

## Bone Armour



**Chainmail Shirt:** Heavy but protective, a chainmail shirt hangs from the shoulders to just below the groin, covering the chest, arms and abdomen. Some wearers belt the overlapping chainmail with a heavy leather strap to keep it from swinging too much while in motion. A chainmail shirt is lined with soft leather, especially up around the shoulders, where the weight tends to cause abrasions, bruising and eternally sore muscles.

**Chainmail Skirt:** A chainmail skirt hangs to the knees and allows for maximum freedom of movement without sacrificing protection for the lower body.

**Chainmail Trews:** Essentially a pair of pants crafted from chainmail, these trews offer the same protection as a chainmail skirt but are slightly more cumbersome to wear for extended periods of time.

**Crabclaw Gauntlet:** A specialised tool for one-handed duellists, the crabclaw gauntlet is a thick metal 'glove' that extends halfway up the arm, just like any other. The part of this gauntlet that is exceptional is the single folded plate that houses the first two fingers of the wearer's hand. At the end of this thick finger-cuff is a latching mechanism that clasps the cuff to a socket at the base of the thumb plating – creating a sort of claw that holds any one-handed weapon firmly in its grip. Unless the gauntlet is actually broken, the wielder will continue to grasp the weapon or item within. A crabclaw gauntlet adds +50% to any tests used to resist being disarmed or having the clutched item taken from the gauntlet. It takes 2 Combat Actions to unlatch the glove.

**Duellists Half-Cape:** This is a length of flexible cloth that is often cut into a draped cape of sorts that hangs over the chest and unused arm during a swordfight. A number of stiff leather strips are sewn into the cape here and there, giving additional protection to the areas they cover. The half-cape's construction allows it to be twirled over one arm or the other as a Combat Reaction. This adds the cape's Armour Points to the covered arm if desired. Also, if taken from around the chest and held in one hand, the half-cape can be used like a buckler – offering no AP protection, but allowing a +10% bonus to Parry skill tests.

**Enamelled Breastplate:** Cast from either leather or tin before being painted repeatedly with stiff resins and alchemical agents, enamelled armour is beautiful and resilient without being too heavy. Due to its

### Riding Lizard Hit Locations

D20	Hit Location	AP/HP
1-2	Tail	3/6
3-4	Right Hind Leg	3/7
5-6	Left Hind Leg	3/7
7-9	Hindquarters	3/8
10-13	Forequarters	3/8
14-15	Right Front Leg	3/7
16-17	Left Front Leg	3/7
18-20	Head	3/7

### Weapons

Type	Weapon skill	Damage / AP
Claw	45%	2D6 / 4
Bite	40%	1D8+1D6

### Special Rules

*Combat Actions:* 2

*Strike Rank:* +7

*Movement:* 6m

*Traits:* Formidable Natural Weapons

*Skills:* Athletics 35%, Stealth 25%, Track 30%

*Typical Armour:* Scales (AP 3, no Skill Penalty)

**Mammoth:** These beasts are immense herbivores that are the ancestors of common elephants. See the Mammoth entry in *RuneQuest Monsters*, page 90 for details.

**Mule:** The infertile offspring of a male horse or pony and a female donkey, the mule was originally one of nature's little accidents that created a new tool for the world to use. Mules are domesticated extremely easily, and are good pack animals for those who cannot afford



Riding Lizard

# THE RARE & WONDROUS

This chapter covers a handful of rare items, weapons and such that require special rules or circumstances (and overall, Games Master permission) to even be included in *RuneQuest* games. Each section covers a different category of wondrous equipment and explains how it works, what it does and how it affects a game.

## Black Powder Weapons

Often discovered by accident when an alchemist combines sulphur, charcoal and saltpetre, black powder is a leap into warfare that changes worlds. Extremely volatile and flammable, the substance is a grainy grey-black concoction that burns rapidly when set to spark or flame, or explodes violently when packed tightly and lit somehow.

The following weapons and devices can be invented, crafted and used by characters with access to the black powder. With the exception of the thrown weaponry, all of the following weapons require a special Ranged Combat Weapon Skill – Black Powder – in order to operate successfully. Also, any weapon with a Load time listed additionally requires an unmodified Craft (Gunsmithing) or Mechanisms skill test with the listed bonus/penalty.

**Arquebus:** A smaller version of the musket with a shorter stock and an easier barrel to swab and re-pack, the arquebus is a powerful, two-handed rifle that can rip into armoured targets with ease. It is best used as a one-shot weapon due to its lengthy reload time, and many who use it attach a dagger or shortsword to its end to serve as a bayonet for when the enemy closes – should he survive the shot from the weapon.

**Blunderbuss:** This is one of the simplest forms of a black powder firearm, where a packing cup of powder is burned in order to propel small pebbles, shot and other scrap from the weapon's wide-barrel. The resulting explosion hurls the loose shot into a cloud of deadly projectiles. While these projectiles

may not have much in the way of penetration, they are very difficult to avoid and spread their damage out over multiple sections of a target. Anyone targeted by a blunderbuss not only has a –10% to their Dodge skill against the attack, but the damage rolled will be divided evenly (round fractions up) amongst 1D4+1 hit locations.

**Bomb, Hand:** A simple clay shell or metal sphere packed with black powder and fragments of shrapnel, a fuse, and capped in wax, the hand bomb is a deadly and dangerous device. After lighting the fuse the hand bomb then has 1D3 turns (rolled secretly by the Games Master) before it will explode on the same Strike Rank as it was lit, inflicting its damage to all targets within 5m. This damage is divided evenly between *all* body locations of a target (or body locations within the area of effect in the case of larger targets), deducting the AP from damage to each location. Should the user Critically Fumble his Throwing skill test, he drops the bomb at his feet where it explodes normally after the fuse burns its allotted time.

**Bomb, Projectile:** A larger version of the hand bomb, a projectile bomb is too heavy to be thrown (without a STR of 25 or more) and must be launched from a catapult, trebuchet or other propulsion device. It has all the same rules as a hand bomb, save for the fact that its fuse is designed to burn very slowly – but will ignite the bomb automatically upon impact with anything harder than soft soil. Otherwise, the fuse will detonate the bomb in 2D6 turns after it is lit. Otherwise, treat a projectile bomb exactly the same as a hand bomb (see above).

**Decksweeper:** A short-barrelled rifle with nearly no stock, the decksweeper is named for its frequent use on ships and boats. Packed like a blunderbuss, but loaded with a series of three slugs instead of shot, a decksweeper does not have the range of a rifle or the cloud-effect of a blunderbuss. Instead it has the ability to strike a target up to three times with deadly ricocheting slugs. When a target is 'hit' by a