screen, each hex of the Spell Screen that is within range of the Fireball must attempt to make its Magic Resistance; for each hex of the Spell Screen that fails to Resist, the Screen takes 3 Hit Points.

[38.8] SPELL OF THE SEVENTH POWER LEVEL
[38.81] The Black Hand of Death (Personal Combat Spell)
Cost: All Manna Points (minimum of 10).
Range: May only be cast on a Character in the same hex.
May be Resisted.
Effects: Any Character on which this Spell is cast must make his Resistance roll with one added to the die, or he is eliminated. If the Character successfully Resists, he still takes 5 Hits. Note: This Spell may only be cast if the caster complies with the provisions of Case 10.26.

[39.0] SEARCH AND CONTACT
COMMENTARY:
The counters representing the Characters and Army units are present on the Game-Map at all times, and thus the Players always know where the counters (and hence the units and Characters) are. However, for game purposes the location of a particular Character is not considered to be "known" by another Character unless that Character or an Army unit friendly to the second Character should obtain contact with the first Character.

GENERAL RULE:
All Characters and Army units are automatically and constantly in contact with all Friendly Army units and in contact with Friendly Characters in the same hex. A Character or any Army unit is not in contact with a non-Friendly Character (unless the owning Players are allied — see 39.31) unless contact is made by means of Search. There are three means of conducting Searches: Magical Search, Character Search and Army Search. A Character in contact with any non-Friendly Character may engage that Character in Personal Combat if both are in the same hex (see Section 40.9). A Character in contact with a non-Friendly Army unit must make contact with Army vs. Army Combat, unless the owning Players are allied (see Section 43.0).

[39.1] CHARACTER SEARCH
A Player can have a Character search for non-Friendly Characters during any Movement Phase by "plotting" that action for him during the preceding Plot Phase (see 36.0, Procedure).

PROCEDURE:
Should any non-Friendly Character be moved through or occupy a hex that a Friendly Character is searching during that Turn, the Player controlling the searching Character rolls a die. If the result is a 1, 2, or 3, then the searching Character has established contact with the non-Friendly Character; any other result has no effect.

[39.11] For each hex which a Character searches, 3 Movement Points of that Character's Movement Point Allowance must be expended.
[39.12] A Character may be plotted to search any hex (or combination of hexes) during a Movement Phase so long as that Character occupies or is adjacent to all such hexes during that Movement Phase, and that Character's Movement Point Allowance is not exceeded.
[39.13] If a Character successfully attains contact with a non-Friendly Character during the Movement Phase, the searching Character's plot may be aborted and any remaining Movement Points be applied to Pursuit (see Case 36.3).
[39.14] Character search has no effect on Invisible Characters.
[39.15] Each individual Character traveling alone, and/or each party of Characters traveling together that is moved into a hex being searched is searched for separately. For example, if three non-Friendly Characters traveling apart (see Case 36.5) are moved through a hex that is searched by a Friendly Character, then three separate die rolls are made by the Player owning the searching Character, one for each separate search attempt.

[39.2] MAGICAL SEARCH AND SEARCH CONFUSION
A Player can have a Character search for Enemy Characters during any Magical Execution Phase by "plotting" that action for him during the preceding Plot Phase (see Case 38.24). During any Magic Execution Phase, a Player may have any Character with unallocated Manna Points remaining cast a Search Confusion spell (see Case 38.25) to reduce the effectiveness of a Search Spell.

[39.21] Each Search Spell is cast against and affects only one particular Character. Of course, there is no limit to the number of Search Spells which may be cast by any one Character other than the number of Manna Points available.
[39.22] Each Search Confusion Spell is cast against and affects only one particular plotted Search Spell. There is no limit on the number of Search Confusion Spells which may be cast by any one Player, but there is a limit on the number of Manna Points available. Note that a Player may not "abort" plotted Spells during the Magic Execution Phase in order to make Manna Points available for Search Confusion Spells.
[39.23] If a Character obtains Contact with an Enemy Character by Magical Search, he retains contact for the remainder of the Game-Turn.
[39.24] If there are any Characters in the same hex as a Character who casts a successful Magical Search Spell, and if such Characters are in contact with the casting Character then they also obtain contact with the object of the Magical Search.

[39.3] CONTACT BETWEEN CHARACTERS AND ITS EFFECTS
[39.31] All Characters controlled by one Player are considered to obtain contact with each other automatically, whenever they are in the same hex at the same time. This means, for instance, that two Characters owned by one Player could meet in a single hex without having to search for each other. Furthermore, Characters owned by Players who are allied with each other always automatically attain contact. Only Characters who are in contact with each other may move as a party (see Case 36.5).
[39.32] A Character may only initiate Personal Combat with another Character if the first Character obtains contact with the other one. A Character may only pursue a Character who he has contact with.
[39.33] Note that Character "A" may have contact with Character "B" without Character "B" necessarily having contact with Character "A". This simply means that Character "A" knows where Character "B" is, while Character "B" has no idea where Character "A" is. Note also that one of a Player's Characters can have contact with an Enemy Character without another one of that Player's Characters having contact with the Enemy Character.
[39.34] If a Character is attacked (i.e., Personal Contact is initiated), he automatically gains contact with his attackers.
[39.35] If one Character has contact with an Enemy Character and obtains contact with a Friendly Character, the second Friendly Character immediately establishes contact with the Enemy Character. If one Character in a group of Characters moving as a party has contact with an Enemy Character, all Characters in that party gain contact with the Enemy Character.
[39.36] If a Character has contact with an Enemy Character who is moving in a party of other Characters, and the Character moves into the same hex as the Enemy Character, he immediately gains contact with the rest of the party.
[39.37] A Character in contact with a second Character maintains that contact as long as both are in the same hex, or as long as the Character in contact is pursuing the second Character. Exception: Case 39.5.
[39.38] Should a Character who is the commander of an Army (such be noted in Case 41.3) obtain contact with an Enemy Character, all Army units in his Army immediately obtain contact with the Enemy Character also. See also Case 39.52.

[39.4] ARMY SEARCH
During the Character Movement Phase, a Player's Army units automatically search for any Enemy Characters in the hex they occupy and any hex in their Zone of Control (see Case 39.41). If such a search is successful, the Army has established contact with the Character (see 39.5, Army Character Contact and Its Effects).

PROCEDURE:
To conduct an Army Search, the Player owning the searching Army units determines the number of his Army units in the same hex occupied by the Character or party of Characters being searched for and doubles that number. To the resulting value, he adds the total number of his Army units that have that hex in their Zones of Control. The resulting number is the Army Search Value. Consulting the Army Search Table (39.7), the Player locates the appropriate Army Search Value. For each possible Army Search Value of 9, the numbers 2 and 6-8 are listed. The number 2 is added to the resulting total of the rolls together. If the total of the two dice corresponds to one of the numbers, the Army units have obtained contact with the Character(s). Example: If the Army Search Value were 9 a dice-roll total of 2, 6, 7, or 8 would result in the Army units obtaining contact with the Character(s). Any other total would mean that the Army units had failed to obtain contact.
[39.41] Generally speaking, an Army unit exerts a Zone of Control into all adjacent hexes. Exception: Army units do not control hexes to which they are prohibited from moving due to scenario restrictions; see Case 41.1, Geographical Location of Armies and Restrictions on Movement. Zones of Control are defined in Section 9.0. The General Rule of that Section, as well as Cases 9.11, 9.12, and 9.17 apply to the Quest Game; other Cases from that Section do not apply.

[39.42] If a Player's Army units search for a party of Characters (see Case 36.5), the entire party is searched for as a unit. If the search is successful, the Army units obtain contact with all Characters in the party; if it is not successful, no contact with any of those Characters is obtained.

[39.43] If a Player's Army units search for several Characters moving separately, a separate dice-roll for each Character is necessary. If a given search is successful, the searching Army units obtain contact with the Character that is the object of that specific search (only).

[39.44] Any Character or party of Characters that occupy or move through a hex occupied by an Army unit or in its Zone of Control may be searched for by that Army unit during the Character Movement Phase. Thus, a Character (or party) that does not occupy or move through hexes also occupied by an Army unit or in its Zone of Control may be searched for.

[39.45] If a Character or party moves into several Enemy Army-occupied-controlled hexes in the course of its movement, Enemy Army Searches may be conducted for the Character(s) in each such enemy Army-occupied-controlled hex. Army units only search for a Character once when he moves into a hex, but if a Character moves through successive hexes, searches may be conducted for them in every such hex.

[39.46] For any Army search conducted for an invisible Character or a party consisting entirely of invisible Characters, the Army Search Value is multiplied by 1/2 and rounded down if necessary to the nearest whole number.

[39.47] Monsters and Demons are incapable of Army Search.

[39.5] CHARACTER CONTACT WITH ARMY UNITS AND ITS EFFECTS

[39.51] If an Army unit (or group of units) conducts a successful search for a Character or party, then the Character commanding that Army unit as well as all other Army units commanded by that Character are considered to be in contact with the first Character or party.

[39.52] If the Character commanding any Army unit (see Case 41.3) obtains contact with a second Character (or party), then all Army units under the command of the first Character are considered to be in contact with the second Character.

[39.53] If an Army unit(s) that obtains contact with a Character (or party) is in the same hex as that Character, or has that Character in its Zone of Control, then the movement of that Character must cease and the Character must either surrender or attempt Evasion (see Case 42.1, Evasion). Exception: Case 34.54.

[39.54] The owning Player of an Army unit may allow a Character or party his unit has established contact with to proceed with its plotted movement at his option, if the Character or party is moved into the Zone of Control of — or hex occupied by — the Army unit.

[39.55] If an Evasion attempt fails, the contacted Character(s) must either surrender to the Army unit or engage in Character vs. Army Combat (see Section 43.0, Character vs. Army Combat).

[39.56] If a Character is moved into a hex which is in the Zone of Control of — or occupied by — an Army unit that is in contact with the Character, no search is necessary by the Army unit. An immediate Evasion attempt by the Character must be made (Exception: Case 39.54).

[39.57] If Characters who are successfully searched for by Army units evade those Army units, those units — as well as the Character in command of them and any other Army units under his command — are considered to have lost contact with the Characters.

[39.6] MAGICAL SEARCH TABLE (see separate sheet)

[39.6] ARMY SEARCH TABLE (see separate sheet)

[40.0] PERSONAL COMBAT

GENERAL RULE:

Personal Combat is defined as combat between Characters. It occurs during the Character Combat Phase. Personal Combat during the Character Combat Phase may occur between any group of Characters and any other group of Characters in contact with each other in the same hex. If a Character or group of Characters is in the same hex as another Character or group of Characters during the Character Combat Phase, and the first group of Characters has contact with the second, the first group may initiate Personal Combat with the second. If both groups have contact with the other, either or both may initiate Personal Combat. A Player initiates Personal Combat simply by announcing that his Characters are attacking the Enemy Player's Characters.

[40.1] SET-UP OF THE CHARACTERS

[40.11] Once Personal Combat is initiated, the Players remove the Characters involved in the Personal Combat from the Game-Map and place them on the Personal Combat Display. They may, if they so desire, place a marker in the hex that the Characters came from so that, once the Personal Combat is over, they may be replaced in the same hex.

[40.12] The Personal Combat Display is designed to be used by up to six Alliances or Players at once; that is to say, up to six "sides" may participate in a Personal Combat situation. Usually, no more than two sides will do so, but occasionally situations will arise in which more than two Players or Alliances engage in Personal Combat at the same time.

[40.13] In a Personal Combat situation, two Players who are officially allied with each other (see Section 6.0) are considered one "Player" for the purposes of setting up Characters and the Personal Combat Sequence of Play. Players of Characters who are allied may not physically attack each other. A magic-using Character may not cast a Spell which deals physical damage on the Character of an Allied Player. For the purposes of the Personal Combat rules, the word "Player" will henceforth be assumed to mean "Player or Alliance of Players."

[40.14] Before the Characters are placed on the Personal Combat Display, each Player is assigned a "side" on the Display. Since the Display is in the shape of a giant hex, each Player is assigned one of the six sides. Players should be assigned sides mostly nearly opposite each other; thus, if there are two Players involved in a Personal Combat, they should be assigned opposite sides; if there are three, there should be one free side intervening between each Player's side, etc. In the event of four or five Players being involved in a Personal Combat, the sides should be assigned randomly.

[40.15] Each side of the Personal Combat Display consists of four holding hexes. Each Player must place all of his Characters which are involved in the Personal Combat situation in the four holding hexes on his side of the Display. More than one Character may be placed in a single holding hex, and not all Characters need be placed in one hex. Dice are rolled to determine who is to set his Character in the first, second, and so forth, highest roller setting up first.

[40.16] After the Characters are set up as above, each Player executes a Free Move Segment. Dice are rolled once more to determine who executes the Free Move first, who second, etc. During his Free Move, a Player may move any or all of his Characters four hexes in any direction(s) on the Personal Combat Display. During the Free Move Segment, no Character may move into the holding hex of another Player, nor adjacent to such a hex, and no Character may move into or through a hex containing another Player's Character. No Combat or Spell-casting occurs at this time; only Movement, at the end of the Segment, each untitled hex may contain a maximum of one Character; the stacking limit in such hexes is one Character. There may be any number of Characters in holding hexes.

[40.17] After the Free Move has been executed, the Personal Combat begins in earnest.

[40.18] If the Personal Combat takes place in a Dragon Tunnel Complex, the Players only use the tunnel hexes of the Personal Combat Display. Otherwise, all hexes that are not holding hexes are considered white hexes.

[40.2] SEQUENCING AND MAGIC

[40.21] Once the above sequence has been executed, the first Personal Combat Segment begins. Each Personal Combat Segment consists of three sub-Segments; the Magic Plot, Movement, and Combat, and Magic Ejection. After one Personal Combat Segment has been executed, the Players begin another, and continue the Personal Combat until one Player or group of Players is declared the victor of the Personal Combat (by dint of eliminating all Enemy Characters on the Display), or until there are no live Characters remaining on the Personal Combat Display.

[40.22] During the Magic Plot sub-Segment, each Player who has a one or more Spell-Casting Character(s) on the Personal Combat Display must plot Spell-casting by those Characters. The Players must note which Characters are going to cast Spells (if any) and (if necessary) the target hex or Character of the Spell. The Characters may only cast Spells that are designated as "Personal Combat" Spells. Spells can be Cast at the target hex, and if he is in one of the white hexes; under no circumstances may a Spell be cast from a holding hex.

[40.23] Each Player rolls a die. The highest roller will move first, the second highest roll moves second, etc. The Player who moves first may then perform a Personal Combat function with one Character, at which point the Player who moves second performs the Personal Combat function for one Character, until all Players have had one Character perform a Personal Combat function. Then the cycle is repeated, with the Players proceeding in the exact same order, until all Characters have been utilized, or until the Players do not wish to use any of their remaining Characters in that Personal Combat Display.

[40.24] A Character may perform one of the following functions during Personal Combat: Spell-casting, Melee, Movement, Retreat or Surrender.
Note that, should a Player choose to cast a Spell with one of his Characters, he must announce this at the end of the Magic Plot sub-Segment, and so indicate that this particular Character will not do anything in the Movement and Combat sub-Segment, which is when all other Personal Combat functions occur. Spells do not have an effect until the end of the Magic Execution sub-Segment, because it requires time to conjure and incant for a Character to successfully cast a Spell.

[40.25] Note that the range limitation on Spells that can be cast in Personal Combat applies to the Personal Combat Display hexes, not Game-Map hexes.

[40.26] The effects of Spells are determined during the Magic Adjudication sub-Segment.

[40.27] If a Character is casting a Spell and is either food to be hit by a Hit Point from Melee, the Spell is not cast and the casting Character loses one-half of the Manna Points (rounding down) required to cast the Spell.

[40.3] MOVEMENT AND STACKING IN PERSONAL COMBAT

[40.31] With the exception of the initial Free Move (see Case 40.16), a Character’s Movement Allowance during Personal Combat is always two. For each hex a Character moves into he expends one Movement Point. Only one Character may be in a hex at a time, and this restriction applies to Movement (in other words, Movement through Characters is prohibited).

[40.32] Each Character possesses a Zone of Control, which consists of the six hexes immediately adjacent to that Character. If an Enemy Character enters the ZOC of a Friendly Character, the Friendly Player may elect to exert his Character’s ZOC. If he does not do so, the Enemy Character moves normally. If he does so, the Enemy Character must immediately cease Movement for that Personal Combat Segment. However, once one Enemy Character is stopped by a Friendly Character’s ZOC, that Friendly Character no longer possesses a ZOC and any other Enemy Character is free to pass as if the Friendly Character did not exert a ZOC.

[40.33] An Enemy Character may move directly from one Friendly ZOC to another, but is subject to adverse die-roll modifications (see Case 40.78).

[40.34] A Character may move one hex and engage in Melee, but is subject to adverse die-roll modifications (see Case 40.76, Advance and Thrust).

[40.35] Retreat from Combat

There are three forms of Retreat from Combat, and they are enumerated below:

1. Retreat as a result of Personal Combat (see Case 40.9), in which the defender must retreat one hex towards his holding area (if possible), and the attacker has the option to immediately advance into the vacated hex.

2. Fighting Withdrawal, in which the defender retreats one hex and receives adverse die-roll modifications (see Case 40.77); and

3. Full Flight, in which the defender retreats three hexes and receives a partial attack if the attacker so wishes. These may be used in lieu of Movement with the obvious exception of (1).

[40.36] Retreat from Combat may not be into an Enemy Zone of Control or a holding area. If a retreat necessitated by combat forces a Character to retreat to one of those two types of hexes, the Character does not retreat, and instead receives an additional Hit Point of damage. A defending Character may displace a Friendly Character, but only if that Character is not involved in Melee.

[40.37] The only circumstances under which a Character may retreat from the Personal Combat Display is if there is no Enemy Character within three hexes of his Friendly holding area, or if the Character remains adjacent to any Friendly holding hex(eyes) for three consecutive Personal Combat Segments. At the end of the third consecutive Personal Combat Segment that Character may move into a holding hex. Note: Characters with flying abilities (e.g., a Dragon) need only remain adjacent to their holding area for one Personal Combat Segment before being able to retreat off the Display. Characters with Fly Spells or Talismans that allow flying may escape via the same procedure.

[40.4] HAND-TO-HAND COMBAT (MELEE)

[40.41] In addition to Movement, Characters may also perform Melee during the Personal Combat Segment, but may never perform Movement of two hexes and combat in the same Personal Combat Segment. No Character may perform Spellcasting and Melee in the same Personal Combat Segment. However, Characters may perform a combination of Movement and combat known as Advance and Thrust (see Case 40.76).

[40.42] A Character may Melee against any adjacent Character, unless the first Character has exerted his Zone of Control on an Enemy Character (see Case 40.32), in which case the Character must Melee the Enemy Character that he exerts his ZOC upon.

[40.43] When a Character engages in Hand-to-Hand Combat, he compares his Fighting Characteristic with any modification necessary to allow for Strength or Weakness Spells (see Cases 38.22 and 38.23). This will establish a positive or negative number or zero. Refer to the appropriate column on the Personal Combat Results Table (40.8). Roll two dice, modify the roll for any pertinent bonuses or debits (e.g., an Enchanted Blade adds one to the die-roll; for a full list, see Case 40.7, Personal Combat Modifications), and then immediately apply the combat result.

[40.44] Any combat results are applied immediately; it may be possible that a Character is killed before he ever gets a chance to do anything in that particular Personal Combat Segment.

[40.45] Advance and Thrust

When a Character performs this maneuver he moves one hex (conforming with all normal Character Movement rules), and then performs Melee as per the above rules, but there is an adverse combat modifier applied.

[40.46] Example of Melee:

Let us say that Mellanthia is fighting the Paladin Glade. Mellanthia has a Fighting Ability of 6, and the Paladin Glade who possesses Retaliator therefore also has a Fighting Ability of 6. The column referred to is then the "0" column. The player who controls Mellanthia rolls two dice and rolls a 9, which, since Mellanthia has an Enchanted Blade (which is noted on her card), becomes a 10. A "+1" result has occurred, and the Paladin Glade has taken one Hit Point (as he is the defender).

[40.5] HIT POINTS (ENDURANCE)

Hit Points are a quantification of the amount of physical and magical damage a Character may receive before he is considered dead. The sum Hit Points a Character has is his Endurance.

[40.51] Each Character has a Hit Point total between 1 and 15. The Hit Point total of each Character is listed on the Character Card of the Character as the Endurance. It may be modified by a Talisman of Orb.

[40.52] During Personal Combat, Characters take Hit Points. Each Player must keep a running total of the Hit Points that each of his Characters has suffered during Personal Combat; if and when the total number of Hit Points suffered by a Character exceeds the Character’s Endurance total, the Character is considered to have been killed and is removed from play.

[40.53] Hit Points are not lost when a Personal Combat is over; Hit Points are only burned by time (or by healing Spells). A Character’s total Hit Points taken is reduced by one at the end of each Game Turn until the Character has no Hit Points.

[40.54] If the concept of Hit Points seems initially hard to grasp, players should remember this important information: The total Hit Points are the Endurance of the Character. A running total must be kept of the Hit Points taken and compared to the Hit Point Capacity (Endurance). Should the Hit Point total ever exceed the Endurance, the Character is dead.

[40.6] CAPTURE AND SURRENDER

[40.61] If the difference in Fighting abilities between two Characters in Personal Combat is ever greater than six, or the total of all of one side’s Fighting Abilities is fifteen greater than the other side’s total, the Character(s) with the greater Fighting Ability total captures the Character(s) with the lesser total.

[40.62] At any time, a Player may have any of his Characters surrender to the other Player involved in a Personal Combat. Surrendering Characters are considered captured by the Enemy Player.

[40.63] If a Player captures any of the opposing Player’s Characters, or if any of the opposing Player’s Characters surrender, the Player must allocate one of his own Characters to guard the captured or surrendered Characters. One Character is sufficient to guard any number of captured Characters. The captured Characters and the guarding Character are removed from the area of the Personal Combat after moving off the Display as per normal Movement rules.

[40.64] If the Player who captures a number of Characters is the losing Player of the Personal Combat situation, the captured Characters are considered freed. The guarding Character is considered to have fled the scene of the Personal Combat, and is placed in any adjacent hex by his own Player.

[40.65] If the Player who owns a guarding Character is the victor of a Personal Combat situation, the captured Characters remain captured (see Case 43.1).

[40.7] COMBAT MODIFIERS

[40.71] Whenever a combat situation occurs, the attacking Character must check to see if there are any relevant combat modifications. All must be totaled to give a final number which either added to or subtracted from the die roll. The following cases delineate the possible Combat Modifiers.

[40.72] Enchanted Blades

An Enchanted Blade adds one to the Personal Combat die roll.

[40.73] Talismans of Orb

Certain Talismans add two or more to the Personal Combat die roll. These will be listed on the card or in the appropriate rules section.

[40.74] Ferality

Characters may choose to go berserk in combat in which case 1s are added to their combat die roll.
However, any Character Meleeing a "berserk" Character adds 2 to his Personal Combat die roll.

[40.75] Fatigue and Blood Loss
If a Character takes Hit Points in excess of half his total Endurance, 1 is subtracted from his Personal Combat die roll.

[40.76] Advance and Thurst
When performing the Advance and Thurst routine, a Character subtracts 1 from his Personal Combat die roll.

[40.77] Retreat
If a Character is forced to retreat as a result of combat, 1 is subtracted from his Personal Combat die roll in the subsequent Melee in the same Personal Combat. When a Character performs a Fighting Withdrawal, he subtracts 2 from his Personal Combat die roll, and his opponent subtracts 1 should he elect to Melee. If he does not Melee, the Enemy Character suffers no result. When a Character decides on full flight, his opponent adds 2 to the Personal Combat die roll if he performs Personal Combat.

[40.78] ZOC Movement
If a Character moves directly from one Enemy Zone of Control to another (which will be his only movement for the turn), he subtracts an additional 1 from his Personal Combat die roll (this is an Advance and Thurst) and any Enemy Character Meleeing against him receives an additional 1 to his Personal Combat die roll.

[40.8] PERSONAL COMBAT RESULTS TABLE
(see separate sheet)

[40.9] PERSONAL COMBAT DISPLAY
(see separate sheet)

[41.0] ARMY MOVEMENT
GENERAL RULE:
In the Quest Game, one or more Players may control Army units. Whether or not a Player controls Army units will be determined by the Quests that are operative in any given Quest Game (see Case 46.3). Generally speaking, during the Army Movement Phase, any Player who controls one or more Army units may move his units.

[41.1] GEOGRAPHICAL LOCATION OF ARMIES AND RESTRICTIONS ON MOVEMENT
[41.11] The Army units of a Player will be confined to a single area or group of areas. For instance, in Quest C (the Daemonic Weird), the Army units controlled by the owning Player of X the Unknown are limited to the "Citadel Isle" area. Units confined to an area may not leave that area. Note: If Random Event H (Floodings) is in effect and a unit is washed downstream, it is washed out as far as the border of its area.

[41.12] In the Quest Game, Army units may never engage in combat with each other. The only purpose such units serve is to search for and capture Characters. Units of two different Players will be confined to different areas, so that units will never interact with each other in the Quest Game; therefore, Players may move units during the same Phase without conflict. Zones of Control of units do not extend out of their areas of confinement.

[41.2] MOVEMENT RULES
Section 7.0 applies in its entirety, except it applies only to units and not to Characters. Players should refer to Section 7.0.

[41.3] ARMY COMMANDERS
The various Army Commanders are:
The Empire — The Paladin Glade
The Corthul Cultists — Unamit Ahazred
The Cronks — Raman Cronkevitich
The Endorans — Snorni Gundrachuksson
The Swamp Creatures — Sligmathe Zirkast — Zurik Bladebreaker
Convivia — Gerdurir Drangolver
Krasnia — Gislan the Rock
The Citadel of Blood — the Dark Lord or X the Unknown
O.R.C. — Chairman Naskhund
The Elves — Gwaigilion Elengol or Linfalas
See Case 39.5 for an explanation of the effects of Commanders.

[42.0] EVASION AND CAPTURE
GENERAL RULE:
When a Character or party of Characters enters a hex occupied or controlled by an Enemy Army unit with which he (they) is in contact, that Character(s) has a choice: he may either surrender to the Army units or attempt to Evade them. If he fails to Evade the Army units, he again has a choice: he may either surrender to the Army units, or he may engage in Character vs. Army Combat (see Section 43.0). If a Character is Captured, the Capturing Player controls the movement of the Captured Character as long as a Friendly Character or Undemoralized Army unit is in the same hex as the Captured Character. If a Captured Character is left alone (i.e., unattended or guarded only by Demoralized Army units), he is considered freed.

[42.1] EVASION
[42.11] Evasion may occur at two times: (1) when a Character or party enters a hex occupied or controlled by an Enemy Army unit which he is either already in contact with or which successfully searches for him — i.e., immediately — and (2) when the Character vs. Army Combat Results Table indicates that the Character may attempt Evasion once again (see Case 43.3).
[42.12] Determine how many Undemoralized Enemy Army units are in the same hex as the Characters and in adjacent hexes and triple this number (note that Demoralized Army units are not counted in this total). Total the Magic Profiles of each of the Characters. Add the total Magic Profiles to the tripled number of Army units, and refer to the Evasion Table.
[42.13] Find the Evasion number (i.e., the Magic Profiles plus triple the number of Army units) at the top of the Evasion Table and roll a die. Cross-reference the row determined by the die roll with the column determined by the Evasion number, to yield a single result.
[42.14] If the Character(s) fail to Evade, they fall into Character vs. Army Combat (see Case 43.1).
[42.15] If the Characters succeed in Evading, the owning Player of the Army units must place the Characters in the nearest hex to the Character's hex that is neither controlled nor occupied by Enemy units. All Characters must be placed in the same hex. Characters may not be placed in a hex if there is impassable terrain between the hex the Characters were discovered in and the hex that they are being placed in. Characters must be placed in the nearest unoccupied and uncontested hex; if there is more than one such hex equidistant from the original hex, the owning Player of the Army units determines which hex the Characters will be placed in.

[42.16] Once Characters have succeeded in Evasion, their movement is completed. They may move no further during the Character Movement Phase. Evasion may cause a Character to exceed his Movement Allowance. This is an exception to the normal Character Movement Rules.

[42.17] Note that Evasion, like Army Search and Character vs. Army Combat occurs during the Character Movement Phase.

[42.2] EFFECTS OF CAPTURE
[42.21] Characters may be captured (a) by other Characters during Personal Combat, or (b) by Army units during Character vs. Army Combat. After a given Character is captured, control of that Character passes to the owning Player of the capturing units or Characters.

[42.22] Captured Characters may be moved by the capturing Player as he likes, as long as captured Characters are escorted by at least one Character or Undemoralized unit owned by the capturing Player. If all escorting units or Characters are eliminated, the captured Characters are set free, and revert to the control of their owning Player. If a unit is escorting, the Character moves during the Army Movement Phase with the unit.

[42.23] Captured Characters never engage in Melee or cast Spells for their capturing Player; they are "controlled" by the capturing Player only to the extent that he determines where they will move.

[42.24] A capturing Player may kill any or all of the Characters he has captured at any time that the Characters are within his controlled province borders, except that he may not do so while the escorting units or Characters are engaged in Character vs. Army or Personal Combat.

[42.25] The capturing Player may freely change escorts of the captured Characters; i.e., the Player may have his escorting Character or Army unit turn the captured Characters over to any other Characters at any time, as long as both the old and new escorts are in the same hex.

[42.3] EVASION TABLE
(see separate sheet)

[43.0] CHARACTER VS. ARMY COMBAT
GENERAL RULE:
Character vs. Army Combat occurs during the Character Movement phase between an Army unit(s) and any Characters with which it (they) is in Contact and which are in the same hex as the Army unit or in its Zone of Control, after the Initial Evasion attempt (see Case 42.11) has been resolved. All of the Characters in a hex may fight as a single unit in Character vs. Army Combat or the owning Player may choose to split off one large Character vs. Army Combat into several smaller ones.

PROCEDURE:
To resolve Character vs. Army Combat, total the Magic Power Levels and Fighting Abilities of all Characters involved in the Combat. Separately total the Combat Strengths of all Army units involved in the Combat. Any Undemoralized Army unit in the Zone of Control, after the Initial Evasion attempt must be involved in the Character vs. Army Combat.
[43.11] If a Character or party of Characters that has been contacted by Army units fails to Evade the Army units, he must either surrender to the Army units, or engage in Character vs. Army Combat.

[43.12] Character vs. Army Combat is resolved in a series of combat rounds. Character vs. Army Combat continues until (a) all Army units have been demoralized, or (b) all Characters are captured. If there is more than one Character vs. Army Combat being executed during a single Character Movement Phase, the effects of each combat are considered to occur simultaneously. That is to say, one round of each Character vs. Army Combat situation is resolved, then all effects from each of these situations are applied, then the next round of Character vs. Army Combat is executed, and so forth.

[43.13] Compare the totalled Power Levels and Fighting Abilities to the totalled Combat Strengths as a probability ratio and round the ratio in favor of the Army units to find the ratio of the ratios listed on the Character vs. Army Combat Results Table. Example: Characters whose Power Levels and Fighting Abilities total 10 are fighting Army units whose Combat Strengths total 13. The ratio is 10 to 13, which is simplified to 2:3.

[43.14] Roll two dice, total the die rolls, and refer to the Character vs. Army Combat Results Table. Cross-reference the row determined by the die roll with the column determined by the combat ratio to yield a single result. Note: Subtract 1 from the die roll if any of the Characters has an Enchanted Blade; 2 if a Character wields Retaliator or Lightning Lord.

[44.0.0] SPECIAL TERRAIN TYPES

GENERAL RULE: Certain hexes on the map have special effects on play.

[44.1.1] PORTAL AND VORTEX HEXES

Portal and Vortex hexes act in the Quest Game exactly as they do in the Army Game (see Section 16.0) with the following exceptions: Characters are affected by Vortices. When a vortex passes through a hex containing one or more Characters, each Character must attempt to "Resist" the Vortex as if it were a Spell. If a Character fails to Resist a Vortex, a die is rolled; the Character takes as many Hit Points as the number rolled.

[44.2.1] SPECIAL HEXES

[44.2.2] Hex 3130: Spring of Healing. Any Character who is present in the hex at any time during a Game-Turn may “cure” four of his own Hit Points. In other words, the running total that the owning Player keeps of the number of Hit Points that each Character has sustained is reduced by 4.

[44.2.3] Hex 3645: The Tombs of the Damned. These barrow-strwn hills are the last safe refuge for the Spectres of Aravire. Normally, the Spectres will stay in their preserve, but if provoked by outside interference or the proper lunar configurations, the Undead will roam the Valley by night. If a Character or party of Characters moves into the hex containing the Tombs of the Damned, a die is rolled. The number rolled is the number of Spectres that appear to challenge the Characters to Personal Combat (and the Combat is to the death — unless the Character(s) succeed in exiting the Personal Combat Display). If the Character(s) should defeat the Spectre(s), he may hold converse with the spirits of the dead and cast the equivalent of the Spell Contact Holder Plane (see Case 12.7) at no Mana Point cost (even should the Player have no Characters capable of Spell-casting).

[44.14] Hex 1441: The Ruins, Deep within this ancient city complex is the Swamp-Creature breeding ground for Saurians. Chief among them are the proud Tyrannosaurus Reges, as formidable in single combat as they are impossible to train for Army warfare. Should a Character or party of Characters enter the hex containing the Ruins, a die is rolled. The number rolled is the number of Tyrannosaurus Reges that appear to do battle with the Characters (again it is a battle to the death).

If all Tyrannosaurus Reges are killed, the Character(s) are awarded one Victory Point. However, after one Tyrannosaurus Rex is killed, Sligoth (if he is not involved in the Quest) will appear to aid the Tyrannosaurus Reges in all subsequent Melees.

[44.24] Hex 3814: The Altar of the Elder Gods. Deep in the Forest of the Spiders is an Eldritch place indeed. A being can sense that the area is steeped in ancient lore, and the Altar of the Elder Gods has certainly figured in the history of the Valley. If a Character enters the Altar, and pronounces the Ritual of the Dael sacred to Gorgre-fion, pagan god of fair fight, that Character (or group of Characters) will be met in Personal Combat by the denizens by exact duplicates of their Characters, down to any Talismans or abilities. However, Talismans of Orb are not duplicated and any magical accoutrements disappear from the duplicates at the end of a Personal Combat. Should the Character(s) win the Personal Combat against their alter ego, they gain 3 Victory Points.

[44.3] TUNNEL COMPLEXES

[44.31] Certain hexes on the Game-Map are considered to contain Tunnel Complexes. Any Character or Monster in any of these hexes may either be in the Tunnel Complex, or on the ground above the Tunnel Complex. If a Character is in a Tunnel Complex, his counter should be inverted to note this fact.

[44.32] A Character may move part of its movement out of a Tunnel Complex and the remainder in a Tunnel Complex or vice versa; however, Tunnel Complexes may only be entered or exited in Tunnel Complex hexes.

[44.33] Characters moving into a hex through a Tunnel Complex pay only one Movement Point for so doing, regardless of the terrain of the hex; in other words, Tunnel Complexes act as trails for Movement Point purposes.

[44.34] Army units may never enter Tunnel Complexes. Monsters may. Characters or Monsters in a Tunnel Complex are not affected by the Zones of Control of Army units. Such Characters may not be searched for by Army units.

[44.35] If Characters engage in Personal Combat in a Tunnel Complex, only a restricted portion of the Personal Combat Display is used (see Case 40.18).

[45.0] MONSTERS AND TALISMANS OF ORB

[45.1] MONSTERS

Monsters act in the Quest Game in the same way they do in the Army Game with exceptions noted in Section 17.0.

[45.11] In the Quest Game, Monsters may stack with Army units, Friendly or Enemy. They may be captured exactly as Characters are.

[45.12] When engaging in Character vs. Army Combat (see Section 43.0), Monsters contribute their Combat Strength plus their Magical Power (if any) and Fighting Ability to the side that controls the Monster. It is possible that a Monster could be fought by an Army and captured, just like a Character.

[45.13] Demons

To determine a Demon’s Characteristics, roll for each one on Tables 46.22 through 46.25. Note that
[4.5.14] If a Character attempts to Bind a Demon that he has summoned and fails to do so, he must immediately engage the Demon in Personal Combat. Some other non-allied Player is chosen to play the Demon; the Demon must attack the Character who attempted to Bind him, and neither may leave the Personal Combat until either the Character or the Demon (or both) are dead. If there are any other Characters in the hex in which the Demon is summoned who had contact with the summoning Character, they may also participate in the Personal Combat; however, if the Demon kills the summoning Character, he is immediately removed from play (he is returned whence he came) whether or not there are other Characters remaining on the Display.

[4.15] If a Character who has Bound a Demon later loses control of the Demon (see Bind Demon, Case 12.71), the Demon automatically pursues the Binding Character every Game-Turn until: (a) at the end of any Movement Execution Segment both the Demon and summoning Character are in the same hex, in which case the Demon engages the Character in Personal Combat, as per Case 4.14, or (b) the end of the game.

[4.16] Dragons
In addition to their normal capabilities, Dragons also are capable of “breathing” fire. It is surmised that Dragons possess a superheated second stomach, in which they store their fiery exhalation, but no Dragon carcass has been found that substantiates this theory. When in Personal Combat, the Player controlling a Dragon or Dragon Character rolls a die whose number determines how many times the Dragon may “breathe.” If the Player controlling the Dragon wishes, he may elect to have the Dragon breathe rather than perform any other Personal Combat function. Dragons may breathe down a line of five contiguous hexes maximum. Characters or Monsters in any of those five contiguous hexes must Resist as if a Bolt of Fire Spell had been directed at them (see Spell Description, Case 38.44). Once the Dragon has exhausted his breaths for the Game-Turn, the owning Player may not have the Dragon breathe again that Turn. Note that Gygax Dragonlord breathes a Blast of Fire rather a Bolt of Fire, but in all other respects breathes as a normal Dragon.

[4.17] Killer Penguins
When a Killer Penguin engages in Personal Combat, it automatically goes berserk (see Case 40.74), and unlike normal Characters, adds 2 to its Personal Combat die roll (though opposing Characters or Monsters still add 2 to their Personal Combat die roll when Meleeing a Killer Penguin). In addition, a Killer Penguin cannot have any Spells cast at it until it has performed Melee.

[4.18] Trolls
Trolls in Swords and Sorcery most closely resemble the Trolls of Norse and Medieval mythology. Unless killed by Fire or magic, the Troll will regenerate (gaining) one Hit Point in each Personal Combat Segment, unless it is struck with an Enchanted Blade, a Talisman or Orb (weapon), or a Spell. Regeneration continues until the Troll dies (it is assumed that the various Characters know enough to torch the corpse).

[4.19] Spectres and Tyrannosauri Reges
Spectres and Tyrannosauri Reges perform exactly as they do in the Army Game.

[4.21] In the Army Game, if a Character has possession of a Talisman of Orb this will be noted on the Character’s card. In the Quest Game, a Character may be given a Talisman when a certain Quest is being played. The Character who begins the game with a Talisman of Orb is its possessor.

[4.22] The owning Player of a Character may not have that Character “give” any Talisman of Orb he possesses to any other Character at any time. Transferral of Talismans of Orb only occurs when a Character is killed. The victorious Player may pick up a Talisman of Orb, unless one Character spent a turn in Personal Combat picking up the Talisman (in the same hex).

[4.23] If a Player has captured a Character who possesses a Talisman of Orb, he may force that Character to give the Talisman of Orb to a Character of the capturing Player’s choice (all Talismans of Orb must be revealed to capturing Players).

[4.24] Transferral of Talismans of Orb may only occur between two Characters who are in the same hex and who had contact with each other (the possessor must be dead).

[4.25] Talismans of Orb have no counters; Talismans of Orb are never placed on the Game-Map. The owning Player of a Talisman simply keeps track (on a piece of scrap paper) of which his Characters is carrying the Talisman of Orb and places the possessing Character’s and Talisman of Orb card together. The only time any other Player will learn that the first Player’s Character is carrying a Talisman of Orb is (a) by casting Manna Focus Location or Detection, (b) when he captures the Character, or (c) when the first Player’s Character uses his Talisman of Orb in such a way that it becomes obvious that a Talisman of Orb is being used.

[4.3] Effects of Talismans of Orb: The Weapons

[4.31] The Sword Retaliator
The sword Retaliator was forged by Gain Dhaín’s son at the Citadel of Ice in the southlands in the year 230 A.D. After the Death of Gain’s Dwarf kingdom, and in fact the entire Dwarf race of the south, had been saved from sure extinction at the hands of the Vikonen by the Empire, which had mobilized its entire army and committed all twelve Paladins of the Empire to battle. The Paladin Glade had beset Vilkord Skultrain in personal combat, thereby routing the eastern detachment of the Vikonen battlefield in the Battle of Eritzan Plain. In gratitude, Gain forged Retaliator for the Paladin Glade. As Paladin has succeeded Paladin, the sword Retaliator has been passed on, and the Paladin Glade has always held the blade.

The sword Retaliator apparently is a sentient entity, and over the years has acquired great battle skill. When the position of Paladin Glade has been held by a weak man, the tactical and strategic skill of the sword has helped to ensure that the Empire is not defeated as a result. Retaliator simply adds to its owner’s Characterics as follows. These additions are of course temporary, and are lost for eight Game-Turns if the sword’s ownership passes to another (a villain character may not use it).

Magic Resistance: +2 (+3 in the hands of a Paladin of the Empire).

Magic Profile: –1
Leadership Rating: +2
Fighting Ability: +3
Endurance: +3

Normal Enchanted Blades add one to the Personal Combat die-rolls of their owners (see Case 40.72); Retaliator adds two to the Personal Combat die-rolls of its owner. In addition, Retaliator in and of itself may cast an unlimited Endurance Spell Screen once per Game-Turn.

[4.32] Silver
At the end of the age of Great Magic, almost every magically imbued item was destroyed in the
magical holocaust that ended that far-off age. However, the dagger Silver, a blade with a long and deservedly evil reputation, was saved by its wizard master, Jorgrecht Demonlord. When Gwaimalflon Efflind invoked the aid of the Eldar to defeat its powers, and he went down in a blazing inferno. What saved Silver from destruction was a most powerful spell that can only be compared to super-strength Search Confusion Spell. It was of such power that it forced Silver to be effectively comatose for over a thousand years. Finally, when Loki Helsson was gathering its forces to become the Dark Lord, he discovered astrological clues that led him to believe that Silver of elders days' fame was still extant. He traced the dagger to the tent of a well-known shaman of the Harkunani barbarians, where it was being used as a sacrificial dagger. The Dark Lord traded for it with some trinkets that he assured the shaman were of great spiritual power, and was able to revive its intelligence and use it as the dagger had been used in the days of yore.

Silver allows its owner the following abilities:
1. If the possessor is a magic-using Character, then that Character may regenerate an extra Manna Point per Game-Turn, even if the possessing Character should move;
2. If the possessor is a magic-using Character and two Army units or one Character have been killed by units or Characters in the same hex as Silver, the dagger allows the regeneration of two Manna Points above normal regeneration rate;
3. Silver is treated as an Enchanted Blade (see Case 40.72); and
4. If Silver is Used in Personal Physical Combat (melee), its possessor's foe must resist successfully or suffer a Hit Point the first time it is used.

[45.33] Lightning Lord (a.k.a. Gormaguel)

After Gormaguel was carried by Gilith to the gate of Rhedryn at the end of the Age of Great Magics, the powers-that-be decided that it would be criminal to destroy a being of such great power. Therefore, some of the cosmic powers (whose existence is treated as pleasant legend by most citizens of the Empire) decided to reshape the mind that had been responsible for most of the chaos at the end of the Age of Great Magics. But to prevent its immediate destruction, the reforgers of Gormaguel gave the blade a very different purpose. When the ugly consequences of the end of the Age visited themselves upon the inhabitants of the Valley, the Elves gladly accepted the newly-christened Lightning Lord to defeat the ranks of the ungodly. When the first people had successfully repulsed other races, Gwaiglballion Elengil inspected the weapon closely and determined that it was related to Gormaguel in some way. The Council of the Firstborn could not very well destroy the artifact that had been their salvation, so they buried the sword in a deep, dark grave. And so it was that the famous Blade of Alosa, the Gormaguel, stumbled upon the Talisman almost by accident which was to carry her to greater power. See History of the Valley for more on Gormaguel.

Lightning Lord gives its possessor the following abilities:

- **Magic Profile:** +1
- **Leadership:** +1
- **Fighting:** +2

Additionally, Lightning Lord adds two to the owner's Personal Combat die-rolI (see Case 40.73) and enables the owner to cast a Bolt of Lightning Spell once per Game-Turn at no Manna Point cost. The owner may do so even if he is not a magic-using Character.

[45.34] Kravensbane

Kravensbane, the morningstar, was forged by the Darwars for Armonk the Foolhardy, a fighter dedicated to eradication of all cowards. After he saved a Darwen stronghold from Dragon incursion, the Darwars decided to use much of their stored-up magical power to create a Talisman of Orb for Armonk. Aside from blessing Armonk with enhanced chances, the morningstar had a curious power — if one were struck by Kravensbane, one's hips would be crushed, thereby preventing fleeing. After Armonk chose to mangle the pelvis of a particularly powerful mage, the mage pronounced a potent curse upon Armonk to the effect that Armonk would be unable to live for more than three years without suffering the equivalent of advanced arthritis. Knowing that he could not bear to continue life in such unbearable agony, Armonk decided to invest his life force in Kravensbane. Naturally, he decided to give the morningstar particular efficacy against cowards. He committed the process and then went home to die in Quemerya. When the great hero passed on, Almuric received the morningstar and has held it for the past 1,000 years.

Kravensbane adds to its owner's Characteristics:
- **Fighting:** +1
- **Endurance:** +3
- **Leadership:** +1
- **Manna Points:** +5 (but only for a Character with a fighting ability greater than two).

In addition, any Character receiving three or more Hit Points from a Character wielding Kravensbane in physical combat has his Movement Allowance reduced to five, except when flying.

[45.4] TALISMANS OF ORB: The Magicks

[45.41] The Staff of Sandoval

Sandoval was a great wizard of long ago who traded his light and his rod with the Orb. The creature that fortunately does not walk this earth any more. Basically, Sandoval had discovered a way to prevent his intelligence from dying, and had magically enchanted a new body for his brain. This allowed an already acknowledged Mage Lord to seek the perfect form — a body that could be designed to best suit the Lich's tasks. Sandoval was able to wreak great havoc before he and his ilk were destroyed at the end of the age of Great Magic. To enhance his power, Sandoval created a staff that would increase his Spell-casting ability. It remains one of the most interesting objects in the history of the Orb, as its full utility has never been duplicated. The Staff was believed destroyed during the holocaust, but in reality it was extremely well hidden. Whether by chance or by design, the Spider Queen was able to discover the Staff around the time of the coming of the gods. But the Spider Queen felt that it was not wise to use such a valuable artifact until the spiders were in dire peril. And so it passed that the Staff was handed down from generation to generation. Until it was nearly forgotten about. Now, however, the Empire threatens the Spider Folk.

The Staff allows the possessing Character to cast Spells of the Power Level higher than its own, but only when Sandoval's Sun was visible in the sky and above the horizon. In this case, the Staff will add a bonus to the Power Level it could not use in its own. The Character must note whether he spends Manna Points from the Staff or his own Manna Point total. Also, the Character who owns the Staff may "store" up to 15 Manna Points in the Staff by simply declaring that he is expending Manna Points, and these Manna Points are transferred to the Staff's Potential. Finally, the Staff doubles the range of all Spells where applicable.

[45.42] The Amulet of Klahor

So long ago that only the Dragonkind or possibly the Spider Folk have counted the years since, when the world was a drifting planet between the stars, an entity of thought and force entered the surface of the world. This entity was known by the Dragonkind as Klahor; what he named himself is not known. In their legends of Klahor, men and elves term him evil; the Dragonkind make no such value judgment. They know only that Klahor began to interfere with the Great Magics that kept the world warm and lighted in the long journey through the eternal dark. According to human legend, Klahor wished to extinguish the last spark of life on this world with his evil desires. The Dragonkind knew only that they had an enemy. Humans and Darwars shiver in fear and flee in fright when presented with Kobolds or Trolls; but these are mere manifestations of the life or death of our world, akin to us in a real sense. The unworthy, half-alive monstrous creatures with which Klahor fought his wars with the Dragonkind were of infinitely greater terror. The Dragons set sildly about the job of saving their world from the menace of Klahor; and ultimately, they triumphed. We know, for the world is alive today. But while Klahor is no longer present, certain traces, certain remote artifacts from that distant time remain. One of these is the Amulet of Klahor. Of the creatures Klahor ruled, there yet remain a few. These have aged and are of far inferior power to that which was theirs of old; most are little more than wisps which flee at the approach of light and high-flying footfall. But a few of Klahor's creatures, a few of the undead remain; and they seem to reproduce in some way that is not understood.

The Amulet of Klahor may only be used by a villain player in the Quest Game, and only by the Character to whom it is assigned in the Army Game. It reduces the cost of all Spells cast by the owning Character (by one Manna Point to a minimum of one Manna Point; note that this subtraction is for the entire turn, therefore a Fly Spell would not cost a total of one Manna Point automatically). In addition, it increases the **Endurance** of that Character by two Hit Points. The owner may also choose to save a Spell at the cost of 5 Manna Points (not subject to Spell cost reduction). If the Character that the Spell is targeted at fails his Magic Resistance, he is turned to stone and may perform no game function. The only way that a petrified Character may be "un-petrified" is by a Mage using a Spell winning 7 Mana Points in the same hex as the petrified Character. If this is done, the petrified Character becomes able to perform all game functions normally. Finally, in the hands of Narklah (card number 38) or a specter, the Amulet may be used to "cure" endurance. Each Personal Combat Segment that a Character is involved in actual combat with Narklah or a spectre possessing the Amulet, that Character automatically loses one Hit Point at the end of the Personal Combat Seg-
ment, above and beyond any losses taken in "nor-
mal" personal combat. If the Character fighting
Narkhla of the Democratic League is a Demon, his
hit point is not drained.
[45.43] The Rex Rotary
The Rex Rotary is a fearsome machine. According
to legend, it was summoned from the ink
blackness of the dwelling place of the Great Ghod
Corfú, and was conferred on Unamit Ahazredit as a
sign of Corfú's favor. Instructions for
operating the Rex Rotary are listed in the Neopublicon,
a book of arcane and evil lore written
by Unamit Ahazredit himself. The Rex Rotary
appears to be as large as a palace. When it is set in
to motion, it glows with a weird, green light, and
moans horribly. However, by depressing a button
it shrinks to a manageable size, and can thereafter
be carried comfortably in a single man. The Rex
Rotary, quite simply, is a machine for producing
Tyrranosaurus Reges (see Monsters, Section 17.0).
To set the Rex Rotary in motion, its possessor
must expend 4 Manna Points. On that turn, one
Tyrranosaurus Rex coxeter appears in the Rex
Rotary's hex. Every third game Turn after it is set in
motion, the third, sixth, ninth, and twelfth
machine produces another Tyrranosaurus Rex.
All Tyrranosaurus Reges are controlled by the
Player who controls the Rex Rotary. If the
Rex Rotary is captured, all Tyrranosaurus Reges in
play switch allegiance to the new owner. If the Rex
Rotary is defeated, all Tyrranosaurus Reges created
since it was in motion are eliminated.
[45.44] The Globe of Vortices
The Globe of Vortices is actually a multi-faceted
green gem, set in an eldritch holder. It was
discovered by Etheldor the Foolish in the year 339
Before the Faith, when he ventured into the very
heart of one of the permanent vortices which dot
the Valley. What else he discovered there is
unknown, as his legendary foolishness, as well
as most of his legendary power, dates from that
time. The Globe of Vortices gives its owner limited
control over vortices. Any vortex within six hexes
of the possessor of the globe moves as the
possessor directs, not randomly by a die-roll,
during the Random Movement inter-Phase. If the
possessor directs a vortex to move out of the six
hex radius, it ceases movement immediately after
doing so. If a vortex randomly moves into the six
hex radius, the owner may control the vortex for
as many Movement Points as remain to the vortex
(Example: A vortex with 6 MP for movement, moves
4 hexes into owner's radius, owner may move
two more hexes). The owner of the Globe of
Vortex may suppress any vortex within 6 hexes
(without Manna Point cost), and force any vortex
within 6 hexes to produce a vortex (again
without Manna Point cost).
[45.45] The Hellgate
When the Dark Lord (once named Loki Hollsson)
reigned in the Valley, he built a device through
glamical means at the Ciadel of Blood. It is said
that sixteen thousand slaves died in the creation of
the Hellgate, but this is unlikely; the best magical
experts of the Empire contend that the device is in
reality nothing more than a permanently-bound
low-order Demon with extraordinary powers. Be
that as it may, there is no doubt that the device was
a major factor in the power of the Dark Lord; and,
later, when it was rediscovered by X the
Unknown, it became a major factor in his power.
The Hellgate does four things:
1. When the possessor of The Hellgate casts
"Firestorm" at a hex, not only that hex but
also one adjacent hex of the caster's choice is
affected.
2. If the possessor of The Hellgate has bound a
Demon, he spends only 2 Manna Points per
Game Turn to retain control of the Demon,
not 4. In addition, the possessor does not have to
remain within 15 hexes of the Demon; they may
be separated by any number of hexes, and
the possessor will retain control.
3. The possessor of The Hellgate is rendered imu-
mune to the "Wizard Wheel" Spell, when the possessor
is within hex range of a Wizard Wheel,
he will remain unaffected by it.
4. It allows the possessor to cast one Spell Screen
with Endurance equal to the possessor's at no
Manna Point cost per Army or Quest Game.
[45.46] The Black Hand of Death
In the centuries before the coming of the gods,
barbarians roamed the area that is now the Em-
pire. Some were good and found a full life within
the limitations set by the lands around them,
but some were evil, and stropped to the basest
forms of pagan worship. Among those who wor-
shipped the darker arts were the Kynif, and they
carved out a large territory in which atrocities were
regularly committed. It became clear to the other
barbarian tribes that the Kynif were enamored of
death, and indeed they worshiped Ronkel, Lord
of Lost Souls. It was he that blessed the
Kynif with power beyond their means, but he ex-
pected a horrible price — the Kynif were required
to slay humans in various exotic fashions until
Ronkel was satisfied. This forced the Kynif to become
extremely warlike, or else they would deplete their
own ranks in an effort to appease Ronkel. Finally,
when the Kynif rose to the height of their power,
their chieftain became a special favorite of
Ronkel, for the chieftain sowed many brave warriors
and Shamas and sacrificed them to Ronkel. In
reward, the chieftain was given a glove which in
later days has become known as the Black Hand
of Death. While it does grant extraordinary power, it
tends to warp the mind of its owner until he, too,
becomes obsessed with the idea of death. So when
the Kynif were defeated, the Hand was placed
under guard for many centuries. The Corfú
Cultists were able to capture the Hand, and give it
to a fanatical devotee.
The Black Hand of Death adds to its owners Char-
eristics:
Fighting: +2
Endurance: +2
The above enhancements reflect the fact that the
Hand is well known and feared by most
Characters engaging in combat with the wielder of
the Hand. Also, the possessor of the Black Hand
may cast one spell of the same name at the cost of
two Manna Points, and disregards the provisions
[45.5] HISTORY OF GORMAEGUL
(see History of Gormaegul)
[45.6] EXAMPLE: There are a total of eight
Players, and so the Players pick four Quest chits.
C, D, F, and G are picked; the villain of C is X the
Unknown; of D, Unamit Ahazredit; of F, Raman
Cronkeveitch and of G, X the Unknown.
Therefore, there are three villains (X the Unknown,
Raman Cronkeveitch, and Unamit Ahazredit)
and thus three Players must be chosen as villains,
each to control one of the villains and all the
forces he owns.
[45.13] The remaining Players are "Questers,"
and each Player will control three characters and
no units. Each Questing Player may either (a)
draw three Characters (at random) from the
Character card deck (all villain Characters and
Characters controlled by villain Players have
been removed from the deck); or (b) draw one
Character (at random) from the Character card
deck (again after all villain Characters and
Characters controlled by villain Players have
been removed from the deck), and "roll up" two other
Characters as per Case 46.2. In other words, at
least one of the Characters controlled by each
Questing Player will be Characters drawn from the
Character card deck, not randomly generated
ones.
[45.14] After it has been determined which
Players are villain Players and which are Questing
Players, the Gifts and Characters of the respective
Characters are set up on the Game-Map. All
Characters drawn from the Character card deck
have a home hex printed on their Character card;
they may be set up in this hex. A Questing Player
may set up his Characters in the Home Hex of any
of his Characters drawn from the card deck (and
they may start in separate hexes); otherwise, all of
his Characters must be: set up in one of the four Urf
Durfal hexes. If a villain Player controls any units,
the Quest of which he is the villain will indicate
what provinces his units may begin in; he must set
up his units somewhere within the boundaries of
these provinces.
[45.15] The following Character cards should be
removed from the Character card deck before any
Characters are taken from that deck, as they are
presumed to be long dead: 05, 10, 21, and 24.
[45.2] ROLLING UP CHARACTERS
In the Quest Game, Players are sometimes
required to "roll up" one or more Characters; this
means to determine the Characteristics of a new
Character by random means. In addition,
whenever a Demon is summoned, the
Characteristics must be determined. Obviously,
new Characters will have neither Character cards
nor counters. Players may note Characteristics
either on a sheet of scrap paper, or on an index
card. It is suggested that Players use blank
counters or counters not in play to represent
rolled-up Characters. Players may also name the
Characters they roll-up as they like.
[45.22] Race Determination Table
(see separate sheet)
[45.23] Magic and Fighting Characteristics Tables
(see separate sheet)
he fled the Empire in 748 A.F. under questionable circumstances. He established residence in the Citadel of Blood, left vacant since the destruction of the Dark Lord in 502 A.F. He also discovered The Hellgate, which had been the servant of the Dark Lord; there were some fears that he was to become the new Dark Lord, and was slowly gathering power. These fears were unsubstantiated, however, and the distant location of the Citadel of Blood prevented any sizable effort at destroying him. X has recently conjured a very powerful Demon, so powerful, in fact, that its continued existence threatens the balance of power in the north. Gislan, King of Krasnia, has promised 23,000 gold marks to the slayer or banisher of the Demon.

Villain: X the Unknown.

Also Controls: Taleren the Not-so-Brave, 4 Light Goblin Spear, 2 Light Goblin Sword, 2 Warg Riders, 4 Mercenary Heavy Sword, 4 Mercenary Light Horse, the Hellgate, 1 Demon.

Magic Power: 0
Magic Potential: 0
Magic Resistance: 4
Fighting Ability: 12
Hits: 12

Set-Up: On Citadel Isle (except Demon begins in Hex 0060). The Quest is to get the Demon removed from the island somehow (banish it, slay it, etc.). Fulfilling the Quest brings the fulfilling Player 10 VP. X the Unknown receives 8 VP for preventing the Quest from being fulfilled.

D: The Destruction of the Neopublicon

In 230 After the Faith, the Holy Church declared a Jihad against the devotees of the Great Ghod Corful (a rival religion), and managed to drive them from the Empire. The remnants of the worshipers of Corful led by the immortal Unamit Ahazredit, settled in a lonesome and desolate area of the Valley, where they constructed their weirdly-shaped stronghold. In approximately 500 A.F., the worshipers printed a volume of arcane and ancient lore known as the "Neopublicon"; the book was banned throughout the civilized world, and those who attempted to procure its evil knowledge were mercilessly persecuted. The last remaining volume, an illuminated manuscript drawn on the tanned skins of captives taken by the Corfulites in one of their frequent wars, is held in the Citadel of the Great Ghod Corful (hex 3150). The church has made a standing offer of 10,000 gold marks to whoever shall bring the volume to Urf Durlaf, where it can be destroyed in accompaniment to holy rites. A Quest Object counter placed in hex 3150, and may only be moved by a Questing Player. Any Questing Character who moves into or through the hex may pick up the counter. If a Questing Character picks up the counter and drops it (or is killed) outside of the citadel, any Players including the Corfulite Player, may pick up the Quest object. If the Corfulite Player returns the Neopublicon to his citadel, he loses the capacity to move it once again.

Villain: Unamit Ahazredit.

Also Controls: Peg-Leg Gonzo, 2 Light Horse, 4 Airships, 8 Heavy Sword (Corfulite counters), Rox Rotary.

Set-Up: In Ka-Chunk.

The Quest is to return the Quest object counter to Urf Durlaf; whoever is the owning Player of the Character who moves the counter into Urf Durlaf receives 10 Victory Points. The Unamit Ahazredit Player receives 10 Victory Points if the Quest object counter is in hex 3150 at the end of the game.

E: The Siege of Endore

A very strange organization of great antiquity, known as the Anacreonic Eristian Society of Sublime Oxyromors has its headquarters in Urf Durlaf. It has at times been called "silly," "frivolous," and "a threat to our very way of life." Suffice it to say that it, and its members, are not of actions that are to have no comprehensible motive. In any case, they have recently posted notices indicating that they will pay 10,000 golden marks to whosoever "reduces castle Snorri to rubble and plants therein the standard of the society. The standard of the society is a frog squattant were charged on a field percheery or sable, which is heraldically correct, but appears rather amusing.

Villain: Snorri Gundarchukson.

Also Controls: 6 Human Heavy Horse, 4 Human Heavy Sword, 2 Human Bowman.

Set-Up: In Endore.

The Quest is to raze the castle in hex 2133 either by casting Disintegration, or by doing the following: If at least three Questing Characters remain in hex 2133 for at least two full Game-Turns, and neither Snorri nor any of his units occupy the hex at any time in that period, the castle is considered razed.

F: The Emperor's Son

The Imperial offspring, Ribna the Foolish, fled Orlandeth in a fit of pique after his older brother, Kirna the Green, threw him into a water-trough. He buckled on the sword which the Count Alexis had given him for communion, and set out, probably with some idea about adventuring in his head. Six days later, the Emperor received a ransom note from Raman Cronkewitch, named the Strump-Mad, Ruler of Aardvark Wallow. Ribna had walked into Cronkenville Palace, challenged the Cronkewitch to a duel, and been captured by Cronkewitch's guards. The Emperor had five sons and the ransom was steep; therefore he announced that he would pay 10,000 gold marks to whoever rescued his son and returned him to some part of the Empire.

Villain: Raman Cronkewitch.

Also Controls: Svartz Tarnkap, 10 Heavy Pluglunk, 2 Cronkivil Light Bow, 2 Cronkivil Light Horse, 1 Troll.

Set-Up: Aardvark Wallow. Place a Quest object counter in hex 1952.

The Quest is to retrieve the Quest object counter and carry it to Urf Durlaf. The Prince is guarded by a Troll, which must be killed before the Quest object-seekers in one fell swoop. Then as his doom approached, he carefully hid The Hellgate, ensuring that only one as skilled in the arts magical
as he would be able to recover that awful Talisman.

Some say that he entrusted the secret of the operation of The Hellgate to Narkath, last of the Wraithlords, and some say that he left mystical runes understandable by only one as well-versed in arcane lore as the Dark Lord was. Regardless of how the Dark Lord insured the eventual discovery of The Hellgate (later known as X the Unknown) apparently chanced upon the secret chamber in which Hellgate was kept. He also discovered how to operate the Talisman of Orb. Due to either a miscalculation in his incantations or a display of bravado, X revealed that he had operated The Hellgate, but otherwise had only been hinted at in legends. Needless to say, this frightened even the most foolhardy of the leaders of the various nations of the Valley, and when it became apparent that The Hellgate had accepted X as its master, the separate nations took joint action for the first time in memory.

The various nations put up an offering of 25,000 gold marks to anyone who would remove The Hellgate from its resting place in the Citadel of Blood and fling it down the Bottomless Plungehole, where it was thought that The Hellgate would be inaccessible to any inhabitant of the Valley. For you see, The Hellgate had much of the Dark Lord's power in it, and was thought in-destructible.

However, some of the more unsavory nations have ulterior motives for the promotion of the Quest. They seek to wrest The Hellgate from any adventurer fortunate enough to remove it from the Citadel of Blood and return it to its capitol where they will assure the rest of the Valley that it will be used for "defensive" purposes only. None will challenge the quest alone without using the reward to weaken X or (miracle of miracles) take The Hellgate away from him.

**Villain:** X the Unknown

**Also Controls:** Taleren the Not-So-Brave, 4 Goblin Spear, 4 Mercenary Light Spear, The Hellgate and the Demon Yrigid.

**Set-Up:** On Citadel Isle, the Quest object counter (which doubles as The Hellgate) on hex 0904.

The Quest is to get the Quest object out of the Citadel of Blood and adjacent to the Plungehole where it can be flung over the edge, hopefully forever gone to the land. That is not the concern of the Quester, as he gets his reward regardless of whether some ingenious mage determines a way to regain The Hellgate. Any villain Player may attempt to waylay the Questing Player's Character and return The Hellgate to its capitol hex. If The Hellgate is in the Citadel of Blood at the end of the Game, the X Player receives 10 Victory Points. If The Hellgate is in any other villain's capitol at the end of the game, that villain receivees 15 Victory Points. If any other Player is successful in completing the Quest, The Hellgate is returned to the Plungehole, and then returning to Urf Durfal to collect the reward, he receives 20 Victory Points.

**H: The Deflowering of Socrerak**

The Killer Penguin is perhaps the greatest hazard that a wandering hero can encounter during travels to the north, so one can imagine the very real threat that a Killer Penguin poses to one of the northern kingdoms. As far as recent research indicates, Killer Penguins live far to the north in the icy wastelands above the Valley, but because of some strange inner drive they occasionally leave their nests and igloos for a mass migration, swarming over the northern section of the Valley leaving in their paths death and destruction. Once their blood-just has been sated, the Penguins beat a hasty retreat back to the glaciers. In terms of physical attack, the Killer Penguins rate just above Trolls and certainly fall far short of the Dragons, but it is the manicai fury with which the Killer Penguins attack that causes the heart of even the bravest hero to quail at the approach of the Penguin onslaught.

Until recently, no form of defense has existed against these demented denizens of the tundra. However, a rare and most marvelous plant grown as Killer Penguin-nip has been discovered growing in the spider forest in Socrerak that will render even the most violent Killer Penguin docile. Even though it is still a hundred percent guaranteed to work, the herb does allow Killer Penguins to be somewhat controllable. The Spider Queen has been filling her coffers with thousands of gold marks by selling an extract of the plant to the kingdoms of the north for an exorbitant price, thus retaining complete control of the market. Convivia has not been able to afford the price (although some say that they just don't want to submit to the Spider Queen's prices), and lives in constant fear that at any time the long overdue migration of Killer Penguins might begin and lay their country to waste as has happened several times before. The Dwarf King of Convivia has offered a 15,000 gold mark reward to anyone who will bring back a portion of the bush so that they can start their own crop.

**Villain:** Spider Queen

**Alto Controls:** 4 Warriors of the Web, 6 Spider Legions, the Staff of Sandoval.

**Set-Up:** In Socrerak. The Quest object counter in hex 3908.

The Quest is to get the Quest object out of Socrerak and to the capital hex of Convivia, Rykalla (hex 3908). The plant is of such a delicate nature that flying of any form will injure it and render it worthless. Should the Quest Player succeed in bringing the plant whole to Rykalla, he gains 6 Victory Points. Should the Spider Queen keep the Quest object in Socrerak by the end of the game, she gains 7 Victory Points. However, beginning on the sixth Game-Turn, a die roll must be made every Turn. On a roll of 5, all Killer Penguins in the counterinteract with the Game-Map. Once two Killer Penguins have entered Rykalla or an adjacent hex, an event would not be allowed and the Spider Queen gains 3 Victory Points (but the seven Victory Point award is no longer valid).

**I: Jihad**

In recent times the rivalry between the Holy Sativan Church of the Empire and the devotees of the Great Ghod Corflia has been heightened by increasing violence on both sides. In one acolyte of the Corflites delved deep into the Neopublicon and discovered a Spell that would allow the Rex Rotary to produce four times as many Tyrannosaurus Reges as it had been, and then sent a mass Tyrannosaurus Rex attack toward Urf Durfal. Unamit Ahazredt officially deplored the incident, promised that the offending zealot would be summarily executed, and expressed his sympathies with the churchwardens. It was nothing but the worst possible judgment that allowed the best church lands to be ruined by the masses horde of monsters. In the future, he assured the waiting world, safeguards would be taken against unauthorized use of the Rex Rotary. Some time after the incident, the church hierarchy decided to retaliate, since they felt that the destruction of the best church lands was deliberate. The Archbishop of Urf Durfal created a most holy object — the holy Monkey Wrench — wrought from pure blessed gold and annointed with ceremonial sacred oil. If tossed into the works of the Rex Rotary while it is in operation, it would wreak havoc with the mechanism. When the Paladin Weldon did just that, Unamit Ahazredt decided that this meant religious war and declared a jihad against the church. Ordinarily this would not worry the church, as the Corflites do not possess as many followers as the church which has the entire Empire behind its banner. But the Corflites were not going to play fair — Unamit had found a way to expand upon the Spell his acolyte had used. However, this time it would mass all the monsters of the Valley into one united force against the church, with the exception of the Killer Penguins. Fearful Urf Durfalsians looked to the church for protection against the imminent onslaught of Tyrannosaurus Reges, Trolls, Spectres and Demons.

The Archbishop decided that perhaps the situation had gotten a bit out of hand. Since he had no intention of risking his skin against a mass of monsters, no matter how holy or powerful he was, the church went the traditional route and offered a substantial reward (7,000 gold marks) to anyone brave enough to take the Rex Rotary from the temple of the Corflites to Gerlod, which is due to erupt and will undoubtedly destroy the Talisman of Orb. In addition, the Archbishop will personally pray for the soul of the person or persons who rid the world of the device.

**Villain:** Unamit Ahazredt.

**Also Controls:** Peg-Leg Gonzo, 4 Zeppelin, 8 Heavy Sword.

**Set-Up:** In Ka-Chunk.

The Quest is to "rescue" the Rex Rotary from the clutches of the Corflites and take it to the Gerlod hex. If the Questing Player has possession of the Rex Rotary in the Gerlod hex at the end of a Game-Turn, the Rex Rotary is considered destroyed (for Quest purposes), and the Questing Player will receive his reward plus 10 Victory Points. If the Rex Rotary is still operational at the end of the game, the Corflite Player receives 8 Victory Points.

**J: King of the Undead**

In older days, Wraiths and other nightmare-spirits stalked the lands and established burrows. Indeed, none but the most foolish would wander about during the night. Soon humans realized that of all the monsters of the Valley, Wraiths were the worst threat, as they sapped a human's strength, and, should they kill a man, created another Wraith that would faithfully serve the Wraith that slew it in its human form. However, Wraiths were extremely susceptible to anything holy, and could be banished from this plane of existence by a concentration of holiness. And so the humans banded together under the aegis of the First Church and in one concerted effort sought to rid the Valley of the Wraiths and their like. The humans nearly succeeded, but several of the more powerful and more fortunate Wraiths were able to escape and prudently relocated elsewhere. The foremost among the Wraiths, whose name is Narkath among humans, chose to stay in the Valley. It is thought that he wished to avenge his fallen comrades. Whatever the reason, Narkath remained hidden for untold numbers of years while his power waned. When Tildor the Strong accepted a Quest into the Tombs of the Damned, he inadvertently discovered Narkath's place of refuge. Unfortunately for Tildor, he was surprised by the Wraithlord in doing so, and was never heard from again, though some do say a spectre seen of late resembles Tildor. The incident should have ended there, but the court magician had been Tildor's bosom friend sought to commune with powers far greater than mortal man. Through this method he
alerted the church that an Undead of great power had bested Tilorod at the tombs of the damned. A raiding party was quickly organized and Narklah was forced to flee. He possessed two great Talismans of Orv, the Amulet of Klahthor and the dagger Silver. This explained why he had been able to best Tilorod so easily and also made it necessary for Narklah to be eliminated before he could fully realize his potential. The Wraithlord was too experienced to be caught as easily again, and disappeared from sight. In the last few days, the Archbishops of Orv had found a frightening vi-
sion in which he saw Narklah roaming the land again with a band of Wraiths. Further research aided by relics most holy determined that the Wraithlord seeks to strike into the very heart of the Empire, and is massing the power necessary to do so. The church officials feel that if he can be stopped before his plans reach fruition, he will be rendered impotent. But no one is sure of exactly where the Wraithlord is.

Villain:Narklah.

Also Controls:Amulet of Klahthor, Silver.

Set-Up: The Narklah Player secretly notes in which hex he is setting up. It may not be in the Empire or in any province adjacent to the Empire, or in or adjacent to any town or castle. Narklah secretly notes the hex in which his preserve is, and then informs the Questing Player of five adjacent possible provinces he is in.

The Quest is to locate Narklah, defeat him or just recover the Amulet of Klahthor and the dagger Silver and return to Urf Durfal for a 25,000 gold mark reward and 15 Victory Points. The Narklah Player wins 10 Victory Points if he holds onto both Talismans of Orv. Note: No "Detect" Spells operate against Narklah.

K: The Council of Fear

The Elves are the closest humanoid race inhabiting the Valley, and are generally accorded the wisest. Oftimes, important decisions are referred to the Council of the High Elves and their advice is usually the best available. But the attitude of the Elves toward the majority of their neighbors is one of condescension, and this infuriates the more proud members of the younger races. Consequently, there are periods in which an Elf is in mortal danger of his life if he should stray from the friendly confines of the road and his kin throughout the ages. The sorcerous doings of X's unknown have aroused much concern over the longterm effect of X's magicks on the Valley, and the Council was queried as to the best solution. When Gwaigilong Engelang responded that either the Dwarrows would have to go to war with the wizard or evacuate areas of Conviva to prevent the possible destruction of the human race, the Dwarrows resented this intrusion upon their affairs. Therefore, they have covertly inquired if there are adventurers willing to journey to Vynar, site of the next High Elves conference and slave of the High Elves. The High Elves.

Villain: Gwaigilong Engelang.

Also Controls: Linfalas, Dalmiandril, 2 Horse Archers, 6 Light Horse, 4 Light Bow, 4 Light Sword, 4 Medium Spear.

Set-Up: Vynar and the Nattily Woods.

The Quest is to slay two of the following three Elves: Gwaigilong Engelang, Linfalas or Dalmiandril. If the Questing Player is using an Elvish Character and succeeds in his Quest, then he is awarded 2 Victory Points (as killing will make that Elf an outlaw for an extremely long time). If the Questing Player is using Human Characters and succeeds in his Quest, he is awarded 6 Victory Points (as the success of the Quest will almost certainly impair relations between the Elves and the Empire of Man). If the Questing Player controls no Elven or Human Characters, he gains 9 Victory Points for the completion of his Quest. The Elven Player gains 8 Victory Points for thwarting the Quest and not losing a single Character at the hands of adventurers, and 6 Victory Points if only one Elven Character is slain, and the Quest is therefore unsuccessful. In either case, all Questers partaking in this Quest will be paid 5,000 gold marks by the Dwarrows.

L: Beauty and the Beasts

The Princess Elena is of a long line which is justifiably famed for its beauty, but she is of such exceptional beauty that the poet Alanshitar has been moved to call her "as radiant as the three stars that give our planet life." The Emperor, who usually does not allow criticism of her female offspring by the most advantageous of grooms politically cannot afford to go this route due to the very real possibility of civil war. Many ardent suitors have sought the hand of the princess, but she has not given any of them an answer, perhaps at her father's urging or possibly because she finds them wanting in some respect or other. To weed out those who are worthy, the Emperor has charged all those truly desirous of his daughter's hand to perform a most arduous and difficult task. There are five main classes of monster in the Valley of the Great Sword: Tyrannoaur Reges, Killer Penguins, Dragons, Demons and Specters. The Questing Player must bring back the head of one of each of these fearsome Monsters, and in the event of a tie, the suitor who brings back the head of the Demon Yrgild will be adjudged the winner. This Quest is thought by many experts as the Emperor's way of stalling for time, but what goes on in the Imperial mind is generally shielded from the public.

Villain: none.

Set-Up: The Demon Yrgild may be found at the Citadel of Blood or on the island immediately sur-
rrounding it (should there be an X the Unknown Player will deploy the Demon); or perhaps a mage can be convinced to summon one. Dragons may be found in groups of 1 to 5 (ignore rolls of 6) at the Mount Greymoor hex; and finally Killer Penguins enter randomly every Game-Turn per the Killer Penguin Entry Table. The Questing Player must have one Male Human or Elf Character in his group of Characters should he wish to undertake this Quest and gain Victory Points. If the Questing Player and all the re-
quisite Monsters are killed, the Questing Player is awarded 20 Victory Points when his Characters reach Urf Durfal, and the Princess' hand if she is willing.

[46.4] PROTECTION OF QUEST OBJECTS

[46.41] If a Villain has Characters and/or units in the hex containing the Quest Object marker he is supposed to protect, he may assign any or all of these units and characters to the "Protection" of the Quest Object. This player must assign a "Protection" plot to all such characters, and announce during the Plot Phase which units in the hex are assigned to Protection.

[46.42] Protecting units and Characters may not move or search in any way. Protecting units may not engage in Army Search or Character vs. Army Combat (except see below, 46.43).

[46.43] If Enemy Characters move into the hex containing the Quest Object and Protecting units and/or Characters with the intent of seizing the Quest Object, they must first engage the Protect-
ing units (if any) in Character vs. Army Combat. In this combat, only the Protecting units, not units from adjacent hexes, participate in combat. If the Enemy Characters succeed in vanquishing the Ar-
my units, they must then engage the Protecting characters (if any) in Personal Combat. This latter, of course, would occur during the Personal Combat Segment, as normally. If the Enemy Characters succeed in a) slaying the Protecting Characters or b) forcing the Protecting Characters to retreat from the Personal Combat Display, the Enemy Characters may then seize the Quest Object Counter.

[46.44] The owning Player of any Quest Object may order any Character or unit that begins in the same hex as the Quest Object marker to carry that marker during its movement. If a character is moving the marker, the character and all Friendly Allied Characters moving with it are automatically considered to be Protecting the marker. If a unit is doing the moving, the unit and any unit moving with it are considered to be Prote-
ting the Quest Object.

[46.45] If a Character carrying a Quest Object is captured during Character vs. Army Combat, or slain or forced to retreat from the Personal Comb-
bat Display during Personal Combat, the Quest Object is considered captured by the Character's opponents.

[46.46] If invisible Enemy Characters move into a hex containing a Protected Quest Object, they ig-
gnore Protecting units. They must still engage in Personal Combat with any Protecting Characters. Since invisible Characters become visible after engaging in Personal Combat, such Characters would then be subject to Army Search and Character vs. Army Combat during their next Movement Phase, unless another Invisibility spell were cast in the interim.

[46.5] VICTORY CONDITIONS

[46.51] At the end of 15 Game-Turns, the Victory Points owned by each Player are totalled, and the victor(s) is determined.

[46.52] Questing Players receive Victory Points for fulfilling Quests; the number of Victory Points received for fulfilling a given Quest is indicated in the Quest's description.

[46.53] All Players lose 3 Victory Points for each owned Character that is slain or captured during the game. A Character is captured or released before the end of the game have points that are never lost. If a Character is slain and then reincarnated, Victory Points are still lost. A Player may lose six or more Victory Points for one Character (for in-
stance, if Taleren is slain, reincarnated and then captured, there is a loss of 6 VPs).

[46.54] A villain Player receives 2 Victory Points for each Questing Character he kills in the course of a game. If the Unamit Ahasradd Player cap-
tures a Character, moves him to hex 3150, and then kills him (sacrificing him to the Great Ghod Corflu), he receives an additional 2 Victory Points. Similarly, the Spider Queen Player receives Victory Points for sacrificing units in hex 3511, and the Dark Lord receives an additional 2 Victory Points for slaying Characters in his home hex.

[46.55] Each Character is assumed to have an ef-
fectively unlimited supply of money. A Player may demand payment (in the form of gold marks) for the performance of a service to another Player. A Player loses 1 Victory Point each time one of his Players pays 1,000 gold marks, and gains 1 Victory Point each time one of his Players receives 1,000 gold marks. All bridges and fords on the map are scheduled to be guarded by "Troll Trolls" (one Troll per bridge). If a Character enters a bridge or ford hex in a movement phase, he must im-
mediately cease movement. During the subsequent Combat Phase, the owning Player may either have
his Character engage in Personal Combat with the Troll, or may pay 1,000 gold marks to the Troll (and thereby lose 1 Victory Point). Note that Players sometimes receive cash in addition to Victory Points received for fulfillment of a Quest. This cash is not counted as Victory Points.

Note: The above rule requires a bit of good faith on the part of the Players. Those who threaten to let one Player win the game by giving him a large amount of money are simply not playing by the spirit of the rules, and ruin other Players' enjoyment.

[46.56] Generally speaking, any Player who ends the game with 10 or more Victory Points should be considered a "Winner." Only the Player with the most Victory Points is the "True Winner," however.

[46.57] Note that Villain and Questing Players may cooperate; a Villain player may ask to help a Questing Player if the Questing Player agreed to go after a different villain's Quest, for instance. A villain may go Questing, but of course will leave his treasure unguarded in doing so.

[47.0] REINCARNATION

COMMENTARY:
The greatest beings of the Valley have been blessed by the gods with multiple and sometimes infinite (though none can truthfully predict all that will happen in the future) lives. When one slays these larger-than-life Characters, the Character has obtained but a temporary respite from his conflict with an immortal.

GENERAL RULE:
A character is Reincarnated in his Home Hex a given number of Game-Turns after the turn in which he is killed. It must be a minimum of three Game-Turns in which the Character is dead.

PROCEDURE:
If the Character to be Reincarnated has a zero Magic Power Level (i.e., cannot cast Spells at any point in the game), that Character is Reincarnated in his Home Hex in a number of Game-Turns equal to his Fighting Ability subtracted from ten. Example: If Stephen the Paladin (Character card number 39) is killed on Game-Turn Seven, he will come back on Game-Turn Twelve (10 – 5 = 5, with 5 being Stephen's Fighting Ability; five is then added to seven (the Game-Turn) to derive Game-Turn Twelve). If the Character to be Reincarnated is a Magic-using Character who derives his Power from the Red or the Blue Sun, he is Reincarnated in a number of Game-Turns equal to his Magic Power level subtracted from ten. Finally, if the Character to be Reincarnated is a Magic-using Character who derives his Power from the Red or the Blue Sun, he is Reincarnated on the next Game-Turn that his Sun is in the Ascendant, but must wait a minimum of three Game-Turns before re-entering play. All Magic-using Characters are Reincarnated in their Home Hex.

CASES:

[47.1] ELIGIBILITY FOR REINCARNATION

To qualify for Reincarnation, a Character must possess either a Fighting Ability of four or greater, a Magic Power Level of four or greater (if the Character is aligned with the Red or Blue Sun, his Magic Power Level while his Sun is in the ascendant is used to determine eligibility), or a combined Magic Power Level and Fighting Ability of five or greater. Only Characters in the Character Card deck that meet the above requirements are "Reincarnatable." Characters generated as per Case 46.2 are ineligible for Reincarnation.

[47.2] RESTRICTIONS ON REINCARNATION

While it is true that given certain circumstances, a particularly powerful Wizard and an Archbishop of the Faith (or the Priest of the Great Ghod Corfl or a Demon Lord) could perform the rites for the True Death upon an unfortunate Character, this is not possible within the context of the game. The designer and developers can only interpret the happenings in the Valley of Ararvole, do not presume upon the province of the gods.

[47.21] A Character may not be Reincarnated if there are either Enemy Characters or Army units in their Home Hex and the owner of the Character or Army unit forbids Reincarnation. In that case, the Character may not be Reincarnated until the hex is devoid of Enemy Characters or Army units, or the owning Player of such units or Characters gives permission for Reincarnation.

[47.22] A Character aligned with the Red or Blue Suns may not return to life via Reincarnation until a minimum of three Game-Turns have passed. If this causes that Character to miss the period in which his Sun is in the Ascendant, then the owning Player must wait until his Sun comes into the ascendant ten Game-Turns later.

[48.0] CHARACTER CARD SUMMARY

COMMENTARY:
The Valley of the Great Sword has known some magnificent personages, and well it might, since it is undoubtedly the greatest place in the world. The many races that share claim on the Valley have each produced their share of heroes and mages, with the best appearing at seemingly random intervals. But it is a truism that the champion of a race appears when his kind are in their hour of greatest glory or direst need. And so, when the Second Empire of Man triumphed over the Harkunani and Vikonen in the century immediately following the death of the gods, the Valley braced itself for the inevitable assault. Though almost none but the wisest of the Elves realized it at the time, the Empire would certainly attempt to capture the Valley by the end of the millennia. Whatever the cause, the events triggered some primeval survival instinct in almost every race in the Valley and in the centuries to follow many wondrous things occurred.

There are forty Character Cards included with Swords and Sorcery, and these represent beings of superior accomplishment, most of whom lived in the years After the Faith. A summary of the Characteristics is provided for facility of play.

GENERAL RULE:
Each Character in Swords and Sorcery is represented by a Character Card. There are forty in the deck provided with the game. The Character Card lists all essential information pertinent to the Character. Each Character has an identification number printed on it. Immediately below the Character's I.D. number is the Character's name and subtitle. While these do not normally have a game function, they do provide some Character identity, and give personality to the game. Next, there are eleven Characteristics relevant to the play of the game. These are broken down into distinct groups as several of them interrelate, and are discussed in the following rules.

CASES:

[48.1] MAGIC CASTING CHARACTERISTICS

[48.11] Magic Power Level

The Magic Power Level of a Character will either be zero, in which case the Character has no magic ability, or a single positive number, or three consecutive positive numbers, listed in descending order. These numbers indicate the highest Power Level spell that Character may cast (see Section 10.0 for full details). Basically, spells are rated in order of complexity. The more complex a spell, the more proficient a magic-using Character must be to cast it. If a Character is not of sufficient Power to cast a spell, that Character may still attempt it, but at grievous risk (see Case 10.25).


The Magic Potential of a Character is the amount of stored magical energy that particular Character may accumulate at any one time. All magic in the Valley of the Great Sword requires manna, which is an energy force essential to the fabric of the universe. Unfortunately, there is a finite quantity of manna in the Valley of the Great Sword, so if too much were used, there would be no more magic possible. However, the manna does reappear over time, apparently erratically, though the Empire astrologers suspect that this has something to do with the moons and the suns and their conjunctions. Each spell a Character casts costs a definable amount of Manna Points. The Magic Potential is the maximum number of Manna Points a Character may have stored at any one time.


The world in which the Valley of Ararvole is situated is in a trinary (three-sun) system. The nature of the universe is such that the positioning of the suns affects the availability of manna. Each Character that has the capability to use magic is assigned to a particular sun by color. The three suns appear to the human eye in the three primary colors — Red, Blue, and Yellow. The planet on which the Valley is located orbits around the Yellow sun, and remains at a constant distance from that sun. It is surmised that this is the reason there is no fluctuation in the powers of the steady-state or Yellow mages. However, those aligned with the Blue and Red Suns (hence Blue and Yellow mages) fluctuate in terms of their Magic Power Level. Their peak, or highest Magic Power Level, occurs when their sun is in ascendency. Their nadir, or lowest Magic Power Level, occurs when their sun is in descending. Manna regeneration (the recovery of Manna Points) is also tied to the sun that a particular magic-using Character is aligned with.

[48.2] RACIAL CHARACTERISTICS

[48.21] Race

There are many distinct races amongst the inhabitants of the Valley. Each of these races has its own heritage and each has distinct customs. Printed on each Character Card is the race from which the Character originates, and this may be found in the upper right-hand corner of the Character Card. Note that the Character's actual Race is not always the Race he Moves as, which is printed on the Character's counter. Those who wish to better understand the various Characters presented with the game will find this information useful.

[48.22] Home Hex

The Home Hex of a Character is exactly what it implies — the hex in which the abode of the
Fighting is a measurement of the individual’s ability to perform against another in melee. When combat gets to that stage, the Players will refer to the Fighting characteristic of the participants and compare them. A star (*) in front of the Fighting Ability of a Character indicates that particular Character wields an enchanted blade (see Case 40.72).

[48.52] Endurance
A body is able to take only so much punishment. While such accoutrements as armor (for example, chain or plate) will often increase the body’s resistance to punishment by softening and deflecting the blows received in combat, the fact is that beings will die when they exceed a certain limit of damage. Endurance is simply a numerical method of expressing the amount of damage a being may take. The Endurance Characteristic is made up of Hit Points, so if a Character has an Endurance of 10, that Character may “take” 10 Hit Points. An elephant would kill him.

[48.6] NOTES ON THE CHARACTER CARD
On some cards, there will be a line of type at the very bottom which will either inform the Player that the Character possesses a particular Talisman or Orb (in which case the owning Player should also take the card for the Talisman or Orb), or in the case of a monster, detail a special ability that will be more fully described in Section 45.1.

[49.0] OPTIONAL RULES

[49.1] MERGING THE ARMY AND QUEST GAMES
If the Players do not wish to devise Scenarios of their own making, it is suggested that they incorporate only small parts of the Army Game into the Quest Game, or else the rules contradictions will be great. The playtesters favored adding the Personal Combat rules, so that the Leaders of the various forces would be able to have a single combat before major battles and this worked quite well. As a suggestion, Personal Combat should not be mandatory, since too many Characters will be lost early in the game. We cannot provide concrete rules at present (hopefully someone will submit them to MOVES), we do suggest that Players be careful about what rules they merge and how they resolve conflicts before the start of play.

[49.2] ADDING NEW RULES
During the development of Swords and Sorcery, there were many suggestions for new rules. All of them had a common theme: they made the game more complex. Players who are blessed with as fertile imaginations as the S&S playtesters will undoubtedly wish to add rules of their own, and are encouraged to submit them to MOVES for possible publication. We will not detail the possible optional rules here, but are including one optional rule that was fairly popular during playtesting.

[49.3] WANDERING MONSTERS
When this rule is employed in the Quest Game, a thirty Game-Turn limit is used. It makes the Quests much more challenging, but also slows play down considerably since Characters often must engage in combat while the other Players have nothing to do. For this reason it was dropped.

[49.31] At the end of each Game-Turn, each Character or party of Characters must be rolled for — should a 1, 2 or 3 result the Character(s) has encountered a hostile monster that immediately attacks him (them). Personal Combat is resolved un-

til either the Character(s) or the Monster is dead or has escaped from the Personal Combat Display. An Enemy Player is chosen to play the Monster and the combat is resolved as per Section 40.0.

[49.32] Characters in Castles, Towns, Cities or Capitals never need roll for Wandering Monsters.

[49.33] The Personal Combat with a Wandering Monster is considered to occur at the beginning of the Manna Regeneration Inter-Phase, before Manna Regeneration has occurred.

[49.34] The Wandering Monster is rolled on Table 49.37. A Character may encounter no more than two monsters in one Game-Turn. Roll again if a second “Roll Twice on Table” result occurs.

[49.35] If the Table calls for 1-6 Monsters to appear, the Player taking the Monsters rolls a six-sided die, and that number indicates the number of Monsters placed on the Personal Combat Display.

[49.36] An asterisk (*) indicates that the Monster possesses regenerative powers (see Case 45.18), and a bullet (*) indicates that the Monster only receives Hit Points from Talismans of Orb, Enchanted Blades or Magical Spells.

[49.37] Wandering Monster Table (see separate sheet)

HISTORY OF THE VALLEY OF ARARIVE

CHRONOLOGY:
Several Million Years BF — Dragons forced to move planet to current system. Swamp-Creatures and Spider Folk created as well as many other creatures by incredible magical forces engendered during the Great Journey. Mountain-formation, whole continents rise and sink; the Elves manage to preserve their areas as they were previously. Eventually, current system is reached, and orbit of planet magically established.

Two Million Years BF — Spider Folk and Swamp-Creatures attain planetary hegemony, constantly fighting; Elves barely manage to survive, Dragons remain aloof in their mountain lairs.

500,000 BF — Spider Folk and Swamp-Creatures nearly destroy each other. Elves and Dragons once again rule most of the planet, though the Dragons have lost most of their ancient powers. A lost spacecraft from the Union of Stars, an interstellar empire in some unknown part of the galaxy, crash-land on the planet. About 500 Dwarrows contain therein. The Dragons use them as slaves to mine the mountains. Dragons experiment on the Dwarrows to produce an all-purpose worker, less intelligent but shorter-lived and quicker-breeding than the Dwarrows. Orcs and Goblins are the products of unsuccessful experiments. Humans the result of successful experiments.

100,000 BF — The Elves rule most of the planet, have adopted the use of Dwarven, human and Orcish slaves.

80,000 BF — The Dwarrows, Humans and Orcs rise and destroy the Elven rule. World falls into stone-age barbarism; Elves are decimated (and breed slowly), others have little magic or knowledge (Revolt of the Servant Races).

20,000 BF — Most Great Magics, Rises of Human, Dwarven, and Dwarves and fantastic power (never rivalling the Dragons at their peak, however). Since magic is an individual thing, the world is ruled by individual mages with hundreds (occasionally millions) of servants, each mage constantly in competition with the others. Eventually, a fantastic war occurs in which most of the world is devastated and manna very much
The world of Aravel circled a single sun, a red dwarf. At one point, an enemy of the Dragonkind from some other world used a weapon of great power against Aravel’s sun; the weapon failed, but caused sufficient instability in the sun that it started to cool rapidly. Unless some remedy were found, Aravel would die as its sun cooled.

The dragons are a long-lived and slow-moving race; they debated their options for a hundred years or more. Then, as their sun turned an ever-deeper red, they decided upon a course of action; their sun was dying, therefore they would move to another sun.

Moving planets is not as simple as teleporting from one place to another. An entity, by entering the seventh plane of demons and expending mana in the correct way, may move instantaneously from one point to another; the same may not be said for a world. A world is not a living entity with a mind to channel mana.

To move the planet, the dragons had to accelerate it magically. This meant an expenditure of incredible quantities of mana; the dying sun was tapped and drained to provide the needed energy.

The magical expenditures and the acceleration the planet underwent caused upheaval, disaster, and catastrophe on Aravel. Continents sank and rose. Mountains were built. Volcanoes sprang up overnight. Creatures were warped, their genes altered by the flux of terrific magical forces. Only the areas in which the Elves lived remained safe, for the Elves bent their not incomprehensible powers to the maintenance of islands of safety among the incomparable cataclysm.

During this millennia-long trip, many creatures sprang into existence, the creation of older creatures, and the magical forces unleashed in the movement of the planet. Among these were the Spider Folk and Swamp Creatures.

Finally, a suitable system was found, and the planet magically stabilized in its orbit around the yellow sun of a trinary system.

Of old, the Dragons had fantastic powers. They dominated entire races, travelled across fantastic distances. Their civilization and their power has yet to be equaled by Men, Elves or Dwarrows. The movement of Aravel exhausted them, their vitality already drained by millions of years of rule among the stars. To an immortal, time is wearying. Elves sometimes complain of life-weariness; how can this compare to the feelings of an entity which is, literally, million years old?

In any case, the dominion of the Dragons slipped from their fingers soon after the end of the trip. They have survived since then, but have lost any semblance of their old power. And still, a single Dragon is a match for any hundred normal men, and fearsome even to a hero.

II. The Elves

The Elves are the second oldest race of the world. Their history stretches back millions of years, to the time before the world was moved. Their earliest records show that, even at the time they began to develop their first civilization, the dominion of the Dragonkind was vast.

However, Dragons are creatures of the mountains, the heights, the air; they treasure gold and the blood of animals. Elves are creatures of the earth, the woods, of life; they treasure the spring and clear water. The Elves left the Dragons alone, and the Dragons seem to have been scarcely conscious that they had left their world with another race. In their quiet woods and fields, the Elves developed a gentle, highly developed civilization, and firm knowledge of all the arts — including magic.

When the sun of the world died, the Elves were affected as greatly as the Dragons. When the Dragons moved the world, the Elves were prepared, and bent all their power to preserving islands of stability among the chaos. Many of the woods that the Elves still hold were woods before the planet was moved and remained so afterwards; their antiquity may be at least partially responsible for their enchanted properties.

For more than a million years thereafter, the Swamp-Creatures and Spider Folk contested for the control of the world. The Dragons kept aloof from the struggle; the Elves were periodically overwhelmed by one or another of the contestants, and barely survived. Their civilization was effectively destroyed, and they were, on occasion, driven from their lands.

In a great war half a million years ago, the Swamp-Creatures and Spider Folk destroyed each other, using weapons of mass destruction and powerful magic. Their vitality expended and their numbers decimated, each of them began an obscure portion of the world. The Elves once again dominated the world.

Approximately 150,000 years ago, a metal ship containing approximately 500 Dwarrows plunged from the sky and crash-landed on the planet. The Dragons quickly discovered the Dwarrows’ ability with metals, and put them to work in their mines. The Elven birth rate inevitably started to decline at about this time, and Elves, too, soon adopted the use of Dwarven slaves to fill the gap left by the declining Elven population. When the Dragons developed Men and Orcs, they too were adopted as slaves. The Elves treated their slaves well, as they treated all animals; barbarians, Dwarrows and Orcs were mortal, and thus certainly not to be considered equal to Elves. Dwarrows and Men are proud beings; the result was that some 80,000 years ago the Servant races revolted and destroyed the Elven hegemony.

At this time, there were more than a dozen members of the Servant Races in the Elven domain for every Elf, the Elves were decimated. With their declining birth rate, they could never hope to dominate the world again.

Since that time, the Elves have simply been one of the humanoid races of the world. Their civilization is of greater antiquity than the Dwarven or Human civilization, but their power is now no greater. The Elves have increasingly weakened until they now control very little of the world, holding only woods and fields here and there. Yet their power is not entirely gone, for an Elven army is still a power to be reckoned with, and the Elves are never treated with contempt.

III. The Spider Folk

The Ancient Races — the Spider Folk, the Swamp-Creatures, and the Dragons — are difficult to understand. The Dragons are at least capable of communicating with humanoids; certain of the Swamp-Creatures can co so also. But the Spider Folk are completely incomprehensible.

It is not difficult to understand why this is so. The Spider Folk are, as their name implies, arachnids. They can be as large as twenty feet from end to end, and as little as two.

The Spider Folk originated in the Great Journey in the interstellar void, when creatures were warped and the face of the world altered. For a million years or so thereafter, they contested with the Swamp-Creatures for mastery of the world. Both they and their enemies developed civilizations and magic, though the rules left by the Spider Folk seem not to have been lived in and to have served no recognizable purpose. Eventually, the Spider Folk destroyed their enemies and were in turn de-
stroyed. The Spider Folk survive only in a few places in the world — in the dense forest of Soerak, and in the jungles of Yermis, and perhaps, a few live on elsewhere. Little more is known of the Spider Folk. The Dragons are often talkative when they meet an entity of intelligence and good will, and thus their history, at least in its broad outlines, is known. The same is not true of the Spider Folk.

IV. The Swamp-Creatures

The Swamp-Creatures originated, like the Spider Folk, in the north. Unlike the Spider Folk, however, the term “Swamp-Creature” does not apply to a single race of beings, but to a broad spectrum of entities that includes nearly all mindless dinosaurs, the intelligent amphibians of which Sliggott is an example, and intelligent mold. Some of the Swamp-Creatures seem nearly mindless, but obey the bidding of their insects. It has been postulated that the Swamp-Creatures are linked telepathically, but this supposition has never been proved or disproved.

The known history of the Swamp-Creatures is about the same as that of the Spider Folk; that is to say, little is known. The Elves, for the most part, refuse to tell what they know, but there is no doubt that the Elves hate both the Swamp-Creatures and the Spider Folk with a hatred that is matched only by the hatred between the Swamp-Creatures and the Spider Folk. The only place on the planet where the Swamp-Creatures retain some semblance of their civilization is the Great Dismal Swamp to the north of Ur Durlaf. Occasional reports are made of eerie doings in other areas, but these are probably the doings of individual creatures still surviving in such areas.

V. The Dwarrows

Somewhere in the universe, the Dwarrows claim, is or was a nation known as the Union of Stars, an empire of Dwarrows ruling several stellar arms. A quarter of a million years ago, this nation spanned the gap between stars in machines harnessing incomprehensible powers. One of these machines met with an accident and was thrown across the galaxy — or perhaps into another galaxy — to the world of Arclive. The machine landed on this world about a quarter of a million years ago. In the machine were about 500 Dwarrows, who set about to construct a civilization of their own on the planet. Quickly, however, the Dwarrows realized the mechanical and mining abilities of the Dwarrows, and set about improving them to work in the mines and fields of the Dwarrows. Some time thereafter, the birth rate of the Elves, who ruled most of the world at the time, began to decline, and the Elves, 100, adopted Dwarrows slaves.

The usefulness of the Dwarrows proved the Dragon's set about to improve the Dwarrows breed, and to produce intelligent creatures to fill other tasks. They experimented with Dwarrows genetics, and Men, Orcs and Goblins are the results of their experiments. Thus, all the Dwarrows, Men, Orcs and Goblins of the world are descended, in one way or another, from the original Dwarrows refugees.

The numbers and strength of the Dwarrows grew, as did their influence; into the eugenics programs of the Elves and Dragons, who bred for intelligence and other traits desirable in slaves. The Elves claim that they did not fully realize that the Dwarrows were in a sense their kindred, fellow intelligences; they were, after all, more closely related to each other than to Elves. It is certainly difficult to understand the gentle Elves enslaving beings otherwise.

In any case, the Dwarrows and their fellow slaves, Men and Orcs, revolted, decimating the Elven population. In the following period, Elves, Men, Dwarrows and Orcs competed with each other for the same ecological niche. Great kingdoms and empires were built by the Dwarrows, and their accomplishments were immense, although more oriented towards mechanical things and the products of the mountains than towards magic.

The Dwarrows have been as persecuted as Elves by Men in recent millennia, they still remain strong. The three great kingdoms of the Valley held, among them, more than a million Dwarrows; and Dwarrows still live everywhere there are mountains and rock to be worked. The fact that they live in mountains and the earth while Men live on plains and by farming has been an advantage; by comparison, the Elves are obstacles to the extension of agriculture, and can be cut down to make way for pastureland.

The Dwarrows survive. In the coming age, it will be Men who rule the world; but Men and Dwarrows are not unfriendly, being kin, and there is every reason to believe that Dwarrows will continue to survive.

VI. Orcs

More than 100,000 years ago, the Dragons began to conduct experiments on their Dwarven slaves. Using magic that which have not been duplicated to the present, the Dragons altered the genetic material of the Dwarrows in an effort to produce a race of slaves better than the Dwarrows: stronger, to enable them to work better; shorter lived and less intelligent so that, unlike ancient and canny Dwarrows, they would be less able to acquire the knowledge and inclination to revolt.

Many beings were produced as the results of the Dragons' experiments, most of them failures. The Trolls were one; they proved too strong and too ferocious to be controlled, but have managed to survive and breed in the wild. Many strangely-figured creatures are said to survive in the tunnels of the Dragons; but only three ex-Dwarven races survive in the outer world; Orcs, Goblins and Men.

Orcs have an average life expectancy of about twenty-five years, but mature fully by the age of five. They are shorter even than Dwarrows, but stronger, although, in a fair fight, a skilled Dwarf can usually best an Orc (if only because of hundreds of years of experience).

Orcs proved to be excellent slaves. Cowardly, they could be cowed; vicious, they could be used to control their own kind or other kinds of slaves; strong, they were hard to overpower. Despite the difficulty in the old days to have sufficient to work them till they dropped. The contempt in which they were held: both by Dwarrows and Men added to their loyalty to their Dragon masters. The Elves, however, were disgusted by Orcs and rarely adopted Orcish slaves, despite their presence in the Dwarrows. During the Revolt of the Servant Races, the Orcs joined forces with Men and Dwarrows to overthrow their Elven and Dragon overlords under the legendary Grim the Bloody.

For the most part, since that time the Orcs have been divided; unlike Men and Dwarrows, they've never been able to produce a strong empire to dominate the world, even a short time. There have been numerous small Orcish states, but all have collapsed in one way or another.

During the eighth century After the Faith, several volumes by one Karl Marx were discovered in the Royal Library in New Orc City. These were widely read in intellectual circles among the Orcs, and an Orcish Workers Party was formed in New Orc City in 762. Through the aid of the Unknown, then visiting the city, the Party was able to contact a body of wise men from another universe, known as the Third International.

In 789 A.F., the regime of the idiot-king Krazt was ended when Krawn the Crazy, Marshal of the Orcish Army, conducted a coup d'etat and appointed himself regent. His oppressive regime served to increase the popularity of the underground communists. During this same period, Naskhund attained pre-eminence in the Central Committee of the Orcish Workers Party. The main stronghold of Naskhund was actually adopted by him on entry to the Party; his original name was Nagl Tsch.

On the 36th of Jezdouble, 794, a group of student activists rioted at New Orc University (NOU); news of this spread quickly, and the riot proved the catalyst for a spontaneous uprising. Barricades rose all over the city as republican, Marxist, and anarchist-syndicalist rabble-rousers urged the people to action. Quickly, the reactionary Knights of the Hand mobilized; the communist-produced arms secretly smuggled to them by the Dwarven powers (who hoped to take advantage of a divided Orcish kingdom). Incredible bloodshed followed, but the communistic-republican coalition won the day, and the city remained in their hands. The Revolutionary Provisional Government of the Orcs was proclaimed in the city in concert by the Orcish Revolutionary Coalition (ORB), the Orcish People's Democratic Movement (OPDM), and the Orcish Republican Council. The Government was quickly recognized by the other Dwarven powers.

Krawn the Crazy retreated to Upper Ithgil and drew the legitimist forces around him. After inter- necine struggles among the revolutionary forces began, retaking New Orc City proved relatively easy. Krawn nearly succeeded in destroying the communist forces, but Naskhund and a small group of followers fled, retreating to the mountains of the Highlands and the Old Walk.

From his secure position in the mountains, Chairman Naskhund began to reorganize the Orcish Red Army. With aid from the secessionist Goblin Republic, the Red Army succeeded in destroying Krawn's forces, then turned and destroyed its erstwhile ally. The remnants of the White Army fled north, where they were shortly to be hired as mercenaries by the Dwarven powers.

The Orcish Revolutionary Coalition controlled all of the old Orcish Kingdom. After several 1000 Day Plans, the archaic Orcish economy had been organized among more modern manna-exploitive lines. The population of the area continued to grow, as did the size of the Orcish Red Army.

In the following century, the Orcish Revolutionary Coalition fought a series of wars with the Dwarven kingdoms, extending its territorial holdings immensely. The quickly-breeding Orcs grew tremendously in numbers, and the peoples of the north increasingly feared that they would be overwhelmed by the menace of international communism.

In 922 After the Faith, the Dwarrows, Elves, and Men of the Valley allied to destroy the power of the Orcish Soviet. After a bitter and bloody war, this was finally accomplished. The greatest and strongest Orcish drive for power had been destroyed. Too, the Valley's strongest nation had been decimated, leaving the Valley that much weaker in the face of Imperial aggression.

VII. The Goblins

The Goblins are akin to the Orcs; the difference between the two races is, in fact, slight. Goblins tend to be less vicious and more cowardly than Orcs, and slightly taller. Throughout most of history, the Orcs and Goblins have been thought of as a single group. During the Orcish Revolution, however, the Goblins established an independent
state, and with aid from the Dwarven kingdom of Zirkast, survived for some six years. However, they were ultimately overwhelmed by the Orcish Red Army. Since that time, the Goblin areas have periodically revolted, first against the Orcish Soviet, later against Zirkast. A large number of Goblins fled the crushed Goblin Republic and established a small independent association of towns in what had been the Duchy of Pavelin in ancient times, in cooperation with the remaining human inhabitants of the area. This Association of Endore was conquered by Snorri Gundarchuksson, an exiled claimant to the Imperial throne, who wished to carve out a small duchy for himself. Thereafter, the Goblins lived in the area as second-class citizens.

VIII. Men

Men were one of the more successful creatures created by the Dragons. In a certain sense, they were too successful. Taller, less intelligent than Dwarrows, longer lived and slightly slower-breeding than Orcs, humans are equipped with two instincts — desire for sex, and desire for fame — that lend them great vitality and drive. Properly harnessed, these instincts made Men the most excellent slaves. Once free, this same energy made them dangerous to the rest of the world. Men are plains dwellers — they live primarily by farming. They also are capable of fishing and sailing, which would be unthinkible to a Dwarf, for instance. They have even been the Duchy for mankind for much of the most recent ages of the world. The formation of the Empire signalled the final eclipse of the human races.

Since that time, the Empire has risen and fallen, has disintegrated into rival petty states, has fallen into anarchic rule by warlords, has undergone innumerable civil wars and dynastic disputes. But the hegemony of Man has never been seriously challenged.

IX. Cronks

At the end of the Age of Great Magics, a huge pit known as the Bottomless Plungehole opened in the earth in Aardvard Wallow. The reason for this is unknown, but it undoubtedly was the result of some powerful magic gone awry. In any case, some years after the Bottomless Plungehole was formed, Cronks started falling into it; it is believed that they came through the Plungehole from some other place. Cronks appear to be something similiar to great apes; they are completely covered with hair, and give forth an unbearable stench. Cronks have been described as a "cross between a skunk and a bear." They are sometimes kept as pets or as a survival trait as despite their destructive tendencies, other entities are not inclined to get close enough to a Cronk to kill it.

Cronks have voracious appetites. They will eat, literally, anything; Cronks have been known to subsist for years on a diet of dirt. They have few natural enemies, and thus overpopularity occasionally causes mass migration of Cronks; such migrations leave nothing but bare earth in their wake, as everything else is eaten. These migrations can be stopped only through magic, as armies sent against Cronk migrations tend to get eaten as well. In any case, the complete lack of Cronkish intelligence has prevented them from being a major factor in the world until recently. In the late 3rd century A.F., a half-Cronk/half-Hum man known as Raman Cronkeivich was born among the Cronks. Cronkeivich proved a canny leader, and the Cronks of the Wallow proved ferocious in battle with able leadership. The Cronksh state was destroyed and Aardvard Wallow annexed by the Empire in A.F. 400. The Cronks are alive is unknown, but the Cronks have apparently returned to their normal lives of wandering and eating.

CHARACTER SKETCHES

Gwaigillion Elenag, Elvenking of the Nattily Woods

Gwaigillion Elenag claims to have been born during the Primeval Times, when the world had but one sun, when no races but the Elvenkind and the Dragons lived in the world. After a life of some hundred years in that time, he was (so he claims) hurled by magical forces he does not understand into the present day. Gwaigillion has lived in the modern world since 3000 Before the Faith (approximately), and has risen to great power among the Elvenkind. He was one of the Three Great Kings of the ancient Commonwealth of the Elvenkind; he is most skilled in the political arts, and is a wary and competent diplomat. Since the days of the Communist, he has been befriended by the Thriarid in many adventures, and has often led one group of Elves or another. For the past several hundred years, he has been King of the Elves of the Nattily Woods, one of the few areas of the world that the Elves hold freely.

Linfalas, Logarithm son of Allogarith

Linfalas is somewhat of an oddity among the Elves, which the Council of the High Elves realized from a portrait taken upon his birth. He is the only known Elf to possess the abilities of a Sorcerer, but he has been forbidden from using his powers, since sorcery is used only by the enemies of the First People. As Linfalas grew into his elfhood, he revived the lost art of mathematics, and many of the mathematical theorems that are now used are derived from his clan names. Since he is barred from pursuits magical, Linfalas has become a proficient fencer, and his blades are the most geometrically perfect known to man. After performing a dangerous quest to prevent Cronks from entering the Sacred Woods, strong elf magic was invested in his blade, and he was allowed to the War Council of Three. Since then, he has served as an adjunct to Gwaigillion Elenag, but, most importantly, he shows that the Elves quest for knowledge will to live has not died out. The Empire considers Linfalas and his ilk extremely dangerous, and have attempted to arrange several accidents that will disable the Mathematical Elf at key points in Valley conflicts. But the Elf was not defenseless, and had his revenge upon the Empire when he was able to foment the Quartermarch Civil War, which caused the withdrawal of Imperial troops from the Valley in 1055. A.F. and the resurgence of the Elves.

Dalmilandri, Elvenking of Vynar

Here is the Champion of the First People, a warrior and mage of great skill. However, due to Machiavellian politics so typical of the Elves, he is not well-respected among his own kind. This has not affected Dalmilandri's steadfast defense against all who seek to do harm to the Elves, and his control of earth magic harkens back to the Elves at their zenith of power. But Dalmilandri is a gentle soul, and so will not use his most powerful earth magic in war; first it is his intent that the war will do to the land, and secondly, because it is a weapon against which there is no defense, and the people of Vynar do not believe in wanton aggression. The Elvenking's birth is recorded as having occurred over 5000 years before the Faith, but Elvenkind is not part of even the oldest records of the Church, and so none can be sure. Dalmilandri was not present at the conference at the Altar of the Elder Gods, but he was the envoy to the First Empire and learned much of his lesser magical skills while at court. Dalmilandri's skill in battle has been tested in battle, in the Eldenwood forests, including the great battle of Hilib, in which he personally slew Argech Orc Mage.

X the Unknown, Deathlord of Arashelm

X the Unknown, once known as Roe Deathsinger, is the greatest mage of the modern world. He was born of a noble family several hundred years ago in a suburb of Orlandreth, capital of the Empire of Man. He served for a time in the Imperial College of Magic, but was expelled and his honors retracted for his research into demonology and necromancy. He wandered the world for some time as an itinerant musician, and became skilled in the magic of music. During the Tenth Civil War, he offered his services to the Hinn ridic pretenders, and rose to power in their councils before his final defeat at the Battle of the Weeping Stream. Gathering the rem-
nants of the Hinriads forces about him, he conducted a life of banditry while continuing his researches into arcane lore. Eventually, the Empire once more strong under the rule of Cledron the Sixth, Roc's men were annihilated and he was forced to flee. Roving/refugees, Roci fled to the Valley of the Great Sword. With what remained of the Hinriads treasury, he hired several thousand Orcs as a small army and rebuilt the Citadel Isle, previously known as the Citadel of Blood and the fortress of the Dark Lord.

Shortly thereafter, X the Unknown (so-called because he had made a Pact of True-Naming with Kurzboy in order to forestall naming-magic) was attacked by an alliance of Dwarrows and Elves, who wished to forestall the establishment of a power ruled by a mage of evil repute; they were warned by the prophecy of the Archbishorp of Urf Darfal that a Dark Lord would one day rule in evil. They were not afraid, and they feared X would become that Dark Lord. Since that time, X the Unknown has engaged in bloody and unnatural sorceries, has acquired the Hellgate, symbol of ancient evil, and has firmly held his own on the Citadel Isle and the surrounding lands. During the War of the Third League of Aravel, X the Unknown was a force of some importance to the Firebrand of the Empire of Man and was well-rewarded for his treachery.

Loki Hellsson, The Dark Lord

The origins of this rather unique individual have been carefully shrouded in mystery, very probably by the man himself. He is certainly the only Sorcerer to gain the power necessary to inherit the mantle of Dark Lord, a title that had long stood unclaimed, though many Mages coveted it. While it is fairly certain that Loki was human, the only other clue to his antecedents is the fact that he was well-versed in shamanistic magic. It is certain that the years before his drive to power were spent with the most occult-influenced barbarian tribes. He learned much from these people, including many of the lore of the arts, amongst them astrology (the type practiced by charlatans of the Empire) and, most importantly, the fashioning of Talismans of Orb. There is no question that Loki Hellsson was a competent Dark Lord. He fulfilled the Six Signs of the ancient prophecy, all the while shielding his activities from the Forces of Good. When he came to the Valley of Blood his rise was swift and he almost humbled the Empire. It is interesting that the Dark Lord seemed more interested in restoring Sorcerers to pre-eminence than in his own success; modern historians credit X the Unknown's strong position to the preparations of his predecessor. The Imperial forces in fear of the Dark Lord were killed by hidden evils that only the Dark Lord left in his passing.

Eodred, Mistress of Vortices

This beauteous woman was an extremely capable witch in her own right. During the period in which the Brandonian line failed, she single-handedly kept the Empire running on a day-to-day basis. Eodred did much research into the matter of Vortices, and some say that if the Empire had not collapsed she almost certainly would have laid bare the secret of this phenomenon. Unlike the Second Empire, the First Empire believed that women capable enough deserved a place in society and so Eodred was taken into the highest councils of the land. She was also a court intriguer, and was able to play her role to perfection for her homeland's detriment to the Empire. Her only consort was Weldron, and it is from their union that the Paladin Weldron has come. When Coron put himself to the sword, Eodred quickly insured the loyalty of the various Dukes by calling on several demonic forces. In retaliation, Weldron was killed by the final death and so she lost an invaluable aide.

Eodred resolutely buried her sorrow within her, and established the Triumvirate, which was to rule for a century-and-a-half. Her rule was a wise and a just one, but when Kravkazi of Fryton became enamored of her, it created a political problem that was insurmountable. Eodred attempted to remove him from the Three, but before she could Kravkazi vacillated and foreclosed her attentions on her when he knew that she had used up her manna. He also made a grave mistake—he told Eodred that he and two co-conspirators had been responsible for the death of Weldron. Eodred pronounced Seven Deadly Curses upon the men, and then told them to hang themselves. He told them that two other able warriors who had slain her consort in single combat. This is a truly astonishing feat, especially considering the sorcerer's slight build. Eodred was essentially a gentle person, and was horrified at what she had done, and before the alacrity, practice of his art, effect, fled the Empire. It is rumored that she now lives in a fabulous palace in the Strakheless Sea, but no traces of this great lady have since been found.

Dierdra, the Mercenary Queen

The Empire has long felt that all men should fight under its green-and-yellow banner, and to this end has discouraged mercenaries as much as possible. By expending a good deal of its resources, the Empire nearly eradicated the three great mercenary Orders, but it had miscalculated in minimizing the role of women inimical to slavery. Many skilled women saw the opportunity of a lifetime to join mercenary bands when the male Orders were desperate for aid. One of these was Dierdra, whose discovery of Lightning Lord made her the most powerful fighter in the Empire. She bade the Emperor name her Highness, and so entered the Imperial war on the mercenaries. Many of the mercenary men were unwilling to rally to her banner, either because she was a woman, and the mercenary- cotes not accustomed to taking orders from members of the female sex, or because they feared the wrath of the Empire. Dierdra sensed that definitive action was needed to bring her people into line. Disguising herself as a serving girl, she came to the Imperial capital, and then spent two weeks gaining armor and an audience with the Emperor. Through sheer audacity, Dierdra gained a private audience with the Emperor, and challenged him to the Rite of the Duel. She then pulled forth Lightning Lord, and the sight of it cowed the Emperor, who bought his life with a peace treaty with the mercenaries. Dierdra was accepted as mercenary leader for this great feat.

Unamit Ahazredit, High Priest of the Great Good Corfu

Unamit Ahazredit was born of a peasant woman and an incubus in the province of Anakam in the year 35 BF. In approximately the year 2 AF, he apprenticed himself to a master mage and became quite knowledgeable in necromancy. His research led him to study the nature of divinity, and for a time he was a member of the then-small Holy Sativarian Church (later to dominate the Empire). He traveled far beyond the Empire, and shortly thereafter established his own religion, Corfulis. He and his followers worshipped a god of great power known as Corfu, and their ceremonies involved heinous tortures, the killing of newborn babies during eclipses, and the like. In 228 AF, a prophesy that Asharak was about to become the master and of being an infidel; in 230, Corfulis was outlawed and pronounced an anathema, and Unamit and his followers fled to the Valley of the Great Sword. There, they established the Temple of the Great Good Corfu in a desolate area to the east of Aardvark Wallow, and have remained there in isolation, collecting their devotions and gaining great knowledge of things arcane and evil. Unamit Ahazredit is a fanatic of the first order—but a powerful one. He is immortal—each time he is killed, he is reincarnated to the Temple of the Great God Corfu at the next ascendency of the Blue Sun.

Talreren the Not-So-Brave, Scourge of the Aranarth

Talreren is the leader of the forces of X the Unknown, and is sworn into the Mage's service by some horrible naming Magic. In his younger days, Talreren was a member of the Imperial Guard, those elite troopers who are personally responsible for the safety of the Emperor. On a particularly fateful day, the Emperor and his consort were surprised by a horrible magical apparition that closely resembled a Giant Gila Monster of the Swamp. Talreren and later the Monster (who had been easily repulsed by the other troopers) had spouted forth blasts of fire in his direction. None came forth to support his tale, but it is certain that Talreren acquired a lifelong dread of fire. The Emperor made Talreren outcast, and forced him to seek his living in the Valley, X the Unknown offered Talreren a position where he could best use his talents in return for making Talreren proof against fire. He equipped Talreren with a flaming blade, and sent him into the north to prove himself. It is a credit to Talreren that he survived the Aranarth, but he is now and exceedingly grim figure, a marinet with his men. Some say that he has discovered that X the Unknown was responsible for the fire-breathing Gila Monster and some say that he longs for return to the Empire. It does not truly matter—for he is tied to the fortunes of his sorcerer master.

Jeremiah Ben Ruben, the Blessed

Jeremiah was the son of Ruben of Pavolon, Duke of the Duchy of Endore. Endore was a fiercely independent area which had a tradition of freedom dating back to the legendary Revolt of the Servant Races. Never had it been anything but independent, save for brief periods under the suzerainty of one kingdom or empire or another, usually ending in bloody revolt. The mountain-fool of Endore, though few, were friendly with the Elves and well-beloved by the Dwarrows of the Valley, and thus, despite the ancient curse of Grista that men would be slain over elves and Dwarrows, the folk of Endore were permitted to live in the Valley. Jeremiah, sixth son of his father, ventured into the lands held by the First Empire to win his fortune. In the following twenty years, he rose to high rank in the Imperial Army and gained knowledge of the magical arts. His victories against the Harkumani are still held up as examples of skilled generalship, and his exploits are still remembered among the people of the southlands, where he saved them from devastation and rapine at the hands of the Vikonen barbarians. By 1100 BF, the Empire held all of North Continent with the exception of the southern barbarians and the Valley of the Great Sword. Consequently, an invasion of the Valley was planned. Jeremiah was considered the most loyal member of the Emperor's entourage, and was sent by the Empire to his father's court to demand the annexation of Endore. His father, a man of an independent land, could not but refuse. Jeremiah's loyalty to his father proved stronger than that to the Empire—Jeremiah was arrested and his master was found of being an infidel; in 230, Corfulis was outlawed and pronounced an anathema, and Unamit and his followers fled to the Valley of the Great Sword. There, they established the Temple of the Great Good Corfu in a desolate area to the east of Aardvark Wallow, and have remained there in isolation, collecting their devotions and gaining great knowledge of things arcane and evil. Unamit
curred, however, Endore fell, and with it, Jeremiah’s father and five brothers, fighting to the last to defend their home. In their last days, Jeremiah endeavored to rebuild the Duchy from the devastation it suffered at the hands of the Empire.

Gygax Dragonlord, the Great Worm

Gygax Dragonlord is a genetic throwback, a dragon of the ancient days when Dragons ruled hundreds of larger, more active, more intelligent, more powerful than any of the few Dragons that remain. Because of this, he is widely recognized by the Dragonkind as their leader, despite that race’s fierce independence of will. Gygax Dragonlord is one of the youngest Dragons, being no more than 20 years old. In the last several thousand years, he has brought the last of the dragons to the mountains north of the Citadel of Blood, and has managed to hold those mountains for the Dragonkind against all obstacles. Recently, Gygax has allied occasionally with X the Unknode, who has sworn to him that he will do everything in his power to protect the Dragonkind. The Dragons are a dying race; but if they have a hope of survival over the next few millennia, that hope is due to Gygax Dragonlord.

Raman Cronkevitch, Lord of the Wallow

Raman Cronkevitch was born among the crooks in the late 3rd century After the Faith. He was a demi-crook — half human, half crook. How this occurred is unknown, as it seems unbelievable that any human would wish to mate with a crook (see Racial histories). In any case, Cronkevitch, with the aid of human mercenaries, wielded the Crooks of Aardvark Wallow into a nation. He seemed to be able to communicate with the creatures, despite their lack of intelligence, and they followed him, apparently content with his leadership, the Crooks became a force to be reckoned with. In 934 AF, the Wallow was invaded and conquered by Imperial forces. What became of Cronkevitch at this time is unknown; his body was never found, so it may be that he continues to live. According to legend, Cronkevitch’s spirit is last seen at random times, descending into the Bottomless Plungehole.

Theregond, the Excellent Enchanter

Born of a human-half-Elven liaison, theregond is inclined be gentle like the Fair Folk. At an early age, he was mistakenly taken for a great fighter. This caused many years of possible study to be used instead in training theregond at the various modes of melee. When it was discovered that he was a poor fighter, his family immediately spent much time and effort attempting to redeem their error. It is clear that theregond is a skilled enchanter, but he still has many fighter traits. Sworn as blood brother to Snorri Gundachuskon, theregond came to Snorri’s aid when the latter set out to restore the Duchy of Endore to human rule. While theregond showed admirable morals in doing this, he threw away a chance to perhaps challenge X the Unknown as the greatest Mage in the modern world. Once theregond had made his decision, he spent many patient hours humoring his lord Snorri’s whims. The Gundachuskons have never believed in reincarnation, and so, when it was discovered that Snorri could be reincarnated after his first defeat at the hands of the Paladin Glade, theregond invented the ingenious ploy of pretending that each time that Snorri died, he had in reality suffered a tremendous hardship that rendered him unconscious in the midst of battle. Theregond also wisely prepared to avoid dying in Snorri’s presence, as he had no intention of being burned pyre before he could be reincarnated (and so unable to aid his lord, who proclaimed that any such returning person was in reality a Spectre). After the defeat of the Endoreans, he was reincorporated into the Empire when his half-brother, the Paladin Wedron, spoke on his behalf. And in the century after the Fourteenth Civil War, theregond did indeed become second in power only to X the Unknown.

Peg-Leg Gonzo, the Mad Necromancer

Peg-Leg Gonzo was born to two inmates of the Urf Durfal Institution for the Peculiar in 666 AF, an unfortunate year. The inmates of the institution are fed through a barred door, and never examined; thus, Gonzo’s presence in the Institution was not known until his sixteenth birthday. This may explain some of his peculiarities. Peg-Leg was apprenticed at Empire cost to a noted magician, to make up for his early mistreatment at the Institution. His master was notoriously smile, and Peg Leg exploited him mercilessly, cooping all his money and learning voraciously in the magician’s library. He learned to summon a demon, with disastrous consequences; about a tenth of Urf Durfal burned down, and Peg-Leg lost his left leg in the catastrophe. Forced to flee the Empire, Peg-Leg wandered around the Valley for some time, then came across the Citadel of the Great Ghod Corflu. There, he learned of the ancient lore of the Corfluutes, and shortly joined the order as an acolyte. He quickly worked his way up the ranks, and by 725 AF had become second only to Unam Ahabzred in the order. In 752 AF, the Corfluutes captured the Black Hand of Death, and Peg-Leg now wields that evil power.

Chairman Nashkund, First Comrade of the Orces Revolutionary Coalition

Chairman Nashkund, born of Nagrl Tsch of New Orc City, is the leader of the Orcish Revolutionary Coalition. Before the Orcish Revolution, he attained a position of preeminence in the Central Committee of the Orcish Workers Party. During the first stage of the Revolution, he managed to keep his Coalition a tightly-disciplined unit among the many factions and political interests that make up the Orcish nation, and thus his communist movement retained an importance out of proportion to their numbers. After New Orc City was retaken by the monarchist Krawn the Crazy, Nashkund and his followers fled to the mountains in the legendary Big Fleshy Hat. After the war, the new established by the newly reconstituted Red Army eventually won the Orcish Civil War against the Whites. Under Chairman Nashkund, a progressive Marxist state was established in the territories of the Orcs, and for the first time, the Orcs became a major power in the Valley; so much so that, two centuries after the Valley was divided together to destroy Nashkund’s growing threat to the balance of power. This destruction was completed in 923 AF. Nashkund’s body, kept alive long after its time by magic and strange drugs, was dragged through the streets of New Orc City by his erstwhile followers.

Snorri Gundachuskson, Chieflain of the Horse Barbarians and Duke of Endore

Snorri Gundachuskson is the son of the Chief of the Tailed Horse, a tribe of Forth barbarians, and Telday Shrdla, a princess of the Empire. Thus, although brought up as a horse barbarian, Snorri is a claimant to the Imperial throne. He is a powerful fighter and an excellent leader. He is egotistical and sure of his power. He doesn’t believe in reincarnation; rather, he believes that when a soldier falls on the field, his body should be buried ceremoniously, and that he refuses to allow himself to be reincarnated. Snorri is not terribly bright, and his followers have, on occasion, persuaded him that he was subjected to headaché in the middle of battle, and was cured of this ailment only later. As a claimant to the Imperial throne, Snorri fought in the Twelfth Imperial Civil War against Etaion IV Shrdla, his nephew by a sister and an imperial prince. His claim was more than a little shaky, however, and he was persuaded to lay down his arms in 845 AF. He then gathered his remaining followers, and set off to carve himself a duchy in the wilderness, which he proceeded to do at Pavalon. He named his fief the Duchy of Endore, and ruled there until it was conquered by the Empire in 934 AF.

The Paladin Glade, Champion of the Empire

The Empire of Man traditionally has twelve Paladins, six mages and six warriors, each of whom rules one of the twelve Sepatrates of the Empire. The Paladin Glade is a title, rather than a name; for the period between 700 AF and 968 AF approximately, the position was held by Regor Shostonvich of Beletrix. The Paladin Glade traditionally wields the blade Retaliator, a weapon of great power forged during the Wars of the Southern Reach. The Paladin Glade is the ruler of the Saratry of Urf Durfal, to the north of the Orlendred autonomous area, and bordering also on the Saratry of Atanak and Horvath and the Serpentine Sea. Regor Shostonvich was known as an excellent fighter before becoming the Paladin Glade, with Retaliator, the sword invincible. Not a terribly good administrator, he leaves the day-to-day governing of the Saratry to the Imperial Bureaucy, which manages as it has managed for more than a thousand years. His inexperience and relative dullness is to a large extent ameliorated by the tens of thousands of years of experience forged into Retaliator, which is an intelligent being in its ownright.

Gislan the Rock, Dwarrowning of Krasnia

Gislan the Rock is the only living descendant of the Landics, one of the Ancient Folks of the Dwarrows. More than a thousand years ago, he was the Sixth of the Dwarrow council of the Kingdom of Ararive, the greatest (at least in recent history) of the Dwarrow Kingdoms. Of a famed family of Dwarrows, Gislan has always worked several hours a day in the mines, regardless of his exalted position and family. As King of Krasnia, he has built Krasnia up as the single largest exporter of metals in the world, out-matching even Convivia. Although he has never given magic the same attention as a profession, study has acquired him extensive knowledge of the magical arts in his more-than-thousand year history. He is a tenacious fighter as well, and his work in the mines keeps him strong and quick. Never a loquacious person, Gislan is passionately attached to his hills and his craft. Although he is a thoughtful leader, he is occasionally inclined to avenge slights to his family or his kingdom with great fierceness. This trait has served Krasnia well, for on more than one occasion Gislan’s single-minded pursuit of Krasnia’s survival and growth has prevented its demise. On the other hand, Gislan’s stubborn independence was one of the major reasons the Dwarrown Kingdoms were not able to unite, even in the face of growing Imperial power.

Wendolyn the Wary, the Cautionous Conjurer

Wendolyn is the offspring of a village witch of Endore and an unknown male. Brought up amidst magic (even the humble magic of a simple village witch), Wendolyn was naturally inclined towards the magical arts from an early age. For a time she was apprenticed by her mother, Ahtal, but they proved incompatible, and, after several years, Wendolyn drifted away to wander the Valley. Witches are not known for their deep understanding of the powers they handle, and much of Wendolyn’s training has been the result of superstition, rather than an enlightening study of the magical arts. Consequently, Wendolyn is more than a little superstitious. She worships — or attempts to worship — every god she knows. Corflu, Sativa,
the Demon-Lords, Atanar and the Elder Gods have all been worshipped by her. Her piety has proved both useful and dangerous — being sure to appease every god is a good idea, but worshiping two gods who oppose each other violently (such as Corfu and Sativa) can cause conflict and danger.

The result is that Weldon has been continually bothered by one plague after another, as her luck has turned and twisted at the whim of the deities and the power of the slayer monsters, and so forth. She is regarded with a mixture of respect partly because she was responsible for the sack of Indris in Atanak, but has, on occasion, served the Empire when it seemed to her profitable to do so.

Curenol, Paladin of the Empire

Curenol is Paladin of the Satrapy of Atanak, south and east of Urf Durfal. Not by nature a war-like man, Curenol spent his formative years at the Imperial College of Magic, where he rose to the position of Magister Secundus of Elements. For a little less than a year, he maintained that position and acquired many honors and published several papers. Some of his works are still considered standard materials in the field of Elemental magic. In 683 AF, Curenol (then known as Clandin Grenouille) visited his home in Atanak. At this time, a civil war was raging and the borderlands were left more or less unprotected. An incursion of Vikonen barbarians laid waste to the immediate area, and only Cladin’s magical powers saved his town from destruction. At this juncture, he determined to do something to protect his native province. The result was that Curenol, now known as Curenol, the province contained supporters of all five sides in the civil war. With the aid of the Paladin Glade, Curenol reorganized the civil government, established an Atanakan army, and essentially ruled the province as a semi-autonomous satrapy, owing allegiance to none of the claimants. With the end of the civil war, Curenol turned the reins of power over to the legitimate Imperial government, and prepared to return to the Imperial College of Magic. In gratitude for his services and his protection of Atanak through a difficult period, the Emperor made Cirenol Paladin of Atanak. By this time, a remarkable mendacity in the glass-working and mosaic arts of Atanak was experienced. Although owing full loyalty to the Empire, Curenol has encouraged the creation of an independent patriotism and loyalty to Atanak in his satrapy. Cats, for instance, second-class citizens under the old Atanak Kingdom, have had their rights restored. This, combined with shifting trade routes as a result of the closing of the Fanstal straits, has brought prosperity and peace to Atanak for the first time in several centuries.

Emperor Coron III the Unconquerable, Last Emperor of the House of Brandon

House Brandon was one of the greatest lineages in the history of the Empire, lasting for over six hundred years, the Brandon Emperor had been the Power of the Empire. At the time of his death, the power of the Brandon Emperor had fallen increasingly into decay under their rule. Coron III, however, seemed to recapture the greatness of the Emperors of old; a tenacious and wise, if sometimes over-hasty ruler, he revived the industry of the First Empire and reconquered the Sa-trapy of Urf Durfal, which had once more revolted from Imperial rule. Not content to reconquer the area of the old empire, he set about extending the dominion of the Empire and invaded the Valley of the Great Sword. In contest with the Valley, his faults showed themselves. Quick to anger at insults to his power and virtue, he allowed himself to be goaded into a trap set by the League of Ararive, and destroyed one of the largest armies the Empire had ever fielded. Unable to bear the shame of this catastrophe, Coron fell on his sword, leaving no heir. With the last of the Brandonians dead, the conflagration of Civil War overwhelmed the Empire. Although, for the next two centuries the Tsurimvrate attempted to administer to an Empire, no one ever ruled the extent of the Empire for centuries later, the Empire lay waste and divided, ripe for the barbarian conquests which followed and which plunged the Dominion of Man into yet another Dark Age. What would have happened had Coron lived cannot be known; but surely, history would have been different.

Gerudirr Dragonslayer, Master of Dwarfhaven

Gerudirr Dragonslayer claims kinship with Gerudirr of Ararive, ancient king of the Kingdom of Ararive of elder days; the lineage is dubious, to say the least. Gerudirr was born in humble circumstances in 243 AF. He was set to work in the mines at an early age, as are most Dwarf children. Unusually strong, Gerudirr prospered in the mines, and, generous and loquacious, acquired numerous friends. He worked his way up in the ranks, and eventually joined the army. Once Conviva was present, Gerudirr showed aptitude for things military, he became a general after forty or fifty years. By the time of the War of the Northern Kingdoms, Gerudirr was in full command of the army. In 467 AF, Raster Eartseed, King of Conviva and last of the Torids died at the hands of a Dwarf, leaving Gerudirr to lead the army. Gerudirr vowed to slay Raster’s killer, and did so, coming across with a vast Dragonhoard. Acclaimed by the Dwarrows as the mines as a hero, and respected by the military, Gerudirr seemed Raster’s logical successor. Despite initial misgivings among the Dwarrows at Gerudirr’s comparative youth and humble birth, he has proved a wise leader, and Conviva has, in general, prospered under his guidance.

Zurik Bledbreaker, Dwarfdorf of Zirkast

Zurik Bledbreaker is seventh son of Zurik of Endore, one of the Council of the Hills of the Dwarven Band of old, defender of the Elves of Highdell and rescuer of the Gems of the North. A Dwarf of impeccable lineage and charismatic character, he is well-regarded by his people. Outsiders may scorn Zurik, but his camarillians will defend him passionately. Although intelligent and charismatic, Zurik is passionate for a Dwarf. Ethical, greedy, headstrong, and sure of his own ability, Zurik has dragged Zirkast into innumerable wars that the nation was unprepared for. Contemptuous of trade and the hard realities of the metals industry, Zurik has had the survey for the mines that the other dwarvenkind have, the result being a decline in Zirkast’s comparative wealth. In many ways, however, Zurik is a just and good leader. Zirkast has never, during his reign, been seized by the periodic folk feuds which have plagued his Highking, and Conviva’s regard for the Elves has helped to mend the old quarrel between the Dwarrows and that ancient folk. And his comparative liking for Men means that the Dwarrows, under Imperial rule in the future, may not suffer so greatly at their hands as the other folk of the Valley.

Krawn the Crazy, Tsar of the White Orcs

On 12 Zarathustra, 789 AF, Krawn the Crazy, then Supreme Marshal of the Royal Orcish Army, carried out a coup d’etat with the aid of the Army, replacing the weak King Kratz with himself. Declaring the foundation of the new "Krawn Dynasty," Krawn proceeded to rule himself with all the royal powers and prerogatives of the Kings of the Orcs. His insane lust for power caused increasing dissatisfaction among the Orcs. He ordered that no Orc but a soldier in the Army had the right to carry weapons, and chased everything down to the last woman, including the women at the Gates. He also awarded himself every conceivable reward he could think of. At last, in the Jez-dround Revolution of 794, the people of New Orc City rose against Krawn’s regime. For more than a year thereafter, Krawn and the legitimist White Grimbaek Borough Party Local. In the Seventeenth Party Congress, Zarko made himself notable by especially zealous adherence to Chairman Nasklund’s proposals and decisions, and was outspoken in his condemnation of the perfidious double-deckyards, a peasant sub-class accused of hostility to the communist ORCish state and plotting rebellion. It was due to his strenuous efforts that the double-deckyards were liquidated within the next three years. Hence onward, Zarko’s future was assured. He himself became a bureaucratic Emperor based on the ORCPC, and his power in the ORCish state became second only to Nasklund. He was widely considered to be the logical successor to Nasklund, but Nasklund, with the aid of magic and certain drugs and spices, never died until the destruction of the communist ORCish state at the hands of the Northern Alliance.

Ganob the Nasty, the Cruel Conjuror

Goblins have always been ruled by those who can intimidate their kind best. Ganob has proved to be the proper kind of bully needed to discipline Goblins, and, as a plus, is one of the first Goblins to rule his own people. Ganob is quite skilled at torture, and spends much time researching into spells to cause pain in humanoid creatures. For these and his vividly horrible imagination he is feared by all who come into his clutches. During the Marxist revolution, his brilliant but warped mind produced the famous Anarchist branch of thought. Ganob was known for his "Plan of Fire," which he and his followers used to burn many White Orcs in the most terrible fashion. But Ganob received his come-uppance when his Red Orc allies turned on him, and forced him to flee.
Endore, Ganab was never an able diplomat, and this caused the destruction of the Free Goblin movement when the necessary aid did not come until too late while Snorri Gundahrksson recapitured Endore. When last heard from, Ganab was trying to organize a group of rather sadistic trolls, but they are not terribly co-operative.

The Paladin Lord Dil

The Satrapy of Dilanovia has a long tradition of independent rule, and at the end of the 14th century, a 14th-century A.D. is Dil VIII Dil, Dil of House Dil and Paladin Lord Dil. Dil of Dil is a well-liked man. Although an excellent fighter and a moderate administrator, his main fame is simply the result of his pleasant disposition and his friendship towards his enemies. Gentle of disposition, he refuses to stay except in defense of his life or the Empire. He has always shown mercy to his enemies, even during the desperate fight Dilanovian Revolt of 938 A.F., which resulted in the peripheral devastation of Dilanovia and massive bloodletting. Alone among the leaderships of the Empire, Lord Dil is termed Elffriend.

Svartz Tarnkap, Princep of the Suda-Wikings

The Suda-Wikings are a race of artificers and musicians, living among the cold glaciers of Suvar-Karjala. Aloof from other men, their connections with the Empire are few. The Suda-Wikings have on occasion raided deep into the North Continent, and, on several occasions, one or another of the Suda-Wiking princes has carved himself a kingdom in the northlands. For the most part, however, the Suda-Wikings are content to remain in their icy home and develop their alien machines and eerie magic powers. Tarnkap is one of the most powerful houses among the Suda-Wikings; its power is weakened by the large number in each generation. Engaging in too many adventures to chronicle here, Tarnkap arrived in the Valley of the Great Sword and became fast friends with Raman Crookevitch. Why the two—a cold man of the north, the other a half-crook—were drawn together cannot be postulated; but the fact remains. When the Crooked state was destroyed in 934 A.F., Tarnkap escaped through Imperial lines, and, according to rumor, returned to the lands of the Suda-Wikings.

Zareth, Nemesis of the Order

The Paladin Zareth, Defender of the Southern Reach, is of royal lineage and is only forty-four in line for the Imperial throne. When the remnants of the Hnitrad faction joined the anti-monarchical Order of the Stirge, it was Zareth who undertook a dangerous mission to discover who the leaders of the Order were and where it was quartered. After seven long years, he succeeded in cracking into the Order’s headquarters; he detained the two thousand arm men who defended the Hnitrad prince. He then brought the frightened prince back to Orlanthre where the unfortunate was executed before 100,000 people. For this meritorious action, Zareth was promoted to a vacant Paladinate. Zareth has discovered that Zareth Canis, the last known survivor of the chimaera he defeated, and it allows him to fly about at will. With this device, he regularly patrols his satrapy, and is able to discover sources of unrest long before other Paladins can. He also is known to possess a gift from the Dragons, a creature possessing attributes common to both the porcupine and kangaroo, which was part of their genetic experiments. When he attempted to use force on Alric the Demonic Wizard, the Demonic Wizard used his greatest spell and transferred the intelligence of the unfortunate Paladin into his pet. Aside from precipitating the fourteenth Civil War, it has made Zareth one of the most magical creatures known in the Valley.

Almuric, Man of Quemerya

Quemerya the Great fell to barbarian incursion at the beginning of this millenia, but it produced some of the finest heroes and mages that the Valley has ever known. But none, with the exception of Almuric, wielder of Kravensbane, once Paladin of Horvath. The name Almuric conjures up an image for almost every resident of the Valley, and the Quemeryan has spent a considerable amount of time insuring that he is well-known. It has facilitated his mobility—he can easily cow a peasant into giving him bed and board for a night, and also allows him to challenge people to duels at the drop of a hat. Most humans are now wary of Almuric, and he has acquired the reputation of a troublemaker. But when one is the last survivor of a great civilization, it is perhaps understandable that he has an attitude. At one point, he saw the spirit of Quemerya in the young turks of the Empire, but has since renounced his hard-won satrapy to go adventuring alone again. This turn of events caused him to gain great respect and he is certainly one of the few men to have met the Emperor to his face and lived. Recently, he has made a quest of meeting Taleren in single combat, but the might of the Unknown Prevents Almuric from pursuing his quarry, just as Kravensbane makes Taleren loath to fight Almuric.

Weldron, Freebooter of the Serpentine Sea

Weldron comes from the western part of the Empire, an area known for little else than a tax heaven for collectors. He has always been a man to watch, being from a family that boasts three Great Ones in the modern age. He was careful to shield his identity, as his mother and father had a considerable number of enemies within the Empire, and instead developed one of the most successful pirate fleets to ever plague the Empire. In the Glorious Battles of the DUP defined by the Admiral of the Imperial Fleet and took an unprecedented amount of booty. With the Imperial control of the seas broken, Weldron presented his fleet at Imperial harbor, proclaimed his identity and demanded an audience with the Emperor, else all merchant shipping would be sunk at first opportunity. Carefully guarding his life, Weldron arranged several parleys with the Emperor in which he won full pardons for all his men and a Paladinate for himself in return for incorporating his fleet into the now virtually non-existent Imperial Navy. Weldron proved his valor in several defensive battles of the Empire, but he has never been able to stand up to the imperial court, among whom he cuts a wide swath; So there was a collective sigh of relief when Weldron decided to settle down in Endore and administer that newly-conquered satrapy. But Weldron wisely made friends with those of the Elder Races, married the Princess Elena and was victorious in the Fourteenth Civil War. He refused the throne, and went to live in the Valley with his wife as Minister Plenipotentiary to the Elder Races.

Sligoth, Lord of the Swamps

Born of the slime on the Great Journey, Sligoth is at once master and personification of the mass swamp mind that links so many creatures together. Whether there is one creature, "Sligoth," that has lived for these millenia years, or whether a new "Sligoth" is born upon the death of the previous one is unclear. There have been dragons in the swamps of the Valley since time immemorial. Alien of thought and incomprehensible in action, the Lord of the Swamp is able to communicate with humanoid creatures, although he appears to be in pain when doing so. Whatever his motives may have been in the past, the creatures and Spider Folk contested for mastery of the world, in the present Sligoth and creatures of the swamp rarely venture from their humid enclave. Any intrusion into the swamps is fiercely resisted, and occasionally Swamp-Creature troops, the dinosaur legions, intelligent mold, and man-like amphibians, will venture from their refuge and engage in combat with their enemies. Fighting in eerie silence, the Swamp-Creatures remain some of the most tenacious fighters in the world.

Mellanthia, Greatest of the Spider Folk

In superstitious dread, the folk of the north call the ruler of Spider Folk "Mellanthia," an old Elven word meaning "foe of light." It is said that there is a dynasty among the spiders, that upon the death of a Spider-Queen one of her progeny becomes the new queen; but, since the Spider-Folk seem to last for millennia, this cannot be verified. The Spider Folk, like the Swamp-Creatures, now rarely venture forth from their remaining forests. They are dying race; in the last fifteen hundred years, the extent of their forests has diminished greatly, as have their numbers. Apparently, they are content to spend their last few years among their forest, preying on the unwary. However, when threatened they are yet capable of quick action, and the Warriors of the Web and Spider Legions are not a foe to be trifled with.

Alric, the Demonic Wizard

Alric of Urf Dural was born to a noble Urf Durlafian family with a long history of involvement in the military arts. At age fifteen, he was turned over to a demonic nurse, to free his parents from the time-consuming care of a child. The rather strange treatment he must have gotten from a demonic nurse is no doubt partially responsible for his rather strange behavior since. Although he has (not yet) lost his mind as a result of too close an acquaintance with demons (a common side-effect of the best demonologists), his peculiarities and eccentricities are well-known, and make him the occasional butt of jokes by his fellow magicians. A studious man and something of a recluse, Alric rarely ventures from his home in the Valley except to gather things needed for his researches, acquire new volumes, visit fellow magicians for advice, or to defend his home against occasional marauders. During the Third War of the League of Aravel, he considered offering his services to the League, as he didn't wish the Valley to be conquered and his researches come under the control of the Ministry of Demonic Affairs. One of the greatest of the world's demonologists, Alric defeated Drasmas of Erinore, Magister Primus of Demonology at the Imperial College of Magic, in magical combat in 882 A.F. Drasmas' use of the Drake Seventh Plane of Mind was rendered meaningless by Alric's brilliant improvisation as known as the Alric Slash-Start Attack.

Tim the Enchanter, Warden of Valgoria

Tim the Enchanter appeared one day in a puff of fire in the middle of the market at Urf Dural; from whence he came is unknown. The resulting flames set the covered market on fire, and only the
timely intervention of several Water Elementals of the Urf Durfal Fire Brigade prevented disaster. Tim was somewhat upset by the devastation a simple fire spell had caused, and volunteered to serve the Empire in order to repair it. The damage he had caused. The Empire, short of mages of the first caliber skilled in the use of war spells, seized Tim’s offer; thus it was that Tim took part in the Conquest of the South. Tim proved an excellent mage, especially skilled in the use of magical fire, and completely, his absent-minded-ness caused numerous accident similar to the mishap at the Urf Durfal market. A good part of the Nattily Woods, for instance, was destroyed as the result of a fireball telepot he cast on a picnic. Sometimes after the destruction of Aardvark Wallow, during Imperial mopp-up operations in the south, Tim was sent on a secret mission to the north of the Valley. What his mission was is unknown; he was last seen climbing into Gerlod, the greatest of the northern volcanos. He has not been heard from since.

Maytwist, the Wayward Elf

Elves are extremely careful about their decorum, and they occasionally censure one of their kind for conduct unbecoming an Elf. Maytwist was a Wood Elf, reckoned of considerable power, who acted too much like a Human — at least by the standards of her peers. Cited for being a flirt and taking advantage of her weaknesses, she was asked to perform some great task of penitence and refused to comply. She is a tricky sort, but is an invaluable friend if one gets to know her. However, there have been several tragic incidents in which a male Human has boasted of consortings with an Elven female, and attempted to force a liaison with Maytwist, knowing full well that she does not have the protection of her kind. But none reckon with her innate power, which is awesome when she is threatened. Often she has been forced to kill foolish Men, and she will then have to avoid the company of Humans for a while. The greatest shock that Maytwist caused was when she petitioned to become a citizen of the Empire. The even greater surprise was that the Emperor personally conferred the honor on her; but he did so to use her against the Elves. Happy to be with Humans, Maytwist was known to live in the strata of the Hag, but, and became quite friendly with Zareth. Their relationship took a turn for the worse when Zareth’s soul was transmogriﬁed into that of his porcupine kangaroo’s. Since then Maytwist has sought long and far for a cure for Zareth, whom she intends to marry in the Church if he can be restored to Man form.

Larraka, the Peerless Pretentigator

If asked, the average citizen of the Empire would not have the slightest idea who Larraka is. Nonetheless, Larraka has become, over the last 300 years, one of the Empire’s most highly prized mages, a powerful and inﬂuential men in the Imperial councils. Larraka’s birthland is unknown, and he chooses not to talk of his past. He was captured among a party of Harku desert fighters raiding Beletrix in 354 AF. The rest of the party was ordered to return to their homes and leave the Empire alone; Larraka’s magical powers were sensed by an Imperial mage, and he was given his choice of returning or service to the Empire. Choosing service to the Empire, Larraka was enlisted in the Imperial War College (Magic Division), and, since he was already quite knowledgeable, was given the post of Major Adjutant in the Imperial army; his quick action at the Battle of Narklagrad prevented disaster and the conquest of Orlandreth, the Imperial capital. Knighted as a result, he acquired the position of Court Mage. This position gave him great power in the court politics of the day, and Larraka’s political abilities allowed him to survive innumerable Emperors and three dynasties. His knowledge of the art of the Mage and his skill have enabled him to advise Emperors wisely, and he has made himself essentially irreplaceable.

Narklah, the Doomed Waithlord

Sixty thousand years ago, there lived a man named Narklah, strong of sword and powerful in magic, who conquered half the world and defeated scores of enemies. He swore that, by the strength of his arm and the charge of his manna, he could and would defeat any creature or enemy on the planet. Not long thereafter, he set out to the Ruins of Dwinding in the icy wastes far to the south, whence no man had gone and returned, where dwelled, according to legend, fearsome and evil creatures remaining from the ancient evil of Klaithor. Eons ago, when the planet wandered between stars under the guidance of the Dragonkind, a being of thought and energy sought to undermine the foundations on which the world was built. This being is known to Men and Elves as Klaithor (see the history of the Amulet of Klaithor, Case 46.3). Though Klaithor was eventually destroyed by the Dragonkind, certain remnants of his power, certain arcane forces of evil remained in his wake. What transpired in the Ruins of Dwinding among the grounding ice is unknown, and will never be known. Narklah the man was never seen again. An ethereal, intelligent and (some say) evil creature with the visage of Narklah appeared almost thirty years later. Forever shunned by Men, Elves, and Dwarrow as evil, forever tainted by the noonday light, Narklah has from that time onward served as the gathering point for strange powers. Whenever a Dark Lord has risen to challenge the supreme power of the Lords, there has been Narklah. And more often than not, when some inexplicable horror or evil magic occurs, it is Narklah’s work. What he experiences, what he feels, what he thinks, he who was once a lusty man, conqueror of half the world, and now a doomed and forlorn servant of chaos, we cannot know.

Stephen the Paladin, the Fearless Fighter

Born in Beletrix of minor nobility, Stephen of Ambrith was the unhappy child of a father who insisted the son was too young, and thus killed him. Stephen’s military instruction began at the age of six, when he was ﬁrst introduced to the bow, nun-chucks, and the short sword. From then on, he was to a great degree isolated from other children, except for his six siblings (none of whom were forced into the same training — Stephen was ﬁrst born). Luckily for Stephen, he proved to have great aptitude for the profession, and learned quickly. He is now skilled in the bare-handed techniques of ﬁghting of Beletrix, as well as the more orthodox weapons of the Empire. Upon the death of his father, Stephen gave half his inheritance to his family, took the rest, and disappeared. He has spent several years wandering the world, and eventually joined a mercenary band in the Southern Reach. His military skills allowed him to take command of the band after several years. At one point, he hired out to a beleaguered nobleman in a small town near the wilds, where the peasants were threatened by a horde of bandits. Stephen defeated them quickly, and thus are difﬁcult indeed to kill — only ﬁre or magic (or the Rites of the True Death) are capable of killing them permanently, for otherwise they will heal even after death until alive once again. Being somewhat amiable to the peasants, he supplied them with bodies of water. Since they are about as greedy as Dwarrow, they will often attack passersby for whatever valuables they might have on their person. One of the common rackets Trolls engage in is setting up

Gilith, Chief Among Dragonfriends

The story of how Gilith took the sword Gormaguel to the Gate of Rhedryn and ended the Age of Great Magics is a tale known to even the youngest child of Urf Durfal, and one that need not be repeated here. The great entities that charged the memory of the sword also have shielded Gilith’s memory, for the responsibility of being the Guardian of the Valley is too great for any mortal to bear. And so it is assumed that Gilith is in fact a child named after the great heroine and raised by the Dragons, and no astrological clues have surfaced to indicate otherwise. Only Gygas Dragonlord knows her true secrets, and he is not inclined to tell it. Gilith has been allowed complete freedom of movement by the Dragons, who realize that her destiny is entirely out of their hands. She does not show too much inclination to fraternize with her kind, except when championing the cause of the Dragons. Currently, she controls a band of select mercenary warriors known as the Worm Warriors.

Tyranosaurus Rex, the Tyrant Lizard

The Tyranosaurus Reges are a species of huge reptiles, living primarily in the Swamps north of Urf Durfal. Their brains are small, and apparently, they are not part of the mass-mind communion of many other Swamp-Creatures. Thus, the Tyranosaurus Reges retain their independence of will (such as it is). The Rex Rotary, a magical item created by the Age of Great Magics, is currently possessed by the Corflu Cultists, which is a machine which creates Tyrannosaurus Reges. Whether, in fact, the machine summons the creatures from the Swamps or creates them whole is unknown; however, the operator of the machine is able to control the creatures once they have been summoned or created. Towns and cities over their domains, the Tyrannosaurus Rex inspires great fear. Weighing about 40 tons and carrying an uncountable number of sharp teeth, the beast is a frightening sight indeed.

Killer Penguins, Demented Denizens of the Tundra

Driven by strange instincts, these fearsome creatures migrate into the Valley every so often, leaving devastation and havoc in their wake. Their ever-present threat is one of the major reasons for the northern frontier races at least partially mobilized at all times. Although only semi-intelligent, killer penguins have been known to ally with evil wizards on occasion — both X the Unknown and the Dark Lord at one time had pacts with the penguin race. Blood-crazed and ferocious in battle, their armor-plated beaks darting everywhere and spearing their enemies, few men can stand against them. Armies flee in fear at their approach, and only the most dogged of heroes can boast of penguin-slaying. The only fact that they tend to operate singly has allowed civilization to survive in the north; faced with concentrated assaults from the penguins, the northern nations would undoubtedly be vanquished.

Dragons

See racial histories.

Trolls

Trolls are another failed experiment of the Drongons. Less intelligent than Dwarrow or Orcs, they vary from seven to fifteen feet in height and have scaly skin. They speak many languages, and they heal extremely quickly, and thus are difﬁcult indeed to kill — only ﬁre or magic (or the Rites of the True Death) are capable of killing them permanently, for otherwise they will heal even after death until alive once again. Being somewhat amiable to the peasants, they supplied them with bodies of water. Since they are about as greedy as Dwarrow, they will often attack passersby for whatever valuables they might have on their person. One of the common rackets Trolls engage in is setting up
residence under a bridge and exacting a toll from all who wish to pass. In the Empire, this habit is accepted, and rather than attempting the difficult task of rooting out all the trolls in the Empire, the Emperors simply collect a percentage from the tolls.

The Demon Yrgild

The Demon Yrgild is not a "true" demon; that is to say, he is not summoned from one of the nine planes of Demons by diabolical forces, but rather lives in a castle high in the northern tundra, where he lives off killer penguins and polar bears. In appearance, he resembles a cross between a frog and a bear. Squat and ugly, he still is one of the most powerful creatures of the world. Hideous though he is, he is possessed of an inhuman intelligence, and will often ally with an evil power for the bodies and scavenging he can obtain on the battlefield. In general, he is a nasty being, and to his lament, much disliked.

Spectres

Spectres are men who have been transformed to Undead. Once changed, the Spectres are imbued with a certain magical power and a hatred of all things human. The method by which Men become Spectres is not understood, but it causes men to quail at the approach of a Spectre. Originally, Spectres were devised by Kalthor to use Elves against themselves. The Undead have complete dominance over any of the genetically modified races, but the Magic of the Elves defends them from the clutches of these creatures. As with Narklah, Spectres no longer can tolerate the noonday sun, and are susceptible to Church rites, but now concentrate together, biding their time for chaos to come anew to humanity and allow the Undead to come forth once again upon the world.

Demons

It is impossible to describe Demons as a generic set of beings, because Demons vary widely. As they are creatures of chaos, their forms are chaotic. They run the gamut from creatures of gas to creatures of super-conducting liquids; they can appear in every conceivable form and not a few inconceivable ones. Demons are entities that live in the Third through Eighth Planes of existence. There are fifteen (known) Planes in the multiverse, each plane being an independent universe in its own right. Planets coincide where the planet of Ararfh exists in twelve of these Planes; thus creatures from eleven other universes can enter this universe by magical means. The Third through Eighth Planes are dominated by chaos. What conditions are like in those universes can only be told by a very few, very powerful magics who have ventured there. But, no doubt, they are very different from this world. In any case, through magical means, it is possible to summon the damned creatures of these Planes and bind them to one's will. Less powerful Demons can be controlled through sufficiently powerful spells; more powerful ones can only be appeased.

DESIGN CREDITS

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ACKNOWLEDGMENTS

Thanks are due to Tactical Studies Rules, publishers of Dungeons and Dragons (Gygax and Arneson, designers) for permission to use some of the terminology from D&D. Also, some of the ideas used in S&S are inspired by the groundbreaking D&D.

The characters depicted in the game are mostly derived from those played by people in D&D "worlds." Basically, what these people have done is similar to the rolling up of characters that can be used in the Quest Game. We appreciate the use of these developed characters, which, if nothing else, provide a different view of fantasy than the mundane collection of stereotypes we might have presented otherwise.

To give credit where credit is due, a list of the people and their characters is presented:

Gwaigilin Elengal — Ben Grossman
Linfalas, Theregond, Weldon, Narklah — Eric Goldberg
Dalmilandrill, Krawn the Crazy — John O'Rourke
X the Unknown, Taleren, Zarko, Zareth — Mike Rocamora
Loki Hellsson, Gerudir — James Erwin
Dierdra — Lori Walls
Unamit Ahazred — Eric Ladenheim
Jeremiah Ben Ruben — Jeremy Paulson
Gygax Dragonlord — E. Gary Gygax
Raman Cronkevitch, The Paladin Glade — Raymond Heuer
Peg-Leg Gonzo — Greg Costikyan
Chairman Naskhund — Greg Costikyan, R. Scott Smith
Snorri Gundaracksson, Tim the Enchanter — Bob Lipton
Gislan the Rock, Ganab the Nasty — Dan Gelber
Wendolyn the Wary — Jeanette Walls
Curvenol — Jim French
Emperor Corom the Unconquerable — Evan Jones
Lord Dil — Matt Diller
Svarzt Tarnkap — Stephen Tihor
Almaric — Edward Woods
Sluggoth — Paul Stevens
Afric — Bruce Wachtler
Larraka — Alden Moore

The characters to whom no credit is attached are non-player characters, and were played by the Gamemaster or moderator of the D&D world. The following Gamemasters' efforts were appreciated (Talismans of Orb that they suggested are in parentheses):

Stephen Tihor (The Staff of Sandovalo), Jim French (The Amulet of Klothar), Dan Gelber (Lightning Lord, Silver, Kravensbane), Carey Gister, Greg Costikyan and Brian Gister. A special mention is due to the Slobingpol Zhurnal, from which two of the Characters and the concept of Cronks originate.
enough, the first time that Mardane was to use Yama in combat was not against a Dragon, but a wandering demon who wished to intimidate Mardane into giving him some valuable herbs. Mardane pulled Yama, and he and the demon joined in combat. In three short seconds, the demon was sliced from head-to-toe, and Mardane knew that he had a Talisman, even by the standards of that Age.

Mardane was still afraid to use the Blade against a Dragon, because the collective power of Dragons was far more than he could ever challenge. So when a Dragon came looking to sport with Mardane, the Wizard Lord quickly demonstrated his new-found powers and convinced the Dragon that it would be unwise to bully Mardane. In addition, he offered the Dragon the demon carcasses as a token of friendship. This quite pleased the Dragon, who pledged alliance with the Wizard Lord, and asked if it were possible for several more demon carcasses to be procured, since demon flesh is a delicacy to Dragons. Fairly soon, Mardane had a thriving trade with the Dragons, and had greatly enhanced his magical powers.

About the time that Mardane firmly cemented his pact with the Dragons, some of the Demon Lords noticed that his ranks were being severely depleted. Through careful magical spying, the Demon Lord was able to determine that Mardane was somehow at the bottom of the matter. Naturally, this did not worry him, because Mardane had never been considered a power to be reckoned with. The Demon Lord carefully investigated Mardane’s recent dealings, and to his chagrin, discovered that the Dragons had a pact with Mardane. He promptly called a meeting of the Chiefs of Hell, and proposed that a large army be assembled to teach the Dragons of the Valley a lesson.

Several days passed, while the minions of Hell sought to organize the most fearsome force to march from the FlameYet. The Dragons caught wind of the plan, and came to Mardane, informing him that if he did not figure a way out of war with the Demons, the Dragons would personally assure the Demons that Mardane would be theirs to deal with. Mardane then proposed a raid into Hell itself, to thoroughly disorganize the Demon ranks. The Dragons remained skeptical of this plan, pointing out that the Demons were extremely strong when in Netherworld. So the plan Helnameach, the Prince of Hells, propounded persuaded the Dragons to throw their full support to Mardane's plan.

The Demon Lords had not expected such an audacious plan, and were caught off guard when Mardane’s blade Yama opened the large Gate into Hell itself. The Dragons saw a golden opportunity to rid themselves of many of their ancient magical foes, and used a great deal of their power in dissolving many demonic enchantments. The end result was that the strength of Hell was destroyed for over a thousand years, and Mardane had carved himself a powerful niche in the power structure of the Demon Lords. He took a more proactive safety and granted him the title of Worm. The Wizard settled down to a placid existence developing his Spells, and only rarely consulted with his Elf neighbors. And so, many hundreds of years passed and the Wizard Blade was used only for peaceful purposes.

Celebris, the Elven princess who was known as Silver-sheen to Humans, dealt with Shape Magic in her time. The fair lady was stymied by the Spell to change oneself into a Dragon, and so consulted with her Elven kin as to which Magic would be most likely to know the incantations necessary for the transformation. After lengthy parlay, Absalom, the Delas of the Northern Wood suggested that she attempt parlay with Mardane, but to be careful, as he was known to deal with Dragons.

The Elven princess was most careful in preparing her introduction to the Mage, and Mardane, her curiosity piqued by the missive from Celebris, looked forward to his first visitor in years. To make a long story short, Mardane fell in love with the Elven princess on sight, and spent a long afternoon awkwardly telling her enough to interest her in his work, and convinced her to return for further research into the problem of Dragon form. He knew that teaching Dragon Shape would greatly displease his allies, but he was in a position that was entirely unfamiliar to him, and handled it badly.

Mardane arranged to see Grisha, the current Dragon Lord, and obtained extensive information on Elf magic. When the Dragon deduced that Mardane wished to remove the Elfin princess' magical defenses, he warned the Mage that though the Wizard Blade would enable him to do what he wanted, the Elves were formidable enemies. For you see, Grisha thought that Celebris was a mortal enemy of Mardane, and that the Mage wished to do away with her or perform some nefarious experiment upon an Elf.

Mardane's hurried consultations went on into the night, as he met with a Witch Woman well-versed in the makings of love potions and a Dwarven Mage who knew the most efficacious Spells to use against the Shape Magic. Finally, he gathered forth Yama and laid down all the necessary thaumaturgies that could ensnare the princess if he required it. After several Demons were subdued and forced to perform certain services (the Hell-born spawn was none too friendly towards Mardane), the Wizard had his hands.

Celebris visited the Wizard well into the afternoon of the next day, taking care to observe the correct formalities between Elven high-born and Wizard. Mardane was struck dumb by her lovely appearance. The years alone had taken their toll on the heart of the Human. Stammering the required pleasantries, the Wizard led the princess into his house. He plied her with faerie wine, a rare and delicate treat for the Elves which to day may only be obtained during the gloaming before a midsummer's night.

Celebris was much impressed with the pains her host had taken to ensure her comfort, but she was as impatient as an Elf could be to learn the secret of Dragon change. Delicately she broached the subject of furthering the research she was seeking. Mardane collected his wits enough to ask her to step into his library, where he pretended to carefully devise the solution to the problem. From there, he took the Elven princess into his laboratory.

As she crossed the threshold, the room suffused with a green and yellow glow. Mardane motioned Celebris to stop and leave the room. When he had rejoined her outside, he explained that her Elf magic prevented his Shape Magic from operating effectively (actually, the glow indicated that her protections from Spells were full of mana). Mardane asked if she would care to dispel her Elf magic, or else the Shape Magic could not be performed.

One must understand that Elven protections are laid upon the high-born at birth, and are a very sacred thing to an Elf. Celebris very rightly demanded and required with askance about the Shape Magic that Mardane used. It might not do for an Elf to deal with forces that were unfriendly to Elf Magic. The Wizard patiently explained that the Dragon Shape itself was inimical to Elf Magic, and that if she wished to learn it, she would have to forego her birthright until the experiment was concluded. The princess was about to seek the counsel of an Elder Elf, but she realized that it would be extremely rude to the Wizard to leave and then return, as if he were some servitor of hers. And so, leading the young millenium-old Elves, she began the incantations to suspend her defenses for the duration of the experiment.

In fairness to Mardane, it must be mentioned that he intended the Elven princess no harm. But his long years of solitude had made him forget his morals, and he thought nothing of gaining her affection through magical means. And it was true that Celebris was aware that Mardane was enamored of her, and encouraged him to further her ends, but she certainly had not expected him to try such drastic measures.

However, such is the stuff of unhappy histories. Mardane arranged the pacts and magical paraphernalia until the princess stood in a Position of Power, and then gave her a crystal ball. Celebris could feel the Power pulse within this magic focus, but did not realize that it was directed at her. But
sult was that the strength of Hell was destroyed for over a thousand years, and Mardane had carved himself a powerful niche in the power structure of the Valley. The Dragons guaranteed Mardane’s safety and granted him the title of Worm. The Wizard settled down to a placid existence developing his Spells, and only rarely conversed with his Elf neighbors. And so, many hundreds of years passed and the Wizard Blade was used only for peaceful purposes.

Celebris, the Elven princess who is known as Silver-sheen to Humans, dealt with Shape Magic in her time. The fair lady was stymied by the Spell to change herself into Dragon form, and so consulted with her Elven kin as to which Magic would be most likely to know the incantations necessary for the transformation. After lengthy parley, Delas of the Northern Wood suggested that she attempt parlay with Mardane, but to be careful, as he was known to deal with Dragons.

The Elven princess was most careful in preparing her introduction to the Mage, and Mardane, his curiosity piqued by the missive from Celebris, looked forward to his first visitor in years. To make a long story short, Mardane fell in love with the Elven princess on sight, and spent a long afternoon awkwardly telling her enough to interest her in his work, and convinced her to return for further researches into the problem of Dragon form.

He knew that teaching Dragon Shape would greatly displease his already displeased wife, but it was a magic that was entirely unfamiliar to him, and handled it badly.

Mardane arranged to see Grisha, the current Dragon Lord, and obtained extensive information on Elf magic. When the Dragon deduced that Mardane wished to remove the Elf princess’ magical defenses, he warned the Mage that though the Wizard Blade would enable him to do what he wanted, the Elves were formidable enemies. For you see, Grisha thought that Celebris was a mortal enemy of Mardane, and that the Mage wished to do away with her or perform some nefarious experiment upon her.

Mardane’s hurried consultations went on into the night, as he met with a Witch Woman well-versed in the making of love potions and a Dwarf Mage who knew the most efficacious Spells to use against an Elf. Finally, he pulled forth Yama and laid down all that she knew on the table, and asked her to code enccel the princess if he required it. After several Demons were subdued and forced to perform certain services (the Hell-born spawn was none too friendly towards Mardane), the Wizard had his order in hand.

Celebris visited the Wizard well into the afternoon of the next day, taking care to observe the correct formalities between Elven high-born and Wizard. Mardane was struck dumb by her lovely appearance. The years alone had taken their toll on the heart of the Human. Stammering the required pleasantries, the Wizard led the princess into his house. He plied her with f marrow, a rare and delicate treat for Elves, which is the only way may only be obtained during the gloaming before midsummer’s night.

Celebris was much impressed with the pains he had taken to ensure her comfort, but she was as impatient as an Elf could be to learn the secret of Dragon shape. Delicately, she broached the subject. Imitating the research she was seeking, Mardane collected his wits enough to ask her to step into his library, where he pretended to carefully devise the solution to the problem. From there, he took the Elven princess into his laboratory.

As she crossed the threshold, the room suffused with a green and yellow glow. Mardane motioned Celebris to stop and leave the room. When he had rejoined her outside, he explained that her Elf magic prevented his Shape Magic from operating effectively (actually, the glow indicated that her protections from Spells were full of mana). Mardane asked if she would care to dispell her Elf magic, or else the Shape Magic could not be performed.

One must understand that Elven protections are laid upon the high-born at birth, and are a very sacred thing to an Elf. Celebris very rightly demurred, and inquired with askance about the Magic that Mardane had called him. And so they went with Celebris to Elf to deal with forces that were unfriendly to Elf Magic. The Wizard patiently explained that the Dragon Shape itself was inimical to Elf Magic, and that if she wished to learn it, she would have to forego her birthright until the experiment was concluded. The princess was about to seek the counsel of an Elder Elf, but she realized that it would be extremely rude to the Wizard to leave and then return, as if he were some servitor of her. And so, lacking the wisdom of the millennia-old Elves, she began the incantations to suspend her defenses for the duration of the experiment.

In fairness to Mardane, it must be mentioned that he intended the Elven princess no harm. But his long years of solitude had made him forget his morals, and he thought nothing of gaining her affection by magical means. And it was true that Celebris did not lose her charm on Mardane, and he could not resist the Elven princess. But Celebris was not without her own plans. She was a being of great mind, and encouraged him to further his ends, but she certainly had not expected him to try such drastic measures.

However, such is the stuff of unhappy histories. Mardane arranged the pentacles and magical paraphernalia until the princess stood in a Position of Power, and then gave her a crystal. Celebris could feel the Power pulse within this magic focus, but did not realize that it was directed at her. But as Mardane pronounced the first runes of the Hypnotic Sleep, the Elven princess knew that she had been tricked.

The Hypnotic Sleep is a Spell that can only be cast upon a victim who is at least partially willing. Celebris had unwittingly sealed her doom. Mardane triumphed in his victory, and pulled his Cage to the Wizard Blade to successfully complete the ensorcellement. After twelve hours of conjuring, Mardane laid the princess upon a couch until she should awaken. In the meantime, he discovered that he had erred not in pursuing him if Celebris did not claim him as her own. And he would not be able to get her to do that unless she were truly willing — the Elves could certainly pierce the veil of his enchantment.

While the Wizard fretted, Celebris awoke. She did not remember where she was at first, but it certainly was foreign. She placed her finger upon the fabric and discerned that it was of human manufacture. She arose and walked around the house in the little manner of the Elves. So silent was she that Mardane did not notice her entry into his study.

When Celebris saw him, she felt a great surge of joy flow through her, and realized that she would love this Man. When Mardane finally glanced around her garments were correct, and he fully regretted his attempt to captivate her emotions. Then he recovered his thoughts and realized that if all were aright, she was under his Spell. And so, he courted the Elven princess until she did not go back to the Cage. It was a very happy time for the two of them, and Celebris willed it that she should have offspring by Mardane. But the bliss that the two lived in was to be destroyed by sorcery as it had been created by sorcery.

Gwamallon Elford had consulted the augurs when Celebris had not returned after a full warden had passed, and discovered dark magic. Quickly and quietly, the Elford organized the means to take the Wizard by surprise without alerting his Dragon allies. But as fate would have it, Mardane consulted the augurs the very next day and discovered that the Elves would soon be after him. He consulted with the spirits, and determined that if he invested a little more of his power in Yama, the Wizard Blade would reach its full potential and be able to fend off the Elves.

Quickly, Mardane prepared to flee with his belongings. He spun a tale of Dark Elves, and convinced her to assume herself to the Wizard Blade, which would in turn allow Yama to determine who among the Elves were her kin. Through the Drag-on tunnels the two fled. Here the Elves could never follow, and the two would be safe. However, Celebris was never very comfortable in the Dragon lairs and the ancient enchantments were weakening the Spell under which the Elven princess was laid.

Mardane was filled with remorse for the actions he had committed against Celebris, and resolved to unbind the Spell under which the princess was held to him. So he unbonded the Spells at great cost of magic, and the Elven princess knew much of Wizard lore. At last, Celebris was free of the virtual thralldom she had been subjected to. For a moment, she stared blankly at Mardane and the Dragon, then she fled the room when memory flooded back.

One or two days later, she returned to Mardane. The Wizard looked wretched, and had been wracking his conscience to determine some way that he could make amends. The princess took pity upon the Wizard and soothed him with Elf magic, which heals the hurts of the mind better than any other. After a while, she spoke. "By all right, I could declare blood feud upon you and all your kind." Celebris seemed very sad. "But you have been a good husband to me and if you can satisfy my folk I will not annul the marriage. Let us hurry though, for I fear that much evil may have been done by the Wizard Blade."

While she spoke, Yama had engaged in combat with the Wizards. Might was he that day, and he slew fully one-half of the house of the Elven princess in preventing them from discovering the whereabouts of Mardane and Celebris. At last long, Gwamallon called to the First Folk that they would have to be gone before his protective Spells had run their course. But they retired, leaving their dead to the Wizard Blade. The next day the Wizard and tie princess returned. When Celebris discovered what had been done, she cried out in anguish and threw her most powerful Earth Magic Spell at the Wizard Blade."

"Begone, foul slayer of the Fair Folk. Forever more will you be known as Gormaegul, Dreadful Sword of Sorcery!"

The newly-christened Gormaegul wasted no time in proving its naming. It mercilessly slew Celebris and pronounced the Rites of the True Death over the unfortunate princess. The stunned Mardane commanded the sword to cease and aid him immediately. Through great congregation, Mardane tore his son’s body from mother’s womb and brought it to life. Then, weeping and cursing, he fled the Wizard Blade and returned to the Dragons. It is recorded here that he named the product of the magical unions Gormaegul, and that he carried Gormaegul to the Gate of Rhedyn, where it was reforged as Lightning Lord in the Age that immediately succeeded the Age of Great Magics. But the tale of the agony that Mardane was to suffer for the rest of his life, and of the strife between Gormaegul and the Elf Folk are histories so grim that they bear no repeating in this relatively care-free Age.
Mardane pronounced the first runes of the Hypnoscopel, the Elven princess knew that she had lacked.

Sleeping Sleep is a Spell that can only be cast on a victim who is at least partly willing; if unwilling, it had unwittingly sealed her doom. Mardane, as she triumphed in his victory, pulled forth his Blade to successfully complete the enshrouding of the Elven princess. After twelve hours of conjuring, Mardane discovered the princess upon a couch until she awakened. In the meantime, he discovered that if the Elven princess would soon pursue him if Celebrial discovered her claim to him as her own. And he would not be able to do that unless she was truly willing, for the Elves could certainly pierce the veil of enchantment.

He sought the Wizard frettled, Celebrial arose. She remembered where she was. At first, it was foreign. She placed her finger upon the gazing mirror and discerned that it was human manufactured. She arose and walked around the house in the manner of the Elves. So silent was she that he did not notice her entry into his study.

Celebrial saw him, she felt a great surge of love through her, and resolved that she would be his Man. When, Mardane finally glanced up, he saw her gazing serenely and realized that she was under his Spell. And the Elven princess until she did not return his gaze. She gazed upon his face, her hand moving to the Wizard Blade. He sneered at the Mirror, and Celebrial discovered the spirits, and determined that if she could assist him in the task, the Wizard Blade would reach its full potential and be end off the Elves.

Mardane prepared to flee with his beloved, a tale of Dark Elves, and convinced himself as Celebrial had not returned after a full month used, and discovers dark magic. Quickly, the Elford organized the means to the Wizard by surprise without alerting his allies. But as fate would have it, Mardane fled the augurs the very next day and discovered at the Elves would worshipping him. He challenged the spirits, and determined that if he could do a little more of his power in Yama, the Wizard Blade would reach its full potential and be end off the Elves.

The newly-christened Gormega Gut wasted no time in proving its name. It mercilessly slew Celebrial and pronounced the Rites of the True Death over the unfortunate princess. The stunned Mardane commanded the sword to cease and aid him immediately. Through great conjuration, Mardane tore his child from its mother’s womb and brought it to life. Then, weeping and cursing, he fled the Wizard Blade and returned to the Dragons. It is recorded here that he named the product of the magically-made union Gilith, and that she carried Gormega to the Gate of Rhedryn, where it was reforged as Lightnight Lord in the Age that immediately succeeded the Age of Great Magics. But the tale of the agony that Mardane was to suffer for the rest of his life, and of the strife between Gormega and the Elven Folk are histories so grim that they bear no repeating in this relatively carefree Age.

Designer’s Notes
Swords & Sorcery is a conscious attempt to create a board-game with the flavor and flair of fantasy with solid rules and techniques.
Every attempt has been made to provide S&S with a self-consistent, interesting fantasy background; to a large degree, the background was developed before the game. A fair amount of background material is included in the game, in the form of historical notes, scenario descriptions, straight-forwards histories, character descriptions, and short stories. I would have liked to have done more of this, but the constraints of rule-size are present — as it is, S&S will have larger rules than it was budgeted for.

Simultaneously, we’ve attempted to produce a sound game system with solid rules. I have no doubt that there are things not covered by the rules; the sheer number of spells insures that there will be problems — what happens when Monsoon and Ersatz Winter are cast in the same Game- Turn, things such as that which cannot occur terribly often, but which, Murphy’s Law tells us, inevitably will give rise to questions. The number of spells makes it impossible to cover every overlapping possibility.

Additionally, despite the large amount of time that has been given to the game, I am not completely satisfied; I would have liked to have seen more playtesting. But perhaps I’m simply being nitpicking: the game has had six months of playtesting more than the average S1 game.
To be honest, at this point I feel too close to the game; I am unable to say “I think it’s a good game” or “I think it’s a bad game”; I’ve received both positive and negative reactions from other people, and I’ll have to wait until it’s in print before I make my final decision. In any case, I certainly hope you enjoy it!

Developer’s Notes
I approached this game with a great amount of enthusiasm, as I am extremely interested in fantasy and wanted very much to see SPI produce my idea of a fantasy game. To this end, I arranged for the illustrations and the histories within the game (written with the designer), and plunged into the playtesting end of the game. When the project was finished, I discovered that I had spent considerably more time in the project than I had ever intended to. If the game is a success, I shall not have regretted the premature gray hairs I may have gained.

Swords and Sorcery was originally a fantasy game with a considerable amount of tongue-in-cheek. There were many arguments along the line about whether or not the game reflected the sobriety people have come to expect from SPI, and I felt that the humor here is all meant in good fun for the fantasy buff. We do not claim that great fantasy writing is presented here — just that competent rationale and sketches are presented for the perusal of the players.

The development of the game caused considerable problems — a number of them being of the aforementioned Ersatz Winter versus Monsoon rules questions. It is hoped that gamers will play by the intent of the rules, and not argue excessively about the various picayune details that may not be covered by the rules. I regretted having to do these rules in the standard SPI style, but without the organization this style provides, the mass of concepts presented with the game would never have been accessible to the player. I had no choice in the use of language — and hope that the players will be able to wade through what at first must seem like a mass of verbiage. Once the game is played, all the rules should fall into place.
Oh yes, we did leave some loose ends in the history and the rules — this was intended. We seek to encourage people who enjoy the game to expand upon the history and the rules of the game as time goes by.
SWORDS AND SORCERY ERRATA
(As of December 1978)

COUNTERS

1. (correction) The Corfu Cultist Zeppelin units should be of "w" Unit Race rather than the printed "m." They are flying units.
2. (correction) As Sphi is the Blue Sun and Orb the Yellow Sun, the colors printed on their counters are incorrect, and the rules correct.
3. (correction) All Zombie Infantry units should be "m" Unit Race on their Demoralized, or reverse, face, rather than the printed "d."
4. (clarification) Conjured counters numbers 40 through 45 are Centauroid Cavalry. To allow for the detail in the silhouettes, they showed clearly, it was necessary to strike the identifying type.

MAP

1. (addition) The Capital of Neitherland should be hex 1528. This addition is necessary when playing Scenario One.

2. (apology) We apologize to those who received the S&S map in colors other than the intended lurid pink. We hope that Players will not be inconvenienced by the drab-colored maps they may have received.

CHARTS AND TABLES

[7.7] (correction) The Army Combat Effect for Fords should refer to Note 2, rather than the printed Note 3.
[12.9] (correction) The Range for the Dissipate Spell Screen Spell should be Unlimited on the Personal Combat Display.

RULES

Opening Piece of Fiction (explanation) Though the character Zareth has a flying belt in the story, he does not have one in the game. The original character, from which the one in the game was patterned, did indeed possess a flying belt.

[5.0] (correction) As there are no depleted markers provided with the game (as mentioned in Random Event 3), the Players will have to provide their own.

[12.62] (correction) The cost to perform the Spell Summon Demon is four Manna Points as printed on the Spell Summary Chart. The rules are incorrect.

[12.73] (clarification) Should a character casting the Summon Force spell roll a 4 (receiving a Demon), the Demon is considered Bound at no Manna Point cost to the Mage for the five turns that he controls it.

[15.69] (addition) Characters retreat with the Army units they are stacked with, unless the owning Player wishes not to. Should all Army units in a character's hex be eliminated, he may not retreat, and is vulnerable to capture (see Case 19.2).

[16.28] (addition) Vortices moving off the map (through Random Movement, presumably) are removed from play.

[16.34] (addition) Due to a distortion in the map concerning Citadel Isle, units may stack three high when within the confines (i.e., the walls) of the Citadel Isle. Whether this is due to sorcery or natural conditions, none can be sure.

[20.22] (note) In many scenarios, counters will be listed for a side that are not provided in that nationality's countermix. When this is the case, the counters should be taken from a force not used in the scenario, and are considered Friendly units, within the definition of Case 7.42. Example: In Case 21.22, the Duchy of Endore, the Endore Player must take Light Spear units from the Goblin mix to satisfy his initial force requirements.

[20.34] Set-Up of Player Diplomacy Markers (omission) In two-Player games, the first Player sets up in Hex A and the second Player sets up in Hex D. In three-Player games, the first Player sets up in Hex B, the second Player sets up in Hex D, and the third Player sets up in Hex F. In the four- and five-Player games, the Player should assign the Diplomacy Hexes randomly, by chit pull. In the six-Player game, each Player takes one of the lettered hexes, assigning them alphabetically according to the Player Order.

[24.21] (correction) The Orcs set up with 18 Light Spear, not Heavy Spear. In addition, the Dark Lord Player has the services of the Dark Lord in the scenario.

[35.0] (addition) The Sequence Outline should end in this fashion:
G. Random Movement Phase
This Phase is identical to Phase E in the Army Game Sequence, 4.0.
H. Manna Regeneration Phase

[37.16] (deletion) The sentence after the semicolon should be ignored.

[38.61] (deletion) The reference to "Magic Execution Spell" after the spell title should be ignored.

[38.63] (correction) The Range of the Spell Screen Spell is two, as listed in the Spell Summary Chart.

[38.71] (deletion and correction) Again, the reference to a "Magic Execution Spell" should be ignored. The Manna Point cost for the Spell should read All Manna Points (minimum of 5) as listed in the Spell Summary Chart.

[40.37] (addition) Characters must remain on the Personal Combat Display for at least 5 (five) Personal Combat Segment Moves.

[44.23] (addition) A given group of characters may gain the benefit for defeating Spectres only once per game. If any character who had been present when Spectres were defeated earlier (in order to gain converse with the dead) is present when a second group is defeated, he and any accompanying characters may not Contact Higher Plane.

[45.18] (reference) See Case 46.55 for an explanation of Toll Trolls.

[45.24] (clarification) The last line of the Case should be modified to read "...must be dead or captured."

[45.31] (correction) The sword Retaliator only adds one to a non-Paladin's Magic Resistance, as listed on the Retaliator card.

[45.44] (clarification) Movement of a given Vortex is still determined randomly. The possessor of the Globe of Vortices may only determine in which direction the Globe moves, and only when a given Vortex is within the six-hex radius. Therefore, the maximum Movement of a Vortex is six hexes. Exception: Should Eadred the Sorcerer possess the Globe, she may move it up to the full six hexes (her choice).

[46.16] (omission) When beginning the Quest Game, Players begin the Yellow Sun in the Game-Turn One position. The Players then place the chits lettered A through I in an opaque container, and randomly pick one of the chits. The Red Sun is placed in the lettered position corresponding to the chit drawn, and the Blue Sun is placed in the position directly opposite.

[46.3] (omission) Quest E: Characters racing the castle receive a 10 Victory Point award (in addition to the 10,000 Gold Mark reward). Should the castle be standing at the conclusion of the game, Snorri receives an award of 6 Victory Points. Due to a lessening of time constraints, the designer and developer are now soliciting proposed rules changes and new scenarios for possible inclusion in MOVES. Prospective authors should write to SPI in care of Eric Goldberg and/or Greg Costikyan.
## [7.7] TERRAIN EFFECTS CHART

<table>
<thead>
<tr>
<th>Terrain Type</th>
<th>Movement Point Cost</th>
<th>Army Combat Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blasted hex</td>
<td>Impassable</td>
<td>not applicable</td>
</tr>
<tr>
<td>Magic-Users: 2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Fighters: 3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Bridge hex</td>
<td>1</td>
<td>Defender halved²</td>
</tr>
<tr>
<td>Bridge/Gate hexside</td>
<td>negates Wall or Stream</td>
<td>none</td>
</tr>
<tr>
<td>Broken</td>
<td>2</td>
<td>none</td>
</tr>
<tr>
<td>Capital</td>
<td>other terrain</td>
<td>Defender bonus (17.2)</td>
</tr>
<tr>
<td>Castle</td>
<td>other terrain</td>
<td>Defender tripled; Defender bonus (17.2)</td>
</tr>
<tr>
<td>City</td>
<td>1</td>
<td>Defender tripled; Defender bonus (17.2)</td>
</tr>
<tr>
<td>Characters: ½</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Clear</td>
<td>1</td>
<td>none</td>
</tr>
<tr>
<td>Cultivated</td>
<td>½</td>
<td>none</td>
</tr>
<tr>
<td>Dragon Tunnel Complex</td>
<td>Impassable</td>
<td>Dragon: Defender quadrupled³</td>
</tr>
<tr>
<td>Dragons: 1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Others: 2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ford hex</td>
<td>3</td>
<td>Defender halved³</td>
</tr>
<tr>
<td>Forest</td>
<td>Elves: 2</td>
<td>Elves, Spiders: Defender tripled</td>
</tr>
<tr>
<td>Spiders: 1</td>
<td></td>
<td>Others: Defender doubled</td>
</tr>
<tr>
<td>Others: 3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Glacier</td>
<td>Killer Penguins: 1</td>
<td>Defender doubled</td>
</tr>
<tr>
<td>Others: Impassable</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Characters: 5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Karoo</td>
<td>Cronks: 1</td>
<td>Cronks: Defender tripled</td>
</tr>
<tr>
<td>Others: 2</td>
<td></td>
<td>Others: Defender doubled</td>
</tr>
<tr>
<td>Mount/River/Lake</td>
<td>Swamp-Creatures: 2</td>
<td>Swamp-Creatures: Defender doubled</td>
</tr>
<tr>
<td>Killer Penguins: 1</td>
<td></td>
<td>Others: none</td>
</tr>
<tr>
<td>Others: Impassable</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mountains</td>
<td>Orcs, Dwarrows: 2</td>
<td>Dwarrows: Defender quadrupled</td>
</tr>
<tr>
<td>Others: 3</td>
<td></td>
<td>Others: Defender tripled</td>
</tr>
<tr>
<td>Portal</td>
<td>½</td>
<td>none</td>
</tr>
<tr>
<td>Province Border</td>
<td>no effect</td>
<td>none</td>
</tr>
<tr>
<td>Road</td>
<td>½</td>
<td>none</td>
</tr>
<tr>
<td>Rough</td>
<td>Dwarrows, Orcs: 2</td>
<td>Defender doubled</td>
</tr>
<tr>
<td>Others: 3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Special hex</td>
<td>other terrain</td>
<td>Defender doubled</td>
</tr>
<tr>
<td>Stream hexside</td>
<td>+1</td>
<td></td>
</tr>
<tr>
<td>Swamp</td>
<td>Cronks: 2</td>
<td>Swamp-Creatures: Defender tripled</td>
</tr>
<tr>
<td>Swamp-Creatures: 1</td>
<td></td>
<td>Others: Defender doubled</td>
</tr>
<tr>
<td>Others: 3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Town</td>
<td>other terrain</td>
<td>Defender doubled; Defender bonus (17.2)</td>
</tr>
<tr>
<td>Trail</td>
<td>1</td>
<td>none</td>
</tr>
<tr>
<td>Vortex</td>
<td>Impassable</td>
<td>not applicable</td>
</tr>
<tr>
<td>Wall hexside</td>
<td>Impassable³</td>
<td>none</td>
</tr>
<tr>
<td>Woods</td>
<td>Elves: 1</td>
<td>Defender doubled</td>
</tr>
<tr>
<td>Others: 2</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Explanation:

Under the heading **Movement Point Cost**, costs are given for both Characters and Units. Wherever various Units or Characters are assessed different costs, the pertinent types are listed individually. Wherever Characters pay a cost different from that paid by Units, the pertinent Character type(s) is listed in italic type. Any Character types not listed in italic type use the same Movement Point Cost as Other Units.

### Notes:

1. Units may use these Movement Rates only if they enter on a hexside that contains a Road, Trail, Bridge, or Ford.
2. The Defender may be attacked only from the bridged or forded hexside, unless the attacking units are archer or flying units.
3. Dragon units in a Mountain hex that also contains a Dragon Tunnel Complex receive this defensive benefit. All other units receive the normal Mountain defensive benefit.
4. Units and Characters may teleport (see Case 16.1) in such a hex.
5. The Defender derives the defense bonus for a Stream hexside only if all attacking units are attacking across a Stream hexside.
6. Zones of Control do not extend across a Wall hexside.

Flying units expend one Movement Point per hex, regardless of terrain, but they do receive defensive benefits unless attacked by archer or other flying units.

Magic-Users are Characters that possess positive Magic PL; Fighters are Characters that have zero Magic PL.

Goblins pay the same Movement cost as Orcs.
# [12.9] SWORDS AND SORCERY SPELL SUMMARY

## (arranged alphabetically by Level)

### POWER LEVEL ONE

<table>
<thead>
<tr>
<th>Name (and Resistability)</th>
<th>Type</th>
<th>Manna Cost</th>
<th>Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>Conflict of Will (Yes)</td>
<td>Q</td>
<td>(2 minimum)</td>
<td>15 hexes</td>
</tr>
<tr>
<td>Conjure Zombie Infantry (No)</td>
<td>A</td>
<td>1 per 2 GT</td>
<td>in hex only</td>
</tr>
<tr>
<td>Detection of Manna Foci (No)</td>
<td>Q</td>
<td>(1 minimum)</td>
<td>5 hexes per Manna Pt</td>
</tr>
<tr>
<td>Force Wall (No)</td>
<td>A</td>
<td>2 per hexide</td>
<td>7 hexes</td>
</tr>
<tr>
<td>Magical Search (No)</td>
<td>Q</td>
<td>(1 minimum)</td>
<td>Unlimited</td>
</tr>
<tr>
<td>Magic Blow (Yes)</td>
<td>P</td>
<td>1</td>
<td>4 hexes (PCD)</td>
</tr>
<tr>
<td>Search Confusion (No)</td>
<td>Q</td>
<td>(1 minimum)</td>
<td>Unlimited</td>
</tr>
<tr>
<td>Strength (No)</td>
<td>P</td>
<td>(3 minimum)</td>
<td>2 hexes (PCD)</td>
</tr>
<tr>
<td>Teleportation Protection (No)</td>
<td>A</td>
<td>2</td>
<td>in hex only</td>
</tr>
<tr>
<td>Weakness (Yes)</td>
<td>P</td>
<td>(3 minimum)</td>
<td>6 hexes (PCD)</td>
</tr>
</tbody>
</table>

### POWER LEVEL TWO

<table>
<thead>
<tr>
<th>Name (and Resistability)</th>
<th>Type</th>
<th>Manna Cost</th>
<th>Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>Conjure Centauroid Cavalry (No)</td>
<td>A</td>
<td>1 per GT</td>
<td>in hex only</td>
</tr>
<tr>
<td>Fear (No)</td>
<td>A</td>
<td>3 per unit</td>
<td>7 hexes</td>
</tr>
<tr>
<td>Fly (No)</td>
<td>Q</td>
<td>¼ per 2 hexes</td>
<td>in hex only</td>
</tr>
<tr>
<td>Invisibility (No)</td>
<td>Q</td>
<td>2 per GT</td>
<td>in hex only</td>
</tr>
<tr>
<td>Magic Lance (Yes)</td>
<td>P</td>
<td>2</td>
<td>5 hexes (PCD)</td>
</tr>
<tr>
<td>Manna Transfer (No)</td>
<td>A</td>
<td>2 for 1</td>
<td>in hex only</td>
</tr>
<tr>
<td>Morale (No)</td>
<td>C</td>
<td>3 per unit</td>
<td>7 hexes</td>
</tr>
<tr>
<td>River Crossing (No)</td>
<td>A</td>
<td>2 per hex</td>
<td>10 hexes</td>
</tr>
</tbody>
</table>

### POWER LEVEL THREE

<table>
<thead>
<tr>
<th>Name (and Resistability)</th>
<th>Type</th>
<th>Manna Cost</th>
<th>Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blade Enchantment (Yes)</td>
<td>Q + P</td>
<td>2 per GT</td>
<td>Map: in hex only</td>
</tr>
<tr>
<td>Bolt of Fire (Yes)</td>
<td>P</td>
<td>3</td>
<td>5 hexes (PCD)</td>
</tr>
<tr>
<td>Conjure Wyvern Airtroops (No)</td>
<td>A</td>
<td>1½ per GT</td>
<td>in hex only</td>
</tr>
<tr>
<td>Dispell Magicks (No)</td>
<td>C</td>
<td>3</td>
<td>variable</td>
</tr>
<tr>
<td>Enhance Stature (No)</td>
<td>A</td>
<td>1 per GT/Dip Pt 2 per Dip Pt Emissary</td>
<td>in hex only</td>
</tr>
<tr>
<td>Focus Subdual (No)</td>
<td>Q</td>
<td>1 per GT</td>
<td>in hex only</td>
</tr>
<tr>
<td>Forest (No)</td>
<td>A</td>
<td>2 per hex</td>
<td>5 hexes</td>
</tr>
<tr>
<td>Immobilization (No)</td>
<td>A</td>
<td>1 per unit</td>
<td>7 hexes</td>
</tr>
<tr>
<td>Monsoon (No)</td>
<td>A</td>
<td>5</td>
<td>Unlimited</td>
</tr>
<tr>
<td>Vortex Suppression (No)</td>
<td>C</td>
<td>2 per Vortex</td>
<td>10 hexes</td>
</tr>
<tr>
<td>Dissipate Spell Screen (Yes)</td>
<td>P</td>
<td>(1 minimum)</td>
<td>in hex only</td>
</tr>
</tbody>
</table>

### POWER LEVEL FOUR

<table>
<thead>
<tr>
<th>Name Card Resistability</th>
<th>Type</th>
<th>Manna Cost</th>
<th>Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blast of Fire (Yes)</td>
<td>P</td>
<td>4</td>
<td>5 hexes (PCD)</td>
</tr>
<tr>
<td>Building (No)</td>
<td>A</td>
<td>5</td>
<td>5 hexes</td>
</tr>
<tr>
<td>Conjure Koboldic Infantry (No)</td>
<td>A</td>
<td>1 per GT</td>
<td>in hex only</td>
</tr>
<tr>
<td>Disintegration (No)</td>
<td>A</td>
<td>6</td>
<td>5 hexes</td>
</tr>
<tr>
<td>Ersatz Winter (No)</td>
<td>A</td>
<td>8</td>
<td>Unlimited</td>
</tr>
<tr>
<td>Healing (No)</td>
<td>Q</td>
<td>2 per Hit Pt</td>
<td>in hex only</td>
</tr>
<tr>
<td>Teleportation Control (No)</td>
<td>A</td>
<td>4</td>
<td>in hex only</td>
</tr>
<tr>
<td>Vortex Creation (No)</td>
<td>A</td>
<td>2 per Vortex</td>
<td>5 hexes</td>
</tr>
</tbody>
</table>

### POWER LEVEL FIVE

<table>
<thead>
<tr>
<th>Name Card Resistability</th>
<th>Type</th>
<th>Manna Cost</th>
<th>Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>Banish Conjured Troops (No)</td>
<td>A</td>
<td>3</td>
<td>7 hexes</td>
</tr>
<tr>
<td>Bolt of Lightning (Yes)</td>
<td>P</td>
<td>5</td>
<td>6 hexes (PCD)</td>
</tr>
<tr>
<td>Conjure Wraith Troops (No)</td>
<td>A</td>
<td>1½ per GT</td>
<td>in hex only</td>
</tr>
<tr>
<td>Convulsion (Yes)</td>
<td>P</td>
<td>6</td>
<td>4 hexes (PCD)</td>
</tr>
<tr>
<td>Manna Focus Location (Yes)</td>
<td>Q</td>
<td>4× Hex Radius</td>
<td>¼× Manna Pts</td>
</tr>
<tr>
<td>Planar Return (No)</td>
<td>A</td>
<td>6</td>
<td>Unlimited</td>
</tr>
<tr>
<td>Spell Screen (No)</td>
<td>P</td>
<td>6</td>
<td>2 hexes (PCD)</td>
</tr>
<tr>
<td>Summon Demon (No)</td>
<td>A</td>
<td>4</td>
<td>in hex only</td>
</tr>
</tbody>
</table>

### POWER LEVEL SIX

<table>
<thead>
<tr>
<th>Name Card Resistability</th>
<th>Type</th>
<th>Manna Cost</th>
<th>Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>Banish Demon (No)*</td>
<td>C</td>
<td>6</td>
<td>4 hexes</td>
</tr>
<tr>
<td>Beserkergang (No)</td>
<td>A</td>
<td>2 per unit</td>
<td>7 hexes</td>
</tr>
<tr>
<td>Bind Demon (No)*</td>
<td>A</td>
<td>4 per GT</td>
<td>15 hexes</td>
</tr>
<tr>
<td>Conjure Demonic Infantry (No)</td>
<td>A</td>
<td>2 per GT</td>
<td>0 hexes</td>
</tr>
<tr>
<td>Contact Higher Plane (No)</td>
<td>Q</td>
<td>All (5 minimum)</td>
<td>in hex only</td>
</tr>
<tr>
<td>Fireball (Yes)</td>
<td>P</td>
<td>6</td>
<td>Unlimited (PCD)</td>
</tr>
<tr>
<td>Firestorm (No)</td>
<td>A</td>
<td>10</td>
<td>5 hexes</td>
</tr>
<tr>
<td>Summon Force (No)</td>
<td>A</td>
<td>All (5 minimum)</td>
<td>in hex 0606 only</td>
</tr>
</tbody>
</table>

### POWER LEVEL SEVEN

<table>
<thead>
<tr>
<th>Name Card Resistability</th>
<th>Type</th>
<th>Manna Cost</th>
<th>Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>Black Hand of Death (Yes; +2)</td>
<td>Q</td>
<td>All (10 minimum)</td>
<td>Unlimited (PCD)</td>
</tr>
<tr>
<td>Wizard Wheel (No)</td>
<td>A</td>
<td>All (6 minimum)</td>
<td>¼× Manna Pts</td>
</tr>
</tbody>
</table>

### Summary of Abbreviations:

- **Q** = Quest Spell
- **A** = Army Spell
- **P** = Personal Combat Spell
- **C** = Counterspell
- **Dip. Pt** = Diplomacy Point
- **Pts** = Points
- **+2** = Add two to the Magic Resistance die-roll when a Character attempts to Resist the Spell.
- **PCD** = Personal Combat Display
- **GT** = Game-Turn
- *** Note:** Theaster adds two to his die-roll when Banishing or Binding a Demon.
[13.8] ARMY COMBAT RESULTS TABLE

Combat Ratios Attacker to Defender

```
| DIE | 1-5 | 1-4 | 1-3 | 1-2 | 2-3 | 1-1 | 3-2 | 2-1 | 3-1 | 4-1 | 5-1 | 6-1+
<table>
<thead>
<tr>
<th></th>
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<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>2/-</td>
<td>1/-</td>
<td>1/1</td>
<td>1/1</td>
<td>2/-</td>
<td>2/-</td>
<td>2/-</td>
<td>2/-</td>
<td>2/-</td>
<td>2/-</td>
<td>2/-</td>
<td>2/-</td>
</tr>
<tr>
<td>2</td>
<td>3/-</td>
<td>2/-</td>
<td>1/-</td>
<td>1/1</td>
<td>1/1</td>
<td>2/-</td>
<td>2/-</td>
<td>2/-</td>
<td>2/-</td>
<td>2/-</td>
<td>2/-</td>
<td>2/-</td>
</tr>
<tr>
<td>3</td>
<td>4/-</td>
<td>3/-</td>
<td>2/-</td>
<td>1/-</td>
<td>1/1</td>
<td>1/1</td>
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<tr>
<td>4</td>
<td>E/-</td>
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<td>5</td>
<td>E/-</td>
<td>E/-</td>
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<td>2/-</td>
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<td>1/1</td>
<td>2/-</td>
<td>2/-</td>
<td>2/-</td>
<td>2/-</td>
<td>2/-</td>
</tr>
<tr>
<td>6</td>
<td>E/-</td>
<td>E/-</td>
<td>E/-</td>
<td>3/-</td>
<td>2/-</td>
<td>1/-</td>
<td>1/1</td>
<td>1/1</td>
<td>2/-</td>
<td>2/-</td>
<td>2/-</td>
<td>2/-</td>
</tr>
</tbody>
</table>
```

Explanation of Combat Results:
Results expressed as effect on attacker/defender. - = no effect; E = all affected units are eliminated (remove from play); # = affected side must remove as many units or retreat his units as many hexes as specified (or some combination of the two); #/# = defender removes/retreats his units first. As above, except that the first number applies to the attacker and the second to the defender.

[5.2] Random Events Table

First Die-Roll  | Second Die-Roll
-------------|-----------------|
1 YF - A - B - C | 2 - YD - D - E
3 F - BF - G - H | 4 - I - BD - J
5 K - L - RF - M | 6 - N - O - RD

KEY to Random Events Table:
- = No Random Event occurs
YF = Yellow Sun Manna Flux
YD = Yellow Sun Manna Drought
BF = Blue Sun Manna Flux
BD = Blue Sun Manna Drought
RF = Red Sun Manna Flux
RD = Red Sun Manna Drought
A = Elven High Holy Day
B = Season of the Midnight Sun
C = Church Communion
D = Dwarven Folkmoot
E = Conjunction of Fear
F = Corflud Cultist Collation
G = Drought
H = Flooding
I = Earthquake
J = Windstorm
K = Eruption of the Mountains
L = The Mistral
M = Vortex Storm
N = Killer Penguin Migration
O = Poisonous Piranha Infestation

[17.38] KILLER PENGUIN ENTRY TABLE

```
<table>
<thead>
<tr>
<th>Number</th>
<th>DICE Entering</th>
<th>DIE</th>
<th>Glacier</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 0</td>
<td>1 West</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3 0</td>
<td>2 West</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4 1</td>
<td>3 ½ West; ½ East</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5 1</td>
<td>4 ½ West; ½ West</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6 1</td>
<td>5 East</td>
<td></td>
<td></td>
</tr>
<tr>
<td>7 1</td>
<td>6 East</td>
<td></td>
<td></td>
</tr>
<tr>
<td>8 2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>9 2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>10 3</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>11 4</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>12 5</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

Explanation of Results:
The Player who controls the Killer Penguins rolls first on the left-hand table. If he obtains a number greater than zero, that many Killer Penguins enter the map. To determine where the Killer Penguins enter, roll on the right-hand table; if the number rolled is 3 or 4 and there is an odd number of Killer Penguins entering, the extra Killer Penguin enters on the glacier listed first. If Killer Penguins are moving randomly, bring them on them on the map with this table, and then move them as per Case 15.3.
**[18.18] DIPLOMATIC INTEREST GROUP TABLE**

<table>
<thead>
<tr>
<th>Neutral's Race</th>
<th>Emissary's Race</th>
<th>Corflug Cultists, Cronks, Sorcerers</th>
<th>Orcs</th>
</tr>
</thead>
<tbody>
<tr>
<td>Human</td>
<td>+1</td>
<td>-2</td>
<td>-2</td>
</tr>
<tr>
<td>Elves</td>
<td>+1</td>
<td>-1</td>
<td>-1</td>
</tr>
<tr>
<td>Dwarrows, Goblins</td>
<td>0</td>
<td>+1</td>
<td>+1</td>
</tr>
<tr>
<td>Ancients</td>
<td>-1</td>
<td>+2</td>
<td>+1</td>
</tr>
<tr>
<td>Corflug Cultists, Cronks, Sorcerers</td>
<td>+1</td>
<td>+2</td>
<td>+3</td>
</tr>
<tr>
<td>Orcs</td>
<td>-1</td>
<td>+2</td>
<td>+3</td>
</tr>
</tbody>
</table>

**Explanation:**
Find the race of the neutral along the left-hand side of the table and cross-reference the row determined thereby with the column determined by finding the race of the emissary at the top of the table. This will yield a number. After rolling the dice on the Emissary Results Table, add the number found on this table to the die-roll.

**Notes:** X the Unknown and Loki Hellsson (The Dark Lord), though nominally human, are considered “Sorcerers” rather than human for the purposes of this table. “Ancients” include dragons, swamp creatures, and the spiders.

---

**[18.19] EMISSARY RESULTS TABLE**

<table>
<thead>
<tr>
<th>DICE</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 or less</td>
<td>X</td>
</tr>
<tr>
<td>3-4</td>
<td>-3</td>
</tr>
<tr>
<td>5</td>
<td>-2</td>
</tr>
<tr>
<td>6-8</td>
<td>-1</td>
</tr>
<tr>
<td>9</td>
<td>0</td>
</tr>
<tr>
<td>10-13</td>
<td>+1</td>
</tr>
<tr>
<td>14-16</td>
<td>+2</td>
</tr>
<tr>
<td>17 or more</td>
<td>+3</td>
</tr>
</tbody>
</table>

**Explanation of Results:**
A positive result indicates that the Player moves the Diplomacy marker of the neutral the number of hexes that the result calls for in any direction he desires. A negative number indicates that the Diplomacy marker is moved as many hexes as called directly away from the Player's hex on the Diplomacy Display. A zero indicates that the Diplomacy marker is not moved. An X result indicates that the emissary has been eaten or put to death in some horrible manner; the Diplomacy marker is moved as though a -1 result had been obtained, and all future emissaries that Player sends to that neutral must subtract two when rolling on the Emissary Results Table.

---

**[39.6] MAGIC SEARCH TABLE**

<table>
<thead>
<tr>
<th>Die</th>
<th>Magic Search Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>- - - - -</td>
</tr>
<tr>
<td>2</td>
<td>- - - - -</td>
</tr>
<tr>
<td>3</td>
<td>- - - - C</td>
</tr>
<tr>
<td>4</td>
<td>- - - C C</td>
</tr>
<tr>
<td>5</td>
<td>- - C C C C</td>
</tr>
<tr>
<td>6</td>
<td>- C C C C C</td>
</tr>
</tbody>
</table>

**Explanation of Results:**
-= no effect (search fails); C = search succeeds (contact obtained).
### [39.7] ARMY SEARCH TABLE

<table>
<thead>
<tr>
<th>Army Search Value</th>
<th>Die-Rolls to Contact</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>2</td>
<td>4</td>
</tr>
<tr>
<td>3</td>
<td>6</td>
</tr>
<tr>
<td>4</td>
<td>2,7</td>
</tr>
<tr>
<td>5</td>
<td>4,7</td>
</tr>
<tr>
<td>6</td>
<td>6,7</td>
</tr>
<tr>
<td>7</td>
<td>3,6-7</td>
</tr>
<tr>
<td>8</td>
<td>5-7</td>
</tr>
<tr>
<td>9</td>
<td>2,6-8</td>
</tr>
<tr>
<td>10</td>
<td>4,6-8</td>
</tr>
<tr>
<td>11</td>
<td>2,5-8</td>
</tr>
<tr>
<td>12</td>
<td>4-8</td>
</tr>
<tr>
<td>13</td>
<td>3-8</td>
</tr>
<tr>
<td>14</td>
<td>4-9</td>
</tr>
<tr>
<td>15</td>
<td>3-9</td>
</tr>
<tr>
<td>16</td>
<td>3-9,11</td>
</tr>
<tr>
<td>17</td>
<td>2-10</td>
</tr>
<tr>
<td>18+</td>
<td>2-11</td>
</tr>
</tbody>
</table>

**How to Use the Table:**

After the Army Search Value is calculated (see Section 38.0), find the Value along the left-hand column of the table. Read across the table to find the numbers in the corresponding position of the right-hand column. Roll two dice and total the rolls; compare the number rolled to the numbers found in the right-hand column. If the number rolled is in the span of numbers indicated by the table, the character(s) are discovered by the army units.

**Example:** Army Search Value is 11; span is 2, 5-8. If a 2, 5, 6, 7 or 8 is rolled, the characters will be discovered.

### [40.8] PERSONAL COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>DICE</th>
<th>Fighting Ability Differential</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>-6 or more</td>
</tr>
<tr>
<td></td>
<td>-5</td>
</tr>
<tr>
<td></td>
<td>-4</td>
</tr>
<tr>
<td></td>
<td>-3</td>
</tr>
<tr>
<td></td>
<td>-2</td>
</tr>
<tr>
<td></td>
<td>-1</td>
</tr>
<tr>
<td></td>
<td>0</td>
</tr>
<tr>
<td></td>
<td>+1</td>
</tr>
<tr>
<td></td>
<td>+2</td>
</tr>
<tr>
<td></td>
<td>+3</td>
</tr>
<tr>
<td></td>
<td>+4</td>
</tr>
<tr>
<td></td>
<td>+5 more</td>
</tr>
</tbody>
</table>

**Explanation of Results:**

Results expressed as effect on attacker/defender. = no effect; r = affected Character must retreat one hex; # = affected Character sustains as many Hit Points as the number; #r = affected Character sustains as many Hit Points as the number and retreats one hex.

**Note:** Hit Points are immediately recorded. Retreat is sometimes impossible due to the ZOC of the Character(s) being melee or when any other Enemy Characters unengaged in melee have a fighting ability greater than one. If this is the case, an extra Hit Point of damage is received.
[42.3] EVASION TABLE

<table>
<thead>
<tr>
<th>Die</th>
<th>Capture Number</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 thru 10</td>
<td>11 thru 15</td>
</tr>
<tr>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>2</td>
<td>E</td>
</tr>
<tr>
<td>3</td>
<td>E</td>
</tr>
<tr>
<td>4</td>
<td>E</td>
</tr>
<tr>
<td>5</td>
<td>E</td>
</tr>
<tr>
<td>6</td>
<td>E</td>
</tr>
</tbody>
</table>

Explanation of Results:
- : Character(s) fail to evade; E: Character(s) evade successfully

[46.22] RACE DETERMINATION TABLE

<table>
<thead>
<tr>
<th>First Die-Roll</th>
<th>Second Die-Roll</th>
<th>Race</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>1-6</td>
<td>Human</td>
</tr>
<tr>
<td>3</td>
<td>1-6</td>
<td>Dwarf</td>
</tr>
<tr>
<td>4</td>
<td>1-6</td>
<td>Elf</td>
</tr>
<tr>
<td>5</td>
<td>1-4</td>
<td>Orc</td>
</tr>
<tr>
<td>5</td>
<td>5-6</td>
<td>Goblin</td>
</tr>
<tr>
<td>6</td>
<td>1-3</td>
<td>Crook</td>
</tr>
<tr>
<td>6</td>
<td>4</td>
<td>Swamp-Creature</td>
</tr>
<tr>
<td>6</td>
<td>5</td>
<td>Spider-Creature</td>
</tr>
<tr>
<td>6</td>
<td>6</td>
<td>Dragon</td>
</tr>
</tbody>
</table>

How to Determine Characteristics:
If the Player is determining the Characteristics of a Character, he must first use Table 46.22 to determine the race of that Character. If he is determining the Characteristics of a Demon (see Case 17.2), he proceeds to Table 46.23.
To determine the race of a Character, the Player rolls two dice. He then finds the line on the table that corresponds to his two die-rolls, and this will tell him the race of his Character. Since the race of a Character determines nearly all of his Characteristics, the race should be immediately written down.

Once a Player has determined the race of his Character, he refers to the first Table in 46.23. He rolls a die, cross-indexes the result with the race of his Character (or Demon) and will find a letter. He immediately brings this letter down to the second table, and finds the line that corresponds to the letter he has obtained. He then rolls a die or dice to determine the Fighting Ability, Magic Power Level and Potential of his Character or Demon. Where the table calls for "0," the Player writes down a zero for that Characteristic for that Character. Where the table calls for any result that includes a "D," this should be read as roll the Die (Dice). Therefore, "2D" or "3D" reads as roll two or three Dice, and D + 1 (+ 2, + 3, + 4, + 5) reads as roll the Die and add one (two, three, four, five). The three Characteristics are immediately written down.

If the Character has a positive Magic Power Level, the Player must roll on Table 46.24 to determine the Magic Color of the Character which, of course, will inform the Player which Sun controls his Character's casting ability. The Player rolls one die, and determines the Magic Color. This too is written down. If the result is Blue or Red, the Player adjusts the Magic Power Level of his Character (determined on Table 46.23) to result in three numbers, the highest being the number that was rolled in the previous step, the second being one less than that number, and the third being one less than the second number. Any number less than zero is treated as zero. The three numbers are now the Magic Power Level of the Character when his Sun is Ascendent/Equilibrium/Descendent.

Finally, to determine the other Characteristics the Player's Character, roll on Table 46.25. Read the results exactly as in Table 46.23 and write down the Character's Magic Profile, Leadership, Diplomatic, Endurance, Magic Resistance, and Combat Strength Characteristics. Once this is done, the Player has generated a Character (or Demon).

Example: A Player wishes to generate a Character. He rolls on the Race Determination Table, his first die-roll being a 4, his second a 6. Consulting the Table, he means that his Character is an Elf. He then goes to Table 46.23, and rolls a 4, which when cross-indexed with Elf, results in a "D." He brings the D down to the next table, and rolls for Fighting Ability and receives a 2 on one die. He then rolls for Magic Power Level and Potential, receiving a 1 and a 10, on one and three dice, respectively. The Player must now go to Table 46.24 since he has a positive Magic Power Level, and he rolls a six which indicates that he is a Yellow Magic-User. Finally, he rolls the other Characteristics of his Elf on Table 46.25, and they are Magic Profile 4 (4); Leadership 5 (5); Diplomatic 5 (4+1); Endurance 9 (6+3); Magic Resistance 4 (½(6)+1); and Combat Strength 0 (0).
### [43.3] CHARACTER VS. ARMY COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>Dice</th>
<th>1-4</th>
<th>1-3</th>
<th>1-2</th>
<th>2-3</th>
<th>1-1</th>
<th>3-2</th>
<th>2-1</th>
<th>3-1</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>D1</td>
<td>D1</td>
<td>D2</td>
<td>D2</td>
<td>D2</td>
<td>D2</td>
<td>D2</td>
<td>D2</td>
</tr>
<tr>
<td>2</td>
<td>D1/W1</td>
<td>D1/W1</td>
<td>D1/W1</td>
<td>D1/W1</td>
<td>D1/W1</td>
<td>D1/W1</td>
<td>D1/W1</td>
<td>D1/W1</td>
</tr>
<tr>
<td>3</td>
<td>C1</td>
<td>C1</td>
<td>D1</td>
<td>D1</td>
<td>D2</td>
<td>D2</td>
<td>D2</td>
<td>D2</td>
</tr>
<tr>
<td>4</td>
<td>C1</td>
<td>C1</td>
<td>C1</td>
<td>C1</td>
<td>D1</td>
<td>D1</td>
<td>D1</td>
<td>D1</td>
</tr>
<tr>
<td>5</td>
<td>C2</td>
<td>C1</td>
<td>C2</td>
<td>C1</td>
<td>C1</td>
<td>-</td>
<td>-</td>
<td>W1</td>
</tr>
<tr>
<td>6</td>
<td>C2</td>
<td>C1</td>
<td>C4</td>
<td>C3</td>
<td>C3</td>
<td>C2</td>
<td>C2</td>
<td>C2</td>
</tr>
<tr>
<td>7</td>
<td>C2</td>
<td>C2</td>
<td>C1</td>
<td>C1</td>
<td>C1</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>8</td>
<td>C2</td>
<td>C2</td>
<td>C2</td>
<td>C2</td>
<td>C2</td>
<td>C1</td>
<td>C1</td>
<td>C1</td>
</tr>
<tr>
<td>9</td>
<td>C3</td>
<td>C2</td>
<td>C3</td>
<td>C2</td>
<td>C2</td>
<td>C1</td>
<td>C1</td>
<td>-</td>
</tr>
<tr>
<td>10</td>
<td>C3</td>
<td>C3</td>
<td>C1</td>
<td>C1</td>
<td>C1</td>
<td>C1</td>
<td>C1</td>
<td>C1</td>
</tr>
<tr>
<td>11</td>
<td>C4</td>
<td>C3</td>
<td>C2</td>
<td>C2</td>
<td>C2</td>
<td>C1</td>
<td>C1</td>
<td>C1</td>
</tr>
<tr>
<td>12</td>
<td>C4</td>
<td>C4</td>
<td>C3</td>
<td>C3</td>
<td>C3</td>
<td>C2</td>
<td>C2</td>
<td>C2</td>
</tr>
</tbody>
</table>

**Explanation of Results:**
D# = Indicated number of army units are demoralized. If all units have been demoralized, units are eliminated instead;
W# = Characters take as many hit points as indicated by the number (hits may be distributed among the Characters);
C# = Indicated number of Characters are captured; - = No effect.

**Note:** Subtract one from the die-roll if any Character has a normal magic weapon, or two if a Character wields Retaliator or Lightning Lord.

### [46.23] MAGIC AND FIGHTING CHARACTERISTICS TABLE

<table>
<thead>
<tr>
<th>Die</th>
<th>Demon</th>
<th>Human</th>
<th>Elf</th>
<th>Dwarf</th>
<th>Goblin</th>
<th>Orc</th>
<th>Cronk</th>
<th>Swamp</th>
<th>Spider</th>
<th>Dragon</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>H</td>
<td>A</td>
<td>A</td>
<td>A</td>
<td>B</td>
<td>H</td>
<td>C</td>
<td>B</td>
<td>A</td>
<td>A</td>
</tr>
<tr>
<td>2</td>
<td>H</td>
<td>B</td>
<td>A</td>
<td>A</td>
<td>B</td>
<td>A</td>
<td>C</td>
<td>H</td>
<td>H</td>
<td>H</td>
</tr>
<tr>
<td>3</td>
<td>I</td>
<td>C</td>
<td>C</td>
<td>B</td>
<td>C</td>
<td>A</td>
<td>D</td>
<td>H</td>
<td>H</td>
<td>H</td>
</tr>
<tr>
<td>4</td>
<td>I</td>
<td>D</td>
<td>D</td>
<td>C</td>
<td>C</td>
<td>B</td>
<td>F</td>
<td>H</td>
<td>H</td>
<td>H</td>
</tr>
<tr>
<td>5</td>
<td>J</td>
<td>F</td>
<td>F</td>
<td>E</td>
<td>E</td>
<td>C</td>
<td>G</td>
<td>I</td>
<td>I</td>
<td>I</td>
</tr>
<tr>
<td>6</td>
<td>J</td>
<td>G</td>
<td>G</td>
<td>E</td>
<td>E</td>
<td>F</td>
<td>E</td>
<td>I</td>
<td>J</td>
<td>J</td>
</tr>
</tbody>
</table>

**Use Letter Result** to determine Fighting Ability, Magic Power Level, Magic Potential.

<table>
<thead>
<tr>
<th>Letter Result</th>
<th>Fighting Ability</th>
<th>Magic Power Level</th>
<th>Magic Potential</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>D + 1</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>B</td>
<td>D</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>C</td>
<td>D</td>
<td>½D</td>
<td>2D</td>
</tr>
<tr>
<td>D</td>
<td>D</td>
<td>D</td>
<td>3D</td>
</tr>
<tr>
<td>E</td>
<td>0</td>
<td>D</td>
<td>2D</td>
</tr>
<tr>
<td>F</td>
<td>0</td>
<td>D</td>
<td>3D</td>
</tr>
<tr>
<td>G</td>
<td>0</td>
<td>D</td>
<td>3D + 2</td>
</tr>
<tr>
<td>H</td>
<td>2D</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>I</td>
<td>D + 3</td>
<td>½D</td>
<td>2D</td>
</tr>
<tr>
<td>J</td>
<td>D + 2</td>
<td>D</td>
<td>3D</td>
</tr>
</tbody>
</table>

**Explanation:**
0 = Characteristic is not applicable; D(½D, 2D) = result equals die roll (one-half die roll, two die rolls); D + #
(D - #) = result equals die roll plus (minus) number.
### [46.25] OTHER CHARACTERISTICS TABLE

<table>
<thead>
<tr>
<th>Race</th>
<th>Magic Profile</th>
<th>Leadership</th>
<th>Diplomatic</th>
<th>Endurance</th>
<th>Magic Resistance</th>
<th>Combat Strength</th>
</tr>
</thead>
<tbody>
<tr>
<td>Human</td>
<td>D</td>
<td>D</td>
<td>D</td>
<td>D+4</td>
<td>½D+1</td>
<td>0</td>
</tr>
<tr>
<td>Elf</td>
<td>D</td>
<td>D</td>
<td>D+1</td>
<td>D+3</td>
<td>½D+1</td>
<td>0</td>
</tr>
<tr>
<td>Dwarf</td>
<td>D</td>
<td>D+1</td>
<td>D-1</td>
<td>D+4</td>
<td>½D+1</td>
<td>0</td>
</tr>
<tr>
<td>Goblin, Orc</td>
<td>D</td>
<td>D</td>
<td>D-2</td>
<td>D+3</td>
<td>½D+1</td>
<td>0</td>
</tr>
<tr>
<td>Cronk</td>
<td>D+1</td>
<td>D</td>
<td>½D</td>
<td>D+4</td>
<td>½D+2</td>
<td>0</td>
</tr>
<tr>
<td>Swamp &amp; Spider-Creature</td>
<td>D+2</td>
<td>D</td>
<td>D</td>
<td>D+5</td>
<td>½D+2</td>
<td>0</td>
</tr>
<tr>
<td>Dragon</td>
<td>D+2</td>
<td>D</td>
<td>D</td>
<td>2D+3</td>
<td>½D+2</td>
<td>D</td>
</tr>
<tr>
<td>Demon</td>
<td>D</td>
<td>0</td>
<td>0</td>
<td>2D</td>
<td>½D+2</td>
<td>D+2</td>
</tr>
</tbody>
</table>

Explanation: 0 = Characteristic is not applicable; D(½D, 2D) = result equals die roll (one-half die roll, two die rolls); D+#(D-#) = result equals die roll plus (minus) number.

### [49.37] WANDERING MONSTER TABLE (Optional Rule)

<table>
<thead>
<tr>
<th>First Die-Roll</th>
<th>Second Die-Roll</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Orc</td>
<td></td>
</tr>
<tr>
<td>Resis: 1</td>
<td>Ninja</td>
</tr>
<tr>
<td>FA: 2</td>
<td>Resis: 2</td>
</tr>
<tr>
<td>End: 4</td>
<td>FA: 5</td>
</tr>
<tr>
<td></td>
<td>End: 2</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td></td>
</tr>
<tr>
<td>2 Orcs (each)</td>
<td>1-6 Bandits</td>
</tr>
<tr>
<td>Resis: 1</td>
<td>Resis: 1</td>
</tr>
<tr>
<td>FA: 1</td>
<td>FA: 2</td>
</tr>
<tr>
<td>End: 3</td>
<td>End: 2</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td></td>
</tr>
<tr>
<td>1-6 Orcs (each)</td>
<td>Mountain Lion</td>
</tr>
<tr>
<td>Resis: 1</td>
<td>Resis: 1</td>
</tr>
<tr>
<td>FA: 1</td>
<td>FA: 2</td>
</tr>
<tr>
<td>End: 3</td>
<td>End: 4</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td></td>
</tr>
<tr>
<td>Dragon†</td>
<td>Cronk</td>
</tr>
<tr>
<td>Power: 1</td>
<td>Resis: 2</td>
</tr>
<tr>
<td>Poten: 4</td>
<td>FA: 4</td>
</tr>
<tr>
<td>Resis: 4</td>
<td>End: 2</td>
</tr>
<tr>
<td>FA: 4</td>
<td></td>
</tr>
<tr>
<td>End: 8</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>5</td>
<td></td>
</tr>
<tr>
<td>Troll*</td>
<td>1-6 Cronks</td>
</tr>
<tr>
<td>Resis: 3</td>
<td>(each)</td>
</tr>
<tr>
<td>FA: 3</td>
<td>Resis: 2</td>
</tr>
<tr>
<td>End: 5</td>
<td>FA: 4</td>
</tr>
<tr>
<td>End: 2</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>6</td>
<td></td>
</tr>
<tr>
<td>Roll Twice on 1-6 Wolves</td>
<td></td>
</tr>
<tr>
<td>Table (each)</td>
<td>Vampire†</td>
</tr>
<tr>
<td>Resis: 1</td>
<td>Power: 1</td>
</tr>
<tr>
<td>FA: 1</td>
<td>Poten: 4</td>
</tr>
<tr>
<td>End: 4</td>
<td>Resis: 3</td>
</tr>
<tr>
<td></td>
<td>FA: 3</td>
</tr>
<tr>
<td></td>
<td>End: 4</td>
</tr>
</tbody>
</table>

Key:
Power = Magic Power Level, Poten = Magic Potential, Resis = Magic Resistance, FA = Fighting Ability, End = Endurance; † signifies magic-using Monster, * indicates that the Monster possesses regenerative powers, * indicates that Hit Points are received only from Talismans, Enchanted Blades or Magical Spells.
TALISMAN OF ORB
Retaliator

Retaliator increases Characteristics of its possessor:

- Magic Profile +1
- Magic Resistance +1
- Paladin +1
- Leadership +1
- Diplomatic +1
- Fighting +1
- Endurance +1

Retaliator adds to owner's Personal Combat die-roll, and can cast one unlimited Endurance one-hex Spell Screen per Game-Turn.

TALISMAN OF ORB
The Dagger Silver

Silver allows any magic-user character to regenerate one extra Manna Point per Game-Turn. If two Army units or another character are killed or eliminated by units or characters in the same hex as Silver, it allows the regeneration of two Manna Points. For Personal Combat, Silver is an Enchanted Blade (see Case 40.72) and a Character failing to resist in the first round receives one Hit Point.

TALISMAN OF ORB
The Globe of Vortices

The possessor of the Globe may control the movement of every Vortex within six hexes of the Globe. He may also suppress Vortices within six hexes at no Manna Point cost, and, if any of those Vortices within six hexes of the Globe, the possessor may create a Vortex at no Manna Point cost. Owning the Globe allows the wielder to move through Vortex hexes at no terrain cost.

TALISMAN OF ORB
The Rex Rotary

The Rotary enables the owner to produce Tyrannosaurus Reges. To set the Rex Rotary in motion, the owning Player has a Character in possession of the Rotary expend 4 Manna Points. On that turn, one Tyrannosaurus Rex counter appears in the Rex Rotary's hex. Then, on every third Game-Turn, another Tyrannosaurus Rex appears. If the Rotary is captured, all Reges switch allegiance; if moved, all Reges extant are destroyed.

MONSTER
Killer Penguin

Always demoralizes Army units when attacking; in the Quest Game, no spell may be cast at a Killer Penguin until it melees.

MONSTER
Tyrannosaurus Rex

Kravensbane increases possessor's Characteristics:

- Leadership +1
- Fighting +1
- Endurance +1
- Manna Points +5

*but only for a Character with a Fighting ability greater than 2.

Characters receiving three or more Hit Points from Kravensbane have Movement Allowance, except by flying, reduced to five.

The Amulet of Klashtor reduces the Manna Point cost of all spells by one Manna Point, but may be used by Villain Players only. It increases Endurance by two Hit Points and allows the casting of Petrification (see Case 45.42). In the hands of Narkloth or a Spectre, any foe in physical combat will automatically lose one Hit Point, unless the victim also possesses a Talisman of Orb, in which case the victim must resist the Amulet.
### Magic Resistance
- 3
- 3
- 3
- 3
- 5
- 3
- 3
- 2
- 4
- 9
- 1
- 2
- 4
- 9

### Leadership
- 2
- 3
- 3
- 3
- 1
- 2
- 4
- 9

### Diplomatic
- -1
- 2
- 2
- 1
- 2

### Fighting
- ★4
- ★5
- ★3
- ★4

### Endurance
- 8
- 9
- 8
- 9

---

**40**

**HALF-ELF**

**Gilyth**

*Chief Among Dragonfriends*

<table>
<thead>
<tr>
<th>Magic PL</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Magic Potential</td>
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</tr>
<tr>
<td>Magic Color</td>
<td>None</td>
</tr>
<tr>
<td>Home Hex</td>
<td>0302</td>
</tr>
<tr>
<td>Magic Profile</td>
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</tr>
<tr>
<td>Magic Resistance</td>
<td>4</td>
</tr>
<tr>
<td>Leadership</td>
<td>2</td>
</tr>
<tr>
<td>Diplomatic</td>
<td>3</td>
</tr>
<tr>
<td>Fighting</td>
<td>★4</td>
</tr>
<tr>
<td>Endurance</td>
<td>8</td>
</tr>
</tbody>
</table>

---

**39**

**HUMAN**

**Stephen the Paladin**

*The Fearless Fighter*

<table>
<thead>
<tr>
<th>Magic PL</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Magic Potential</td>
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</tr>
<tr>
<td>Magic Color</td>
<td>None</td>
</tr>
<tr>
<td>Home Hex</td>
<td>0960</td>
</tr>
<tr>
<td>Magic Profile</td>
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</tr>
<tr>
<td>Magic Resistance</td>
<td>3</td>
</tr>
<tr>
<td>Leadership</td>
<td>2</td>
</tr>
<tr>
<td>Diplomatic</td>
<td>2</td>
</tr>
<tr>
<td>Fighting</td>
<td>5</td>
</tr>
<tr>
<td>Endurance</td>
<td>10</td>
</tr>
</tbody>
</table>

---

**38**

**WRAITH**

**Narklath**

*The Doomed Wraithlord*

<table>
<thead>
<tr>
<th>Magic PL</th>
<th>3/2/1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Magic Potential</td>
<td>13</td>
</tr>
<tr>
<td>Magic Color</td>
<td>Red</td>
</tr>
<tr>
<td>Home Hex</td>
<td>3645</td>
</tr>
<tr>
<td>Magic Profile</td>
<td>1</td>
</tr>
<tr>
<td>Magic Resistance</td>
<td>4</td>
</tr>
<tr>
<td>Leadership</td>
<td>2</td>
</tr>
<tr>
<td>Diplomatic</td>
<td>-1</td>
</tr>
<tr>
<td>Fighting</td>
<td>★4</td>
</tr>
<tr>
<td>Endurance</td>
<td>8</td>
</tr>
</tbody>
</table>

*Possesses the Amulet of Klahor (Card nr. 49)*

---

**37**

**HUMAN**

**Larraka**

*The Peerless Prestidigitator*

<table>
<thead>
<tr>
<th>Magic PL</th>
<th>6/5/4</th>
</tr>
</thead>
<tbody>
<tr>
<td>Magic Potential</td>
<td>17</td>
</tr>
<tr>
<td>Magic Color</td>
<td>Red</td>
</tr>
<tr>
<td>Home Hex</td>
<td>3713</td>
</tr>
<tr>
<td>Magic Profile</td>
<td>5</td>
</tr>
<tr>
<td>Magic Resistance</td>
<td>4</td>
</tr>
<tr>
<td>Leadership</td>
<td>1</td>
</tr>
<tr>
<td>Diplomatic</td>
<td>0</td>
</tr>
<tr>
<td>Fighting</td>
<td>0</td>
</tr>
<tr>
<td>Endurance</td>
<td>5</td>
</tr>
</tbody>
</table>

*May not cast Summon Force or Contact Higher Plane*

---

**48**

**TALISMAN OF ORB**

**The Black Hand of Death**

This item allows the casting of the Black Hand of Death spell at the cost of two Manna Points. In addition, it increases the Fighting and Endurance of a spell-casting Character by two.

---

**47**

**TALISMAN OF ORB**

**The HellGate**

The HellGate allows the possessor to 1) cast a Firestorm spell that affects two adjacent hexes; 2) control a bound Demon for 2 Manna Points and dispense with the range limitation for control; 3) cast one one-hex Spell Screen with Endurance equal to the possessor's when playing the Quest game; and 4) gives the possessor immunity to the "Wizard Wheel" Spell.

---

**46**

**TALISMAN OF ORB**

**The Staff of Sandoval**

The Staff allows the possessing Character to cast spells one Power Level higher than he normally would be able to. It also has 15 Manna Points stored in it, and may be used to store the possessor's Manna Points (see Case 45.41). In addition, the Staff may be used to cast up to four Bolts of Fire per Game-Turn. Finally, using the Staff doubles the range of all spells where it is possible.

---

**45**

**TALISMAN OF ORB**

**Lightning Lord**

*a/k/a Gormaeul*

Lightning Lord increases Characteristics of its possessor:

- Magic Profile: +1
- Leadership: +1
- Fighting: +2

Lightning Lord adds two to owner's Personal Combat die-roll; owner may cast one Bolt of Lightning spell per Game-Turn at no Manna Point cost. Lightning Lord was Gormaeul (Case 45.5).

---

**56**

**MONSTER**

**Spectre**

<table>
<thead>
<tr>
<th>Magic PL</th>
<th>1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Magic Potential</td>
<td>6</td>
</tr>
<tr>
<td>Magic Color</td>
<td>Yellow</td>
</tr>
<tr>
<td>Magic Resistance</td>
<td>4</td>
</tr>
<tr>
<td>Fighting</td>
<td>2</td>
</tr>
<tr>
<td>Endurance</td>
<td>8</td>
</tr>
<tr>
<td>Combat Strength</td>
<td>5</td>
</tr>
</tbody>
</table>

---

**55**

**MONSTER**

**The Demon Yrgild**

<table>
<thead>
<tr>
<th>Magic PL</th>
<th>3/2/1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Magic Potential</td>
<td>11</td>
</tr>
<tr>
<td>Magic Color</td>
<td>Red</td>
</tr>
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<td>Magic Resistance</td>
<td>3</td>
</tr>
<tr>
<td>Fighting</td>
<td>★4</td>
</tr>
<tr>
<td>Endurance</td>
<td>8</td>
</tr>
<tr>
<td>Combat Strength</td>
<td>8</td>
</tr>
</tbody>
</table>

**Regenerates** Endurance at the rate of 1 Hit Point per Personal Combat Segment, unless affected by Fire spells.

---

**54**

**MONSTER**

**Troll**

<table>
<thead>
<tr>
<th>Magic PL</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Magic Potential</td>
<td>0</td>
</tr>
<tr>
<td>Magic Color</td>
<td>None</td>
</tr>
<tr>
<td>Magic Resistance</td>
<td>2</td>
</tr>
<tr>
<td>Fighting</td>
<td>3</td>
</tr>
<tr>
<td>Endurance</td>
<td>2</td>
</tr>
<tr>
<td>Combat Strength</td>
<td>0</td>
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</tbody>
</table>

---

**53**

**DRAGON**

<table>
<thead>
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</thead>
<tbody>
<tr>
<td>Magic Potential</td>
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<tr>
<td>Magic Color</td>
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</tr>
<tr>
<td>Magic Resistance</td>
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<tr>
<td>Leadership</td>
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<td>Diplomatic</td>
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<tr>
<td>Fighting</td>
<td>5</td>
</tr>
<tr>
<td>Endurance</td>
<td>7</td>
</tr>
<tr>
<td>Combat Strength</td>
<td>6</td>
</tr>
</tbody>
</table>

Breathes Bolt of Fire
<table>
<thead>
<tr>
<th></th>
<th></th>
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<td>5</td>
<td>16</td>
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<td>0352</td>
<td>4/3/2</td>
<td>15</td>
<td>Red</td>
<td>1528</td>
<td>3</td>
<td>12</td>
<td>Yellow</td>
<td>0803</td>
<td>3</td>
<td>11</td>
<td>Red</td>
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</tr>
</tbody>
</table>
| Wendolyn the Wary | HUMAN  | 4        | 15              | Yellow       | 1202      | 3        | 15              | Red          | 1528      | 2        | 3              | Yellow       | 0803      | 4        | 2              | Yellow       | 1202      | 1        | 10                  | 7
| Gislan the Rock   | DWARF  | 4        | 8               | Yellow       | 0818      | 3        | 3               | Red          | 0452      | 4        | 3              | Yellow       | 0803      | 10       | 10               | None         | 0452      | 4        | 10                  | 10
| The Paladin Glade | HUMAN  | 0        | 0               | None         | 0452      | 0        | 0               | None         | 0452      | 0        | 0              | None         | 0452      | 10       | 10               | None         | 0452      | 10       | 10                  |
| Svartz Tarkkap    | HUMAN  | 2        | 8               | Yellow       | 2151      | 0        | 0               | None         | 0451      | 4        | 4              | Yellow       | 1909      | 2        | 2              | None         | 1605      | 2        | 2                    |
| Lord Dil          | HUMAN  | 0        | 0               | None         | 0451      | 4        | 4               | None         | 1909      | 2        | 2              | None         | 1605      | 2        | 2              | None         | 1605      | 2        | 2                    |
| Ganab the Nasty   | GOBLIN | 4        | 12              | Red          | 1909      | 4        | 4               | Red          | 1605      | 2        | 2              | None         | 1605      | 2        | 2              | None         | 1605      | 2        | 2                    |
| Zarko             | ORC    | 0        | 0               | None         | 1605      | 2        | 2               | None         | 1605      | 2        | 2              | None         | 1605      | 2        | 2              | None         | 1605      | 2        | 2                    |
| Maytwist          | ELF    | 3        | 10              | Yellow       | 3333      | 5/4/3    | 16              | Red          | 0245      | 6        | 6              | Red          | 3009      | 11       | 11              | Blue         | 3009      | 11       | 11                  |
| Tim the Enchanter | HUMAN  | 3        | 10              | Yellow       | 3333      | 5/4/3    | 16              | Red          | 0245      | 6        | 6              | Red          | 3009      | 11       | 11              | Blue         | 3009      | 11       | 11                  |
| Alric             | HUMAN  | 4        | 11              | Blue         | 0803      | 3        | 3               | Red          | 3009      | 11       | 11              | Blue         | 3009      | 11       | 11              | Blue         | 3009      | 11       | 11                  |
| Mellanthia        | SPIDER | 0        | 0               | None         | 3808      | 4        | 4               | Yellow       | 3808      | 6        | 6              | None         | 3808      | 6        | 6              | None         | 3808      | 6        | 6                    |

Breathes Blast of Fire

Possesses the sword Retaliator (Card nr. 44)

Possesses the Staff of Sandoval (Card nr. 46)
<table>
<thead>
<tr>
<th>Character</th>
<th>Race</th>
<th>Stats</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Krawn the Crazy</td>
<td>ORC</td>
<td>Magic PL 1</td>
<td>Taur of the White Ores</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Magic PL 6</td>
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</tr>
<tr>
<td></td>
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</tr>
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<td></td>
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<td>Home Hex 1614</td>
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</tr>
<tr>
<td></td>
<td></td>
<td>Magic Profile</td>
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<td>Magic Resistance</td>
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**Talisman of Orb**

**The Black Hand of Death**

This item allows the casting of the Black Hand of Death spell at the cost of two Manna Points. In addition, it increases the Fighting and Endurance of the wielder by ★ 4.

**The HellGate**

The HellGate allows the possessor to 1) cast a Firestorm spell that affects two adjacent hexes; 2) control a bound Demon for 2 Manna Points and dispense with the aid. A bound Demon cannot act at the same time as the demon's possessor.

**The Staff of Sandoval**

The Staff allows the possessing Character to cast spells one Power Level higher than he normally would be able to. It has 15 Manna Points stored in it, and may be used in this manner. The Staff can be summoned from the hellgates and may not cast Summon Force or Contact Higher Plane.

**Lightning Lord**

Lightning Lord increases Characteristics of its possessor:

- Magic Profile: + 1
- Leadership: + 1

May not be used in this manner.
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Loki Hellsson
(The Dark Lord)

Eodred the Sorceress

Dierdra

Unamit Ahazredit

Theregond the Mage

Peg-Leg Gonzo

Chairman Naskhund

Snorri Gundarchuksson

Emperor Coron III the Unconquerable

Gerudirr Dragonslayer

Zurik Bladebreaker

Krawn the Crazy

Loki Hellsson
(The Dark Lord)

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Snorri Gundarchuksson

Emperor Coron III the Unconquerable

Gerudirr Dragonslayer

Zurik Bladebreaker

Krawn the Crazy
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<td>ORC</td>
<td>Chairman Naskhund</td>
<td>First Comrade of the Orcish Revolutionary Coalition</td>
<td>3</td>
<td>8</td>
<td>Yellow</td>
<td>1611</td>
<td>5</td>
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<td>14</td>
<td>HUMAN</td>
<td>Peg-Leg Gonzo</td>
<td>The Mad Necromancer</td>
<td>3/2/1</td>
<td>7</td>
<td>Blue</td>
<td>3150</td>
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<td>Possesses the Black Hand of Death (Card nr. 43)</td>
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<td>13</td>
<td>HUMAN</td>
<td>Theregond the Mage</td>
<td>The Excellent Enchanter</td>
<td>4/3/2</td>
<td>14</td>
<td>Red</td>
<td>2133</td>
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<td>24</td>
<td>ORC</td>
<td>Krawn the Crazy</td>
<td>Tour of the White Orcs</td>
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<td>6</td>
<td>Yellow</td>
<td>1614</td>
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<td>23</td>
<td>DWARF</td>
<td>Zurik Bladebreaker</td>
<td>Dwarflord of Zirkast</td>
<td>5/4/3</td>
<td>12</td>
<td>Blue</td>
<td>2517</td>
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<td>DWARF</td>
<td>Gerudirr Dragonslayer</td>
<td>Master of Dwarfhaven</td>
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<td>Emperor Coron III</td>
<td>the Unconquerable</td>
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<td>Last Emperor of the House Brandon</td>
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<td>SWAMP-CREATURE</td>
<td>Sligoth</td>
<td>Lord of the Swamps</td>
<td>3/2/1</td>
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<td>Blue</td>
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<td>Weldon</td>
<td>Freebooter of the Serpentine Sea</td>
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<td>Almuric</td>
<td>Man of Ancient Quenesey</td>
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<td>Blue</td>
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<td>HUMAN</td>
<td>Zareth</td>
<td>Nemesis of the Order</td>
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<td>None</td>
<td>1246</td>
<td>6</td>
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<td>3</td>
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CONJURED UNITS

INDEPENDENT HUMAN

DIPLOMACY MARKERS

KRAANTA

SPIDER FOLK

GOBLIN

WHITE ORCS

W OF WEB

MARKERS

SWORDS AND SORCERY Countersheet B [Front]
