

RuneQuest

Legendary Heroes

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INTRODUCTION

Throughout the teeming masses of souls that are born, live and eventually die in the spanning worlds of this reality are a handful of shining beacons of hope that show the rest what they are capable of. These brilliant stars of life are few and far between, making their appearances in the tides of normal lives truly special. They walk amongst their fellows like giants of deed and duty, living reminders that the world is shaped by the actions of the bold and powerful.

They are the legends of this world.

Legendary souls that have carved a niche in history through their actions, these heroes are what stories are written about and how epic tales are born. From the stalwart hero standing in the path of a hundred rampaging savages to the lonely wanderer who one day overthrows a corrupt king – Legendary heroes walk this realm in many forms. One universal rule, though, is that they seem to change the very pattern of the world in which they live.

These powerful and influential beings are often responsible for performing great deeds and services for others on a grand scale. Unlike the common hero who might champion the cause of a single mistreated servant, a Legendary hero would likely champion the cause of the kingdom that would allow such mistreatment to go on unchallenged. These heroes are a bane of evil and wickedness, raising their weapons against their foes no matter the odds or the possible cost. True legends are made from unquestionably strong stuff, with the results cascading down through future generations as folklore and fable.

Anyone can hope to eventually count himself amongst the small number of proven Legendary heroes. It takes dedication to a cause, the willingness to set aside personal goals in lieu of a higher purpose and more than a little luck in day to day struggles and adventures. It takes years – sometimes decades – to set the stage to turn a veteran hero into a legend. It seems to happen when the hero is least expecting it, born of a legendary act performed out of need rather

than want. Sometimes the hero does not even wish to become a legend, but wears the heavy mantle of his heroism on broad shoulders. Not because he *wants* to, but because he *has* to.

The movements and choices of these select few are felt universally. The common man wants to be them, the forces of good want to recruit them and the forces of evil fear and despise them. These are the adventurers that affect their worlds on an epic scale...

...and now you can join them.

How to Use This Book

This book is a guide to how to aspire to be, create and play as a Legendary character in the *RuneQuest* game setting. It explains what it takes to count a character amongst the ranks of the Legendary, and what it takes to survive there. It gives both Players and Games Masters the tools they need to add Legendary characters to their existing chronicles, or even to create a legendary campaign that should challenge even the previously unmatched characters of this level.

Legendary status adds a whole new power level to *RuneQuest*. This book contains scores of new abilities and skills that can be useful to any character, but will likely benefit characters of higher power and experience more than less-advanced heroes. Several of these new Legendary Abilities tie directly in with the massively augmented statistics required to obtain them – the kind of things that Legendary characters are made up of.

Also included in this book is a new way to get a high-powered character involved in larger scales of conflict. Using the of mass combat rules introduced in this book, Games Masters can host epic battles between armies in their games – using the Legendary characters as the driving forces behind one side or another. Whether it is a Legendary party standing in the path of a coming horde or leading the troops in a charge against teeming enemy forces, these rules will allow the Player Characters to be the ‘stars’ of the battle.

Playing a Legendary character can be daunting as a Player tries to find new and challenging quests to steer his character's choices and movements, so we have come up with several attractive goals for Games Masters to dangle in front of their Players. Between the addition of the new and ultimately powerful runes and many magical items and relics that could take decades to find and collect, we hope to give these characters something to aspire to.

For Games Masters, it can be very hard to deal with a chronicle full of exceptionally powerful Player Characters as they smash through well-laid plans with the brute force of their advanced characters. As a gift to the cunning masters of the chronicles out there, we have included a short bestiary of immensely powerful creatures and beings that should give any character a difficult time – even a Legendary character. With these beasts and their brethren at his disposal, a Games Master should be able to set decent opposition against his intrepid adventurers.

All in all, we hope that the addition of this book will inspire Players and Games Masters to create the epic and powerful tales that we have seen in so many of the novels, movies and comic books that have inspired us to create these games. Hopefully, the readers will embrace the material included herein and make some legends of their own.

What Does it Mean to Be Legendary?

Being a personality of Legendary status is more than just killing your first dragon or overthrowing your first corrupt emperor. It is a life comprised of a string of events so large and consuming that normal folk may disbelieve they ever happened unless they were there to witness them. It is having the cosmic forces of the universe vying for your success or failure, perhaps with your knowledge of their great game – perhaps not. It is what every glory-seeking adventurer wants to be, but sometimes regrets after having gotten there. Being a Legendary character is often more than a mortal soul should ever bear, even if it is the best fit for the job.

Legendary characters tend to always be where the action is (or perhaps the action is where *they* are), and fate finds a way to involve them in the happenings of

the world around them – no matter how some may try to avoid it. They are the ones who deal with the problems that kings and rulers despair over. At any given time, in any given reality, there are countless royal servants and couriers trying to seek out their legends to deal with the problems they cannot solve themselves.

When someone finally comes to terms with the fact that he is indeed a legend, whether it is quickly and proudly or slowly and reluctantly, he can look forward to being famous in one way or another. Legendary Heroes become local legends for the deeds they perform, and their stories spread to other places as word of mouth transforms their deeds into epic tales of good versus evil, where good prevailed over unfathomable odds – which may or may not be true. The facts can sometimes get blurred, but the core of the story almost always remains based in the reality of what the Legendary character actually did.

The life of a legend is a mixture of epic events and the sometimes long and winding journeys between them. Rarely does a legend perform common duties like the vast majority of his fellows. A Legendary character's reputation gives way for much kindness from his admirers. A village that recognises someone for his astonishing adventures might extend every ounce of hospitality to him, if only to get the hero to help them in some way. Some might just want to help the hero out of a moral obligation – to repay him for all the things he has done elsewhere. This is not to say that a legend will never pay for his meals or be forced to sleep in a stable from time to time, merely that his reputation can come with certain *benefits*.

Such a reputation is not always good, however. Legends tend to have equally powerful enemies, and are sometimes even unaware of them. This can bring hordes of foes to the places that a hero has been or is going, putting everyone he comes into contact with in danger. Villages can lay in ruin after a legend has come and gone, torn asunder by enemies looking for clues as to where the hero has gone. No one is truly safe in a Legendary Hero's path or in his wake, as his enemies.

For these reasons, most legends travel alone, or in small groups of other characters of similar status. Unless prepared to defend their holdings against the evils of their teeming enemies, they must be nomadic beings bent on battling the evils of the world on their

own terms – hopefully without putting too many innocents at risk. Unfortunately, when the legends' enemies come for them at the worst moments, the loss of innocent lives cannot always be helped.

Five Good Things about Being a Legendary Hero

The following are five reasons a hero might aspire to achieve Legendary status. Each entry describes the effect that particular reason has on a character, his friends, perhaps the world around him and his adventures.

Moral Stance

Most Legendary Heroes are unequivocally good. What they do and how they do it upholds the forces of Order, figuratively if not literally. The styles of the adventures and quests they undertake often draw a firm line against the forces of darkness and Chaos. It is this defined sense of 'good guys' and 'bad guys' that some legends find solace in.

Knowing that they are doing the 'right thing' time and time again, Legendary Heroes can persevere in their actions without fear of questionable outcome. As far as they are concerned, they are *always* fighting for the right side. It is this moral blanket that can also blind these heroes to any repercussions that could occur due to their do-gooding.

Whether or not his morality is a shield, weapon or crutch depends on the individual hero, or the circumstances he immerses himself in. Being a Legendary Hero and wielding the sort of power that these heroes typically do is no easy task, but can be made easier by standing on the moral high ground.

Rewards a Plenty

At the end of every story or fable the hero is showered with adoration and gifts from the people he has saved, freed or otherwise performed his legendary deeds for. Kings give away princesses, common folk hold parades and celebrations and religions create new holy days in their names. Unless the hero waves these gifts of thanks off (which often incurs redoubled efforts

to reward), he can count on having no lack of coin or service in the lands in which his reputation holds sway.

Power and influence over entire kingdoms can be the wage a hero is paid in some circumstances, with the hero becoming an honoured guest or even a surrogate member of the royal family through the duties he has performed on behalf of the rightful rulers of a land. When evil domination looms its black shadow over a populace, only to be cut free or shattered by the vengeful stroke of the hero's weapon – nothing of this earthly plane seems enough to repay him.

One type of reward that seems to appear in legends all across creation is that of the unique or powerful relic. These items can be so old and powerful that the locals do not trust them in the hands of anyone save the lone hero that is willing to use them on the people's behalf – and *may* be powerful enough to use it properly. By proving their abilities and worth through their epic adventures, Legendary Heroes earn the right to carry these items of great power. Through years of legendary travels and heroic quests, adventurers of this status have the opportunity to gather a number of these fabled items. In fact, some *count* on it.

World Travel

Even more so than a common bard or troubadour in a nomadic carnival, a Legendary Hero that still is active in his adventures will see lands that local folk might think a dream. Ancient ruins, sacred temples, ghostly islands and the like are where the quests of a legend often take these heroes to fulfil their duties. Powerful beings of darkness and evil – exactly the sort of antagonists that comprise so many of a legend's enemies – tend to twist and warp the places in which they reside.

Not only do heroes often have to travel far and wide to get to their enemies' lairs, they often need to obtain rare or very specific items or ingredients from faraway places in order to foil their foes' plans. It is in the nature of the villain to attempt to further his own goals by making things as difficult as possible for anyone who tries to stop him. This leaves the task of stopping villains to those heroes willing to literally go to the corners of their existence (perhaps beyond!) to be victorious.

The constant dangers that a Legendary adventurer tends to uncover or attract in his travels ensures that heroes of this calibre move around a great deal. They live lives full of trials and discovery, and they are often led by their adventures to the farthest reaches of their worlds. Some might take note of special locations that they may one day return to, seeking that 'perfect' place to set down their weapons and retire from the lives they have chosen. More than a few legends seemingly disappear off the face of existence, when in reality they have simply gone back to their favourite memory of their travels – a place where they will be able to live in relative peace.

Leave a Lasting Mark

Legendary Heroes cannot help but make lasting changes in the places they perform their duties. The type of adventures set before them dictates major action and often involves some kind of greater good or community. Legendary Heroes are always subject

to the fact that the vast majority of the worlds around them are likely to be less powerful than they themselves are... and therefore submissive to their whims and actions. It may or may not be a hero's wish to force such change on local communities or histories, but it often happens.

Some heroes actually look to leave their mark on purpose, changing the world in subtle (or sometimes not-so-subtle) ways in hopes of making it a better place. By defeating the evils of a world while bolstering the forces of good, a Legendary Hero can shift the balance, altering a world's environment on many levels. A kingdom that owes a hero the life of its king or queen will be much more likely to adjust its governing policies for that person. An army led by a living legend will often act in his image, becoming a multitude of instruments dedicated to the will of their leader. A community that watches as an epic hero slays the immortal beast that has been ravaging them will forever remember the act, and will produce like-



mindful folk who may one day go and do the same for another community. It is a great responsibility that Legendary heroes wield, and one that cannot be taken lightly.

Die a Good Death

Everyone remembers their favourite hero's last moments. His final battle, his final victory, his last words... these are the cornerstones of myth and legend. One thing that a Legendary hero is almost guaranteed is a good and proper death in the throes of an epic battle or the aftermath of his greatest accomplishment. For a normal adventurer, who has his entire career of questing and travel ahead of him, this might not seem like much of a benefit of legendary life. For someone who has lived the hero's life and seen the four corners of the world, it is satisfying to leave the world in a way befitting the impact he left upon it.

Legendary adventurers are rarely claimed by death on behalf of a lucky arrow or foot soldier's sword stroke. They are brought down by a dozen elite warriors at the centre of the battlefield, or are laid low by the crumbling of a great dragon's lair after the magic protecting it dies with the beast. A legend does not simply *die*; his life comes to a close like the covers of a fine book. Generations of people will talk and remember how their hero passed on – and his death will become a mark in history that shall never be fully forgotten.

Few heroes ever *want* to find their good deaths, they simply *do*. The lives they lead and the enemies they make, set the stage for their final scenes and hopefully give them enough time to perform their great deeds before death comes to pass. Some legends evolve into something else on the lips of commoners after they succumb to death, becoming greater than even they were in life. Stories about their exploits and their passing swell and mutate into epic tales of single-handedly fighting back the daemons of Chaos itself in order to pass into the heavens unabated. The thing is, sometimes these tales are not that far off from the truth.

Five Bad Things about Being a Legendary Hero

The following entries are five reasons an adventurer might think about retiring before achieving Legendary status. Each entry describes the effect that particular reason has on a character, his friends perhaps the world around him and his adventures. The reasons for a character to avoid becoming a world-renowned hero are not limited to these by any means, but these are five examples as to why he might not want to become a living legend after all.

A Tempting Target

Powerful villains and other greater servants of evil will likely keep a close watch on up and coming Legendary heroes in order to know who will try and foil their schemes as their careers progress. Unlike heroes, who often tread within the boundaries of fair play and look to battle only those adversaries of their own experience or higher – evil doers are not so kind or fair. A rising hero is just another target that can be snuffed out long before he can become a problem for the villain. This means that a rising star working his way to becoming Legendary will likely have countless obstacles and deadly traps set in his path.

Once a hero overcomes these hardships and can count himself amongst the most powerful adventurers ever to have lived – it only gets worse. Unlike before, when he was merely being stunted from growing into what he has become, the greater forces of evil now see a very real threat. This means that wherever the legend goes he will find great and terrible trials of his skill and tenacity, most likely arranged by one of the greater evils that does not wish to ever have to cross paths with the hero. It is these ambushes and quests-within-quests that hopefully keep the Legendary hero from the true villain's plots – or so the villains hope.

A Legendary hero does not just have the major evil forces to contend with. Many lesser servants of dark beings or villains looking to climb their own social ladders will come to stand in the path of a well-known hero. Should they be the one to fell a legend, they are destined for infamy – something that most minions of

evil aspire to, just as heroes aspire to greatness. It is up to the individual hero to decide how to deal with these minor foes, as they could one day grow into future problems if he does not. Problems that will no doubt come for him time and time again, unless stopped somehow.

Choose Friends Carefully

With the constant harassment from evil and Chaos besetting him on all sides, a Legendary hero must always be aware of the danger his very presence poses to his friends and allies. His high profile existence can steer some rather powerful adversaries and hardships his way, which anyone close to him will likely have to endure as well. It is the nature of the role he has chosen to portray, but it comes with all of the benefits hand in hand.

Unless a hero's travelling companions are as experienced and powerful as he is, he will always need to look out for them when trouble comes looking for him. Monsters that are part of legendary quests rarely stop to ask a hero's friends to stand aside while the two of them battle. Camaraderie and loyalty dictate that these allies – even though they are far outclassed and outmatched – will still stand by their friend's side, no matter the odds of their survival. Unless a legend wants to travel his world alone, he needs to be very careful who he chooses as his closest companions.

This also goes for fly-by-night friends made during his travels. Becoming close with anyone in passing can be a deadly affair as well. The forces of evil are not always *ahead* of a hero's travels, and they sometimes are not too far behind, either. A Legendary hero that leaves a village filled with those who he might call friends leaves behind a number of possible hostages or torture victims that his enemies can use to call him back or simply crush his morale. A legend that returns to a village he once enjoyed only to find it in ruins and littered with the savaged bodies of his former friends would have to be stonehearted not to waver at such a sight. A hero's enemies will not spare the use of a tool to get at him, even one as bloody-handed and vile as that.



Privacy is a Myth

Once a hero is considered Legendary, he can expect to be under others' magnifying glasses. His enemies will want to know his every move, his friends will want to know where he is in order to be part of his epic adventures and his admirers will want to be sure to see the adventures unfold with their own eyes. The Legendary Hero will be a part of history – whether he wants to or not.

No matter how hard a legend tries to stay out of the attentions of others, he is *always* being watched. Maybe not by eyes of flesh, but someone, somewhere is paying attention to the movements and actions he performs every day. No amount of wandering or disguises, solitude or stealth will be able to keep a true legend from the people seeking him. There will always be some way of tracking him down and seeking him out. A living legend must know that his life – from the moment of his first legendary act – will always be half at the mercy of those he is fighting for and half at the mercy of those he is fighting against.

While this means a steady stream of adventures to fill a Legendary Hero's life with excitement, it also means that any semblance of a private life is nigh *impossible*. If such a hero creates a family somewhere, that family will become a physical tie to the legend and will forever be sought as a way of finding the hero. If a hero builds a kingdom on the riches of his epic adventures, it will be filled with those seeking its creator. A living legend can look forward to never being bored, but he rarely knows the peace of a moment alone.

Epic Mistakes

When everything a hero does is documented by a hundred bards who will each tell a thousand listeners, a single error in action or judgment can become etched in history forever. When a hero's life revolves around such titanic events and momentous choices, even a single mistake can be felt like the wake of a stone being dropped in a pond. Even worse, *no one will ever forget it*.

No matter how many dragons are slain or evil rulers overthrown, a single mistake at the wrong time can overshadow an entire career of worthy deeds. The heroic status of more than a few legends has come to question when an innocent bystander is slain, or when the hero cannot stop a villain from completing a massive ritual. Whether or not the result was foreseeable or even really the hero's fault – he is likely saddled with it for life. Legendary Heroes must take great precautions not to swing their mighty weapons or wield their mighty magics recklessly, lest they accidentally manage to harm someone or something unexpected.

When a hero of this calibre actually does commit a grievous error, he must also be willing to go on a very difficult and epic quest in order to set the mistake right somehow. Taking the fallen body of an accidentally slain boy to the gates of the Underworld itself to fight Death for the child's life, or retrieving the sands of time from the Lord Djinn in the far desert – these are the types of legendary acts that an epic hero may need to undertake in order to repair the damage he caused. Such power as a legend wields requires painstaking responsibility, and cannot simply be taken for granted.

It is Never Over...

One thing that a Legendary hero learns as his life progresses through adventures and fables is that he no longer has a real choice to perform the acts he does – he *must* do so. Once a hero has been shown to be of such strong stuff, the world will turn inward upon his actions and it will feel as if all of creation is seeking him out on a daily basis to keep it from falling apart. Such responsibility comes with a great amount of stress, and eventually many of these legends want to fade from the public eye and retire. Most of the time, this just is not possible.

No matter how far they go, or how vehemently they refuse to accept quests, these heroes will still have to deal with the fact that they are legendary. Their past deeds are so blinding and great that no amount of pleading with those who seek them out can dissuade their requests. Kings will barrage them with emissaries and messengers until they finally accept, knowing that their only way to survive is on account of the legend in question. It is no small deed to find where a legend is lurking, and sometimes it comes at great cost – monetarily and otherwise. However sad for the hero looking for retirement, it makes sense for their petitioners to seek them out at all costs.

Some 'retired' heroes will eventually give in and rejoin the ranks of active adventurers, only to finally be slain by the epic quests they are to undertake. It is a sad thing when a legend passes on, but the world remembers him always and mourns his actions as much as they do the person himself. This is the only true end a legend has to look forward to – an eventual trip to the afterlife in the service of heroic deeds. Even then, there have been tales of legends returning from the grave to answer a call to arms...

So the Legend Begins...

Now that the stage is set and the chroniclers' quills are sharpened and poised, we can begin to set down the words of new legends. If you are quite ready to join those who have battled before you; if you are willing to walk as a giant amongst men then turn these pages.

You are about to make history...

CROSSING INTO LEGEND

This chapter is the ‘how to’ of Legendary characters. It explains exactly when a character should be considered Legendary, what that means to him and the Games Master in game terms, how to create Legendary characters and how they affect the greater *RuneQuest* rules system.

A character does not necessarily become a Legendary Hero simply by becoming a Runelord or Runepriest. This new level is not to be trifled with – it is something to be revered and feared. There is a definite majority of Legendary Heroes that are already Runelords, but it is not unknown for a common barbarian who has lived a heroic and fortune-filled life to become a legend.

This guide shows characters how to become some of the most powerful beings using the *RuneQuest* system, and is a tool for Games Masters to make it an enjoyable experience.

Legendary Characters

Characters that have been in play for a long while and have advanced into truly powerful beings by performing deeds that mark them in history are *legendary*. There are several abilities, powers, runes and items in this book that ‘require’ a character to be in the Legendary character experience tier, which is a difficult thing to measure by deed or reputation alone.

Characters who are Legendary have at least five skills at 150% or higher.

In case a Games Master wants to simply run a Legendary campaign or create Legendary Non-Player Characters, here are the ways he should alter character creation in order to create characters of the Legendary experience level. All characters made in this manner should still begin with Background and Profession skill points and other awards.

Legendary Hero

- ☒ **Age:** A Legendary character should be 35 years old or older.
- ☒ **Free Skill Points:** A Legendary character receives 700 free skill points and individual skills may benefit from a maximum of 125 free skill points.
- ☒ **Money:** A Legendary character should be given 30 times normal starting funds to purchase equipment.
- ☒ **Characteristics:** A Legendary character receives 2D8+2 additional Characteristic points, which may be split between their characteristics as desired.
- ☒ **Runes:** A Legendary character should have 2D8+2 runes (above and beyond any integrated from their profession). These should be rolled for randomly (see page 65 of the *RuneQuest* rulebook). They may or may not be integrated as desired.
- ☒ **Status:** A Legendary character may be a Runelord of a cult, if they possess the requisite Legendary Ability.
- ☒ **Hero Points:** 15
- ☒ **Legendary Abilities:** A Legendary character may possess any three Legendary Abilities as long as the character meets all their requirements.

Using the above set of rules and guidelines, Players and Games Masters can create Legendary characters. In this way they can quickly begin adventuring in a high-powered Legendary campaign using the rest of the information in this book. Of course, there is nothing to stop Games Masters from adding Legendary hero classed characters to existing campaigns to raise the overall level of power involved, but they should be warned – some of the tools at a Legendary Hero’s disposal are *very* powerful.

Legendary Contests of Skill

The options presented here in *Legendary Heroes* allow for characters of truly awesome potential to engage one another, whether it be in a battle of arms, wits or skill. From the mighty warlord battering past the defences of his greatest foe to the master thief sneaking past the ever watchful eyes of highly trained temple guardians, the rules given below will extend the conflicts possible in *RuneQuest* to the very highest levels of play.

Most heroes will only encounter skills greater than 100% very rarely – if ever – in their careers, but those few who cross the nebulous boundary into legendary heroism will find themselves contesting with supremely skilled individuals on a more and more regular basis. Because of this, when the campaign revolves around *Legendary* heroes this rule should be used as an addendum to the rules on page 21 of the *RuneQuest* core rulebook regarding very high skills and opposed tests.

Whenever an opposed test involves a skill exceeding 100%, somebody has to succeed. If the test indicates that both skill users have failed, immediately roll again until someone succeeds.

For Example: The Lady Lockley, a legendary thief, is attempting to infiltrate her way into the afterlife. After taking into account her prodigious ability, the level of lighting and the availability of cover, her final Stealth skill total is 240%.

First, the Lady attempts to sneak past the watchful spirits that guard the approach to the gate. They are mystical beings, but their senses are no better than the mortals they once were – they have a mere 60% in their Perception skill. After halving the skill totals twice, the Lady has 60% and the watch spirits have 15%. The spirits roll 42, and fail, but the Lady rolls 79 and fails as well! Normally, the spirits would win this opposed test, but because this is a test against a legendary skill this is not the case. Instead, the test is rolled again and this time the Lady succeeds and the spirits fail. She slips past them as unnoticed as a passing breeze.

Then, the Lady encounters a celestial guardian, an eternal giant tasked with keeping intruders out of the afterlife. His Perception skill is 360%. After halving twice, the guardian's skill total is 90% and the Lady's Stealth skill is reduced to 60%. This time, the Lady succeeds with a 59, but the celestial guardian succeeds with 81. Since both succeeded, but the celestial guardian's result was higher, he wins the opposed test. He spots the Lady with his piercing vision and bellows a challenge. Luckily, the Lady Lockley has a legendary score in Influence as well...

New Advanced Skills

Characters that spend years, if not decades, in the life of an adventurer will use a vast array of skills and talents in order to survive the tests and trials placed before them. While the main *RuneQuest* rules offer a large number of these specialised Advanced skills, there are a few more that will be helpful – especially in a campaign involving *Legendary* characters.

The following is a short list of new Advanced skills that any *RuneQuest* character can pick up in his

life, even though some are quite obviously slanted toward a *Legendary* character's lifestyle. These skills are unlikely to be unbalancing for a less powerful campaign, but the final say as to whether they may be chosen by a character is up to the Games Master.

Each Advanced skill listed includes its name, relative Characteristic, narrative description and an example of its use.

AUGURY (POU+WIS)

The semi-mystic ability to read the ebbs and tides of the future in the entrails of the recently slain is a very old practice that goes back to the ages before towns and cities. A skilled augur (someone who uses the Augury skill), like any mystic fortune teller, can predict vague events in the future through elaborate rituals. A twisted bowel or a striated liver are the tea leaves and tarot cards of the users of this skill. It is their uncanny knowledge of how to read these grisly items that makes users of this skill eerily accurate.

An augury can be performed for the augur, or for anyone who requests one and stays present during the ensuing ritual. It has been a longstanding tradition for many kings and generals to call for an augury before making a massive decision, and some swear by the effects.

By performing a time consuming (1D6 x the SIZ of corpse being read in minutes) ritual involving the visceral cutting, sifting, weighing and inspection of a dead body, the augur can call for an Augury skill test. If successful, divide the value of the successful roll by 10, rounding up. The result is the number of skills that the Games Master must choose for the augury to affect. Once in the next 24 hours the user of this skill (or he for whom the skill was used) can re-roll a skill test involving *one* of the named skills. Should a Critical Success be rolled, the Games Master does not need to name any skills at all – the augury covers all of them due to a strange stroke of luck. Should a Critical Fumble be rolled, the augury is so dismal and bleak that the interested party suffers a –10% penalty on *all* skills until he manages to succeed in five separate skill tests to assure him the bad reading has passed.

Toi, a duck hero with the Augury skill at 64%, has been asked to foretell the possible outcomes of an upcoming battle for his dwarfen general friend. He chooses a wildcat (SIZ 10) for its ferocity and rolls a three on the time it will take. Thirty minutes later (SIZ 10 x 3) Toi rolls his augury and scores a 38 – a success. The Games Master tells Toi's Player that the augury gives its reading to four skills (38 rounded up to 40, divided by ten): Acrobatics, Dodge, Perception and Command. Toi informs the dwarfen general of his findings, and goes to his bath to wash off his feathers.



Command (CHA+POU)

The Command skill forms the basis for leading units into larger-scale battles (see the Mass Warfare chapter for further details). It defines the degree of expertise for the character and tests are made whenever a Player Character is attempting to influence a unit of individuals in a military situation. The skill is covered below as to what sort of special uses it offers, but the greater overall use of Command is covered in the Mass Warfare chapter.

Characters with Command have the knowledge and capability to do the following:

Cavalry Tactics: Leading a charge of heavy horsemen under volleys of arrows while trying not lose momentum, all the while knowing what waits at the end is a line of fortified pikemen – that is the essence of a good cavalry commander. Trampling the enemy under iron-shod hooves while cutting and hacking away from above requires a steady control of a commander's mount and the unit around him.

A character must have at least 75% in the Riding Basic skill before being able to apply his Command skill to warfare actions involving mounted combat. Anyone without this prerequisite takes a –25% penalty to their Command skill when leading cavalry.

Infantry Tactics: Joining a unit of men going on foot into the midst of a harsh battlefield takes a level of bravery and loyalty that is awe-inspiring to the common man. Leading them to victory over a foe with superior numbers or skill takes sheer determination and a supreme trust in the men of the unit. There is nothing more thrilling and dangerous on a battlefield than to be at the head of its infantry.

A character must have at least 75% in any Weapon skill before may apply his Command skill to warfare actions involving infantry. Anyone without this prerequisite takes a -25% penalty to their Command skill when leading infantry.

Siege Tactics: Standing by and directing the activities of siege machine crews takes bravery, patience and skill. From the necessary arc of the catapults to the proper time to drop the ramp of a palisade tower, a commanding voice can be the difference between a crushing victory and a bitter defeat.

A character must have at least 50% in the Mechanisms Advanced skill before he can apply his Command skill to warfare actions involving siege crews and siege weapons. Anyone without this prerequisite takes a -25% penalty to their Command skill when in charge of a siege machine.

MARTIAL PROWESS (STR+POW)
There is nothing more impressive than a single warrior standing defiant amidst a circle of foes, fighting them off without fear or concern for the danger. By the flashing of attacks and parries, he seems to be more than just a single combatant in battle – he is a true force to be reckoned with.

A character must have 125% in two or more Close Combat Weapon skills before choosing to take this Advanced skill.

Whenever outnumbered in Close Combat, a character with this skill can trade in his first Combat Action to call for a Martial Prowess skill test. Whatever the number is on a successful test, it should be noted for the rest of the round. All enemies that wish to attack the character for the remainder of the round must first roll their Persistence skill against the character's Martial Prowess result. If they succeed they can attack

as normal. If they fail, they will suffer -25% to their Weapon skill roll to hit.

Should a character roll a Critical Success with Martial Prowess, he may add an additional Combat Action after his last normal one (Strike Ranks still apply). If he fails with a Critical Fumble, however, he loses an additional Combat Action and this skill does nothing for the round.

Perceneus, a master swordsman of many styles, is surrounded by broo spearmen. As his first Combat Action, he chooses to crouch into his defensive stance – calling for a Martial Prowess skill test. He rolls a 55 against his 72% – a success! For the rest of the round the broo will need to roll an opposed Persistence skill test against his 55 in order to attack him at all!

SIEGE MACHINE OPERATION (INT+DEX)
Aiming a catapult, dropping a siege tower's landing ramp or fitting a battering ram with the proper density head are not simple tasks that can be performed by just any character. These tasks take a special talent and understanding of the machines at hand.

This skill covers the operation of a single type of siege machine (catapults, ballistae and so on) and must be taken multiple times if the character wishes to use multiple types of siege machines effectively.

WEAPON MASTERY (DEX+STR)
As an adventurer travels through his life he tends to rely on one weapon or another, quickly becoming a specialist in it. Those that rely fully on their specialised weaponry eventually become so attuned to their chosen weapon that it becomes an extension of themselves. In essence, the adventurer becomes a true master of his weapon.

Only a character with 150% or more in a single Close Combat or Ranged Weapon skill can choose this Advanced skill, and even then it can only be focused on a single weapon that uses that Weapon skill.

Use this skill instead of the character's normal Weapon skill to attack. If successful, all damage dice from the weapon (not Damage Modifier) are doubled. This is not to show any unnatural empowerment of the

weapon or anything, merely the extremely high skill with which the character wields it.

Hador the Barbarian Lord is a true master of the great axe, with a 160% skill in 2H Axe! Having started to use the Weapon Mastery (Great Axe) skill in its place for a few months, he has accumulated a respectable 44%. When he uses the Weapon Mastery skill in place of his 2H Axe, he actually gets to roll a massive 4D6+2 (doubling the normal 2D6) and then adds in his bonus dice for Damage Modifier and Legendary Abilities. Very little can withstand a full swing from Hador the Barbarian Lord!

New Magic Skills

In addition to the array of new abilities that Legendary characters (or others, depending on the Games Master) have to choose from, there are also two new Magic skills that are available to characters with the proper prerequisites.

Runefinder (WIS+POU)

The world is littered with runes of power; all someone must do is learn where to find them. Most runes are found by happenstance or accident, but some people can learn to actually seek them out. If these folk pay attention long enough to the signs and symbols the world leaves for them to follow, they can seek runes like a hunter seeks prey.

A character must have no fewer than five runes of power integrated into himself, and must have found at least one of them through questing in the wilderness.

A character with this skill can effectively steer himself toward places in the wilderness that might support natural runes of power. With a successful skill test the character should be given clues as to where to find the nearest rune (or place likely to have had one). This skill is highly subjective and up to the Games Master to function properly, but successful skill tests should at least bring the character closer to finding more runes.

Yavi, a local Runepriest, wants to gather a few new runes for his cult acolytes. He has always been good at finding runes in the local foothills, and has a Runefinder skill of 64% to show for it. This morning

he grabs his staff and takes to the wilds, rolling a close success of 58% – no guarantee that he will find one, but he feels confident nonetheless.

Runewatcher (WIS+POU)

Those who spend a great deal of time around the magic of Runecasting can oftentimes feel the magics of specific runes as they are unleashed. Like a connoisseur of fine wines at a vineyard, those attuned to the flow of Rune Magic can almost taste it in the air around them.

A character must first have at least four different Runecasting skills at 50% or higher before being allowed to take this skill.

A character with this skill is adept at seeing what sorts of runes are integrated into someone, and even better at telling what sorts of runes are being used to cast spells in his presence.

Srying: By spending an entire round watching the movements and activities of a target, a character can call for a Runewatcher skill test. If the target has a reason to try and hide his runes, he may oppose the character with Stealth or Sleight. If it is determined that the character is successful, the Games Master can tell him if he can see signs of any integrated runes on the target.

Spell Knowledge: Whenever a Rune Magic spell is cast in the presence of the character with this skill he can make a Runewatcher skill test to decipher what kind of rune it came from, and from where (if the source is within line of sight). This may not give the character a great deal of information in the middle of a battle – but could be invaluable in some circumstances.

King Phaetos, a former world traveller and Legendary character, is holding court when a stranger hobbles in on a well-worn runestaff. Knowing this could be trouble, Phaetos looks the man over very closely. Rolling a 12% out of his 67% in the Runewatcher skill, the Games Master explains that the stranger bears at least two runes of Chaos, and the sign of one large rune of Fire. Phaetos nods to his guards – this will likely be trouble.

MASS WARFARE

Some of the most memorable moments in our favourite epic tales do not happen at the feet of a dragon or in the second circle of a netherworld hell; they happen on the battlefield. The ground is churned to mud under ranks of booted and hooved feet, with the drums of battle echoing out over hundreds or even thousands of soldiers.

With this chapter, we bring a new style of conflict and combat to the *RuneQuest* rule setting. Larger-scale conflicts, called ‘Battle Scale’ combats, open a completely different paradigm for Games Masters to use in their games. They could set their games in times of tension and political struggles, only to later plan a massive multi-faction war that will sweep across the land and devour the characters – forcing them to fight for one side or the other.

The rules found in this chapter are designed for a very high narrative aspect of combat, hopefully removing the ‘swing-hit-swing-miss’ feel of some multi-combatant fights. It will give Players the ability to become involved in several different ways, from the tactical planning of unit movements and the actual leading of units, to the timing and aiming of massive siege engines capable of shattering castle walls.

Battle Scale Combats

A Battle Scale combat is any combat that the Games Master feels is too large to be run using the regular *RuneQuest* method. In a Battle Scale combat, combatants are arranged into units. The exact number of members in a unit, or the size of battle that makes it large enough to qualify as Battle Scale are variable and based on the campaign’s needs. If a Games Master is comfortable running a twenty-on-thirty combat in the regular *RuneQuest* method, he is welcome to do so.

In Battle Scale there are several terms that will be used throughout the chapter that both Games Masters and Players will need to be familiar with. Here is a list of those terms, and a short description of each one. They will be covered in more detail as the chapter progresses.

Action Declaration Phase: The phase of a Battle Turn in which each unit chooses what Battle Action they will be performing.

Action Execution Phase: The phase of a Battle Turn in which each unit performs the Battle Action they chose in the Action Declaration Phase.

Action Preparation Phase: The phase of a Battle Turn in which each unit makes any pre-action skill tests or special rolls in order to function properly during its Battle Turn. Some units are not required to do anything in this phase.

Aftermath: The end segment of any Battle Turn, where each unit reacts to that turn’s activities if necessary.

Battle Action: The type of activities a unit may perform in Battle Scale combats, such as *Stand and Fight!* or *Fire at Will!*

Battle Turn: Just as normal combats are broken into rounds, Battle Scale combats are broken into Battle Turns.

Cavalry: Any unit made up of soldiers on mounts, or that act as if mounted (Centuars and so on).

Defensive Value: The overall ability a unit has to avoid being damaged. This is further split into Close Combat Defensive Value and Ranged Defensive Value.

General: The character in charge of the entire army.

Health Value: The amount of damage a unit suffers before losing a member.

Infantry: Any Close Combat unit made up of soldiers on foot.

Morale: The term used to describe the mental well-being of a unit; serves to determine if and when the unit will be routed.

Offensive Value: The overall ability a unit has to inflict damage, split into Close Combat Offensive Value and Ranged Offensive Value.

Rout: The specific moment when a unit’s Morale is reduced to zero, meaning that they run away from battle.

Siege: Any unit made up of siege engines and their crews.

Support: Any unit made up of soldiers equipped in some way to fight at range, most commonly archers or crossbowmen.

Unit Commander: The character in charge of a given unit.

Battle Scale Units

Every unit involved in a Battle Scale combat has the same basic statistics. These statistics are derived from the soldiers, mounts, machines and characters making them up, and are recorded as an information block – a sort of ‘character sheet for the unit’. Here is an example of a Battle Scale Unit’s information block:

Name of Unit

This is the name of the unit, usually assigned before the battle by the General or the Unit Commander.

Unit Commander

This is the character that has accepted the role of commander for the unit. If this is not a specifically designed character, the Unit Commander position falls to the member of the unit with the highest Command skill score. If no one in the unit has the Command skill, the person in the unit with the highest Influence skill gets the Unit Commander position.

Command Rating

This is the relative Command skill score of the chosen Unit Commander. If the Commander does not have the Command skill, he may use *half* (round down) of his Influence skill instead.

Morale

This is the base level of confidence the unit has in its chances on the battlefield, and is heavily modified during the course of battle. At the start of the battle, Morale is equal to the unit’s Command Rating, plus the average Persistence skill score of the non-commander members of the unit, plus a modifier based on the unit’s size as taken from the Unit Size Bonus to Morale table. In this case Sir Merrin gives the unit a Command Rating of 65%, the average Persistence of the swordsmen is 25, and the 25 members of the unit give it a size bonus of 10. The total Morale is 100%.

Name of Unit: *Windlass Dervishes*

Unit Commander: *Sir Merinn von Dewars*

Command Rating: 65%

Morale: 100%

Movement: 4m

Health Value: 6

No. in Unit: 24+1

Current:

Defensive Value (Close Combat): 60%

Current DV (CC):

Defensive Value (Ranged): 40%

Current DV (R):

Offensive Value (Close Combat): 80%

Current OV (CC):

Offensive Value (Ranged): N/A

Current OV (R):

Maximum Range: N/A

Special Notes: *Wearing Breastplates and Chain Skirts (AP 6), wielding Bastard Swords (1D8+1D6+1)*

Unit Size Bonus to Morale

Unit Size	Morale Bonus
Less than 20	0
20+	10
50+	20
100+	30
200+	40
400+	50
x2	+10

Movement

This is how far a unit can move on a normal *Advance!* Battle Action. It is equal to the normal movement rate for the slowest member of the unit.

Health Value

This is the amount of damage that the unit must suffer before losing a member. It is figured by adding up all of the hit points from all of the body locations of a common member of the unit, then dividing by the number of body locations (always rounding down). The resulting number is the Health Value for the unit.

Number in Unit

This is the number of soldiers actually in the unit. The '+1' signifies that there is a secondary *RuneQuest* character sheet for the unit's commander, and that it should be kept nearby in case he must fight individually.

Defensive Value (Close Combat and Ranged)

This is the ability of the unit to protect itself from harm by dodging or parrying blows, or trying to avoid incoming ranged attacks. Close Combat Defensive Value is initially equal to the average Parry skill, or Weapon skill in shield, of the unit. A unit attacked in Close Combat while not facing its attackers suffers a -50% reduction in its Close Combat Defensive Value. Ranged Defensive Value is the common unit members' Dodge skill, or Weapon skill in shield, and is used to defend against ranged combat.

Offensive Value (Close Combat and Ranged)

This is a unit's ability to inflict damage on other units. It is initially equal to the average Weapon skill of the common troops in the unit. In this case, the average weapon skill in bastard sword is 80%. Since the Windlass Dervishes are not armed with ranged weapons, they have no Ranged Offensive Value.

Maximum Range

Only used by units with Ranged Combat Offensive Values, this space lists how far their common attack method can reach without penalty. Unless noted, firing at up to twice this distance causes a unit to suffer a -20% penalty to its Ranged Offensive Value.

Special Notes

This is where weapons and armour are listed, as well as any special abilities of the unit.

Figuring Unit Armour Points

Every time a Battle Scale unit suffers a hit it reduces the damage caused from each hit by its Armour Point value. Since we are generally talking about large groups of trained warriors and soldiers, the type of armour each individual warrior wears is *estimated* into an overall number that takes into consideration any blows that could be fended off by the unit. Because commanding characters are likely to have better or at least different armour than that of their unit, they are actually not figured into the Armour Points of the unit as a whole and are covered in a different manner (see Commanding Characters later in this chapter).

The way to figure out a unit's effective Armour Points is rather simple. Take the most common armour type worn by the unit, add the total Armour Points given in all locations covered (on a single troop) and divide it by the number of hit locations on the troop's entire body (not just the hit locations the armour covers). So if the average troop in a unit is wearing a helmet (AP 5 Head) and a chainmail shirt (AP 5, Abdomen, Arms, Chest) the unit's armour point value will be 4 (25 total armour points ÷ 7 hit locations = 4 (rounded up)).

Figuring Unit Weapon Damage Potential

Just like the armour a unit wears, the damage potential is based on the average damage a single member of the unit can inflict upon hitting his target. Since most units are armed in the same manner, figuring this number is actually very easy. The most common weapon amongst the unit determines the basic damage dice to be used. The Damage Modifier is calculated from the average member of the unit. This is to signify that the unit functions as a whole rather than on the actions of one or two members.

Commanding Characters

Whether at the head of a charge or at the crest of a hill, characters of some form are more than likely calling the orders in a Battle Scale combat. These stalwart personalities are the heroes of a battlefield, and can often be the driving force behind a righteous victory. If a commander happens to be a Player Character, the entire direction of the battle is in the Player's hands.

In Battle Scale, there are two ways a character can be involved: as a Unit Commander or as the General in charge of the entire army.

Unit Command

The most common place to find a character in a Battle Scale conflict is in the role of a Unit Commander. Being a Unit Commander takes a powerful voice of authority and at least a marginal knowledge of standard unit-based warfare. Without these things, the

character would actually be a detriment to the unit's Morale as his words would be lost in the confusion of a pitched battle.

Supplying the Command Score and the basis of Morale, the Unit Commander is the head of the unit. Commanding a unit takes a great deal of concentration and perceptiveness, which is why much of the Unit Commander's individuality and personal abilities are subsumed by the uses a Battle Scale unit will make of him.

Being a Unit Commander allows a character to use his Command Advanced skill in Battle Scale combat and applies one very important rule to him – *Protect the Commander*. Without an active Unit Commander, the unit is highly restricted as to what sort of actions it can perform. There is more on Command and Battle Actions in the section of this chapter regarding the Action Declaration Phase.

Protect the Commander

Unless the unit he is leading truly despises him, a Unit Commander can rely on his men to stand in harm's way for him during a combat. Unless being targeted by the *I Want His Head!* or *All on my Target!* Battle Actions, a Unit Commander will not suffer damage from normal Offensive Value rolls (unless it is an area of effect, such as attacks from catapults or some spells) until there are less than 10 non-command members of the unit remaining. In that case, his chance of taking a hit should be rolled as a percentage (see the Chance to hit Commander table).

No Lore (Military Tactics) Skill?
 Sometimes an unlikely and untrained character will be placed in the position to lead armies and the like. Without the Lore (Military Tactics) skill, it is quite likely that the army being commanded by the character will be *extremely* handicapped even before the battle begins. A character can still roll a simple Lore (World) instead but with a -50% penalty to the roll.

Chance to Hit Commander

Number of troops left in Unit	% Chance of Hitting Commander
9	10%
8	11%
7	12%
6	14%
5	17%
4	20%
3	25%
2	30%
1	50%



MASS WARFARE

Dead Commanders

If the worst happens and the Unit Commander is killed in action, a unit is likely to fall into severe disarray. The individual with the next-highest Command score may make an immediate Command skill test to take control of the unit. If successful, that individual becomes the new Unit Commander. Work out the difference in Command skill between the new and old Unit Commanders, then subtract that value from the unit's Morale score. The unit may continue to act as normal. If the Command skill test was failed, the unit loses 2D6 Morale and may not act as they mill around in confusion. The individual who attempted to take control of the unit may try again in the Aftermath phase, with the same results on success or failure. If no one in the unit has Command, then the member with the highest Influence skill may make the same checks using half his Influence skill score (rounded down) in place of Command.

Siege Units

Units that are attached somehow to the operation of war engines and siege machines such as catapults or ballistae are considered to be Siege units. They are rarely called upon except in very large conflicts, or the uprooting of a fortified enemy. Nothing calls for a rebellious village's surrender faster than a few well placed catapult stones, and the sturdiest of walls will tremble under the infantry-filled siege tower's boarding ramps. Siege units are extremely specialised units that bring a very specific element to a Battle Scale conflict.

To be classified as 'Siege', a unit must consist (at the start of a Battle Scale engagement) of a group of soldiers working the various operating functions of a war engine or siege machine. Some cultures use these machines in larger numbers, but even a single example of wartime technology operated in this way constitutes

a siege unit. No matter how the unit is equipped, it is considered to be a Siege unit so long as it has the ability to operate an attached war engine or siege machine.

Siege units are rare on most battlefields. They are generally reserved for larger engagements or full out wars, and are therefore not often used in common skirmishes. Siege units have three special rules that *all* Siege units apply to their actions in Battle Scale combat:

Indiscriminate Target

When a unit is struck by siege weaponry, its Unit Commander is as much in danger as the rest of the troops. If a siege weapon scores hits on a unit, divide 100 by the number of troops to give the percentage chance that the Unit Commander has been hit. If this is a Non-Player Character and the hit results in a casualty, the Unit Commander should be considered killed. If it is a Player Character, calculating the Hit Location and damage using the siege weapon's Damage dice, reducing it by AP as normal.

Machine of War

A siege unit exists solely to make its war engine or siege machine perform its duty in a conflict. Should that machine ever be destroyed, the unit is automatically considered to Rout.

Offensive Value Calculation

The Ranged Combat Offensive Value of a siege unit is simply the relevant Siege Machine Operation skill of the Unit Commander. For each unit member the unit is below the necessary amount to crew the war engine (see war engine entries starting on page 34), subtract 10% from this value.

The Battle Begins

Units are deployed as the General sees fit. Once deployment is completed, the Generals make opposed Lore (Military Tactics) rolls. The winner then allocates one of his units as Tactics Ranking 1. The other General is then allowed to allocate one of his units Tactics Ranking 2. The first General allocates one of his units Tactics Ranking 3, the second allocates one to Tactics Ranking 4, and so on. This goes on until all Generals have allocated a Tactics Ranking to all of their units.

If you have more than two Generals involved in a battle, then the process is very similar. Generals allocate their units in order of the lowest successful Lore (Military Tactics) roll to the highest successful roll, then the lowest failed roll to the highest failed roll.

The Battle Turn

Each turn of a Battle Scale engagement is called a 'Battle Turn,' and is broken into the following phases, in order:

1. Action Preparation Phase
2. Action Declaration Phase
3. Action Execution Phase
4. Aftermath

1. Action Preparation Phase

In this phase, units take turns performing any preliminary skill tests or special actions that might be called for depending on their future or previous actions. There are three types of special actions that a unit might be called upon to perform in the Action Preparation Phase, based simply on what sort of unit it is. They are as follows:

- ☒ **Equip** – Any unit that wishes to change the equipment it is using, or produce a special piece of equipment it might have access to, must first pass a relative Command skill test.
- ☒ **Reload** – Any unit currently equipped with ranged weaponry must take one Action Preparation Phase to reload its weaponry each time it makes a Ranged Offensive roll. This requires no roll, merely the entire phase.
- ☒ **Rearm** – Any Siege unit that performs any sort of Ranged Offensive roll will require a number of Rearm actions to be performed before it can attack again. Each war engine is different, and their Rearm Numbers are listed on their individual statistic blocks beginning on page 34. A Rearm Preparation does not require a roll of any sort unless the war engine has been damaged – where the unit must roll over the amount of damage it has suffered on 3D10.

Starting with the unit at Tactics Ranking 1, each unit takes a moment to perform any skill tests determined during the Action Preparation Phase. Unless required

by a past or future Battle Action, a unit does not *have* to do anything during this phase, and most will not. The phase concludes when all units in the Tactical Ranking have had the opportunity to do something. An example of the Action Preparation Phase is as follows:

Starting with King Belinor's elite archers as Tactics Ranking 1, they spend the phase reloading their bows. Tactics Ranking 2, Roadbleed's ballistae unit, crank back the heavy wheels on their war engines – rearming them for the following turn.

On Tactics Ranking 10, Roadbleed's elite unit of Dark Troll Berserkers choose to reveal their secret weapon with an Equip Preparation. They pull the bound and gagged Elfen infants from their satchels and hold them aloft like shields – guaranteeing no Elfen arrow fire will come their way.

2. Action Declaration Phase

This is the place where real battlefield command and unit tactics come into play during the Battle Turn. The Action Declaration Phase is where each unit chooses what Battle Action they are going to attempt to perform during the next phase.

Starting with the unit at the end of the Tactics Ranking order (the one with the highest number), each unit declares what Battle Action it will be attempting to perform. When a unit declares its Battle Action, make any necessary Command skill tests that may be required. If these rolls fail, the unit is unable to act for that turn. When all units have had an opportunity to declare a Battle Action, the phase ends.

We suggest that Players and Games Masters write down exactly which unit has declared which Battle Actions, as it can get terribly confusing in larger battles – especially when units begin to nominate their Battle Actions in response to those who have declared before them. It is best to stay organised so that the Battle Turns do not get too bogged down with monitoring effects and the like. This phase will take a fluctuating amount of time depending on how large the armies are. The types of Battle Actions that a unit can declare are compiled into one list starting on page 29.

Starting with Tactics Ranking 13, one of Belinor's Greenbow Archer units, the two forces begin to declare their Battle Actions for the Battle Turn. The following list is how they choose their Battle Actions.

Tactical Ranking	Commander	Unit Name	Battle Action
13	Belinor	Greenbow Archers III	Advance!
12	Belinor	Greenbow Archers II	Fire!
11	Belinor	Elven Foalriders	Riding Volley!
10	Roadbleed	Dark Troll Berserkers	Advance!
9	Belinor	Wildwood Spearmen	Rally!
8	Roadbleed	Crimson Hoof Broo Conscripts	Advance!
7	Belinor	Greenbow Archers I	Fire!
6	Roadbleed	Troll Savages	Hold!
5	Belinor	Thornhilt Swordmasters	N/A (failed check)
4	Roadbleed	Armoured Troll Cadre	Shields Up! ¹
3	Belinor	Silverhoof Centaurs	Steady Advance!
2	Roadbleed	Troll Ballistae (x3)	Fire! ²
1	Belinor	Ivory Bow Marksmen	All on My Target! ³

¹ In response to the *Fire!* declaration of the Greenbow archers I

² Targeting the heavily armoured Thornhilt Swordmasters

³ Targeting the Unit Commander of the troll Ballistae unit

3. Action Execution Phase

This part of every Battle Turn is where the units enact the Battle Actions they declared in the previous phase. The Action Execution Phase is where units attack, move and perform their special tactics in order to defeat their enemies. Essentially, this phase is where the actual 'battle' of Battle Scale takes place.

Starting with the unit with Tactics Ranking 1, the units begin to execute their Battle Actions. When the first is finished with its Battle Action, the unit at the next highest Tactics Ranking (2 in this case) executes its Battle Action. Then the next highest goes, and so on.

The Battle Actions of an earlier activation on the Tactics Ranking can be devastating to a unit that has yet to activate on a given Battle Turn. Part of the skill in leading a Battle Scale combat is to know what Battle Actions to declare and when to declare them. Just blindly marching into battle will likely see an army out-skilled and eventually defeated. This phase will often take the most time of any in a Battle Turn, as there will be many dice rolls and some record-keeping to take care of.

King Belinor's Ivory Bow Marksmen are the first Tactical Ranking, and are ordered to use the All on My Target! Battle Action against the troll Ballistae Unit Commander. The appropriate rolls are made (see Combat, later in this chapter) and the Unit Commander suffers several arrow hits, but survives.

On the next Tactics Ranking is the troll Ballistae Unit, the Unit Commander of which has just suffered several arrows in the body. Raising his blood splattered hand he points at the confused ranks of Thornhilt Swordmasters and bellows out for them to fire! The Direct Fire! Battle Action goes into effect and the appropriate rolls are made with two out of the three war engines hitting the unit with tree-trunk sized projectiles.

Next up are the Silverhoof Centaurs, then the Armoured Troll Cadre and so on until all of the units who can act have performed their Battle Action.

4. Aftermath

This is the part of the Battle Turn where a General looks over his forces and sees how they are faring in the combat as a whole. It is where units begin to feel the weight of war and the toll of their wounds and losses. The only real statistic that matters at all in this phase is that of Morale. As it is the game representation of everything above, it can be a very important tool – or weakness.

This phase can be played in any order, as it does not truly matter when these results happen – they are considered more or less simultaneous. Any unit that has suffered any Morale loss during the previous phases of the Battle Turn must immediately roll a percentile test against its *current* Morale. Success means that the unit swallows its losses and pushes unabated. Failure means that the unit panics slightly and suffers another 2D6 points of Morale loss immediately. There is no Critical Success or Fumbles with Morale tests in this fashion.

In this phase, the member of a unit without a Unit Commander who has the highest Command skill may make a Command skill test to try and take control of the unit. If he succeeds, that individual becomes the new Unit Commander. Work out the difference in Command skill between the new and old Unit Commanders, then subtract that value from the unit's Morale score. The unit may act as normal in the next Battle Turn. If the Command skill test was failed or no one stepped up to try and take control, the unit loses 2D6 Morale and may not act in the next Battle Turn as they continue to mill around in confusion. If no one in the unit has Command, then the member with the highest Influence skill may make the same checks using half his Influence skill score (rounded down) in place of Command.

One rule that must be paid great attention to in the Aftermath phase occurs when a unit reaches zero Morale. A unit that has no more Morale to fight will immediately Rout. A Routed unit must follow the following rules:

- ☒ Routed units cannot be chosen to receive orders, and can only use the *Rally!* or *Retreat!* Battle Actions until they reach a Morale score of 25, at which point they are no longer Routed.



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- ☒ Routed units cut their Defensive Value scores in half (round down).
- ☒ Routed units are always placed on the Tactics Ranking after all non-routed units from the same force.
- ☒ Routed units must always move away from enemies.

Once all units that are required to do so make the appropriate Morale tests, the Aftermath phase is ended and a new Battle Turn must begin.

Ending a Battle Scale Combat

There is no true and concrete rule that says a Battle Scale combat will end when the enemy Routs, or if the opposing force's General sounds the surrender. Some generals will want to be ruthless and murder the enemies as they flee from the field, others might stand and watch them run amidst the trumpets of victory. As far as the soldiers and the officers are involved, the combat is done when they are told to leave the field of battle.

In game terms, it is up to the Games Master to decide when to pull a scene out of Battle Scale and back into the smaller and more narrative roleplaying game setting. Players might want to continue to cut a swathe out of their foes' units, but that could be just as well served in a regular *RuneQuest*-style session. Each Games Master will have his own 'victory conditions' in his mind, and it would be far too restrictive to make any kind of rule on it here.

Morale – the Strength to Fight

Morale is used to gauge just how much of the unit members' hearts are actually in the fight. It reflects damage they have suffered and fearsome situations, and can really only be regained from the inspiring words of their Unit Commanders and nearby heroic characters who urge them to stay and fight harder.

Starting Morale

The Morale of a normal unit that is just about to enter a Battle Scale combat is derived initially as equal to the unit's Command Rating, plus the average Persistence skill score of the non-commander members of the unit, plus a modifier based on the unit's size as taken from the Unit Size Bonus to Morale table (on page 17).

Losing Morale

A unit that takes damage from attacks will slowly begin to lose its confidence in the cause. It becomes very difficult to care about victory when your friends and neighbours are being killed right before your eyes. Even if no casualties are being suffered, the attacks are still harrowing and can affect a unit's Morale. Units lose Morale in three main ways, but can also suffer losses due to the effects of certain Battle Actions targeting them. The three most common ways a unit loses Morale during a Battle Turn are:

- ☒ **Close Combat Damage** - Units suffer Morale loss equal to the amount of damage rolled against them (after Armour Points are applied) in Close Combat.



- ☒ **Ranged Combat Damage** – Units suffer Morale loss equal to the amount of damage rolled against them (before Armour Points are applied) by Ranged Combat.
- ☒ **Siege Attack Damage** – Units suffer Morale loss equal to twice (round up) the amount of damage rolled against them (Armour Points never apply) by attacks made by war engines and siege machines.

Gaining Morale

When a unit has begun to suffer Morale losses, its efficiency in combat and its ability to stay stalwart decreases significantly. When this begins to happen to the cornerstone units of an army, the entire day can be lost. In dark moments such as those, it requires a stern voice or a heroic rush of duty to pick spirits back up. In game terms, there are three ways for a unit to regain Morale during a common Battle Turn:

- ☒ **Rally!** – The Battle Action designed to reinstall battle fervour into a unit, a hearty rallying cry from a unit’s commanding officer can be enough to make a difference in unit Morale.
- ☒ **Heroic Unit Commander** – Any Unit Commander may spend one of his Hero Points upon killing a foe to immediately inspire courage and bolster Morale in his unit, which gains 3D6 Morale points instantly.

Combat

The essence of war is the killing of your foes until they runs from battle or are cut down to a man. Battlefields will become littered with bodies – slashed or crushed from weaponry, trampled under steel-shod hooves, perforated by arrows – there are countless ways to be transformed from ‘soldier’ to ‘casualty’.

Exactly *how* this occurs in a *RuneQuest* Battle Scale combat is relatively simplistic. Compared to the multi-action strike ranks of attacks and parries of normal *RuneQuest* combat, Battle Scale combat is quick and simple. The basic equation for every attack method is an opposed roll between the relevant Offensive Value and Defensive Value of two units, with each type of attack roll altering it slightly to fit the nature of that attack.

One thing that sharply affects the outcome of combat is weight of numbers. Even the greatest swordmaster cannot stand against an entire army alone! To represent this, when a larger unit attacks a smaller one they get a bonus to their Offensive Value as shown on the Relative Size Bonus to Offence table (take the highest bonus that applies).

Relative Size Bonus to Offence

Unit...	Offensive Value Bonus
...outnumbers enemy	+10%
...outnumbers enemy by 2-to-1	+20%
...by 3-to-1	+40%
...by 4-to-1	+60%
...by 5-to-1	+80%
...by 6-to-1 or more	+100%

Close Combat

Close combats in a Battle Scale conflict are the most common type of attack roll made, and are called for by many different Battle Actions. The most common are the *Fight!* and *Charge!* Battle Actions.

When a unit is called upon to make a Close Combat attack upon another unit, the following opposed test must be made:

Close Combat Offensive Value vs. Close Combat Defensive Value

Games Masters should bear in mind that any unit that is attacked in Close Combat while not facing its foes suffer a 50% penalty to its Defensive Value.

If the defender wins the opposed test, no hits have been scored. If the attacker wins, one hit is scored for every full 5% difference between the rolls, with a minimum of one hit.

The attacking unit rolls its Close Combat Damage dice and multiplies the result by the number of hits. The defender then multiplies its AP by the number of hits and subtracts the result from this figure. Immediately reduce its Morale by that amount before going any further.

Once that is done, divide the total damage inflicted by the target unit's Health Value, dropping any remainder. The resulting number is the number of enemy unit members that were killed in the attack. Reduce the 'Number in Unit' amount accordingly, and check to see if the unit size has dropped below the next threshold on the Unit Morale Bonus by Size table. If it has, reduce Morale by 10.

The Windlass Dervishes attack a unit of 20 broo with a Defensive Value of 50%. Both units roll against their relevant skills, with the Dervishes easily succeeding with a result of 42%, whilst the broo fail with a roll of 64%. The resulting difference of 22% is divided by 5% resulting in 4 hits. The Dervishes roll the damage from their bastard swords, scoring 9 and multiplying it by 4 hits, which results in 36. The broo only have an AP of 1 (which subtracts 4 from the damage done) and so immediately deduct 32 from their morale. The 32 hit points of damage is then divided by the broos' Health Value of 6, resulting in 5 (rounded down) casualties. The broo reduce the number of troops in the unit, and check the Unit Morale Bonus by Size table. Since their numbers have dropped below 20, they have passed through a threshold on that table and so lose another 10 points of Morale.

Ranged Combat

Ranged Combat attack rolls are the result of specific Battle Actions that units armed with ranged weaponry can choose, most specifically the *Fire!* Battle Action.

Ranged Combat attacks cannot be made at all by a unit that is currently engaged in combat with an enemy unit. When a unit is called upon to make a Ranged Combat attack upon another unit, the following opposed test must be made:

Ranged Combat Offensive Value vs. Ranged Combat Defensive Value

The procedure is then identical to that for calculating Close Combat damage, except that instead of rolling the unit's Close Combat Damage, the attacking unit rolls its Ranged Combat Damage. In addition, the damage done is subtracted from Morale *before* AP are applied, instead of after as is the case with Close Combat Damage.

Firing Into a Close Combat

In Battle Scale combats, should a unit choose to make ranged attack into a unit that is currently engaged (friendly or mixed enemy) the rules are the same and the unit rolls its attack normally. Both units roll their Ranged Defensive Value against the incoming attack and hits are calculated in the normal way, only the number of successful hits on a unit will be halved.

Siege Attacks

Siege attacks in a Battle Scale conflict are designed to inflict unbelievable damage upon structures and units at extreme ranges, but are often capable of performing at slightly shortened ones as well. They often take several Battle Turns to rearm and properly operate, and must be manned by trained unit crews that have practiced with the machine for many long hours. When they work properly, they are truly something to behold and fear.

SIEGE ATTACKS VERSUS STRUCTURES

War engines and some siege machines are designed to bring down fortifications and structures that could be hiding enemy forces, or protecting supplies and resources. It is the role of the Siege unit to bring these powerful weapons to bear upon their targets and crush them when instructed to do so.

Attacking a structure or fortification is easy. Unlike targeting a mobile unit, there is no Defensive Value (Ranged) to be rolled against. All the Siege unit must do is roll under its Offensive Value (Ranged) in order to hit the target. If the attack succeeds, the Siege unit rolls the Hits Per Attack die for the war engine it is using, generating a number of hits that will then inflict damage upon the structure.



MASS WARFARE

Siege attack rolls are the result of specific Battle Actions that units operating war engines can choose, most specifically the *Fire!* Battle Action. Although the circumstances for each Battle Action might be different, and will likely have their own specific prerequisites and limitations, they generally use the same attack roll format.

When a unit is called upon to make a siege attack upon another unit, the following opposed test must be made per war engine attacking:

Ranged Combat Offensive Value vs. Ranged Combat Defensive Value

If the defender wins the opposed test, the war engine scores no hits at all. If the attacker wins, the war engine rolls its Hits Per Attack dice to determine how many

hits were scored. If both rolls succeeded, or both rolls failed, the war engine scores a single hit.

The attacking unit rolls its Damage dice and multiplies the result by the number of hits. The defender then immediately reduces its Morale by *twice* that amount before going any further (and does not reduce the figure by its AP as with other forms of damage).

AP never applies against Siege attacks – no amount of plate will protect you when a rock falls from the sky! Divide the total damage inflicted by the target unit's Health Value, dropping any remainder. The resulting number is the number of enemy unit members that were killed in the attack. Reduce the 'Number in Unit' amount accordingly, and check the Unit Morale Bonus by Size table in the same way as for Close Combat attacks.

Magic Attacks

The use of magic in Battle Scale combats is quite rare in units larger than a single character. Units of mages are expensive and risky to send into a deadly battlefield, as even they can be overwhelmed by an opposing army or crushed under a single trebuchet's stone. Such a loss is often far greater than the risk is worth, so only the occasional battle mage is sent out to the front lines.

When used by an independent character, a Magic Attack should be rolled just like any other Ranged Combat attack, using that particular spell's skill instead of the normal Ranged Combat Offensive Value. Should it hit the target, the spell's effects assault the target unit accordingly. For some spells this could require a little attention from the Games Master to decide the exact effects, but most are self-explanatory.

Entire units of magic users can be truly formidable on the rare occasions when they are fielded. When a unit actually uses the *Wield Magic!* Battle Action to cast a spell, the unit follows the rules for the *Direct Fire!* or *Fire at Will!* Battle Actions as if they were archers firing arrows. Even though many spells (such as Frostbite or Slow) are resisted in normal circumstances using skills that are not Dodge, for simplicity's sake Battle Scale spells are resisted only by Ranged Combat Defensive Value or a unit's Morale.

When a unit is called upon to make a Magic Attack upon another unit, the following opposed roll must be made:

Spell's Skill Value vs. Ranged Combat Defensive Value OR Morale

The defending unit resists using its Ranged Combat Defensive Value if the spell causes direct damage, or resists with its Morale value if the spell has a different effect.



Since it is quite unlikely that a unit capable of casting spells that would be useful in a Battle Scale combat is going to number extremely high in unit members, each Magic Attack must be rolled independently. This will record just how many attacks were successful. If the spell is a damaging one, roll the damage and treat it as if it were any other Ranged Combat attack. If not, the target unit will be affected in whole or in part by the spell's intended effects.

Due to the overall variety of magical spells and abilities that could be brought to bear against a target or group of targets, the use of Magic Attacks can vary from instance to instance (except for the directly damaging kinds), and we suggest that Games Masters take care to be aware of the spell casting options available to both them and their Players when a Battle Scale combat is a possibility.

The Battle Actions

In Battle Scale combats, units must call upon Battle Actions in order to perform any sort of activity during each Battle Turn. The following pages discuss all of the Battle Actions currently available to units.

Advance!

Most units in battle must close the distance between them and their intended targets before they can cause any sort of damage to the enemy. The most basic way to do so is by simply advancing toward the target at a constant pace.

Restrictions: This action cannot be used if the unit is currently engaged in Close Combat.

Test: N/A

Effect: A unit can move forward or to either side by virtue of its normal Movement characteristic. If a unit wishes to move backwards it should use the *Retreat!* Battle Action.

All on my Target!

Units capable of Ranged Combat will rarely have any specific target in mind when firing into a unit, as it makes much more sense to simply try to cause as much damage as possible when attacking in numbers. There are times though, that a Unit Commander will point out a specific person in the target unit to be saturated with shots – sometimes to disable a siege machine, injure a character or even just to demoralise the unit as one of their members is riddled with projectiles.

Restrictions: Only usable by units armed with ranged weaponry.

Test: Command

Effect: The unit makes its next Ranged Offensive Value attack roll against the target named during the Action Declaration Phase at a -25% penalty. All hits scored are recorded against a single target, incapable of killing/destroying anything but that single target. Should the target be killed or destroyed, Morale loss from this attack is *doubled*.

Battle Action Summary

Battle Action	Check	General Description
<i>Advance!</i>	N/A	Moves unit normally
<i>All on my Target!</i>	Command	All shots target single individual
<i>Charge!</i>	Command	Moves unit and attacks
<i>Defend!</i>	N/A	Unit bolsters Defensive Value
<i>Fight!</i>	N/A	Unit makes Close Combat attacks
<i>Fire!</i>	N/A	Unit makes Ranged attacks
<i>Fleet-Footed Advance!</i>	Command	Unit moves at slightly accelerated rate
<i>Gather Around Me!</i>	Command/Influence	Character creates new unit around himself
<i>Hold!</i>	N/A	Unit takes a break to regain composure
<i>I Want His Head!</i>	Command -15%	Unit attacks officer/individual with efficiency
<i>Intimidate the Enemy!</i>	N/A	Unit tries to lower enemy unit's Morale
<i>Press Them Back!</i>	Command +10%	Unit fights to push enemy backwards
<i>Rally!</i>	N/A	Unit regains Morale
<i>Retreat!</i>	N/A	Unit moves toward originating direction
<i>Riding Volley!</i>	Command	Unit moves and makes Ranged Combat attacks
<i>Scatter!</i>	N/A	Unit becomes very difficult to hit with <i>Fire!</i>
<i>Shields Up!</i>	Command	Unit increased Armour Points against Ranged Attacks
<i>Steady Advance!</i>	Command	Unit moves slowly, but reduces Morale loss
<i>Wield Magic!</i>	N/A	Unit makes Magic attacks



King Belinor's Ivory Bow Marksmen have declared an All on my Target! Battle Action against the last remaining troll Ballista. They normally have an Offensive Value (Ranged) of 90%, making their adjusted skill for this attack a 65%. The troll Ballistae Unit's Defensive Value (Ranged) is only 35%. The Elfs roll a 14 on their attack, with the trolls managing to roll a 70.

The resulting 11 hits from the Elfs' enchanted Ivory Bows inflict a terrible 99 points of damage that ignore Armour Points (the enchantment). The energised arrows shatter the ballista like kindling, leaving the enemy Siege unit unarmed and Routed from a massive 194 points of lost Morale!

Charge!

The momentum a unit can build up when engaging the enemy in Close Combat is amongst the most important tools a Unit Commander can have. At some slight expense to their own safety (unless mounted), a unit charging across the battlefield into their foes can cause significant amounts of damage.

Restrictions: N/A

Test: Command

Effect: The unit adds 50% to its base Movement and can move this amount during this Action Execution Phase as if using the *Advance!* Battle Action if possible. Should this bring the unit in contact with an enemy unit, it can immediately make a Close Combat attack at a +25% bonus. Any unit using the *Charge!* Battle Action that is not classified as a Cavalry unit suffers a -25% penalty to its Defensive Values until its next Action Preparation Phase.

Defend!

Units that are outmatched or in a bad situation or even those who are about to be subject to a brutal onslaught from charging enemies can hopefully minimise their losses in order to properly fight back.

Restrictions: N/A

Test: N/A

Effect: The unit must nominate an enemy unit that has previously declared some form of Battle Action that incorporates a Close Combat attack against them. Against the target unit's attack, the defending unit may increase its Defensive Value by half of its current score.

Fight!

The most basic form of warfare is the martial combats that comprise the front lines of battle; Close Combat is brutal and deadly. Every unit is capable of it, even if most with ranged weaponry or special battlefield uses would rather not ever do it.

Restrictions: N/A

Test: N/A

Effect: A unit can make a Close Combat attack roll against any unit it is in contact with. If trying to *Fight!* against a unit behind it, it suffers a 20% penalty to its Offensive Value. This is the primary source of Close Combat in any Battle Scale combat.

Fire!

Every unit that is armed with ranged weaponry may make a ranged attack at any other unit within range.

Restrictions: N/A

Test: N/A

Effect: A unit can make a Ranged Offensive attack roll against any unit that is within range. This is the primary source of Ranged Combat in any Battle Scale combat.

Fleet-Footed Advance!

Sometimes units in battle must close the distance between themselves and the enemy in short order, or are forced to manoeuvre at a highly increased pace to duck under war engine ranges or similar threat. This might come at some cost to their ability to defend themselves, but when speed is of the essence, other options may not be available.

Restrictions: N/A

Test: Command

Effect: The unit can move forward or to either side by half-again its normal Movement characteristic. During this Battle Turn, the unit using this Battle Action suffers a -25% to its Defensive Value(s). All other rules from *Advance!* apply.

Gather Around Me!

A Routing unit headed to safety from battle can sometimes be comprised of many members, but simply need a rallying point to stick to and reform around. A lone hero willing to give up his independence can be that rallying point, and could lead the newly reformed unit to a victory where they were fleeing just seconds before.

Restrictions: Player Characters only. Cannot be engaged in combat with an enemy.

Test: Command or Influence, whichever is higher.

Effect: The character can move up to twice his normal Movement if it brings him in contact with a Routing unit. If he cannot reach them, he must at least try. If successful, the Routing unit immediately has its Morale score raised to 25%, and becomes a new unit formed around the character as a Unit Commander.

Hold!

Sometimes a unit simply needs to just dig in its heels and weather the storm of battle around it. Taking a stance that is slightly more defence-oriented and surveying the situation, the warriors can take a moment to catch their breath and calm their nerves without completely losing sight of the battle.

Restrictions: Cannot be engaged in combat with an enemy.

Test: N/A

Effect: The unit cannot move or fight in any way this Battle Turn, but gains +10% to all Defensive Value rolls. At the Aftermath of this Battle Turn, the unit regains 1D6 Morale if they are not Routed.

I Want his Head!

The leaders and officers of the enemy are always tempting targets at range, but when units close and the bitter combats bring those individuals within striking range it is not unheard of for entire units to try and headhunt them. It is no secret what happens when an officer is slain in front of his troops, and some commanders use that knowledge to their advantage.

Restrictions: Must already be engaged with an enemy unit.

Test: Command (-15%)

Effect: The unit's members do everything they can to bring blows to the Unit Commander, pushing past normal unit members and leaving themselves open to attack in order to do so. The unit can make a Close Combat attack roll at a -30% penalty, but any hits that manage to be scored have a 75% chance to have hit the Unit Commander. If this kills the Unit Commander, all Morale losses for the targeted unit this Battle Turn are *doubled* and all the usual penalties for a unit without a Commander apply.

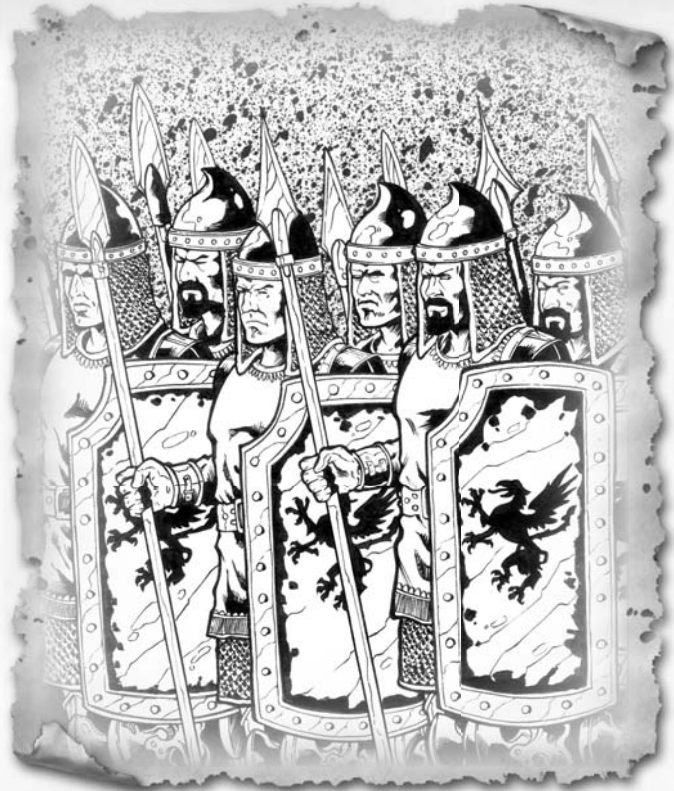
Intimidate the Enemy!

There is a very powerful tool to be found in fear, and even just the threat of impending doom can be just enough to shake the nerves of an unsteady foe enough to cripple him for the moment when the battle is on in a more direct manner. Those that can stand up to their snarls and jeers however, are just as likely to cause some mumblings within the unit *supposed* to be doing the intimidating!

Restrictions: Must be used on a unit within 10 metres.

Test: N/A

Effect: The unit targets an enemy unit during the Action Declaration Phase and the two units make opposed Morale tests. The loser of the Morale test loses 2D6 Morale immediately.



Dress them Back!

A battle is as much about the ground controlled as the combats fought, and when a unit can push its foes backwards by sheer strength of weight and numbers, the war can be put on someone else's back foot. An army pushed back to its staging area is as good as being crushed.

Restrictions: Only usable by units currently in Close Combat with the enemy.

Test: Command (+10%)

Effect: A unit can make a Close Combat attack roll at -25%. For each casualty inflicted by this attack, the enemy unit is pushed back five metres.

Rally!

The mental strength and willpower of a unit in a battle is as important if not more so than the temper of its steel or the thickness of its armour. If a unit is too scared

to fight properly or fight at all, it is already defeated – no matter how many of its members may still be alive. Unit Commanders find it necessary to remind their troops exactly why they are risking their lives, and hold their unit's spirits together a bit longer.

Restrictions: N/A

Test: N/A

Effect: The Unit Commander can make a Command (or Influence, whichever is higher) skill test immediately to boost his units' Morale by *half* his successful roll. Failure means the unit will run away from the enemy at twice its Movement rate. This Battle Action is performed often by units on their way into battle to raise Morale before losses are inflicted upon them.

The Thornhilt Swordmasters have been suffering rather serious Morale losses, and the Unit Commander is seeing his troops begin to waver. He raises his sword and gives out a rallying cry, using the Rally! Battle Action. His Command skill test is a successful 44, immediately giving his unit 22 Morale! They are invigorated and ready for battle once again!

RETRACT!

There will come a time in any war that a unit will decide to withdraw from battle – sometimes in a very hasty manner.

Restrictions: N/A

Test: N/A

Effect: The unit can move away from the battlefield using its normal Movement characteristic. If used while currently engaged in Close Combat, the enemy unit may inflict 1D3 hits automatically against the retreating unit.

Riding Volley!

Mounted units that are also equipped to launch ranged projectiles into the enemy have a distinct advantage over foot troops. They can use their mounts to keep them mobile while they aim into the enemy on the fly!

Nothing is more annoying for enemy troops than to be struck by a unit while it is avoiding their return fire.

Restrictions: Only usable by Cavalry units with some form of ranged attack capability.

Test: Command

Effect: The unit must name a target unit during its Action Declaration Phase. When it gets to perform its Action Execution Phase, the unit can move up to its normal Movement distance and make a normal Ranged Offensive Value attack roll against the named target at *anytime* during the move. Due to the adjustments for aiming while in motion, the firing unit suffers a –10% penalty. All other modifiers for *Fire!* apply accordingly.

SCATTER!

Projectiles sailing down from above are deadly foes for infantry to deal with, and while a planned avoidance is good – sometimes just simply running from the target point can save lives. Although it may come at some cost to tactical superiority, it is hard to hit a scattered unit.

Restrictions: Only usable by units on foot, and cannot be engaged by an enemy unit.

Test: N/A

Effect: The unit can only nominate this Battle Action after it has been declared the target of a *Fire!* Battle Action. Once nominated in the Action Declaration Phase. For this Battle Turn, all *Fire!* attacks against the unit suffer a –50% to their ranged Offensive Value, and war engines can score a maximum of a single hit on the unit per attack. In the next Action Preparation Phase, the unit must take no other actions.

Shields Up!

When the projectiles of the enemy are headed toward a unit armed with shields, it should be instinct to get behind them. Training and a commander's orders can get a unit not to simply hide behind their shields but to raise and lock them together like the scales of a beast – making a wall of thick armour plates to protect from ranged attacks.

Restrictions: Unit must be equipped with shields, and not currently engaged in Close Combat.

Test: Command

Effect: The unit can only nominate this Battle Action after it has been declared the target of a Battle Action that would result in a Ranged Offensive attack roll against it. Once nominated in the Action Declaration Phase, it immediately adds an additional 2 Armour Points and +15% to its Defensive Value (Ranged).

Steady Advance!

Units that know that they must endure the attacks of the enemy on their way across the field of battle are more likely to do so without the accompanying feelings of panic or fear. While it will not make them immune to the stress of battle, they will succumb to its cold touch less often.

Restrictions: Must be a unit that has base Armour Points of 5 or higher.

Test: Command

Effect: The unit can move forward or to either side by half its normal Movement characteristic. During this Battle Turn, the unit gains +15% Defensive Value. All other rules from *Advance!* apply.

Uheld Magic!

Units that are capable of spellcasting in some form are always in the back of the Commander's plots and schemes, to be used when he has to unleash his 'secret weapon.' This can be deadly and powerful, but it can also be very expensive to the army should something go awry.

Restrictions: Only usable by units with some form of magic attack capability.

Test: N/A

Effect: The unit is able to cast a single spell at an enemy unit within range.

Siege Technology

Ballistae

Basically an oversized crossbow that launches iron-tipped bolts the size of trees (from saplings to full trunks!), the ballistae family of war engines are surprisingly deadly and simple to manipulate.

Small Ballista

A small ballista, also known as a 'heavy arbalest' uses a foot and crank mechanism built into a tripod-like stand that allows for a single person to use and rearm the weapon in a timely fashion. The bolts it fires are rarely longer than a half-metre in length – but are as thick as an adult man's thumb!

AP/HP: 3/12

Crew per Machine: 1

Rearm Actions: 1

Range: 175m

Hits per Attack: 1D2

Damage: 2D10

Cost: 400 SP (bolts are 10 SP each)

Movement Penalty for Crew: -2m

Medium Ballista

A medium ballista is attached to a thick wooden support base that uses a foot and hand cranked mechanism to pull back the twisted and braided bands of leather and gut that strings this machine. The bolts it fires are a metre or so in length and always tipped with a tempered metal head used to shear through armour and target alike.

AP/HP: 4/20

Crew per Machine: 3

Rearm Actions: 2

Range: 225m

Hits per Attack: 1D4

Damage: 3D8

Cost: 600 SP (bolts are 25 SP each)

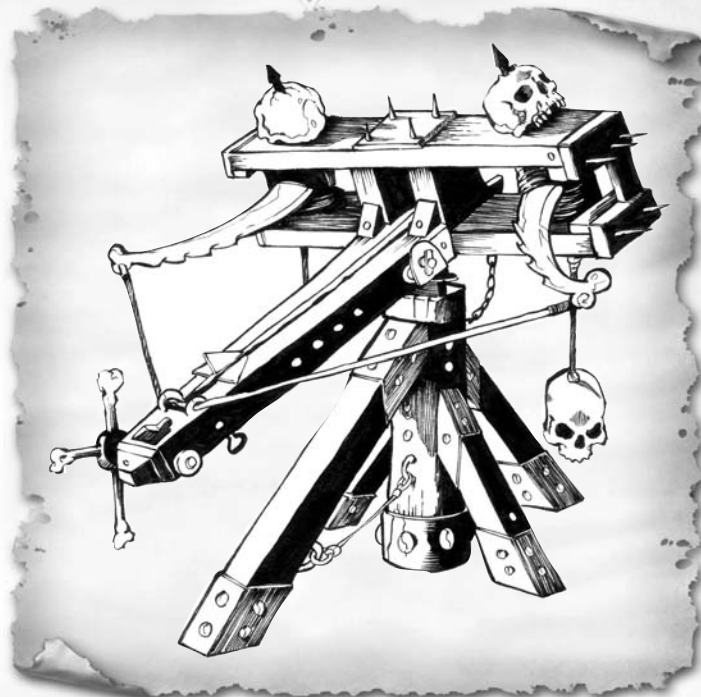
Movement Penalty for Crew: Immobile

Heavy Ballista

Nicknamed the 'siege bow' by those who have seen it in action, the heavy ballista is a massive engine used

primarily for knocking down entire sections of wall at extreme ranges. It is built into a massive reinforced carriage that must be lashed down and tethered to trees and other ground anchors in order to be fired without ripping apart. Small trees, perhaps three to four metres in length and tipped with crude metal heads made from hammered shields and scrap, are used as the 'bolts' for this massive machine – and woe be to anyone foolish enough to stay in the path of these deadly projectiles.

AP/HP: 6/30
Crew per Machine: 8
Rearm Actions: 5
Range: 500m
Hits per Attack: 1D6
Damage: 5D12
Cost: 1000 SP (bolts are 100 SP each)
Movement Penalty for Crew: Immobile



MASS WARFARE

Catapults

Using wrapped ropes and tightened gut-straps, the catapult is a simple device that hurls projectiles in high arcs into the enemy. Catapults were designed to lob their payloads over fortified walls, wreaking havoc upon a settlement long before the troops could get there.

There are two normal types of shot used in catapults, stone and fire. Catapult stone is normally several heavy rocks placed in the hurling basket, capable of smashing walls and units alike. Catapult fire shot is actually a mixture of several oils and sawdust inside of a clay sphere, which is lit immediately before firing. The clay shatters upon impact, splattering the sticky jelly in a wide area. Fire shot cannot be used to destroy fortifications normally, but will cause 1D6 fire damage to a flammable structure each turn instead.

Small Catapult

Easily brought to battle in the back of a carriage, small catapults are by far the easiest to bring to a normal engagement. They launch ammunition roughly the size of a human head, and are better suited for use on soft targets than trying to bring down walls.

AP/HP: 5/18
Crew per Machine: 2
Rearm Actions: 2
Range: 200m
Hits per Attack: 1D3
Damage: 2D8 (stone), 3D6 (fire)
Cost: 350 SP (fire shots are 50 SP each)
Movement Penalty for Crew: Immobile

Medium Catapult

Built commonly with wheels and ground anchors, the medium catapult is drawn to battle by pack horses or similar labour beasts. It is significantly larger than its smaller brother, and is the most commonly used catapult by siege defenders inside fortified walls.

AP/HP: 8/28
Crew per Machine: 6
Rearm Actions: 4
Range: 400m (*Fire!* only)
Hits per Attack: 1D6
Damage: 3D10 (stone), 5D6 (fire)
Cost: 850 SP (fire shots are 75 SP each)
Movement Penalty for Crew: Immobile

Heavy Catapult

Too large to bring to battle in one piece without constructing a massive wagon or pulling system for it, the heavy catapult cannot have normal wheels on it due to the recoil every shot it launches creates – it would shatter even the toughest of axles built for it. These massive machines create unbelievable force in their shots and can bring down entire sections of wall or flatten complete units under its stones as they impact the ground with tremendous power.

AP/HP: 10/40

Crew per Machine: 8

Rearm Actions: 6

Range: 800m

Hits per Attack: 1D6+2

Damage: 6D10 (stone), 5D8 (fire)

Cost: 1150 SP (fire shots are 125 SP each)

Movement Penalty for Crew: Immobile

Trebuchets

Like a catapult, the trebuchet hurls objects in high arcs toward the enemy. Unlike catapults, trebuchet do not use tension, but rather a dropped counterweight system that makes the machine capable of launching very large stones capable of delivering tremendous damage to the target. Simply by adding more weight to the counterbalance, the swinging arm of the trebuchet could theoretically hurl any object – so long as the arm could support the weight.

A trebuchet takes a bit longer to reload and prepare than its smaller cousins, but can inflict much greater damage when fired properly.

Small Trebuchet

Using metal ingots or stones as counterweight checks and balances, the small trebuchet is actually rather lightweight and easily moved around when unloaded. It can be brought to many battlefields rather simply, and can cause significant damage to units when heavy stones come crashing into them.

AP/HP: 4/16

Crew per Machine: 3

Rearm Actions: 3

Range: 220m

Hits per Attack: 1D3

Damage: 2D10

Cost: 400 SP

Movement Penalty for Crew: Immobile

Medium Trebuchet

Larger and more elaborate than the smaller version, the medium trebuchet is capable of swinging much larger stones respectable distances. Using a handful of extra crew to widen the arms and hurling strap the machine can drag and fire its payload in a respectable amount of time, tending to cause terrible damage upon anything it hits.

AP/HP: 6/22

Crew per Machine: 5

Rearm Actions: 5

Range: 440m (*Fire!* only)

Hits per Attack: 1D4+2

Damage: 3D12

Cost: 700 SP

Movement Penalty for Crew: Immobile

Heavy Trebuchet

Heavy trebuchets are sometimes as tall as some siege towers to accommodate for the massive amount of counterweight that needs to be dropped in order to swing the arm and loading strap – not to mention the chunks of destruction these machines are capable of hurling. They are brought to a battle in pieces and set up far outside the engagement zone, to rain gigantic boulders down on the enemy.

AP/HP: 8/30

Crew per Machine: 8

Rearm Actions: 7

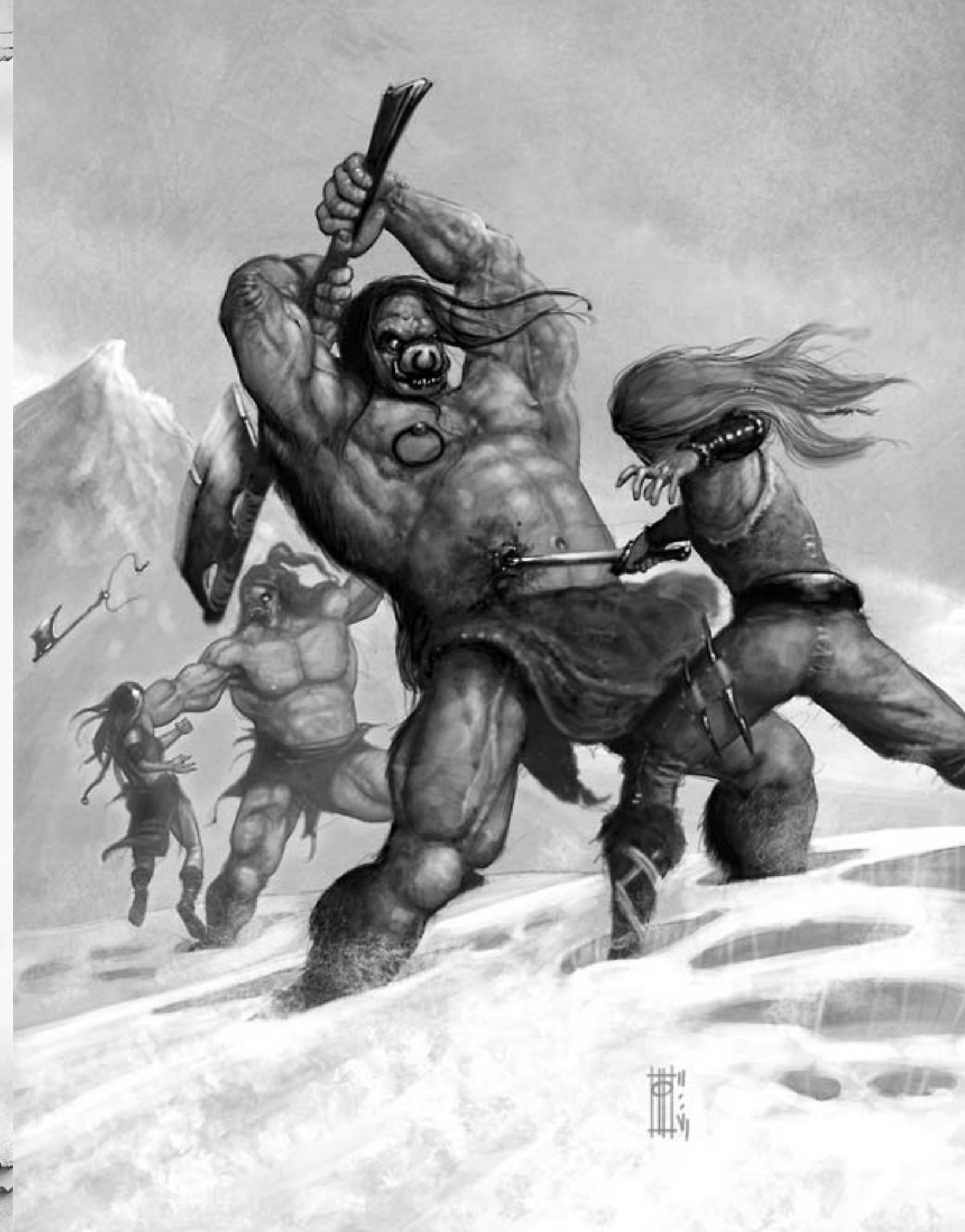
Range: 800m (*Fire!* only)

Hits per Attack: 1D8

Damage: 5D12 (stone)

Cost: 1650 SP

Movement Penalty for Crew: Immobile



LEGENDARY ABILITIES

The epic and legendary souls that walk the realms of *RuneQuest* are examples of some of the most powerful members of their races, with a host of interesting and sometimes unbelievable abilities at their disposal. Cleaving a dragon with a single stroke, lifting a stone the size of a house in order to block a raging flood even returning from the dead to avenge the wronged. These talents are what fables and myth are written about, and they are the tools that a Legendary character has to choose from.

This chapter discusses an extended list of Legendary Abilities, like those found on pages 98-103 of the *RuneQuest* core rulebook. Many of the Legendary Abilities listed here are *extremely* powerful, with some actually having other Legendary Abilities as prerequisites!

The abilities listed here are not meant to be handled or used by the common character. In fact, many of the prerequisites are high and demanding enough that only a truly Legendary character could possibly possess them at all. They are tools for the truly epic, and should be used as rewards for many long gaming sessions of heroic action by a character.

Ultimately it is up to the Games Master to determine whether a character can learn any particular Legendary Ability. We encourage Games Masters to use these abilities as goals for their Players to strive for, but to

remember that all their hard work should be rewarded somehow.

This chapter also discusses the effect such a powerful being has on runes already integrated into the Legendary character. Where some of the older runes and their spells were once useful, a Legendary character's enemies would scoff at such trivial powers. Just as the character has evolved into a Legend, so have many of the runes and spells attached to him. We have included a list of altered runic powers and a handful of new spells that are the result of truly powerful characters possessing them.

New Legendary Abilities

The following section is a collection of new Legendary Abilities to be sought, purchased and used by Legendary *RuneQuest* characters. Each one has its own prerequisites and Hero Point cost that must be met before the character can purchase them.

Avoidance

Requirements: DEX 16 or higher, Dodge skill at 90% or higher

Hero Points: 8

You are a frustrating foe to combat, bending and dodging blows as if they were made by addled children

Avoidance

Defender's Roll (Dodge Skill)			
Attacker's Roll (Weapon skill)	Failure	Success	Critical Result
Failure	Attack fails	Attack fails	Attack fails; attacker Overextended
Success	Attack succeeds but inflicts minimum damage; defender forced to Give Ground	Attack fails	Attack fails; attacker Overextended
Critical Result	Attack succeeds and becomes critical hit	Attack succeeds but inflicts minimum damage; defender forced to Give Ground	Attack fails

Legendary Abilities

Legendary Ability	Requirements	Hero Points
Avoidance	DEX 16+, Dodge skill 90%+	8
Black Waltz	DEX 15+, Close Combat Weapon skill 90%+, Dance skill 90%+	10
Bloodhound	INT 15+, Tracking skill 100%+	10
Born Leader	CHA 15+, Command skill 90%+	8
Destiny Map	POW 16+, Runefinder skill 90%+	12
Doppelganger	CHA 15+, Disguise skill 100%+	10
Forgemaster	INT 15+, Craft skill 100%+	10
Gadgeteer	INT 15+, Mechanisms skill 100%+	8
Golden Voice	CHA 15+, Command/Influence skill 70%+	8
Hail of Woe	Bow or Crossbow skill at 90%+	12
Juggernaut	Skin of the Bear, CON 19+, Resilience skill at 90%+	10
Lifegiver	Empathic Wound, Healing skill 125%+	12
Lord of the Mount	Born to the Saddle, Riding skill 125%+	8
Maelstrom	STR 15+, Close Combat Weapon skill 90%+	10
One With the Wild	POW 15+, Survival skill 70%+	8
Perfect Blow	Weapon Mastery skill 90%	12
Pinpoint Aim	DEX 15+, Throwing skill 90%+	10
Prestidigitation	DEX 15+, Sleight skill 90%+	8
Runeseer	POW 16+, Runewatcher skill 90%+	10
Siren's Voice	CHA 15+, Sing skill 125%+	8
Song of Pan	CHA 15+, Play Instrument skill 90%+	10
Soothsay	WIS 15+, Augury skill 90%+	12
Spider's Climb	Wall Leaping, Athletics skill 125%+	10
Spirit of the Mer	CON 15+, Athletics skill 90%+	8
Storm of 1,000 Blows	DEX 15+, Martial Arts skill 90%+	12
Sundering Stroke	STR 15+, 2H weapon skill 90%	14
Titan's Heft	STR 18+, Athletics skill 100%+	14
True Sight	POW 15+, Perception skill 125%+	12
Vanish	POW 15+, Stealth skill 90%+	10
Vengeful Soul	POW 20+	15
Voiced Power	CHA 15+, Oratory skill 90%+	10
Windwalker	DEX 15+, Acrobatics skill 100%+	12
Youthful Vigour	CON 15+, Resilience skill 100%+	10

or infirmed elderly. You can now use the Avoidance ability instead of Dodging in Close Combat. The Avoidance Legendary Ability uses the following rules:

- ☒ You are assumed to have one additional Combat Reaction each round, usable only for Avoidance.
- ☒ You use the following table for the results of your Dodge roll versus the Weapon attack roll:

You may use Avoidance twice each round; otherwise, you must resort to using normal Dodge Combat Reactions.

Black Waltz

Requirements: DEX 15 or higher, any Close Combat Weapon skill and Dance skill at 90% or higher
Hero Points: 10

Using a combination of smooth and fluid movements, you become a symphony of battle given motion – a true personification of deadly grace. You can enter the Black Waltz as a Combat Action. While using the Black Waltz, the following effects take place:

- ☒ You double the number of Combat Reactions you can take each round.
- ☒ All your Close Combat Weapon skill tests, including Unarmed and Martial Arts, receive a +30% bonus.
- ☒ All your Dodge skill tests receive a +30% bonus, but Parry is at -30%.
- ☒ You may not add your Damage Modifier to your attacks.

You may remain in the Black Waltz for a number of rounds equal to your CON. Upon leaving the Black Waltz, you automatically gain two levels of Fatigue.

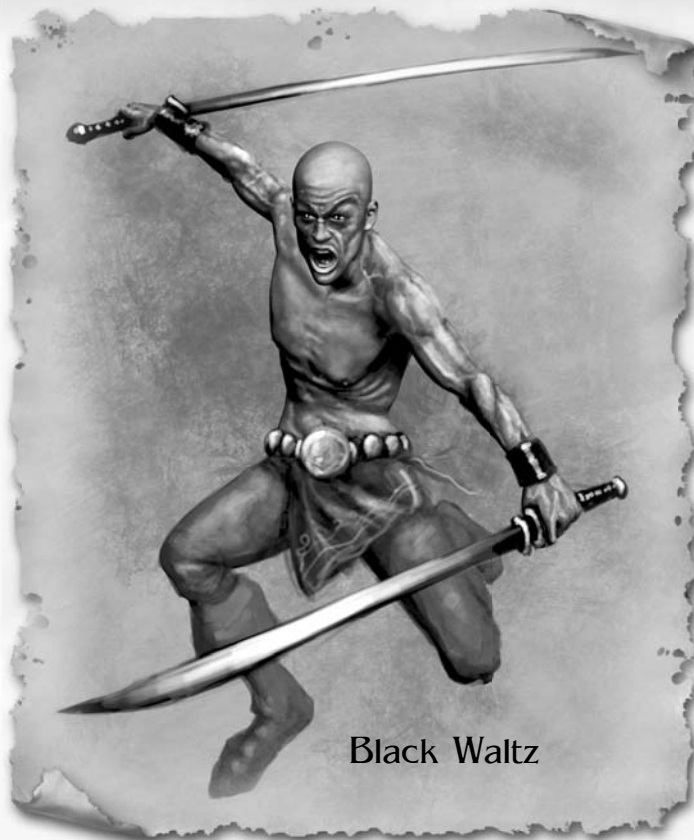
Bloodhound

Requirements: INT 15 or higher, Tracking skill at 100% or higher

Hero Points: 10

You know at a glance the sort of information that takes experienced trackers several moments to learn, and you are nearly infallible in your ability to decipher the subtle changes in your surroundings due to the passing of others. Whenever you succeed in making a Tracking skill test, the following rules apply:

- ☒ You can ask the Games Master three simple questions about the ‘tracks,’ which he must answer as truthfully as possible.
- ☒ You know *exactly* what has passed through the area and when.
- ☒ You cannot be *lost* unless it is unfeasible to retrace your own steps (magical influence, unnatural surroundings and so on).



Black Waltz

Additionally, making Tracking rolls cost only a single Combat Action (if necessary) and should be noted to be almost matter-of-fact to onlookers.

Born Leader

Requirements: CHA 15 or higher, Command skill at 90% or higher

Hero Points: 8

Your ability to make snap decisions in a way that troops and followers understand is instinctual. Your troops never question orders – even if they might seem like the worst possible idea at the time. They trust your leadership, and they know there is *always* something up your sleeve when you give commands. You may perform each of the following feats of Command once in a given Battle Scale combat if you are a Unit Commander:

- ☒ You can give two Battle Actions to your unit during the Action Declaration Phase, in which they will be able to execute them both if at all possible. If one becomes impossible to act upon, you may still perform the other.
- ☒ Your unit can change one declared Battle Action at the beginning of the Action Execution Phase (before Tactics Ranking 1).

Additionally, your unit will obey most of your orders in a narrative sense even when outside of a combat environment. Those who have been placed as your subordinates fulfil orders to the best of their ability.

Destiny Map

Requirements: POW 16 or higher, Runefinder skill at 90% or higher

Hero Points: 12

Through your familiarity with the world of magic and the runes that make up its markers, you have learned to see the subtle ebbs and flows of destiny itself in the natural world. Using these minute adjustments to the world to affect your momentary choices you can adjust the outcome of many of the actions you involve yourself in.

If you take a single Combat Action (or a moment's pause, if not in combat) to look at the signs of destiny around you, you can roll an additional 1D10 whenever you are called upon to roll a skill test for the remainder of the round. This additional die can be used to subtract from or add to any skill test.

Doppelganger

Requirements: CHA 15 or higher, Disguise skill at 100% or higher

Hero Points: 10

Your ability to alter your appearance is uncanny and it is almost eerie how well you can mimic others. You are a master of putting on other peoples' faces, and can do so in a hurry when called upon. You have the following bonuses and traits when using the Disguise skill:

- ☒ You can automatically mask your voice to match the face you are putting on.
- ☒ You add +20% to your Disguise skill when mimicking someone you have had a chance to observe for one hour or more.
- ☒ Your CHA score is subtracted from any Perception skill tests to see through your Disguise tests.
- ☒ With the proper makeup kit or suitable substitutes, you can make a Disguise skill test at a -20% penalty in 2D6 x 10 seconds.
- ☒ When taking your time on a Disguise skill test (an hour or more), your skill test cannot fail or critical fumble – the die roll is only to set the level of expertise put into the work.

Forgemaster

Requirements: INT 15 or higher, any one Craft skill at 100% or higher

Hero Points: 10

Whatever your individual Craft skill is based in, you have a way of putting so much effort and perfection into your creations that they actually seem to become infused with a bit of your own capabilities and essence when you put your blood, sweat and tears into them. When making use of the Craft skill to create items from raw materials, you can perform the following feats of creation:

- ☒ You can spend a Hero Point and 'weave' one of your own integrated runes into the object, removing it from your person but adding to the item – which will become a magic item that can call upon the rune's power for anyone possessing it.
- ☒ Your creation can have double the normal Armour Points and hit points, but will require double the normal amount of raw materials to create.
- ☒ You can repair any item your Forgemaster Legendary Ability is focused on using half the materials and in half the time.

Additionally, anything you create will be of Marvellous quality and will likely sell for up to 10 times its normal cost in most markets.

Gadgeteer

Requirements: INT 15 or higher, Mechanisms skill at 100% or higher
Hero Points: 8

Having had your fingers in so many devices and mechanisms over your lifetime, you have an almost miraculous touch with such things. You can make pulleys, levers and gears do things that normal people marvel at. No matter what sort of machine it is, you can make it do what you need it to with just a little attention and intuition. You can now do the following feats with a successful use of the Mechanisms skill:

- ☒ You can adjust a mechanism's function to something related to what you need. For instance, you could turn a flame-gout trap into a trip-activated torch sconce. Or you could rip apart an arrow-propulsion trap and make an elaborate crossbow-reloading device. The final device must be decided upon along with the Games Master, but we encourage him to work with Player to come up with a good result.
- ☒ You can turn a pile of seemingly useless junk into a working device. The device must be related somehow to the 'junk' used. As an example, a pile of spare armour pieces, some chains and a broken quarterstaff could be turned into a hand-cranked armoured curtain, perhaps.
- ☒ You can tell what a mechanism is designed to do at a glance, knowing exactly how to disarm or disable it without so much as touching it even once.

Additionally, any sort of normal devices (traps, hidden doors and so on) you create with your Mechanisms skill will be of Exquisite quality and will impose a -50% penalty to anyone else's Mechanisms skill tests toward them.



Gadgeteer

Golden Voice

Requirements: CHA 15 or higher, Command or Influence skill at 70% or higher
Hero Points: 8

In the time when your soldiers are bleeding, or when your friends are looking for any reason to flee – your strong and proud voice mixed with the perfectly chosen words for the moment can do more than just dissolve their fears. Your words are so inspiring that you can push broken and beaten men to new heights. You have the following abilities:

- ☒ You can add your *entire* successful Command (or Influence) test to a unit's Morale when using a *Rally!* Battle Action.

- ☒ You can add +20% to the Close Combat Weapon and Dodge skill scores to a number of allies equal to your CHA score with a successful Inspiration skill test. This last for a single Combat Round.

Hail of Woe

Requirements: Bow or Crossbow skill at 90% or higher

Hero Points: 12

Your skill with your ranged weapon of choice has reached the point where you can direct a single arrow or bolt in a massive arc and land it with terrible precision into your target. So long as you know where your enemy is, you can launch your shot high into the sky and have it plummet downward into him with titanic force. You can now use the following abilities:

- ☒ You can fire a single ranged combat attack in a high arcing volley, ignoring all terrain and obstacles between you and the target, with no penalty. If this attack hits, it inflicts an additional die of damage of its normal type and you should add 10 when rolling for Hit Location.

Juggernaut

Requirements: Skin of the Bear, CON 19 or higher, Resilience skill at 90% or higher

Hero Points: 10

Your body has weathered so much hardship, pain and damage in your lifetime that it has become resistant to all forms of damage and nothing can faze you. You are truly a juggernaut of indomitable will, and most of your enemies would be wise to stay out of your way.

Your natural Armour Points to all body locations is raised by 1, which stacks with normal armour without penalty. This also will stack with the Skin of the Bear Legendary Ability, should the character manage to acquire both of them.

Additionally, as a Combat Reaction you can immediately make a Resilience skill test. If successful, you may add a number of points to your natural Armour Points equal to one tenth (round up) of your skill test result. If this is a Critical Success, all damage is shrugged off harmlessly.

Lifegiver

Requirements: Empathic Wound Legendary Ability, Healing skill at 125% or higher

Hero Points: 12

Already able to funnel healing energies into someone using your own life force as a conduit, you have learned how to actually drown death itself with your positive and living energy – returning the recently dead to the land of the living before they can pass on to the next world.

With Lifegiver, you may offset the a companion's imminent death by transferring some of your life to him. For every round after the target has died, it will cost you 1 point of CON or POW to revive him, which will bring him to 0 hit points to any location that is below that number. For instance, if a companion has been killed three rounds before you can reach him, it will cost you any combination of three points of CON and/or POW to revive them.

Transferring life energy with Lifegiver is amongst one of the most gruelling and risky endeavours in all the worlds. When this miracle of healing is performed, there is a 50% chance per point (roll them individually) spent that the loss of that particular point will be permanent.

Lord of the Mount

Requirements: Born to the Saddle Legendary Ability, Riding skill at 125% or higher

Hero Points: 8

Your skill at steering and driving your mounts to great deeds is legendary, and there is almost nothing you cannot influence your steed to do. No matter the instance or the danger, your mount will obey your every command as if it was an extension of your very self. This connection to your mount is somehow encouraging to other mounts, and allied riders find their own steeds behave much better than ever before. While riding, the following effects take place:

- ☒ Any penalty to your Riding skill is reduced by -50%. For instance, if the freezing rains and snowdrift-covered ground would normally apply a -60% penalty to your Riding test, the penalty is reduced to -10%.

- ☒ You can use any weapon, Close Combat or Ranged, with no penalty.
- ☒ A number of allied mounted riders equal to your CHA score can act as though they had the Born to the Saddle Legendary Ability if they ride alongside you and your mount.

Maelstrom

Requirements: STR 15 or higher, Close Combat Weapon skill at 90% or higher
Hero Points: 10

When wielding a weapon in each hand, you can become a physical wall of attacks and parries that can hold off – and possibly lay low – huge numbers of enemies in short order. Whenever using the two weapons with which you have +90% or more in Weapon skill, the following effect occurs:

- ☒ You may take any Close Combat Reactions you have remaining after all enemies have attacked as immediate additional Close Combat attacks.

One With the Wild

Requirements: POW 15 or higher, Survival skill at 70% or higher
Hero Points: 8

You are completely at home in the wilds of the world, and you could likely survive indefinitely while living in it. Trees and caverns are your inns, the fields and bushes are your markets. There is almost nothing you could not arrange for in the wild that another might need to go into civilisation to arrange for. You have the following special abilities:

- ☒ You can survive comfortably in the wildest of places for a number of weeks equal to twice your POW score with a single Survival skill test.
- ☒ With a successful Craft skill test, you can create any mundane item that does not require metal or forge-fabricated materials. Rope, bows, spears and furniture are good examples of items you can create flawlessly using natural materials.

- ☒ You can feed a number of additional people with a Survival test equal to twice your INT score.

Additionally, any sort of natural animal that is in your presence will treat you like any other creature of the wilds.

Perfect Blow

Requirements: Weapon Mastery skill at 90% or higher
Hero Points: 12

You already have the ability to guide the weapon you have mastered with satisfyingly powerful attacks. Now, however, with your sheer determination and precision, you can not only inflict terrible damage, you can also ignore the thickest of armour.

Perfect Blow is declared before a precise attack, targeting a specific location upon your opponent and is started using Weapon Mastery. Attempts to dodge or parry this attack suffer a –20% penalty. Should the attack hit, all Armour Points from non-magical sources are ignored.

Pinpoint Aim

Requirements: DEX 15 or higher, Throwing skill at 90% or higher
Hero Points: 10

In your hands, a thrown dart or knife is a guaranteed bull's-eye every time, and games of skill involving your aim are child's play. You are able to cut the wings from a fly's back when it is in flight, or cut the bell from a kitten's collar without splitting a hair on the creature's head. You are a master of the thrown weapon, and the speed with which you can hurl such items is dazzling. You have access to the following special rules:

- ☒ You can double the normal maximum range for your Throwing skill.
- ☒ You may ignore 1 Armour Point with every Throwing skill attack you make, rolling once for the entire round's worth of attacks.

- ☒ You may make *two* attacks with the Throwing skill each Combat Action, and *one* as a Combat Reaction!

If using the Throwing skill to entertain an audience or gamble at games of chance, you can re-roll any skill test once if you so choose – taking whichever is the better result of the two rolls.

Prestidigitation

Requirements: DEX 15 or higher, Sleight skill at 90% or higher

Hero Points: 8

Your hands and skills of manual deception are seamless and feel infallible to most onlookers. Your fingers and deft motions make items appear, vanish, change and move in ways that defy physics and the laws of reality.

Prestidigitation allows you to manipulate small items (hand-sized or slightly larger) with ease, making them vanish into your sleeves or pockets without so much as a skill test unless your hands are being actively watched – at which point the watcher can call for an opposed Sleight versus Perception skill test with a +50% bonus to your Sleight test.

Also, with the proper placement of your runes, you can actually cast rune spells without *looking* like you are holding the runes responsible for them with a successful opposed Sleight skill test versus onlookers' Perception. For instance, a character with Prestidigitation wants to cast his Darkwall spell without giving up that he is casting it, or that he has a Darkness rune integrated into him. He rolls his Sleight versus his foes' Perception skills; if successful, it seems as though the Darkwall spell simply leapt up into existence from out of nowhere.

Runeseer

Requirements: POW 16 or higher, Runewatcher skill at 90% or higher

Hero Points: 10

Your ability to see the effects and placements of runes and Rune Magic has evolved into something

almost instinctual. Wherever you look you can see the tides of Rune Magic, and where others might need to concentrate and struggle to decipher their origins you cannot help but notice. You are now subject to the following rules:

- ☒ You automatically know where a Rune Magic spell is cast from, and from what runes it was cast.
- ☒ With a successful Runewatcher skill test you can see *all* of the integrated runes a target has on his person.
- ☒ Due to your knowledge of Rune Magic and where it stems, any spells in which there is a Resist (Dodge) roll, you are considered to have a +20% bonus.

Siren's Voice

Requirements: CHA 15 or higher, Sing skill at 125% or higher

Hero Points: 8

You are so skilled and versed in the talents of your singing voice that you can perform what can only be considered supernatural effects with your songs. When you take the time to strike a note and carry a melody, listeners will find themselves lost in the pitch and harmony – never realising that you have steered them with these subtle tools. When making a Sing skill test, you have the following abilities you can call upon:

- ☒ You can choose to hide an Influence skill test within the words of your song, although at a –10% penalty.
- ☒ You can lower the guardedness and protections of a number of listeners equal to twice your CHA score, effectively reducing their Perception skill by half and their Dodge skill by 25% – leaving them open for attacks from your allies.
- ☒ With a haunting ballad, you can remind others of their mortality. Listeners must make an opposed Persistence skill test versus your Sing skill or be unable to commit a Combat Action unless being threatened or outright attacked.

Additionally, when making a Sing skill test in order to earn a wage in a concert or public showing, you make double the normal amount of thrown coin and extra wages.

Song of Pan

Requirements: CHA 15 or higher, Play Instrument skill at 90% or higher

Hero Points: 10

You can make a musical instrument emit sounds that the inventors never imagined. In your hands, your chosen instrument is a living and breathing being telling a story in tones and notes that grabs all but the hardest of hearts by the strings and makes them dance like marionettes. With the proper tune and a few minutes of crescendo and building tempo, you can get nearly anyone to tap his feet and drum his fingers! When making a Play Instrument skill test, you have the following abilities:

- ☒ You can invigorate allies and add +10% to all their skill tests while you are playing.
- ☒ You can lower the guardedness and protection of a number of listeners equal to twice your CHA score, effectively reducing their Perception skill by half and their Dodge skill by -25%.
- ☒ When playing a catchy tune, anyone listening to your playing must make an opposed Persistence skill test versus your Play Instrument test each minute or they will empty their hands to clap or tap their fingers, stepping in time with the music and quite possibly dancing. During the song and in the minute after, all affected listeners can be considered to be not ready for combat and will automatically be caught by surprise.
- ☒ Music does indeed soothe the savage beast. While you are playing a successfully soothing tune, no wild animal (of fixed INT) will come within 10 metres of you willingly, and will have no intent of harming you.

Additionally, when making a Play Instrument skill test in order to earn a wage in a concert or public showing, you make double the normal amount of thrown coin and extra wages.

Soothsay

Requirements: WIS 15 or higher, Augury skill at 90% or higher

Hero Points: 12

Adept at reading entrails and spilled blood, of seeing the fabric of reality in the strands of muscles and the pattern of veins, you can predict the future with eerie precision. Those who listen to your auguries will find that your words should always be believed when speaking on such things. With a successful Augury skill test, you can offer one of the following predictions:

- ☒ You see martial victory. The subject can re-roll one failed attack test per day during the next week.
- ☒ You see a narrow escape. The subject can re-roll one failed Dodge test per day during the next week.
- ☒ You see a miraculous revival. The subject can heal 1D6 hit points to any one of his own body locations once in the next week as a Combat Reaction – which can stop a character from dying.
- ☒ You see an ingenious discovery. The subject can re-roll one non-combat skill test per day during the next week.
- ☒ You see a heroic overcoming of a terrible foe. The subject can turn any one regular success in combat to an automatic Critical Success once in the next week.
- ☒ You warn the subject of impending doom. The subject gains +50% to his Perception skill for the next week due to paranoia.

Spider's Climb

Requirements: Wall Leaping Legendary Ability, Athletics skill at 125% or higher

Hero Points: 10

Your skill at balancing your weight and using the strength and agility in your limbs and hands is unequalled, and it shows when you choose to climb up or across a surface. You are like a wall-clinging insect or lizard, finding tiny cracks and uneven spots to hold while you move in any direction. So long as you are not wearing gloves or footwear, there is almost no surface you cannot scale. When making Athletics skill tests for the purposes of climbing, the following rules apply:

- ☒ You ignore up to 60% of any penalties applied due to the surface being climbed or environmental hazards.
- ☒ Using your feet and one hand to hang on, you can fight effectively using any one-handed weapon while in mid-climb.
- ☒ While climbing, you can substitute your Athletics skill for your Dodge skill when trying to avoid attacks.

Additionally, you climb most surfaces at a speed equal to your normal walking rate.

Spirit of the Mer

Requirements: CON 15 or higher, Athletics skill at 90% or higher

Hero Points: Eight

Having spent many tiring hours in the cold embrace of lakes, rivers or oceans, you are as at home in them as some of the fanciful beings that call them home. Not quite able to breathe underwater, you are the closest thing to a merfolk as you can be without gills. While swimming, the following effects take place:

- ☒ Any penalty to your Athletics skill is reduced by -20%. For instance, if surging currents and foamy tides would normally apply a -40% penalty to your Athletics test, the penalty is reduced to -20%.

- ☒ You may use 2H Weapon skills, Polearms and Staffs while underwater with no attack penalty.
- ☒ You may hold your breath for twice as long as a normal character (twice CON score).
- ☒ You may use your Athletics skill instead of your Dodge skill when dodging.

Additionally, your swimming Movement speed is doubled, allowing you to move very rapidly even against the current of rivers and the tides of the ocean!

Storm of 1,000 Blows

Requirements: DEX 15 or higher, Martial Arts skill at 90% or higher

Hero Points: 12

Without a weapon, most people find that combat is deadly and short, especially if fighting a foe that outnumbers them. You however, find it a small challenge to deal with dozens of opponents at once as your body is a living and breathing weapon capable of unleashing a series of attacks that defy description. You can enter the Storm of 1,000 Blows as a Combat Action. While using the Storm of 1,000 Blows, the following effects take place:

- ☒ You can make an immediate Martial Arts attack against any opponent that misses you by more than 25%. This is not classed as a Combat Reaction.
- ☒ You may use your Martial Arts skill instead of your Dodge skill when dodging.
- ☒ You can make two Martial Arts attacks against the same target with a normal Combat Action.
- ☒ You may ignore 1 Armour Point worth of protection for each time you strike with Martial Arts attacks.

You may remain in the Storm of 1,000 Blows for a number of rounds equal to your CON. Upon leaving the Storm of 1,000 Blows, you automatically gain three levels of Fatigue.



Spirit of the Mer

Sundering Stroke

Requirements: STR 15 or higher, any 2H weapon skill at 90% or higher

Hero Points: 14

With one mighty swing of your weapon, you can slice, crush or otherwise shatter whatever defences your enemy has put before you. Shields explode, swords fracture and armour rips apart like paper under your mighty stroke. When your weapon is driving hard to the target, nothing will stand in its way.

Sundering Stroke is declared before making an attack. Any attempt to dodge this attack gains a +20% bonus. Any attempts to parry this attack fail, blasting any mundane weapon placed in its way to shards as it passes through to the target. Whatever non-natural/non-magical armour segment the attack strikes will be broken and shattered as well, providing no protection for the titanic blow. If the attack does indeed strike true, it inflicts its maximum damage (no dice are needed).

After making a Sundering Stroke, you automatically suffer a single level of Fatigue.

Titan's Heft

Requirements: STR 18 or higher, Athletics skill at 100% or higher

Hero Points: 14

With a clear mind and good grip, you are capable of lifting massive weights that others would likely think immobile. Tapping into a reserve of strength that is tied to the age of heroes, you can perform feats of truly supernatural strength. Ripping doors off hinges, lifting boulders, bending girders – these are the types of things you can do. With some sweat and effort, nothing may be too large or heavy for you to move.

You can multiply your STR score by up to four times for the purposes of performing a feat of strength (lifting, holding, opening and so on – *not* in combat), but will immediately suffer a number of levels of Fatigue equal to that multiplier after the feat of strength has passed.

True Sight

Requirements: POW 15 or higher, Perception skill at 125% or higher

Hero Points: 12

You have such finely tuned senses that nothing can avoid your scrutiny when you concentrate on your surroundings. Using factors such as swirling dust, insect flight paths, bending leaves and other almost unperceivable clues – you can see anyone or anything. You can quickly track down even those that are mystically shrouded from your vision by using the factors *around* them instead of looking for them specifically. There is almost nothing that can be hidden from your sight.

Even against magical sources of invisibility or stealth, you have a normal chance to use your Perception skill to find their whereabouts. Also, anyone with less than 100% in their Stealth skill *cannot* hide from you – you automatically know exactly where they are.

Vanish

Requirements: POW 15 or higher, Stealth skill at 90% or higher

Hero Points: 10

When you want to be, you are as shadow and fog – able to vanish with but a moment to do so. You are a true master of misdirection and disappearance, and in the blink of an eye you can be gone as if you were never even there. You have the following modifiers to any and all Stealth skill tests you make for the purposes of hiding:

- ☒ You may call for a Stealth skill test to hide even while in plain sight of onlookers, suffering –10% for each onlooker (maximum of –90%), as long as you have *somewhere* to hide. When successful, this seems like an almost supernatural disappearance.
- ☒ Once already hidden, anyone looking to discover you must have more in their Perception skill than you have in your Stealth skill to even attempt an opposed roll. If they do, the opposed skill test works as normal to try and discover you.

Additionally, you can move at normal rate when you are hidden using Stealth.

Vengeful Soul

Requirements: POW 20 or higher

Hero Points: 15

Vengeful Soul is one of the rarest abilities to ever force scribes to write tales and storytellers to spread folklore. There have been precious few true heroes and Legendary personalities that have been granted a reprieve by the gods from death itself in order to work heroic deeds and avenge the wrongs of the world. You are among them.

If you die while in possession of this Legendary Ability, you will return in 1D6 days completely restored and fully alive, as if you were never wounded in the first place. You are not undead, but have truly been given a second (or third and so on) life. When this Legendary Ability is called upon, it costs *all* of the character's remaining Hero Points – and the possession of this Legendary Ability! Basically, if the character wants to return multiple times from the afterlife, he will need to buy this ability again and again in order to do so. Once vengeance has been carried out, the vengeful soul will crumble to dust.

Voiced Power

Requirements: CHA 15 or higher, Oratory skill at 90% or higher

Hero Points: 10

You have a distinct and powerful voice that gets your exact point across to those you speak to. If you are given a chance to actually talk for a length of time, you can steer the most stubborn and steadfast listener to your side. Whether you are speaking softly and succinctly or shouting your ideas at the top of your lungs, people listen to you. You have the following special Influence skill-based abilities available to you:

- ☒ You can use your Influence skill on groups of people as large as ten times your CHA score, so long as they can hear you.

- ☒ If used to simply alter someone else's opinion, your Oratory (see *RuneQuest Companion*) skill gains a +50% bonus.

- ☒ No matter how upset someone is when you start talking to him you can calm him down with 1D6 x 10 minutes of conversation and a successful opposed Influence versus Persistence skill test.

Additionally, your allies will agree with most of your ideas in a narrative sense when voiced in a pleasing manner. Those who have been placed as your subordinates fulfil orders to the best of their abilities.

Windwalker

Requirements: DEX 15 or higher, Acrobatics skill at 100% or higher

Hero Points: 12

Having a flexible and trained body able to bend and twist in ways that might seem unnatural, you can contort and flip into the air with ease. Between your abilities to move with eerie grace and your precise leaping, you can give your momentum a quality all of its own. You are able to run up walls or across the tops of loose hedges, sprint across a river by only touching small stones, or do somersaults over dangerous enemies without so much as risking a single scratch. You can call upon the following special abilities using the Acrobatics skill:

- ☒ So long as you have enough room to do so dramatically, you can use your Acrobatics skill instead of your Dodge skill any time you are attacked.
- ☒ You can ignore up to 50% worth of penalties for Acrobatics skill tests if you can describe the nature of how you plan to circumvent them.
- ☒ At the cost of gaining one Fatigue level, you can forego all Combat Actions in a given round to become a mobile target of bounding, flexible and cavorting flesh. If you do so, you cannot be hit by any attack that does not roll a Critical Success.

Additionally, when using your Acrobatics skill to move along a straight line (street, path, hallway and so on) you can add half again to your normal Movement with no other penalties.

Youthful Vigour

Requirements: CON 15+, Resilience skill at 100% or higher

Hero Points: 10

You have miraculously kept your body strong and healthy against the damage years will weigh upon it. No matter what you put it through or what the world placed before you, your health and image never waned. You might look older, but you do not have the look of weakness or infirmity that growing old often causes. In fact, you look more distinguished and capable than you did even in youth.

With this Legendary Ability, you never suffer any penalties from natural ageing. Magical ageing effects still can inflict damage or similar ill effects, but even then you will retain your distinguished and regal look.

Runic Powers Revisited FOR LEGENDARY HEROES

For most people, the use of runes is a prized and much-sought after ability. People quest across continents to find these tiny fragments of magical essence. The hunt for more and more runes can consume an adventurer's life for many years, if only to add more of these powerful keys to magic to his repertoire. Runes and their runic powers are what drive many to greatness.

Eventually, a rune's powers become tame compared to the other abilities of a Legendary character. The old runic powers and the spells they create seem paltry, and are often regarded as faint memories to when the hero was much younger. In these instances, just as a sword becomes a weapon of epic proportions in a true hero's hand – so the runes of old evolve into powerful tools that can unleash new effects when integrated with a Legendary character.

Not all runes are altered when integrated with a Legendary character, but several are. The list on page 52 is all of the normal runes found on page 65 of the *RuneQuest* core rulebook, and any changes that occur when integrated with a character that is classified as Legendary.

The alternate Legendary Runic Powers described on page 52 are *in addition* to the previously known Runic Powers from integrated runes in any given character. So, if a character already has the Water rune integrated when he officially becomes a Legendary Character, he not only gains the normal Runic Power bonuses (+50% to Athletics when swimming) but also gains water breathing.

New Runic Spells FOR LEGENDARY HEROES

The following are rune spells that require the user to be integrated with the Legendary Rune Powers of the listed runes, leaving them preferably in the hands of Legendary characters. Games Masters are free to allow their Players to try and acquire these spells, but they should be forewarned: some of these spells are *very* powerful and they could unbalance a normal game.

New Spell List

Listed here is a selection of new Rune Magic spells. They are all Legendary tools, and many require at least one rune to be integrated as a Legendary characters.

Blaze of Lordship

Casting Time 1, Duration 5, Magnitude 1, Progressive, Touch/Resist (Persistence)

Runes: Light, *Mastery*

The enchanted target glows with a mystic light that pulsates brighter as foes look upon it, blinding them with its power.

If this spell is successful, the target swells with a golden glow of majesty. For the duration of the spell, a

Runic Powers for Legendary Heroes

Rune	Legendary Hero Runic Power
Air	Legendary Rune Touched no longer takes damage from falls of less than 50 metres.
Beast	Legendary Rune Touched gains the ability to speak with common animals.
Chaos	Legendary Rune Touched knows when minions of Chaos are within 30 metres.
Cold	Legendary Rune Touched can inflict 1D3 of cold damage with a touch, or freeze bodies of liquid solid.
Communication	N/A
Darkness	Legendary Rune Touched treats <i>all</i> lighting conditions as midday sunlight, and cannot be blinded by non-magical means.
Death	N/A
Disorder	N/A
Dragon	Legendary Rune Touched will be reincarnated as an infant Dragon.
Dragonewt	N/A
Earth	Legendary Rune Touched gains +25% Resilience.
Fate	Legendary Rune Touched gains +25% Perception.
Fertility	N/A
Fire	Legendary Rune Touched can inflict 1D3 fire damage with a touch, or set flammable objects ablaze.
Harmony	N/A
Heat	Legendary Rune Touched can inflict 1D3 heat damage with a touch, or cause objects to smoulder and eventually become cinder.
Illusion	Legendary Rune Touched cannot be fooled by magical illusions, but knows they are there and what they represent.
Infinity	N/A
Law	Legendary Rune Touched knows the location of allies at all times, locating them with a single round of concentration.
Light	Legendary Rune Touched can glow as bright as dawn for a number of Combat Rounds equal to his POW daily, counting as natural sunlight.
Luck	N/A
Magic	Legendary Rune Touched gains both Runefinding and Runewatcher skills (or +10% to those skills if he already possesses one or both).
Man	N/A
Mastery	Legendary Rune Touched gains +25% to all opposed skill tests.
Metal	Legendary Rune Touched's skin becomes as hard as iron, gaining 1 natural Armour Point.
Moon	Legendary Rune Touched no longer needs to sleep, so long as he bathes in moonlight weekly.
Motion	N/A
Plant	Legendary Rune Touched cannot be harmed by items of wood or plant materials.
Shadow	Legendary Rune Touched can meld with a shadow large enough to hide his SIZ, becoming effectively magically invisible.
Spirit	N/A
Stasis	Legendary Rune Touched no longer ages naturally.
Truth	Legendary Rune Touched automatically knows when he is being lied to.
Undead	N/A
Water	Legendary Rune Touched can now breathe underwater (both fresh and salt).

number of enemies equal to the Magnitude of the spell plus the target's CHA score will not be able to attack him without first resisting the spell.

Boon of Paradox

Casting Time 1, Duration 5, Magnitude 3, Ranged, Resist (Persistence)
 Runes: *Chaos* or *Law*, Man or Beast

The caster is enveloped with either a complete stillness as the light of inspiration ignites his features.

If successful, this spell blasts a target with ideas and instincts completely opposite to his normal thought processes. This surge of new mentality will be disorienting for the first round (taking away any actions), but then the target will act as though he actually believes in the new alignment. Creatures comprised wholly of Chaos or Law that are hit with the opposite essence of the spell will immediately suffer 1D8 damage to all body locations.

Possession of the Man rune is required for this spell to be effective against humanoids, and the Beast rune is needed for it to be effective against natural creatures. Other creatures (such as spirits or magical beasts like dragons) are not affected by this spell.

Call Back the Fallen

Casting Time 5, Duration Permanent, Magnitude 10, Touch
 Runes: *Infinity*, Spirit

The target glows with a holy, brilliant white light that summons life back into it.

This spell allows the caster to use the Lifegiver Legendary Ability (see page 43), but at double the normal cost of CON and POW. Unlike Lifegiver, the spell will *always* cost the caster at least one permanent point of POW (no need to roll the percentage for the first point spent).

Crushing Tide

Casting Time 4, Instant, Magnitude 5, Ranged, Resist (Dodge)
 Runes: *Water*

The body of water rises into a crushing wave of destructive force, smashing and all those in its path.

This spell calls about a massive tidal wave from a nearby body of water. The sheer size and weight of the water being used to batter opponents is completely dependant on the body of water being used to fuel the spell. Since the character who is casting the spell has the runic power of the Water rune, he has no fear of drowning – but could succumb to the crushing weight of thousands of gallons of water. This is why most users of the spell seek high ground before they cast it.

The table below shows sources of water and the area they affect, as well as how much damage an individual would suffer if caught unprotected in one of the areas.

Source of Water	Height of Wave	Area of Effect	Damage
Well/Small Pond	2m	5m x 5m	1D3
Large Pond/Pool	5m	20m x 20m	1D6
Creek/Stream	10m	50m x 50m	2D6
River/Small Lake	20m	100m x 100m	3D6
Large Lake	30m	300m x 300m	4D6
Bay/Lagoon	50m	1,000m x 1,000m	5D6
Ocean	75m	5,000m x 5,000m	6D6

Countermagic Ward

Casting Time 5, Duration Permanent, Magnitude 1, Progressive, Touch
 Runes: *Stasis*, Magic

The object is continually bombarded with spells but none seem able to penetrate the eldritch barrier that surrounds it.

This spell continually disrupts offensive spells aimed at the touched item. Unlike most Countermagic, it cannot be cast on a living (or undead) subject, and is instead used to protect the object from the effects of any spells cast at it. It will not have any effect on spells that are already in effect when the object is touched. It is accompanied by the painting or carving of the casting runes before the spell takes effect, and should the inscriptions of the runes be destroyed the spell is immediately cancelled. The effects of Countermagic Ward depend on the relative Magnitude of both itself and the incoming spell – see the Countermagic Ward Results table below for more details.

Countermagic Ward Results

Incoming Spell's Magnitude is...	Effect
2 or more points weaker than Countermagic Ward's Magnitude	Incoming spell is eliminated and Countermagic Ward remains unchanged.
Equal to or within 1 point of Countermagic Ward's Magnitude	Incoming spell is eliminated and Countermagic Ward loses one point of Magnitude.
2 or more points stronger than Countermagic Ward's Magnitude	Both Countermagic Ward and incoming spell lose two points of Magnitude, but incoming spell still takes effect.

Darkstorm

Area 50, Casting Time 3, Duration 1D6 x10, Magnitude 5, Ranged

Runes: Air, Darkness

The caster calls forth a writhing and swirling cloud of tangible blackness that fills the immediate area and is accompanied by booming thunder and echoing winds.

By casting this spell, the character creates a swirling cloud of tangible blackness that fills the target area and is accompanied by booming thunder and echoing winds. The wind is strong enough to pick up SIZ 2 or smaller objects and move them about rapidly, but not strong enough to harm beings larger than that with flying detritus. Light sources within this area shed no light and normal sight ceases to function. Due to the whistling winds and particulate matter whipping about

inside the Darkstorm, other senses such as a bat's sonar are useless as well.

If the caster also possesses the Movement rune, he may move the Darkstorm one metre per Combat Action. If this option is chosen, the spell gains the Concentration trait.

Dead for All Time

Casting Time 10, Duration Permanent, Magnitude 8, Touch, Resist (Persistence)

Runes: Death, Infinity

The enchanted target of this spell is marked over the eyelids or sockets with shimmering runes of Infinity, sealing the earthly body from any form of resurrection or undeath.

The target of this spell, which must be a corpse of some kind, will become impossible to revive in any way. The Lifegiver and Vengeful Soul Legendary Abilities will be held in check while the spell exists, and no amount of necromancy will ever raise the corpse. The only way to ever circumvent the spell is through Dispel Magic, which must overcome this spell before anything else can take effect.

Deluge

Area 10 x POW, Casting Time 3, Duration 10 x POW, Magnitude 1, Progressive, Ranged

Runes: Air, Water

The runecaster points both runes – which glow the deep blue of a stormy sky – at the clouds just before they unleash a sudden rain that is as heavy as a jungle thunderstorm.

This spell creates a sudden rainstorm that increases in volume and downpour strength the higher the Magnitude the caster wishes to use. A Magnitude of 1 will likely be a constant shower that could bring life to withered crops, where a Magnitude 5 Deluge would cause flooding and mudslides – and a Magnitude of 10 would bring hail and sheets of lightning that could level small homes! The caster of this spell is not immune to the effects of the weather phenomenon, so it should be cast with care.

Dominator's Gaze

Casting Time 1, Duration 10, Magnitude 3, Ranged, Resist (Persistence)
 Runes: Man, Mastery

The caster's eyes burn with a liquid fire that moves and swirls like the surface of an oily flame, causing those before him to cower under the power they reflect.

This spell gives the caster a fiery and fierce gaze that crumbles the resolve of anyone who looks upon it for more than a moment. Anyone that looks upon the caster during the duration of the spell must resist against the spell or automatically fall prostrate before the stare of his glowing eyes.

Endless Bondage

Casting Time 5, Instant, Magnitude 10, Touch, Resist (Dodge)
 Runes: Infinity, Stasis

The target of the spell is bound fast by a series of invisible tethers of pure magical force, tied in place by the Runecaster's intricate hand motions.

This spell wraps a target in unbreakable bonds made of magical energy, restraining him from making anything but the smallest movements. The bonds are invisible and exist on several planes of reality, utterly binding the target not only from movement but also from being moved at all. The target is rooted to the spot with the power of this epic casting. Only a more powerful Dispel Magic, opposed against the caster's Runecasting skill, will undo the bonds.

Faulted Earth

Area 1 square mile x POW, Casting Time 5, Duration 1 month x POW, Magnitude 10, Ranged
 Runes: Death, Earth

The ground blackens and rots from where the runecaster touches it, rapidly devouring all life and soiling the environment. The resulting blight is a scar upon the lands, and survival is nigh impossible.

The area affected by this devastating spell will be infused with the essence of death itself, killing all

growth found there at the point of casting and stopping any other life from growing there for the duration of the spell. Plants wither and die, game animals living there become emaciated and eventually die from malnutrition and men will move or starve. It is a powerful curse that only the most vile of Runecasters would ever call upon.

Force the Hand

Casting Time 1, Instant, Magnitude 1, Progressive, Touch, Resist (Persistence)
 Runes: Fate, Mastery

Suddenly, just as all seemed lost, the target is miraculously able to complete his seemingly impossible task.

Every living legend knows how fate can choose him to perform a duty for no reason other than destiny demands it. This spell allows the caster to force the very hand of fate, either for the good or ill of the target. The caster can force a number of the target's skill tests to be re-rolled. The target's next skill tests are affected once for each point of the spell's Magnitude (the next one for Magnitude 1, the next three for Magnitude 3 and so on). The caster must choose at the time of the casting whether to force the target's fate in a dark manner or to be helpful – allowing him to give his friends an advantage or hobble his enemies. Malicious uses of this spell require the worst of the two rolls (after re-roll) to be chosen, while the beneficial version allows for the better of the two to be chosen.

Fire Rain

Area 100, Casting Time 5, Duration 3, Magnitude 8, Ranged, Resist (Dodge)
 Runes: Air, Fire

The sky is torn apart by large balls of liquid flame that mercilessly fall to the ground, burning and smashing anyone or anything caught in the open under the fiery deluge.

Calling upon massive energies in the sky above; the caster calls down a fiery rain of huge and deadly fireballs that wreak untold havoc. The dangerous falling spheres are only a metre or so in diameter, but can cause massive amounts of damage if they strike

Fire Rain



someone or something. Anyone caught in the area of effect must make a successful Dodge test against the original Runecasting skill test to avoid being splashed by exploding fiery rain – which inflicts 2D6 damage. For obvious reasons, this spell is rarely called upon and can flatten villages in short order if used in such a way.

Glade Eternal

Area 10, Casting Time 30, Duration Special, Concentration, Magnitude 6
 Runes: Infinity, Plant

This enchanted area is a comfortable room made of flowers, ferns and trees that is more hospitable than

many city inns. The trees bear fruit, bushes grow berries, and ground vines seep fresh water.

This spell creates a pocket of perfect plant life that will protect and shelter the caster and several of his allies from any sort of weather outside the glade. Like a living oasis, the glade eternal will stay a constant and comfortable temperature and the trees will provide food. The spell lasts essentially forever, but will wither and collapse if the caster is outside the glade for longer than one hour at a time.

Horror of Self

Casting Time 1, Instant, Magnitude 5, Range, Resist (Persistence)
 Runes: Disorder, Truth

The target's eyes grow wider and wider as the horrors unleashed fill his imagination, stealing away his will to do anything but cower from the darkest secret fears hidden away in his psyche.

This powerful and fearsome spell allows the caster to rip the deepest fears of a target to the surface of his mind, incapacitating him with the throes of his own personal horrors. No one except the target knows what exactly those fears are, but they tend to be all-encompassing and more horrific than what most minds can handle on a regular basis.

The target of this spell, if he fails to resist, will have his Persistence skill reduced by the result of this spell's Runecasting test. Every round after the first the target will regain 1D6% Persistence until it is back to its original number. Until that happens though, the target will need to make Persistence rolls each round (before the 1D6 is regained) in order to take any actions other than Combat Reactions.

Infinite Temper

Casting Time 1, Duration Permanent, Instant, Magnitude 1, Progressive, Touch
 Runes: *Infinity*, Metal

The weapon blackens as if placed in a forge, then takes on a new sheen that seems more rugged than ever before.

Infinite Temper is an augmentative spell used to make weapons and armour massively sturdier, adding the power of eternity to the metal it is made of. Metal items of any variety with this spell cast upon them no longer rust or age by normal means. Metallic weapons will add +1 damage per Magnitude of the spell, while metal armour will add one Armour Point per Magnitude instead. A Dispel Magic that affects the item after the fact will not retroactively age or tarnish it, but will merely allow for time to affect it from that point forward.

Lasting Eldritch Symphony

Casting Time 5, Duration 1D6+Magnitude, Magnitude 1, Progressive, Ranged, Resist (Dodge)
 Runes: *Magic*, Man

The Runecaster's body courses with green tongues of electricity that move like serpents around his body. By outstretching his hand one of these tendrils leaps toward a target to sear them with the blazing force of pure magical energy.

This spell infuses the caster with a swollen supply of raw magical energy that he must release in streaming arcs of green lightning that he can direct with his outstretched hands or fingers. These eldritch bolts smell heavily of sulphur and ozone, and can inflict terrible damage if they hit. Once per round, the caster can direct a single crackling eldritch bolt at a target – rolling a new Runecasting skill test versus the target's Dodge. If the bolt hits, it inflicts 1D6 damage per Magnitude of the spell to 1D3 randomly determined different body locations.

When the spell is expired, the caster takes three levels of Fatigue immediately.

Marked for X

Casting Time One, Instant, Magnitude 5, Touch, Resist (Persistence)
 Runes: *Fate*, Death/Harmony/Luck/Stasis/Truth

The target is aware of a tingling sensation wherever the runecaster places the invisible rune, and will know instantly that they are being magically empowered... or cursed.

This spell gives the caster the ability to plant an invisible mark upon a target, seeding him with a supernatural effect based upon the rune marking him. The mark (and spell) will last until the effect occurs (or for 24 hours, whichever is shorter), and can be used for good or malicious reasons depending on whether the rune was held inverted by the caster. The following table explains what each mark does.

Rune Used	Good-Natured Effect	Malicious-Natured Effect
Death	Avoids 1 attack that would incapacitate target	First hit suffered inflicts maximum damage
Harmony	Target gets full night's rest on 1 hour of sleep	Next skill test is rolled using lowest skill % target possesses
Luck	Target counts next failed skill test as common success, counts Critical Fumble as Critical Success	Target counts next successful skill test as common failure, counts Critical Success as Critical Fumble
Stasis	Target gains 5 Armour Points on all Hit Locations	Target's Movement is treated as one-tenth of normal, regardless of mount
Truth	Target can discern the truth from a lie	Target cannot speak lies

Mimicry of Action

Casting Time 1, Duration Special, Magnitude 1, Progressive, Ranged, Resist (Persistence)
 Runes: *Infinity*, Beast or Man

The enchanted target begins to repeat itself, sticking in some kind of loop of activity. No matter how exhausted the target is seemingly stuck reliving its past moments.

If the spellcaster succeeds in casting the spell, the target must perform the exact same action as he did for his last Combat Action for a number of following Combat Actions equal to the Magnitude of the spell. If the action cannot be taken for some reason, it will be attempted anyway and wasted.

Possession of the Man rune is required for this spell to be effective against humanoids and the Beast rune is needed for it to be effective against natural creatures. Other creatures (such as spirits or magical beasts like dragons) are not affected by this spell.

Risen Vengeance

Casting Time 10, Duration Special, Magnitude 10, Touch, Resist (Resilience)
Runes: Law, Undead

The enchanted target rises from the dead after receiving mystic instructions whispered by the runecaster, animated by a dark oath to fulfil these commands.

This spell allows the caster to return a single being from the dead to perform one task of his choosing. All beings *must* try to resist against the spell, but if they fail they return to the land of the living just as if the Vengeful Soul Legendary Ability had been used, save for the fact that they are actually undead. Also, when the single task muttered by the caster upon casting is complete, the body immediately falls to dust as if thousands of years old.

This task should be easy to summarise within a single statement, like 'kill your murderer' or 'bring me the staff.' Should the risen dead's head ever be severed from the body the spell fails as well and the body falls to dust.

Shadow Slide

Area 100, Casting Time 1, Duration 2, Magnitude 2
Runes: Motion, Shadow

The runecaster pulls a nearby shadow apart like the curtains of a window, steps inside, and re-emerges from another a split second later.

This spell allows the caster to step into one shadow and emerge from another anywhere in the area of effect. This gives the caster the ability to effectively teleport in a limited fashion, and possibly places him in a position to surprise a foe. The actual time it takes to slide in this manner is almost instantaneous, meaning it begins and ends in one Combat Action.

Scythe of Winter

Casting Time 2, Instant, Magnitude 8, Ranged, Resist (Dodge)
Runes: Chaos, Water

The air coalesces between the Runecaster's runes into a thin sheet of ice that speeds toward the target's head. It is barely visible in flight, but whistles loudly as it cuts through the distance to the target.

This spell gathers a small amount of water (or water vapour in the air) into a thin sheet of razor-sharp ice and hurls it at a single target, possibly decapitating it. The spell suffers a -40% Precise Attack penalty as it accelerates toward the head of the target. The spell inflicts 1D10 damage.

Solarmissile

Casting Time 1, Magnitude 1, Progressive, Touch, Trigger
Runes: Heat, Metal

The tip of the arrow becomes a molten sphere, burning through the air as it races toward its target.

Cast on a metal missile weapon (such as a knife, arrow, javelin or ballista bolt), this spell is triggered when the

Scythe of Winter



weapon is fired. The metallic portion of the weapon becomes a glob of white hot molten metal in flight, inflicting additional 1D4 damage per Magnitude of the spell upon impact. No matter what happens, the weapon is useless afterwards. A missile under the effects of Solarmissile cannot benefit from Firearrow, Multimissile or other modifying spells of that nature.

Strength of Truth

Casting Time 2, Duration Special, Magnitude 1, Progressive, Touch
Runes: Man, Truth

The enchanted target has his flesh covered in mystical script that reads the word 'truth' in dozens of different

languages, some of which have not been spoken in generations. When the target speaks even the slightest untruth several of these scripts will vanish instantly, showing the sapping of strength due to his dishonesty.

This spell adds a number of points equal to the Magnitude of the spell to the target's STR. These points could effectively last forever (or unless Dispel Magic is cast), as long as the target remains truthful. Every time the target tells a lie or untruth, the spell's Magnitude (and therefore the STR bonus) is reduced by 1D3. A character can only ever have this spell cast upon him once at a time.

Venomous Spray

Casting Time 2, Duration 5, Magnitude 1, Progressive, Touch, Resist (Dodge)
Runes: Beast, Chaos

The enchanted target opens his mouth impossibly wide and lets out a horrible beastly hiss, hurling forth a cone of sickly yellow venom that paralyzes its victim upon contact.

The target can spray a powerful and acidic toxin from his mouth in a 5m cone (to which the target is immune while under the effects of the spell). Targets that are affected lose 1D3 CON immediately, per point of Magnitude. Should this take the target(s) to zero CON, it dies of horrible spasms and nervous paralysis.

Venom

Type: Ingested or smeared
Delay: Instant
Potency: POW x 2
Full Effect: 1D3 CON per point of Magnitude
Duration: 1 minute

LEGENDARY RUNES

The worlds of *RuneQuest* are unsurprisingly dotted with the existence of Runes of Power, known also by the superstitious as the blood of the gods. If the common runes that are found and integrated by the countless denizens of the world are the blood of the gods, what we are about to unveil could only have been spawned from the tears of the gods – as they were weeping for the beauty of Creation.

Behold the twelve Legendary Runes of Creation.

The Legendary Runes are tremendously powerful ties to some of the strongest and oldest forces known to exist. They are unique objects, unlike the Runes of Power, and have existed since Creation was young. Found in one generation only to be lost in the next, these are among the most powerful artefacts to ever be unearthed by any character – let alone those who have become Legendary.

Legendary Runes are the targets of countless would-be heroes, saviours, tyrants and sociopaths – all trying to find and use the power of even a single rune. The kind of potential that lies in each of these twelve unassuming objects is enough to bankrupt kingdoms in their search, or raise entire armies to battle over the *possibility* of finding one.

Each one of the twelve Runes of Creation is unique, with only one existing on a given world at a time – and each one is physically indestructible. They are all cast from a strange and mysterious metal that does not directly correlate to any known alloy or ore available to the worlds of mortals. They vary in shape and size, but are all made of this thoroughly indestructible non-ferrous metal that is nearly weightless, harder than diamond and faultlessly smooth to the touch.

There are few Legendary characters that can ever claim to have seen – let alone integrate with – a Legendary Rune of Creation. These runes are the goals of many epic quests, and rarely does one undertake such an endeavour lightly. The Tears of the Gods are not easily found.

Locating the Runes of Creation

Legendary Runes are not to be used as trifles or mere rewards for characters – they are massively powerful plot devices that can alter the tides of reality as the Player Characters know it. Armed with this fact, Games Masters should devise multi-quest style arrangements for the Legendary Runes. Dragons, daemons and other seriously powerful beings should be the guardians of the Legendary Runes, with armies of mortal men failing to acquire what only a true hero must obtain.

If it were easy to possess a Rune of Creation, everybody would! The gods themselves are often aware that these powerful artefacts can steer *nations* if used in specific ways, and have no problems sending their own emissaries to stand in the path of those who might be unworthy to hold such potentially dangerous items. With only twelve Runes of Creation in known existence, some very interesting and elaborate tasks can be set aside to distinguish between those who deserve the power and those who yearn for it.

Legendary Rune Integration

Once a Legendary Rune has actually been found, a character may integrate with it, making its powers his own. While this is done with lesser runes by simply spending one hour with the rune in relative peace and then succeeding at a Persistence test, there is much more that goes into integrating with a Legendary Rune of Creation. The process is not safe, nor is it easy. It is harrowing and potentially *deadly* to those who cannot handle the nexus of energies that course through each of the runes.

When a character first touches a Rune of Creation with his bare flesh, he must *immediately* make a Persistence test to be able to hold onto it. If the test is failed, the rune's energy sends a backlash into the would-be possessor and knocks him sprawling 1D6 metres away. If the test is passed, the rune's energy begins to slowly sear into the body of the holder – inflicting one hit point of damage to the appropriate location. Armour Points are ignored for each minute of contact unless a Resilience roll is made. It is for this reason alone

that lesser characters with fewer hit points or low scores in such skills might actually be killed trying to keep a Rune of Creation on their person.

Once a character has decided to integrate with the rune, he must place the rune on his bare skin – with the symbol facing his flesh. The rune will try to burn itself into the flesh it finds there, melting *into* him like some kind of magical brand. This requires a Resilience skill test at –25%.

If this test is failed, the rune has rejected the character and will inflict 1D6 damage that ignores all forms of Armour Points to the body location being ‘branded.’ This damage is signified by a horrible bubbling scar roughly in the shape of the rune.

If the test is successful the rune burns the body location with a meagre 1 point of damage that ignores Armour Points, leaving behind a perfectly shaped scar in the shape of the rune. The actual rune itself will no longer harm the character, as he has been ‘marked’ as the wielder. The character has officially integrated the rune and is said to be Rune Bonded. He permanently loses one point of POW and no one else will be able to integrate with the rune until he dies.

The newly Rune Bonded character gains the skill Runecasting (appropriate to the integrated rune) at its basic Characteristic-derived score (POW+CHA).

As long as the integrated rune is in the physical possession of the Rune Bonded, he gains its runic powers. As long as the integrated rune is held against the Rune Bonded’s bare flesh, he may attempt the Rune Magic linked to that rune.

Legendary Runic Powers

Once a character has integrated with a Legendary Rune, he immediately gains its runic powers. The potential energy of the rune has tethered itself to the life energies of the Rune Bonded character, giving him amazing powers that most beings marvel at.

Lesser Experienced Rune Bonded Characters

The runes, runic powers and handful of Rune Magic spells listed in this chapter are *very* powerful, and are designed for the use of Legendary characters. Games Masters should be warned that allowing a lesser character to possibly obtain one of these artefacts could be terribly unbalancing and is far more likely to end in the death of that character and possibly his friends’, whether he is successful in integration or not.

These powers are not meant for starting characters, and really must be *worked for*. They cannot be handled like any other runes, and Games Masters should be wary about even adding them to a game before it is ready to handle that kind of danger and responsibility.

All 12 of the Runes of Creation are listed in the Legendary Runic Powers table, together with the Runic Powers they bestow. Each rune actually has two sets of powers, those that are always active (Passive) and those that require a Combat Action or longer to activate (Active). They are listed in a short title format in the Legendary Runic Powers table below, but are described in greater detail in the different runes’ descriptions.

The following entries are a detailed look at the twelve Legendary Runes of Creation – the Tears of the Gods. Each entry includes a description of the rune and its powers, as well as a short tale of the last known Rune Bonded character’s use of the rune.

Rune of the Ascended

This rune is the connection to the mortals who have transcended flesh to become higher beings – some might say gods themselves. It is the key to the higher planes of reality for beings of Law and Order, and the bane to those creatures that worship the darker forces of Chaos. Where the bearer of the Rune of the Ascended goes, the minions of darkness retreat. It is the tie between this world and the realms of Law.

After it becomes integrated, the rune is a powerful weapon against Chaos. Only usable by servants of

Legendary Runic Powers

Rune of Creation	Passive Runic Power(s)	Active Runic Power(s)
The Ascended	Aura of Law	Smite Chaos, Word of Judgment
Balance	Spell Censor, Success of Failure	Inflict Mirrored Damage
The Dead	The Risen, Apocalypse Agent	Ending Touch, Pale Horse
Desire	Ancients' Allure, Wants and Needs	Driving Need, Gift of Allure
Dimension	Walk Between Worlds	Banishment, Summons
Eclipse	All Sight, Celestial Attunement	Blind, Day/Night
The Fallen	Aura of Chaos	Smite Law, Word of Anarchy
Famine	The Hunger, Apocalypse Agent	Withering Touch, Steed of Suffering
Pestilence	The Wasting, Apocalypse Agent	Blighted Touch, Swarm Stallion
Reality	Knowledge of Universal Truth	Bend the Ways of the Present
Resurrection	Forever Returning	Dissuade Death
War	The Grafting, Apocalypse Agent	War Cry, A Warrior's Mount

Law for obvious reasons, the rune essentially turns the Bonded into a scion of higher powers. He becomes more resilient, able to shatter the powers of Chaos with a gesture and battle his minions with supernatural vigour.

AURA OF LAW

The Rune Bonded with this power is surrounded by a palpable aura of order and the essence of Law. When within 10 metres, allies receive a +10% bonus to all skills and enemies suffer a -10% penalty. Creatures of Chaos (broo, jack o'bears and so on) must pass a Persistence skill test at -25% every round or be forced to retreat to the edge of the aura. This aura is manifested by a slight golden glow to the skin and eyes of the Rune Bonded.

SMITE CHAOS

The Rune Bonded focuses the power of Law into his melee attacks, inflicting mighty blows upon the beings in service to Chaos. Whenever the Rune Bonded strikes a being either of Chaos, his weapon bursts with the energies contained within him – becoming an anathema to the essence of the Chaos creature. Anytime the character wishes to Smite Chaos, he must spend a single Magic Point before making the attack. If the attack is successful it will inflict twice the normal damage against any target described as a servant/minion/creature of Chaos.

WORD OF JUDGMENT

By speaking one of the secret words of Creation itself, the Rune Bonded can force listeners to recoil from their own transgressions – sometimes painfully. Any sentient beings with the capacity to hear the word spoken by the Rune Bonded within 10 metres must immediately make a Persistence skill test at a -25% penalty or fall into self-loathing for any dark actions in their pasts. Depending on how the Games Master views the listener, the following effects are the result:

Category of Listener	Examples	Effect of Judgment
Pure	Celestials, the sinless	None – they are without judgment
Good	Heroes	Lose 1 Combat Action dwelling on one or two past choices
Neutral	Common Mortals	Lose 1D6 Combat Actions dwelling on the many bad choices they have made
Immoral	Mercenaries, Willing Minions	Lose 1 round of Combat Actions recoiling from the dark actions they have willingly taken
Malicious	Murderers, Rapists	Lose 1D6 rounds of Combat Actions recoiling from a life of evil
Vile	Servants of Chaos	Suffer 1D6 hit points to Head location (no Armour Points)

Rune of the ASCENDED



The use of the Word of Judgment costs exactly half (round up) of the Rune Bonded's current Magic Points each time it is used. It is a taxing ability, and also forces the character to take a level of Fatigue.

Rune of Balance

This rune is the nexus of all things equal. Good and evil, Law and Chaos, night and day. It makes sure that the playing fields are level, and that one side of the scales has enough weight to try and equate the other. It is the underdog's rune, the symbol that the universe looks after the weak in an effort to balance them out with the strong.

The rune object is a flat, square sheet of metal about the size of a tea saucer, and bears its rune in the centre of it. The symbol of the rune is a perfectly drawn circle with two more perfectly drawn circles connecting it in such a fashion to look similar to an odd chain. The symbol is almost *too* symmetrical, and looking upon it for too long can cause one's eyes to play tricks with the perfect balance of it.

After it is integrated, the rune is a tool for the Rune Bonded to go and make sure that the strong are not crushing the weak and the forces of good and evil are in constant and close battle. It is the key to neutrality, giving a hero the chance to lay low the supreme evils of this world, but also giving a villain the opportunity to knock a few heroes down to size as well.

Spell Censor

The use of magic around the Rune of Balance is limited by an invisible field around the Rune Bonded. This field, which extends 25 metres from the Rune Bonded, allows spellcasting to occur only if both sides of a given conflict (if any conflict is apparent) have access to an equal number of spellcasters. If one side has more spellcasting capable characters, any beyond the equal number (chosen at random by the Games Master) lose access to their spells within the field. This is only applicable to actual spellcasters. Spell-like effects are not limited in this way.

Success or Failure

The power of the Rune of Balance gives the Rune Bonded the ability to dole out the essence of fairness and neutrality in his immediate presence. Whenever a character rolls a skill test for any reason within 25 metres of the Rune Bonded character, the Rune Bonded character can write the resulting number down. When another character within 25 metres from a conflicting side is called upon to roll a skill test, the Rune Bonded can choose to have him roll that exact number instead. Only one set of numbers can be 'stored' for use like this at any time for each side of a conflict, and using the number allows for the recording of another. This power cannot target any Rune Bonded in any way.

Implicit Mirrored Damage

The Rune of Balance can assert itself upon others who have caused damage to suffer it as well. By spending Magic Point, the Rune Bonded can cause anyone in line of sight who has inflicted hit point damage on a target to suffer the *exact* amount of damage (after Armour Points) to the same body location they inflicted it upon (ignoring Armour Points).

Rune of The Dead

One of the four Runes of the Apocalypse that was formed as a method to *undo* reality, there is no surprise that this massively powerful rune comes with a great and sinister price. The Rune of The Dead, the key to ending all life found in this Creation, is the tether in which the netherworld can move about the world of

the living. Those who hold the rune become the hand of death, and it is not a role to be taken lightly.

When integrated, the Rune Bonded becomes a true emissary of life's end. Sought by evil souls to rule their fellows with the powers of death or to bring about the end of all things, the Rune of The Dead is not an inherently evil force. Heroes have taken on the mantle of death before, using the great responsibility wisely – and to bring an end to the enemies of Light.

The Risen

The Rune of The Dead has a powerful tie to the netherworld and infuses the flesh and bones of the deceased with energy, causing them to rise and serve the will of the Rune Bonded. So long as the Rune Bonded has any Magic Points remaining in him, any deceased corpses at a skeletal level of decomposition or less within 10 metres will try to dig themselves from their graves to become his loyal servants at an unconscious cost of one Magic Point. The Rune Bonded can dismiss them once raised, causing them to fall to dust immediately, but otherwise he has no power to stop the dead from rising to serve him. For special risen servants, use the skeleton in the *RuneQuest* rulebook.

Apocalypse Agent

This is a power shared by all of the Runes of the Apocalypse. It is the single most worrisome fact about these runes, and the one thing that any Games Master should keep in mind when introducing them to their campaigns. Each Rune of the Apocalypse *wants* to find the others of its ilk. Whenever a Rune Bonded with a Rune of the Apocalypse uses any of the Active powers associated with the rune, all other Rune Bonded individuals integrated with a Rune of the Apocalypse will instantly know the direction in which that Rune Bonded is. They need to immediately succeed in a Persistence roll at -50% or move in that direction in some manner for the remainder of the day.

Rune of BALANCE



The Runes of the Apocalypse are designed to want to assemble four Rune Bonded individuals into one area at which point they are supposed to receive further instruction on how to end the current Creation so a new one can begin.

Ending Touch

The power of the Rune of The Dead has infused the Rune Bonded with the ability to pass the energies of death into a target with the slightest skin contact. If contact is made with a living being, the Rune Bonded can spend any number of Magic Points and force a Resilience skill test from the target. Should the victim fail this test he will lose hit points equal to the Magic Points spent (armour is ineffective).

Pale Horse

The Runes of the Apocalypse have a specific design to them, each one granting the Rune Bonded a special mount that he can summon at a cost of 10 Magic Points. The Pale Horse is a ghostly white stallion with black pits for eyes and a wispy grey mane. It is utterly silent, never whinnies or whines, and has a shimmer to its skin that makes it almost seem like shined porcelain or marble instead of horseflesh.

The steed summoned by the Rune of The Dead has the following statistics:

Characteristics

STR 22
 CON 22
 SIZ 35
 INT 9
 DEX 15
 CHA 1

Hit Locations

D20	Hit Location	AP/HP
1-2	Right Hind Leg	10/10
3-4	Left Hind Leg	10/10
5-7	Hindquarters	10/11
8-10	Forequarters	10/12
11-13	Right Front Leg	10/10
14-16	Left Front Leg	10/10
17-20	Head	10/11

Weapons

Type	Weapon skill	Damage
Hooves	110%	2D6+1D12

Special Rules

Combat Actions: 3

Movement: 8m

Skills: The Pale Horse rarely needs to make skill tests, but can use those of its rider when called to do so.

Traits: Disease Immunity, Poison Immunity

Typical Armour: Thick hide (AP 10, no Skill Penalty)

Rune of Desire

This simple-looking symbol has been the key to kingdoms and the single most devastating weapon in the lives of thousands. The power of this rune gathers strength in the avarice and greed of those who surround it, playing their heartstrings like a concert harpist. It controls the power of desire, and *everyone wants something*.

The power of the rune blesses the Rune Bonded with a powerful force of attraction that he can

wrap around other targets. Most will have a difficult time avoiding the magnetic attraction of the heart that the rune grants its Bonded, giving him universal control over others' needs and secret desires.

Ancients' Allure

The Rune of Desire wraps its Rune Bonded in a powerful aura of attractiveness and an almost palpable charm that draws the attentions of others. When within 20 metres of the Rune Bonded, all onlookers that are not expressly hostile to him will need to pass a Persistence skill test at a -20% penalty or be forced to watch the Rune Bonded attentively. Anyone ensnared by the rune's presence is at a -50% penalty on any skills used against any CHA-based skill used by the Rune Bonded. This lasts until the Rune Bonded attacks or somehow causes harm to the target(s), or until the Rune Touched leaves line of sight.

Wants and Needs

The power of this rune is not only to make others desire, but also to know the wants and lusts of others. The Rune Bonded may make an opposed Perception versus Stealth skill test in order to know 1D3 wants of the target. These wants can be items, people, places and even ideals.

Rune of THE DEAD



Rune of DESIRE



DRIVING Need

Once the Rune Bonded is aware of what a target wants (likely using Wants and Needs above) he can stoke the fires of that desire until it is a self-destructive lustful yearning. By spending a Magic Point after learning the wants of a target, the target can resist using his Persistence skill at a -25% penalty. If passed, the character merely thinks about the object obsessively for one minute. If failed, the target will go to *any* lengths to get to where he believes that object will be for a number of minutes equal to the CHA of the Rune Bonded.

GIFT OF ALLURE

The Rune of Desire can sow the seeds of need in a target. Just by pointing to both the target and an item (or person), the Rune Bonded can spend any number of Magic Points he wishes. For each Magic Point spent, the target must pass a Persistence skill test with a cumulative -5% penalty for each. Should they ever fail, the target will count that item as something he desires greatly for a number of days equal to twice the Rune Bonded's CHA.

Rune of Dimension

The scholars of many worlds will agree, there are multiple dimensions that make up each and every reality – and most of them meet at some single point.

The Rune of Dimension is that point. The point at which thousands upon thousands of realities meet in a single place and time, this rune is the key to countless places and, some would say, countless adventures. Although always rooted to the plane in which it was found and integrated, the Rune of Dimension remains a powerful tool to deal with inter-dimensional travel and interlopers.

Walk Between Worlds

The Rune of Dimension is a doorway between the multitudes of dimensions, giving the Rune Bonded the ability to cross between them a hundred times with but a single step. This not only allows him to move great distances (POW x 10 metres) in a single action, but also allows him to phase in and out of this reality in the blink of an eye – just long enough to avoid attacks. This increases the Rune Bonded's Dodge skill score by +100%.

Banishment

The Rune of Dimension has the power to open limited one-way portals to other dimensions, allowing the Rune Bonded to send his enemies to any of a thousand realities with but a touch. If able to touch a target, the Rune Bonded can spend half his Magic Points (round up) immediately. The target has a flat 50% chance of being banished to a random dimension. Obviously this is not a perfect science, but the Rune Bonded can choose to call his target back later (see Summons below).

Summons

Anything that has been banished by the Rune Bonded is now tethered at least in spirit to the Rune of Dimension. By concentrating for a full minute upon any target he had successfully used Banishment on and spending 10 Magic Points, the Rune Bonded can return the target to anywhere within arm's reach. Depending on how long the target was gone and which reality it ended up in, it might be drastically different than when it was banished.

Rune of Eclipse

The moon and the sun are powerful celestial bodies, and somehow this rune is the key between them. It can call upon mysterious and powerful effects that use the very essence of day or night to augment the Rune Bonded or bestow a terrible affliction upon his enemies.

The Rune of Eclipse grants its Rune Bonded the power over light, dark and sight. The Rune Bonded is truly aware of the slightest changes in the universe around him, and he can adjust these light and dark energies. With the rune in hand, nothing can avoid his vision – and he can rob vision from his enemies.

All Sight

A Rune Bonded integrated with the Rune of Eclipse is considered to automatically Critically Succeed on any Perception skill test he is required to take. Also, he has the equivalent of Dark Sight and can see invisible objects as if they were fully visible. No amount of darkness or magics can hide something or someone from the Rune Bonded's eyes.

Celestial Attunement

The Rune of Eclipse allows the Rune Bonded to know his exact location in the universe with but a thought. He can never be truly lost, and should he be able to see the sun, moon or stars, he can *always* find his way back to anywhere he has been before as if they had an infallible map. Also, should he concentrate for a moment (a Combat Action is sufficient) he will know the exact time of day, date, season and general weather forecast for his vicinity with 98% certainty.

Blind

The Rune of Eclipse can be used as a weapon, focussing the dazzling black light of a solar eclipse into the eyes of a target, blinding it and burning its eyes terribly. By spending any number of Magic Points, the Rune Bonded can launch a powerful ray of coherent light at the eyes of his target. The beam itself will inflict damage equal to the Magic Points spent to the Head location of the target, also forcing a Resilience skill test at a -50% penalty. Should the target pass, it suffers half the damage and is blinded for 1D6 days. If it fails, all of the damage is inflicted and the blindness is permanent.

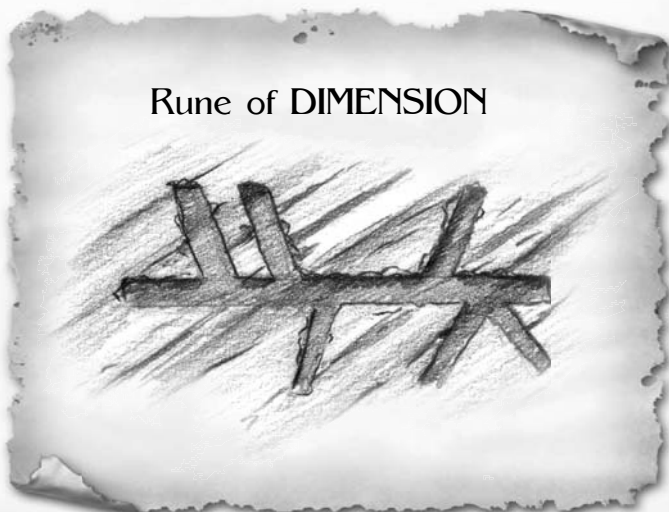
Day/Night

By pouring the energy of the Rune of Eclipse into the sky, the Rune Bonded can cause day to change into night and vice versa for a short period of time. The Rune Bonded must spend any number of Magic Points while holding the rune aloft toward the sun or moon in the sky. In the next 1D6 minutes the sun/moon will transform into the other, bringing with it either night or day. This effect lasts for 1D6 minutes for each Magic Point spent in this way.

Rune of the Fallen

This rune is the connection to the mortals who fell into the pit of darkness to become minions of Chaos – some might say daemons. It is the key to the lower planes of reality for beings of Chaos and Anarchy, and the bane to those creatures that foolishly worship the structure of Law. Where the bearer of the Rune of the Fallen treads, the scions of light cannot hope to prevail. It is the tie between this world and the realms of Chaos.

After it becomes integrated, the rune is a powerful weapon against the forces of Law. Only usable by servants of Chaos for obvious reasons, the rune essentially turns the Bonded into a herald of dark powers. He becomes more stalwart, able to sunder the powers of Law with a sinister sneer and scatter its forces with malicious might.



Rune of DIMENSION

Aura of Chaos

The Rune Bonded with this power is surrounded by a palpable aura of discord and the essence of Chaos. When within 10 metres, allies receive a +10% bonus to all skills and enemies suffer a -10% penalty. Creatures of Law (Angelics and so on) must pass a Persistence skill test at -25% every round or be forced to retreat to the edge of the aura. This aura is manifested by a deepening of all shadows on the skin and eyes of the Rune Bonded.

Smite Law

The Rune Bonded focuses the power of Chaos into his melee attacks, inflicting terrible damage upon the beings in service of Law. Whenever the Rune Bonded strikes a being of Law, his weapon bursts with the energies contained within him – lashing out with the entropic essence of Chaos. Anytime the character wishes to Smite Law, he must spend a single Magic Point before making the attack. If the attack is successful it will inflict twice the normal damage against any target described as a servant/minion/creature of Law.

Word of Anarchy

By speaking one of the lost words of Creation backwards, the Rune Bonded can force listeners to suffer with the weight of the speaker's own sins. Any sentient beings with the capacity to hear the word spoken by the Rune Bonded within 10 metres must immediately make a Persistence skill test at a -25% penalty or fall into shock and horror at what manner of depraved sins the speaker has committed. Depending

on how pure the Games Master views the listener, the results are different. See the Word of Anarchy table for a list of effects.

The use of the Word of Anarchy costs exactly half (round up) of the Rune Bonded's current Magic Points each time it is used. It is a taxing ability, and also forces the character to take a level of Fatigue.

Rune of Famine

One of the four Runes of the Apocalypse that was formed as a method to *undo* reality, it should be no surprise that this powerful rune comes with a heavy and dark toll. The Rune of Famine is a key to ending all life, and is able to turn cities into starving ruins and armies into worthless husks. Those who hold the rune become the bringer of drought and starvation, and it cannot be underestimated.

When integrated, the Rune Bonded becomes the herald of pain and suffering. Sought by evil souls to punish others with horrible starvation or to bring about the end of all things, the rune of Famine is hard to see as anything but an inherently evil force. Heroes rarely take on the role of Famine, as it is hard to ever see the withering and entropic destruction of one's enemies as anything but brutal.

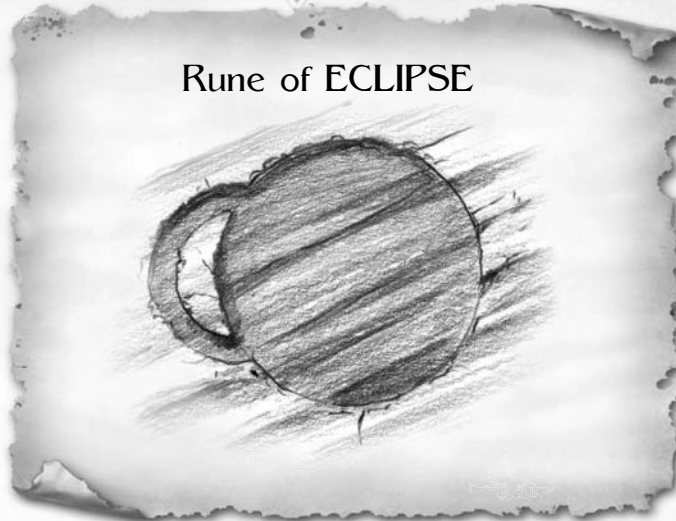
The Hunger

The Rune of Famine emits a powerful energy into the world around it that saps the nutrients from all food. Milk and other dairy products spoil, grain rots and meat goes rancid when near the Rune Bonded's terrible aura, not only causing many in his presence to

Word of Anarchy

Category of Listener	Examples	Effect of Judgment
Pure	Celestials, the sinless	Suffer 1D6 hit points to Head location (no Armour Points)
Good	Heroes	Lose 1D6 rounds of Combat Actions recoiling from the sheer evil, and suffer 1D6 hit points to Head location (no Armour Points)
Neutral	Common Mortals	Lose 1 round of Combat Actions recoiling from the dark actions the speaker has willingly performed
Immoral	Mercenaries, Willing Minions	Lose 1D6 Combat Actions in horror of what the speaker has done
Malicious	Murderers, Rapists	Lose 1 Combat Action in shock of what even they will not do
Vile	Servants of Chaos	None – they cannot be shocked by such deeds

quickly starve to death but also causing them to rise and serve the will of the Rune Bonded. So long as the Rune Bonded has any Magic Points remaining in him, foodstuffs within 10 metres will become poisonous (Resilience -25% or perish, the Rune Bonded is immune to this). Any living creatures killed by this toxic food or from will animate to become his loyal servants at an unconscious cost of one Magic Point. The Rune Bonded can dismiss them once animated, causing them to fall to dust immediately, but otherwise has no power to stop the starved from serving him. For special starved servants, use the zombie in the *RuneQuest* rulebook.



Rune of ECLIPSE

Apocalypse Agent

This is a power shared by all of the Runes of the Apocalypse. It is the single most worrisome fact about these runes, and the one thing that any Games Master should keep in mind when introducing them to their campaigns. Each Rune of the Apocalypse *wants* to find the others of its ilk. Whenever a Rune Bonded with a Rune of the Apocalypse uses any of the Active powers associated with the rune, all other Rune Bonded individuals integrated with a Rune of the Apocalypse will instantly know the direction in which that Rune Bonded is. They need to immediately succeed in a Persistence roll at -50% or move in that direction in some manner for the remainder of the day.

The Runes of the Apocalypse are designed to want to assemble four Rune Bonded individuals into one area, at which point they are supposed to receive further instruction on how to end the current Creation so a new one can begin.

Withering Touch

The power of the Rune of Famine infuses the Rune Bonded with the ability to pass the energies of starvation and decimation into a living target. If contact is made with anything alive (plant or animal), the Rune Bonded can spend any number of Magic Points and force a Resilience skill test from the target. For the purposes of this test, divide the target's Resilience skill by the

number of Magic Points spent (round up). If failed, the target suffers 1D3 CON damage for each Magic Point spent. Should this CON loss bring the target to zero or less CON, it instantly becomes a Starved Servant (see above).

Steed of Suffering

The Runes of the Apocalypse have a specific design to them, each one granting the Rune Bonded a special mount that he can summon at a cost of half his current Magic Points (round up).

The Steed of Suffering is a mottled black nag with sunken yellow eyes and a stringy white mane. It is utterly silent, never whinnies or whines, and its taut skin pulled over pronounced bones makes the animal look sickly and starved.

The steed summoned by the Rune of Famine has the following statistics:

Characteristics	
STR	22
CON	22
SIZ	32
INT	9
DEX	15
CHA	1

Hit Locations

D20	Hit Location	AP/HP
1-2	Right Hind Leg	8/10
3-4	Left Hind Leg	8/10
5-7	Hindquarters	8/11
8-10	Forequarters	8/12
11-13	Right Front Leg	8/10
14-16	Left Front Leg	8/10
17-20	Head	8/11

Weapons

Type	Weapon skill	Damage
Withering Hooves	80%	Special*

* The Steed of Suffering's attacks are considered to be 2 Magic Point Withering Touch attacks (see above).

Special Rules

Combat Actions: 3

Movement: 8m

Skills: The Steed of Suffering rarely needs to make skill tests, but can use those of its rider when called to do so.

Traits: Disease Immunity, Poison Immunity

Typical Armour: Tough Hide (AP 8, no Skill Penalty)

Rune of Pestilence

One of the four Runes of the Apocalypse that was formed as a method to *undo* reality, this terrible and powerful rune levies a remarkable and bleak tax upon its bearer. The Rune of Pestilence is one of the keys to ending all life found in this Creation, and is designed to bring the entropic decay and disease of the end days to the world. Those who hold the rune become harbingers of pain and anguish, and it will not be sated.

When integrated, the Rune Bonded becomes the deliverer of vermin and disease. The rune is only sought by evil souls looking to use the horrible powers it controls to wreak havoc or to bring about the end of all things; the Rune of Pestilence is a tool of utter evil and cannot be honestly used for good at all. Heroes who somehow take on the role of Pestilence find it is difficult to perform heroic acts with the rot and decay that follows in their wake.

The Wasted

The Rune of Pestilence exudes a constant cloud of vile entropy and decay into the world that strips the flesh from bone, wood warps and withers plants. Living creatures in the immediate presence of the Rune Bonded are subject to waves of wasting decay, causing them to wither and die. Shortly thereafter those same unfortunate souls rise to serve the will of the rune of Pestilence. So long as the Rune Bonded has any Magic Points remaining in him, living matter within five metres will need to make a Resilience skill test every minute at a -25% penalty or suffer 1D4 hit points in damage to each body location. Any living creatures killed by this wasted decay will animate to become the Rune Bonded's loyal servants at an unconscious cost of one Magic Point. The Rune Bonded can dismiss them once animated, causing them to fall to dust immediately, but otherwise has no power to stop the wasted from serving him. For wasted servants, use the statistics for the ghoul in *RuneQuest Monsters*.

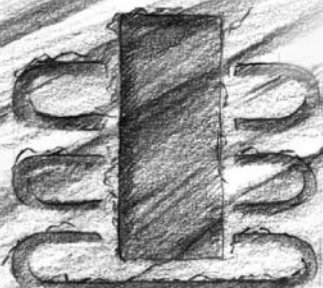
Apocalypse Agent

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Rune of the FALLEN



Rune of FAMINE



Individuals integrated with a Rune of the Apocalypse will instantly know the direction in which that Rune Bonded is. They need to immediately succeed in a Persistence roll at -50% or move in that direction in some manner for the remainder of the day.

The Runes of the Apocalypse are designed to want to assemble four Rune Bonded individuals into one area, at which point they are supposed to receive further instruction on how to end the current Creation so a new one can begin.

Blighted Touch

The power of the Rune of *Pestilence* infuses the Rune Bonded with the ability to rip the life energies from a living target with just a simple touch, fuelling himself with the stolen life. If contact is made with anything containing a life force, the Rune Bonded can spend any number of Magic Points and force a Resilience skill test from the target. For the purposes of this test, divide the target's Resilience skill by the number of Magic Points spent (round up). If the test is passed, the body location (or equivalent) touched suffers 1 hit point of damage instantly. If the test is failed, *all* body locations of the target suffer 1 hit point of damage instantly. None of the damage inflicted is mitigated by Armour Points, and half the damage inflicted can be used by the Rune Bonded to heal any damage he

may have previously suffered. Anyone killed by Blighted Touch instantly become a Wasted Servant (see above).

Swarm Stallion

The Runes of the Apocalypse have a specific design to them, each one granting the Rune Bonded a special mount that he can summon at a cost of half his current Magic Points (round up).

The Swarm Stallion is a brownish warhorse riddled with open sores and buzzing with a dozen different types of biting and stinging insects. It has cloudy and cataract-blanketed eyes and a matted red mane. It is utterly silent other than the buzzing and whirring of its insects, never whinnies or whines, and its rotting flesh sags slightly, giving the animal the look of a diseased beast with one hoof in the grave.

The steed summoned by the Rune of Pestilence has the following statistics:

Characteristics

STR	24
CON	28
SIZ	35
INT	9
DEX	13
CHA	1

Hit Locations

D20	Hit Location	AP/HP
1-2	Right Hind Leg	10/11
3-4	Left Hind Leg	10/11
5-7	Hindquarters	10/12
8-10	Forequarters	10/13
11-13	Right Front Leg	10/11
14-16	Left Front Leg	10/11
17-20	Head	10/12

Weapons

Type	Weapon skill	Damage
Hooves	100%	1D6+1D12

Special Rules

Combat Actions: 3

Movement: 8m

Skills: The Swarm Stallion rarely needs to make skill tests, but can use those of its rider when called to do so.

Traits: Disease Immunity, Poison Immunity

Typical Armour: Tough Hide (AP 10, no Skill Penalty)

Rune of Reality

The key to the fabric of the universe itself, the Rune of Reality is like nothing else in the worlds of Creation. It is uniquely powerful in the hands of the right bearer, and can be equally beneficial or malicious. It is limited only by the will of the one integrated with it, and his imagination of what reality is – and should be.

The power of the Rune of Reality is surprisingly simple: it allows the Rune Bonded to make adjustments to the reality surrounding it. The Bonded can tap into the limitless energies of the rune to make subtle changes here and there, or shatter the limitations of universal laws as he knows them. It is a powerful tool that can do almost anything – so long as the rest of reality allows it.

Knowledge of Universal Truth

There is a great amount of power in knowledge, and the Rune of Reality is a compass to all of it. Everything in reality makes up a piece of the whole,

and each piece makes small ripples in the ether sea of Creation. Using the close connection between the rune and the Bonded, the bearer of this powerful artefact can read the ripples of universal truths and use them to avoid danger or arrange specific effects to take place. With one minute of concentration, the Rune Bonded can record a single skill or characteristic as being read for his universal truth. The next time that skill or characteristic is rolled by any character within line of sight of the Rune Bonded, he may automatically force a success or failure (but not the actual result of the roll). The Rune Bonded can only hold one universal truth at a time.

Bend the Ways of the Present

Using the true powers that lie within the Rune of Reality, the Rune Bonded can make changes to the world around him. The cost in Magic Points is relative to the effect, depending on how drastic the change may be. Also, the nature of the universe is to align itself to a certain set of universal laws; meaning that reality does not take kindly to being tweaked often or in large ways. This is reflected by a percentage chance that this runic power will simply not work when called upon (though the Magic Points are still wasted). Using the Bend the Ways of the Present table as a set of guidelines, it is up to the Games Master to set the final cost and failure percentage.

If this runic power affects a sentient being, it can resist with a Persistence skill test, reduced by a –10% penalty for each Magic Point the effect requires.

Bend the Ways of the Present

Adjustment Class	Example	Magic Point Cost	Chance of Failure
Minor	Causing an attack to miss, repairing armour	1	0%
Lesser	Augmented leaping, weakening objects	3	10%
Noticeable	Shattering objects, altering substances, flight	5	20%
Significant	Transmuting creatures, teleporting, disintegrations	10	30%
Major	Mass targeted effects, matter creation	15	40%
Massive	Eliminating life energies or shifting reality in epic proportions	Half of Rune Bonded's Maximum	50%

Rune of PESTILENCE



Rune of Resurrection

He who holds this mystic key to the energies of life everlasting is both blessed and cursed with the reins over death itself. For most, having so much power over such a great and mysterious thing is a terrible responsibility...and one that cannot be allowed to fall into villainous hands.

The power in the Rune of Resurrection is simple and potent – it controls the flow of life back from death. Unlike a necromantic risen or an enthralled zombie, the rune actually gives true life to the wielder and those he chooses time and time again. Eventually, life and death will blur, but it will be at the will of the rune's holder.

FOREVER RETURNING

The primary reason for holding the Rune of Resurrection is to avoid permanent death. The Rune Bonded is coursing with the seeded energies of life itself, and when struck down will rise again in 1D3 rounds as if the damage never occurred. Unless the Rune of Resurrection is removed from the Rune Bonded during this intermission of life, he will return to life fully healed. Every time this occurs, there is a 50% chance that the transition back to life will cost the character 1D6 POW permanently – the taxing nature of this ability showing as a draining of energy from the new life. Should the character not have enough POW

to fuel this action, he slips back to death and the Rune of Resurrection will free itself from its integration.

Dissuade Death

Not only does the Rune of Resurrection give the Rune Bonded the power over his own return, but also over the deaths of others. With but a touch, the Rune Bonded can spend his maximum Magic Points to enact Forever Returning upon a target that died in the past 10 minutes. If this is performed, all of the rules for that runic power apply – save that the chance for POW loss is automatic, and the target will *always* lose POW points.

Rune of War

Among the four Runes of the Apocalypse that were formed as a method to *undo* reality, this rune is the most neutral. The Rune of War is a concentrated force of all things martial, making the holder a power of iron and steel all in his own.

When integrated, the Rune Bonded becomes the embodiment of war and conflict. His weapons and armour will become extensions of himself, and he lives solely on the rush of the kill – needing neither food nor water when combat can sate him. These powers are not easy to get used to, and once the Rune Bonded has taken on the essence of War, there is no turning back.

The Grafting

The Rune of War has the singularly unique ability to make any melee weapon or armour worn *graft* magically to the essence of the Rune Bonded. What this means for the holder of the rune is that he has a magical connection to his arms and armour that makes these once simple items undeniably powerful. So long as the Rune Bonded has any Magic Points remaining in him, any weapon or piece of armour touched will be absorbed and grafted to the Rune Bonded on a magical and spiritual level, at an unconscious cost of one Magic Point. Once grafted, the Rune Bonded can call these items into being (wielded if a weapon, worn if armour) instantaneously.

Rune of REALITY



These items, once grafted, have the following special properties:

Weapons cause double normal damage and can damage any type of creature, no matter their individual resistances. These items do not count against ENC.

Armour offers double normal Armour Points, and does not offer any penalties and does not count against ENC.

All items are unbreakable by mundane means.

Apocalypse Agent

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The Runes of the Apocalypse are designed to want to assemble four Rune Bonded individuals into one area, at which point they are supposed to receive further instruction on how to end the current Creation so a new one can begin.

WAR CRY

The Rune of War blesses the Rune Bonded with the ability to invigorate himself and many of his allies through a reverberating war cry. Thunderous and booming, this battle shout carries like a hundred war trumpets backed by a dozen drum corps. Once uttered, after spending 10 Magic Points, the Rune Bonded and a number of allies up to twice his CHA score benefit from the following:

- ☒ +50% to their Close Combat Weapon skills for the entire next round's worth of melee attacks.
- ☒ The damage die used on all melee attacks is sized upwards by one die type. A D3 becomes a D4, D4 a D6, and the progression as follows – D6/D8/D10/D12/D20.

A WARRIOR'S MOUNT

The Runes of the Apocalypse have a specific design to them, each one granting the Rune Bonded a special mount that he can summon at a cost of 10 Magic Points.

The Warrior's Mount is a huge destrier covered head to hooves in thick, segmented iron plate armour that strangely makes no noise when it moves and seemingly has no weak points anywhere on its metallic body. If not for the breathing and occasional flip of the iron-cord-braided tail, many might believe the mount to be some form of machine or construct instead of a magical horse.

The steed summoned by the Rune of War has the following statistics:



A Warrior's Mount

Characteristics

STR 40
 CON 50
 SIZ 40
 INT 9
 DEX 12
 CHA 1

Hit Locations

D20	Hit Location	AP/HP
1-2	Right Hind Leg	15/15
3-4	Left Hind Leg	15/15
5-7	Hindquarters	15/16
8-10	Forequarters	15/17
11-13	Right Front Leg	15/15
14-16	Left Front Leg	15/15
17-20	Head	15/16

Weapons

Type	Weapon skill	Damage
Hooves	150%	3D8

Special Rules

Combat Actions: 2

Movement: 8m

Skills: The Warrior's Mount rarely needs to make skill tests, but can use those of its rider when called to do so.

Traits: Disease Immunity, Poison Immunity

Typical Armour: Tough Hide (AP 15, no Skill Penalty)

New Runes of Creation Spells

There are only a handful of spells that can be learned from being Bonded to a Rune of Creation, and they are automatically added to the Runecasting abilities (POW + CHA) the Rune Bonded possesses after integrating with them. Each spell is limited in its own way, but *all* require the Rune of Creation listed *and* another rune to harness energy this way.

All Things Equal

Casting Time 10, Duration 100/Permanent, Magnitude 10, Touch, Resist (Persistence)

Runes: *Balance, Fate*

The enchanted target closes his eyes and opens them to reveal one has turned a blazing white and the other is deep with bottomless blackness, focussing the idea of neutrality and balance upon it.

If this spell is successful, it will make *all* of the target's skills equal to the average of his highest and lowest current skill. This will no doubt cause several of his less-used skills to rise considerably, but should also drop his highest ones significantly. This change is permanent if the caster spends 1D4 POW permanently at the time of casting.

Rune of RESURRECTION



Beguile the Masses

Casting Time 5, Duration 101 days, Magnitude 10, Ranged, Resist (Persistence)
Runes: *Desire*, *Beast* or *Man*

The Runecaster's voice echoes out with a pleasing tone that soothes and coerces huge numbers of people to do his bidding.

The use of this powerful spell makes willing slaves out of huge numbers of targets. If successful, this spell makes a number of targets equal to or less than 4 times the caster's CHA score into sentient and willing servants. These targets will gladly fight and die for the caster, seeing him as the perfect being to serve under. After the spell expires, the targets are well aware of their mental and emotional enslavement – making for a very interesting conflict of servants versus master. This is why most masters of this spell keep good records of when it is cast, and are prepared to do so again to stop the coming coup.

Possession of the Man rune is required for this spell to be effective against humanoids and the Beast rune is needed for it to be effective against natural creatures. Other creatures (such as spirits or magical beasts like dragons) are not affected by this spell.

Blight Everlasting

Casting Time 20, Duration Permanent, Magnitude 15, Touch
Runes: *Infinity*, *Pestilence*

The enchanted area doomed by this spell becomes a black and festering place that reviles all life and does everything that it can to stop the growth of any life energies within it.

By placing a single black handprint onto the ground, the natural world is forever marked as a blighted wasteland of the caster's making. This spell causes the area surrounding a single blackened handprint equal to 100 metres x POW in diameter to become a black and ashy wasteland. Plant life will not grow, natural healing cannot occur and any water one might find will be riddled with toxins. It costs both a permanent point of POW and one of CON to cast this spell.

The exact nature of what this area does to the ecosystem surrounding it is up to the Games Master. The effects of this spell remain permanent until the Rune of *Pestilence* is removed from its current Bonded, at which point life *may* return to the area.

Curse of Immortality

Casting Time 5, Duration Permanent until Released, Magnitude 20, Touch, Resist (Dodge)
Runes: *Infinity*, *Resurrection*

The enchanted target is branded with a small white Infinity rune, but will only know the true cost of his new immortal state as time moves on and his life becomes a tale of pain, suffering and woe.

This spell tethers a spirit to its body, forcing it to withstand life again and again no matter how badly its physical form is damaged. This is a horrible way to exist, and this spell is normally reserved only for the vilest of enemies of the caster. While it does indeed keep the target from ever truly dying, it does

not cease the agony of being burned, slashed, chewed and even *expelled*. Anyone targeted with this spell will regenerate one hit point per body location each hour – no matter how much damage he has suffered. This is extremely painful, and will likely cause the target to go insane.

The caster can choose to end these effects at any time (if he is capable of being merciful, having cast this spell in the first place), normally after the target has suffered enough.

Door to Anywhere

Casting Time 5, Duration Instant, Magnitude 10, Resist (Dodge), Touch
Runes: *Dimension*, Motion

The enchanted target of this spell vanishes in a growing burst of prismatic light, reappearing somewhere else in a similar flash of illumination.

Using the power of the Rune of Dimension, this spell allows the caster to send himself or any target he touches at the time of casting to anywhere he has been before, with 95% accuracy. In a flash of light and a blink of an eye, the spell transports the targets to the image in the caster's mind. Should the accuracy roll fail (by rolling 96 to 100), the actual roll determines the outcome:

D100		
Result	Mishap	Example
96	Door Failed	Transportation fails, Magic Points wasted
97	Door Delayed	Transportation happens in 1D6+1 minutes, rolled secretly by Games Master
98	Off Course	Transportation target is off in random direction by 1D20 x 10 metres
99	Wrong Location	Transportation target is in wrong place, determined by Games Master
00	Dangerous Exit	Transportation target appears in hostile environment (forest fire, enemy castle and so on)

Erosion of Health

Casting Time 5, Duration 1D6 + POW in days, Magnitude 15, Range one metre, Resist (Resilience)
Runes: *Famine*, Beast or Man or Plant

The enchanted target of the spell is washed in a cloud of mystical disease, rotting them from the outside like a powerful cancer that cannot be healed, curtailed or stopped without similarly powerful magic. Few can ever hope to survive, as most end up a rotten corpse of tumours in days.

The caster of this spell condemns the target to a horrible death. This spell can be cast on any living thing. By breathing directly upon the target after casting this vile spell, the target must resist the spell or be wracked with a progressively worsening disease. Each morning, the target will wither a bit more, suffering 1 hit point of damage to a randomly determined body location. Each day the damage is increased by 1, inflicting 2 points on the second morning, 3 on the third and so on. Only through the use of magical healing can the effects of this spell be countered.

Possession of the Man rune is required for this spell to be effective against humanoids, the Beast rune is needed for it to be effective against natural creatures and the Plant rune is needed to affect plant life. Other creatures (such as spirits or magical beasts like dragons) are not affected by this spell.

Gather Allies

Casting Time 10, Duration 1D6 x 10 minutes, Magnitude 10, Resist (Persistence)
Runes: *Ascended*, Communication

The enchanted target appears behind the meditating runecaster in a flash of dazzling light, ready to aid him if possible.

Using the power of the spell to call them, the caster can name a number of known allies from anywhere in Creation to come to his aid. This spell finds, asks and (if need be) transports a number of allies named by the caster (up to half his CHA) to his side. The caster must remain still for the entire casting of the

spell, when his arcane invitation will streak out across reality to try and bring his allies to him. If they agree, they will appear instantly; if they refuse they must then resist the spell or find themselves transported anyway. Only allies of the caster can be called in this way, and anyone who does not consider themselves allied with him will automatically resist the spell's effects.

Force Equinox

Casting Time 12 hours, Instant, Magnitude 12
Runes: *Eclipse*, *Mastery*

The area around the runecaster quickly begins to take on the weather and temperature of the new season, which will explode outward to cover the whole realm at the climax of the spell.

Like the power over night and day that the rune itself grants, this spell allows the caster to fully shift the natural seasons forward or backward. This requires twelve hours of uninterrupted spell casting and a permanent expenditure of 1D4 POW. Once the spell is completed, the caster can shift the current season by one in either direction. Winter could become autumn or spring, spring could become summer or winter and so on. When the natural equinox or solstice next occurs it will jump to the proper season, resetting the natural order. Even so, this will often result in chaos and confusion amongst the people who witness spring turn to winter, then turn quickly into summer just two months later!

Grim Invitation

Casting Time 10, Duration 1D6 x 10 minutes, Magnitude 10
Runes: *Communication*, *Fallen*

A crouching jack o'bear bursts into the room in a clap of black thunder, heralded by the stink of brimstone. It looks up, searching for the nearest enemy to attack.

Calling forth one of the terrible beasts of Chaos, the caster can use this spell to pull an evil creature to his location. Naming a type of Chaos beast (broo, gorp and

Rune of WAR



so on) the caster transports the creature to his side – but has no say in what it will do once summoned. Some might enjoy the chance to destroy the caster's enemies, others might simply revel in wanton destruction, and some might even turn on the caster for disturbing them. For good examples of Chaos beasts to summon, see the *RuneQuest Monsters* and the *Bestiary* chapter of this book.

Macabre Summons

Area 100, Casting Time 10, Duration Permanent, Magnitude 12, Ranged
Runes: *The Dead*, *Undead*

The ground is buckled by a pale green wave of energy that spirals out from the Runecaster's hands, the deceased beings found beneath rise to form a veritable army of the dead.

Sending a wave of necromantic energy into the ground, the caster calls forth a staggering number of Risen Servants. With a wave of his hand and a quick beckoning to his side, the caster of this spell can call up to twice his POW in Risen Servants (see earlier, under the Rune of The Dead for details) to come to him all at once. Other than their mass rising, they act and react just like the Risen Servants created by the rune itself.

LEGENDARY ARTEFACTS

The following is a small collection of legendary artefacts for use in your *RuneQuest* games, each with a short narrative description of the item and its powers – and how they affect the game itself. Games Masters should feel free to use, alter or ignore these examples at their leisure – or even come up with some of their own using these as creative ideas!

The Ivory Blade of King Reginald

Said to be carved from the tooth of a fallen dragon killed by the great and just King Reginald, this exquisitely forged bastard sword made of magical ivory is covered in tiny runic symbols of Dragon and Mastery. The inlaid silver hilt and hand guard is sculpted to look like a large draconic head grasping the wielder's hand in its jaws. The blade is smooth and faultless, carrying a razor's edge after a century or more of shearing through the thickest of armoured hides.

Carved by hand from the curving fang of the dragon ravaging his lands, the Ivory Blade replaced King Reginald's own bastard sword – which he broke off inside the heart of the beast in order to kill it. The blade was cut to Reginald's own specifications and mystically tempered by his Runepriests in the blood of the fallen reptile. After a year of soaking in the dragon's blood, the sword was laid in its beautiful hilt and given to King Reginald.

He put the fine weapon to use many times over, felling beasts with great ease for many years – until he was betrayed by his closest friend, who coveted the Ivory Blade. After killing the king in his sleep, his friend stole the blade and took it many leagues away before

ever actually trying to wield it. Upon being beset by a gigantic troll, the assassin unsheathed the weapon and held it at the ready. Knowing the treachery of the hand that wielded it, the iconic dragon's head hilt snapped down and bit the offender's hand off at the wrist. The blade fell at his feet, and the troll finished what the Ivory Blade had started. It would seem that the Runepriests laid a powerful weight of good in that weapon, and 'no hand of darkness' would ever make true a single stroke.

In game terms, the blade is as powerful as it is beautiful, being able to slice through any amount of hide or armoured scales with ease, and having a tremendous effect on anything reptilian. It ignores any natural Armour Points it encounters, and actually *adds* the natural Armour Points of any reptile (dragons, dragonwts, crocodiles, and so on) to its damage roll as an additional modifier. Otherwise, it is an enchanted bastard sword that causes double normal dice of damage upon a successful strike. Also, any hand that the Games Master deems a 'hand of darkness' will be shorn off (no roll) by the scissoring jaws of the dragon hilt should they ever try to make an attack or parry with the Ivory Blade.

Wikanau's Helmet of Blind Faith

An extremely old piece of equipment, the Helmet of Blind Faith is a wooden 'helm' of sorts that bears no eye slits or ports of any kind. It is simply a wooden tube with an enclosed top, carved to look like the facial features of some ancient god long forgotten by the minds of mortals. So old is the helmet that many of the protruding features – the nose, ears and small horns – have been worn away to smooth nubs. It is

The Ivory Blade

Weapon	Skill	Damage Dice	STR/DEX	ENC	AP/HP	Cost
Ivory Blade of King Reginald	1H Sword 2H Sword	1D8 2D8+1	13/9 9/9	1	Unbreakable	Priceless

said that the artefact once had a painted surface, but now it has been scoured by countless hands to a bare wood surface.

The Helmet was hand-carved from the root of a World Tree by the primitive shaman Wikanau, who was the spiritual leader of an entire ancient nation of tribal peoples. His hands worked miracles out of the sand of his islands, and he was universally loved and cherished by his people. Knowing that he was not long for this existence, having reportedly already lived for over 200 years, Wikanau spent his last days carving the once-elaborate helmet. It is said that he poured his life and soul into its work, and it is his greatest legacy.

It is said that the helmet is a link to many worlds, times and dimensions all at once – giving the wearer powers of vision and clairvoyance that cannot be described by mortal tongues. It opens the doors of vision to the mind, and in a stream of imagery and focused thoughts the wearer can know his surroundings from many angles and realms of reality. It is no wonder that no wearer of the Helmet of Blind Faith has ever been ambushed or assassinated – passing the wooden helm along upon their natural and elderly demise.

In game terms, Wikanau's Helmet of Blind Faith gives the wearer total protection to the Head body location – absorbing all damage from all sources and reducing it to zero instantly. The Helmet does not stop the physical impact, but the actual damage is reduced. Also, the wearer cannot be surprised or caught unawares *in any instance*. The Helmet grants the wearer True Sight, allowing him to automatically Critically Succeed in ANY Perception skill tests and to double his Dodge skill (it is easier to dodge attacks when you know they are coming). In addition, there are no negative effects to wearing the encapsulating Helmet; the wearer can hear and be heard perfectly while wearing it.

The Tie That Binds

What looks like a simple length of golden and silver twine braided into a coil of extravagant rope is actually the single strongest and most durable object

in existence. The Tie That Binds is woven from the hair of three Goddesses, by the hands of Fate herself. The simple braid is only a few metres long, and would seem as though it should be for decoration or the like.

Woven as a means to bind the hands of a rampaging titan, it is said that the Tie is a godly tool that fell into the possession of mortals – thereby making it lost to the Gods. In the eon before man became a spark of thought, a titan named Roil tried to take one of the Goddesses as his mate by force. As the Gods were forbidden from fighting the titans directly, in fear for the survival of Creation, they turned to Fate for assistance. Fate, a master weaver of strands since the beginning of time, plucked a fistful of hair from the wronged Goddess and her two sisters. Using these wondrous threads to create the Tie That Binds, Fate instructed the Goddess to lure Roil to her with outstretched arms. When he reached for her, she was to wrap his wrists in the Tie and he would forever be forced to keep his hands to himself.

The Goddess did what she was instructed to do, and soon Roil was kneeling before her with hands bound – somehow unable to stretch the wispy braid around his wrists. He cried and wept about his love for her, and claimed that he had only done what he did because she could never love a hideous titan like him. The Goddess was warmed by his sentiments, and she overcame her fear – pulling the braid off and casting it aside in exchange for a loving embrace. It was in her reckless abandon that the Tie That Binds fell to the world that later became ruled by Man, lost to the possession of mortals.

The Tie That Binds is a 5-metre long piece of gold and silver braided rope that weighs almost nothing but is absolutely indestructible. It cannot be cut, frayed, burned or even magically disintegrated. It can hold any amount of weight without so much as stretching, and actually aids climbing by adding 50% to Athletics skill tests for that purpose. Its primary purpose is to bind others. Should the Tie ever be wrapped around someone or something even *once* it will hold fast that which is wrapped. The Tie cannot be broken or

escaped from without the permission of the person who 'tied' the Tie. No amount of struggling, shape changing or even magical escape methods will release the Tie – even teleporting cannot free its captive, as the Tie will simple teleport with him. Only by being released, or by removing the bound limbs (if possible) can the Tie come undone.

Belt of Ahriman

An elegant belt of black leather riveted with pieces of obsidian and cold iron, the Belt of Ahriman is a prized artefact for thieves, spies and assassins. It was supposedly created for and worn by the Daemonlord of Shadows, Ahriman the Unfound. Stories surrounding the leather belt claim it to be the reason why the daemonlord survived the war that destroyed his army, but no mortal could ever claim to have that knowledge for certain.

The Belt is charged with the power of living darkness, infusing the wearer with the essence of the Void and placing a great and terrible magic in his hands. It is said to grant the wearer the ability to vanish from sight and to animate the darkness around him into warriors of nothingness. The daemonlord has been drawn wearing the belt and crushing his angelic foes with tentacles of living blackness. How the Belt ever reached the mortal realm no one can know, but it has been observed around the waists of several villains since the beginning of recorded history.

In game terms, the Belt of Ahriman doubles the wearer's Stealth while worn. Also, it grants all the same powers as the Rune of Darkness to the wearer with an assumed Runecasting score of 110%. Lastly, it grants the wearer the ability to attack with four lashing and constricting tentacles of darkness, attacking with 120% Close Combat Weapon skill and inflicting 2D10 damage and acting independently with 4 Combat Actions – causing double the normal damage to any being described as being 'of Law'.

The drawback to using the Belt of Ahriman is that the daemonlord is always in search of his lost attire – and

would gladly raze an entire city to find it. Every time the powers of the Belt are activated, there is a growing chance that the daemonlord will come to reclaim his artefact. This percentage starts at 1%, but increases by +1% each time the roll is required.

The Ages Tapestry

Having hung from the walls of a thousand sorcerers and a hundred rulers since its original weaving in the dusk of the last age, the Ages Tapestry is a sort of ancient-looking glass – a mirror that can answer any and all questions by rearranging the colours in its pattern. It has been used by tyrants and peasants, heroes and curs, and it has never once told a single untruth to any of them.

The Tapestry is three metres tall and two metres wide when hung; it is fringed with golden tassels and always portrays a fanciful picture of a magical eclipse of two moons swallowing the sun. Only when it is asked a direct question by its owner – the one who hung it in place – do its colours shift and show the inquisitor the truth of the matter.

The Ages Tapestry, in fact, is woven into the fabric of time and space. It can, when asked by the person who hung it last, describe a scene or image to the asking party that will *somehow* answer the question truthfully. This does not need to be a straight answer, nor does it need to be overtly helpful in any way, just *truthful*. If a hero asks how he may find his death one day, the Tapestry could respond with an image of the hero, with a massive wound in his side, battling the Grim Reaper himself – meaning that the hero will likely be wounded in that way before dying. Or, a king could ask for how long he will rule, and the Tapestry could show the king lying on the floor of his bed chamber in a pool of his own blood – meaning that he will rule up until the point he is assassinated in his sleep.

The Ages Tapestry is very subjective, but is never untruthful. It is up to the Games Master to make his answers vague enough to be right, or to adjust his game according to the answers he gives. The Tapestry, after all, is never wrong.



The Armageddon Scythe

Possibly the single most feared weapon in Creation, the Armageddon Scythe was created by the first bearer of the Apocalypse Rune of The Dead. It is an instrument of unimaginable power, growing more deadly and potent with each life it takes for the bearer. Ever since its black blade was pulled from the bloody forge in which it was hammered out, it has been a beacon of the End Times.

The Scythe itself is a two-handed weapon crafted from the collected and lashed vertebrae of twelve Scions of Law, with handles made from the whittled horns of a daemon, topped with a metre-long blade of black iron. Tempered in the blood of innocents and sharpened to

a razor's edge, the blade shears through armour, flesh and bone without hesitation – ending lives in bloody sprays and ghastly showers of shorn limbs and severed heads. The wicked instrument is usable only by the bearer of the Rune of The Dead, as anyone else who even so much as touches the weapon will be struck dead instantly – the life ripped from them to fuel the unimaginable powers coursing through the weapon.

In addition, the Armageddon Scythe ignores all non-natural mundane Armour Points when it hits. Also, with each sentient life taken by the Scythe in the hands of its wielder (it must deliver the killing blow), another +1 damage is added to the Scythe's effective damage. This effect wears off after one hour.

Armageddon Scythe

Weapon	Skill	Damage Dice	STR/DEX	ENC	AP/HP	Cost
Armageddon Scythe	Polearm	1D10+1	12/13	3	Unbreakable	Priceless

Wings of the Heralds

The seven Wings of the Heralds are the mode of transportation for the messengers of the Gods in the age of titans. When the Gods needed to send aid or information fast enough not to risk being intercepted by the titans (or later, mortals), the Heralds were used. These winged beings were the first true Scions of Law, and there were only a mere seven of them.

It is said that after being duped several times over by the fast-flying Heralds, the titans laid a trap around a captured Goddess – who called to all of the Heralds at once. When the messengers arrived, the titans emerged from hiding and fell upon them. After tearing off their wings, it is said the titans let the bloody remains fall down to the world of mortals, careless of what became of them while they ravaged the original Scions.

For those who found them, the bloody wings grafted themselves to their bodies – granting them new powers and new responsibilities. They were awakened to the greater conflicts between Law and Chaos, Light and Darkness. While they were mortal, and created to serve their own purpose, they also discovered a higher role. Perhaps it was the blood in the wings mingling with that of their new mortal hosts or perhaps it was something deeper, but the Wings bring with them a duty that cannot be ignored.

When a character touches the Wings (which always look like a pair of shorn falcon's wings when not attached), they are automatically grafted to the back of the character – unless the character is a servant of Chaos, in which case the Wings will do nothing. Once grafted, the wings will change colour slightly to match the attitude of the bearer (dove white for purity, falcon mottled for warriors, and so on) and become an extension of the bearer.

The Wings bestow two extra hit locations with the same hit points as the creature's Leg locations and are considered to have magical Armour Points of 10. Should they lose their hit points, they are torn free and fall to the ground.

While grafted, the Wings of the Heralds impose the following changes to the character:

- ☒ The character can Fly at a Movement of 10 metres, with extremely deft agility.
- ☒ The character gains 1 Armour Point to all areas.
- ☒ Creatures or minions of Chaos will suffer a –25% to any attacking rolls toward the character, recognised by a brighter glow to the Wings in their presence.
- ☒ The character cannot refuse to deliver a message or small object whenever asked by servants of Law, showing that the Wings of the Heralds still remember their original mission on a core level.

BESTIARY

This chapter adds a handful of new creatures and beings that should give a Legendary character and his allies some challenges. If not for their sheer level of power, the challenge they present may be due to their special traits and how they interact with their surroundings. Games Masters are free to use the following creatures and beings in their own campaigns as they see fit, but the short description attached to each entry should help them work these creatures into any game easily enough.

Abyssian Warlord

Crawling up from the depths of the Abyss itself, the nameless and silent beast known as the Abyssian Warlord by all who have seen it is a force of destruction that embodies Chaos. Originally summoned by a mad wizard who wanted to see the 'Face of the Void,' the Warlord now only answers the call of the Rune of the Fallen – but owes it no fealty once called upon. It arrives from the Netherworld and earns its nomenclature by razing all in its path for a full year and a day unless banished or destroyed, when it will go back to the Abyss to wait for its next trip to mortal realms.

The Abyssian Warlord is a five-metre tall humanoid of prismatic plate-like scales with a faceless head that bears the Runes of Chaos, Disorder and Infinity. Atop two multi-jointed trunks that serve as nimble legs is a thick cylindrical torso that supports four arms – two upper and two lower. The lower arms are spindly and wiry, ending in four-fingered symmetrical hands tipped with brazen claws. The upper arms are thick and muscled and taper down to a single scythe-like blade made of what might be iron or steel. With no eyes or other organs to speak of, the Warlord is a complete mystery that seems to exist only to kill.

CHARACTERISTICS

STR	6D6+24	(43)
CON	6D6+24	(43)
DEX	6D6+9	(28)
SIZ	6D6+9	(28)
INT	6D6+9	(28)
POW	6D6	(18)
CHA	1D6+6	(8)

Abyssian Warlord Hit Locations

D20	Hit Location	AP/HP
1-2	Right Leg	9/14
3-4	Left Leg	9/14
5-6	Torso	9/16
7-10	Lower Right Arm	9/14
11-14	Lower Left Arm	9/14
15-16	Upper Right Arm	9/15
17-18	Upper Left Arm	9/15
19-20	Head	9/15

Weapons

Type	Weapon skill	Damage
Upper Arm Slash	110%	3D8
Lower Arm Claws	120%	1D6+2D8

Special Rules

Combat Actions: 4

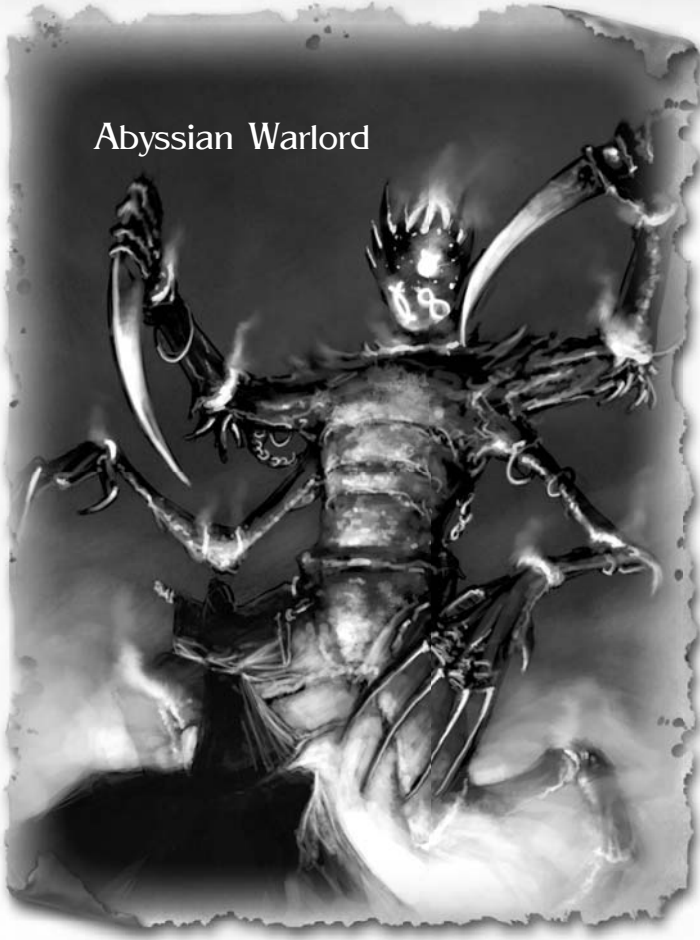
Movement: 5m

Skills: Athletics 185%, Dodge 140%, Perception 200%, Resilience 165%, Stealth 90%, Tracking 165%

Typical Armour: Thick Plated Hide (AP 9, No Skill Penalty)

Runes: All abyssian warlords are considered to have one rune each of Chaos, Disorder and Infinity.

Abyssian Warlord



Daemonlords of Chaos

Since the dawn of Creation there has been Law and Chaos, each ruling over a portion of the outer realms that swirl and surround the worlds of mortals. In these realms there is constant war between the Daemons of Darkness and the Scions of Law. Each side has its own soldiers, spies, servants and of course generals. In the pits of black evil deep in the seas of Chaos are twelve of the darkest and most vile beings ever dreamt into existence – the Daemonlords of Chaos.

Four metres tall, red-skinned and cloven hoofed, each daemonlord is an image of horror that spawned a dozen different devil-myths. They are humanoids with thick muscular tails, leathery wings tipped with bony spikes and strong and vicelike hands. Each has a remarkably different personality. Some have even modified their images to match their realms of influence, but they all generally look daemoniac.

When working their schemes on the mortal plane, they tend to abandon their fearsome images in favour of more innocent and less-threatening forms. Many choose the shapes of the elderly or young children, as they are rarely viewed as a threat at all, allowing them to move unchecked amidst mortals.

The daemoniac weapon a Daemonlord carries can look like any sort of weapon it has chosen, inflicting the damage listed. However, any being that has been noted as being a servant/creature of Law will suffer *double* normal damage.

There are seven known Daemonlords of Chaos. They, their areas of influence and their chosen weapons are as follows:

Ahriman, Lord of Shadows – The master of the night and all dark places, Ahriman uses a long dagger of silver to dispatch his foes as an assassin would.

Brasidious of the Eternal Battle – The overall general of the armies of Chaos, Brasidious wields a massive bastard sword of black stone to smash his enemies.

Demosa, Queen of Suffering – Demosa is a horrible dominatrix that rules the realm of Pain, and she uses a flaming cat o' nine tails in combat.

Golgothar, Hell's Executioner – The judge of the unworthy, Golgothar seeks out the minions of Chaos who have failed and brings them low with his massive two-handed axe.

Iss of Seven Pillars – The writer of the Black Tome that describes the Final Apocalypse, Iss is the record keeper of all things unholy. She fights with a black bow and arrows of hellfire.

Solumai, Traitor King – The leader of all betrayers, traitors and the unfaithful, Solumai wields a jagged and rusted scimitar.

Daemonlords of Chaos



Xeticoto the Blood God – The arbiter responsible for doling out the blood from mortal sacrifices, Xeticoto wields an enormous war club that drips magma at all times.

CHARACTERISTICS

STR	6D6+9	(28)
CON	6D6+36	(54)
DEX	6D6+6	(25)
SIZ	4D6+9	(21)
INT	6D6+12	(30)
POW	10D6+21	(51)
CHA	6D6+6	(25)

Daemonlord Hit Locations

D20	Hit Location	AP/HP
1-2	Right Leg	10/15
3-4	Left Leg	10/15
5-7	Abdomen	10/16
8-10	Chest	10/17
11-12	Right Wing	10/14
13-14	Left Wing	10/14
15-16	Right Arm	10/14
17-18	Left Arm	10/14
19-20	Head	10/15

Weapons

<i>Type</i>	<i>Weapon skill</i>	<i>Damage</i>
Daemonic Weapon	200%	3D8+1D10

Special Rules

Combat Actions: 4

Movement: 5m, 8m when flying

Skills: Athletics 95%, Evaluate +100%, Influence 150%, Lore (all) 100%, Perception 110%, Persistence 180%, Resilience 120%, Runecasting 125%, Tracking 110%

Traits: Chaotic Aura

Typical Armour: Brass and Brimstone Plate Mail (15 AP, no Skill Penalty)

Legendary Abilities: All Daemonlords have at least two Legendary Abilities of their choice.

Runes: A typical daemonlord has integrated with a number of runes equal to half its POW. It will also know an equal number of Rune Magic spells.

Dragoss of the Twisted Soul

The sick combination of a Chaos Lord and a greater Dragon, Dragoss of the Twisted Soul is as old as the first dragons. A being devoted to the dissolution of all Law and Order, Dragoss is a true immortal – reborn in the next dragon egg to hatch after his current form is destroyed. The normal hatchling quickly sprouts a second neck and head, and grows as much in days as others would in years. In just a few weeks the beast is whole again.

Dragoss itself is a large two-headed dragon with mottled scales that shift and adjust to different patterns depending on the beast's mood. Both of its heads have brilliant white eyes like gigantic pearls and a row of savage spines that run from the base of each skull all the way to the tip of the smashing tail. Its wings are huge and leathery, and are made from nearly clear skin that gives them an almost skeletal look. When the beast speaks, its voice is a slight echo of itself, one head waiting to repeat what the first stated just a half-breath before.



Dragoss of the Twisted Soul

CHARACTERISTICS

STR	20D6+9	(70)
CON	10D6+9	(40)
DEX	4D6	(15)
SIZ	20D6	(60)
INT	10D6+9	(40)
POW	10D6+9	(40)
CHA	5D6	(19)

Dragoss Hit Locations

D20	Hit Location	AP/HP
1-2	Tail	10/19
3-4	Right Hind Leg	10/20
5-6	Left Hind Leg	10/20
7-8	Hindquarters	10/21
9-10	Forequarters	10/22
11-12	Right Wing	10/20
13-14	Left Wing	10/20
15-16	Right Front Leg	10/20
17-18	Left Front Leg	10/20
19	Right Head	10/21
20	Left Head	10/21

Weapons

Type	Weapon skill	Damage
Bite	85%	3D12
Claw	95%	1D10+2D12

Special Rules

Combat Actions: 3

Movement: 6m, 8m when flying

Traits: Breathe Flame (2D6, 3/ hour)

Skills: Athletics 120%, Influence 150%, Lore (all) 100%, Perception 250%, Persistence 180%, Resilience 120%, Tracking 110%

Typical Armour: Scales (AP 10, no Skill Penalty)

Runes: Dragoss has the following runes integrated: Air, Chaos, Disorder, Dragon, Fire

Greater Judgment

Created by the Lords of Law to exact their punishments on their foes without risking the lives of their Scions whenever possible, Greater Judgments are gigantic orbs of light crackling with celestial energies. They are rarely found, and generally only appear when someone has done something worthy of a higher power's attention. They are the executioners of the Force of Law, and they are unforgiving in their resolution of Law's command.

Greater Judgement is immune to all magic of Magnitude 8 or less.

CHARACTERISTICS

STR	10D6+30	(60)
CON	4D6+21	(34)
DEX	3D6	(11)
SIZ	10D6+30	(60)
INT	10D6+30	(60)
POW	2D6+6	(12)
CHA	5D6+12	(27)

Greater Judgement Hit Locations

D20	Hit Location	AP/HP
1-20	Body	12/115

Weapons

Type	Weapon skill	Damage
Judgment Bolt	200%	3D12

Special Rules

Combat Actions: 2

Movement: 5m flying

Skills: Dodge 140%, Perception 255%, Persistence 150%, Stealth 130%

Typical Armour: Magical Aura (12 AP, no Skill Penalty)

Masques

Masques are flippant creatures that have no qualms about fighting for Chaos or Law at any given moment, and to try and understand their motives is madness. They are normal-sized humanoids born in the spaces between realities, and they appear from time to time to make sure the sides of the celestial conflict remain at war. They do so to ensure that there will always be a border between the realms – or else they would lose their pandemonium filled homes. They watch and know all, but have no gumption to do anything other than ensure the borders remain.

They look like well-dressed nobles, complete with tails on their suits and shining golden rapiers for battle when it is called for. They wear light leather gloves and high-collared shirts. The only thing that sets them apart from any common fencing noble at a glance is their utter lack of a head! Instead of a head of any sort there is a shining porcelain mask floating where a face should be, which does not alter for their 'mood' or discourse, it merely retains its lacklustre smile and cold, lifeless eyes.

CHARACTERISTICS

STR	3D6+15	(25)
CON	6D6+24	(42)
DEX	4D6+9	(21)
SIZ	2D6+9	(15)
INT	6D6+30	(50)
POW	6D6+30	(50)
CHA	3D6+15	(25)

Masques Hit Locations

D20	Hit Location	AP/HP
1-2	Right Leg	8/12
3-4	Left Leg	8/12
5-6	Abdomen	8/13
7-14	Chest	8/14
15-16	Right Arm	8/11
17-18	Left Arm	8/11
19-20	Head	8/12

Masque



Special Rules

Combat Actions: 4

Movement: 4m

Skills: Athletics 185%, Acrobatics 200%,
Dodge 185%, Perception 150%,
Stealth 300%

Typical Armour: Magical formal wear (AP 8, no Skill
Penalty)

Legendary Abilities: All Masques have the Black Waltz
and Vanish Legendary Abilities

Runes: All Masques have the following
runes integrated: Darkness, Fate,
Illusion, Luck, Shadow

Runefallen

Having a rune integrated for a long time, only to have it ripped from you forcibly is a taxing and life-shattering experience. Some vow to exact vengeance, others simply hope the thief is brought to justice. Like the ghosts of the brutally slain, the Runefallen are those who can not handle the loss of their rune – and kill themselves.

Rising as a mindless force to kill the bearers of their former possession, the Runefallen are unbelievably powerful and cannot be deterred from their course of action. They are relentless and mindless, knowing only the hunger for the power in those who have become Rune Bonded to their Rune of Creation.

Runefallen look just like their former selves, except their eyes have taken on a yellow tint and bear the symbol of the Rune of Creation they are tracking within the pupils. They are sightless, but cannot be surprised or hidden from due to their attunement to the magic of runes around them.

Weapons

Type	Weapon skill	Damage
Golden Rapier	210%	2D8+1D6

CHARACTERISTICS

STR	3D6+12	(22)
CON	6D6+51	(70)
DEX	4D6+6	(18)
SIZ	Varies	
INT	2D6+6	(12)
POW	6D6+30	(50)
CHA	1	(1)

Runefallen Hit Locations

D20	Hit Location	AP/HP
1-2	Right Leg	10/16
3-4	Left Leg	10/16
5-6	Abdomen	10/17
7-14	Chest	10/18
15-16	Right Arm	10/15
17-18	Left Arm	10/15
19-20	Head	10/16

Weapons

Type	Weapon skill	Damage
Power Drain	75%	1D3 POW

Special Rules

Combat Actions: 3

Movement: 4m

Traits: Characteristic Drain

Skills: Athletics 60%, Perception 80%, Persistence 90%, Resilience 150%, Runefinder 100%, Runewatcher 150%, Tracking 150%

Typical Armour: Durable hide (AP 10, no Skill Penalty)

Legendary Abilities: All Runefallen have the Runeseer Legendary Ability

Scions of Law

The warriors for Law and Light in the great celestial wars that take place outside of the mortal realm, the scions have been called many things in their eons of dealings with mortal society – angels, spirits, totems and so on. They are golden skinned and have brilliant sapphire-blue eyes that glisten like the sky; their wings are thickly feathered and are most often white or grey, like that of an owl of winter falcon. Where law demands their presence, they are ready to face the growing tides of Chaos bravely and without fear.

Although androgynous and seemingly sexless, the scions often take on a male or female persona depending on whom they are interacting with. When changed into a form less intimidating or awe-inspiring, they tend to seem awkward and strange inside a body of true flesh – and some learn to resent the ‘small, meat bodies’ very much. For them, Law is God. They will exact Law’s vengeance as they see fit on anyone breaking it. This can put scions in the path of heroes who might otherwise fight alongside the Forces of Law, but who have somehow earned that scion’s personal grudge.

The angelic blade a scion carries is a sword or axe with a blade that is wreathed in golden flames. Any being that has been noted as being a servant/creature of Chaos will suffer *double* normal damage.

CHARACTERISTICS

STR	3D6+12	(22)
CON	6D6+30	(50)
DEX	3D6+21	(31)
SIZ	3D6+12	(22)
INT	6D6+30	(50)
POW	6D6+30	(50)
CHA	4D6+21	(34)

Scion of Law Hit Locations

D20	Hit Location	AP/HP
1-2	Tail	12/14
3-4	Right Leg	12/15
5-6	Left Leg	12/15
7-8	Abdomen	12/16
9-10	Chest	12/17
11-12	Right Wing	12/14
13-14	Left Wing	12/14
15-16	Right Arm	12/14
17-18	Left Arm	12/14
19-20	Head	12/15

Weapons

Type	Weapon skill	Damage
Angelic Blade	200%	1D10+5+1D8

Special Rules

Combat Actions: 4

Movement: 4m, 8m when flying

Skills: Athletics 95%, Dodge 50%, Influence 110%, Perception 75%, Persistence 130%, Resilience 60%, Runecasting 115%, Survival 50%

Typical Armour: Angelic Aura (AP 12, no Skill Penalty)

Legendary Abilities: All scions have at least three Legendary Abilities of their choice at any given time

Runes: All scions are true masters of shape changing and Rune Magic. Even though they do not bear any Runes of Power inherently, they can cast any known runic magic spell that requires any of the following runes: Air, Beast, Communication, Earth, Fate, Fertility, Fire, Harmony, Infinity, Law, Light, Luck, Magic, Man, Mastery, Motion, Spirit, Truth

Scion of Law



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MASS BATTLE REFERENCE SECTION

The Battle Turn

1. Action Preparation Phase
2. Action Declaration Phase
3. Action Execution Phase
4. Aftermath

Relative Size Bonus to Offense

Unit...	Offensive Value Bonus
...outnumbers enemy	+10%
...outnumbers enemy by 2-to-1	+20%
...by 3-to-1	+40%
...by 4-to-1	+60%
...by 5-to-1	+80%
...by 6-to-1 or more	+100%

Chance to Hit Commander

Number of troops left in Unit	% Chance of Hitting Commander
9	10%
8	11%
7	12%
6	14%
5	17%
4	20%
3	25%
2	30%
1	50%

Reference Section

Battle Action Summary

Battle Action	Check	General Description
<i>Advance!</i>	N/A	Moves unit normally.
<i>All on my Target!</i>	Command	All shots target single individual.
<i>Charge!</i>	Command	Moves unit and attacks.
<i>Defend!</i>	N/A	Unit bolsters Defensive Value.
<i>Fight!</i>	N/A	Unit makes Close Combat attacks.
<i>Fire!</i>	N/A	Unit makes Ranged attacks.
<i>Fleet-Footed Advance!</i>	Command	Unit moves at slightly accelerated rate.
<i>Gather Around Me!</i>	Command/Influence	Character creates new unit around himself.
<i>Hold!</i>	N/A	Unit takes a break to regain composure.
<i>I Want His Head!</i>	Command -15%	Unit attacks officer/individual with efficiency.
<i>Intimidate the Enemy!</i>	N/A	Unit tries to lower enemy unit's Morale.
<i>Press Them Back!</i>	Command +10%	Unit fights to push enemy backwards.
<i>Rally!</i>	N/A	Unit regains Morale.
<i>Retreat!</i>	N/A	Unit moves toward originating direction.
<i>Riding Volley!</i>	Command	Unit moves and makes Ranged Combat attacks.
<i>Scatter!</i>	N/A	Unit becomes very difficult to hit with <i>Fire!</i>
<i>Shields Up!</i>	Command	Unit increased Armour Points against Ranged Attacks.
<i>Steady Advance!</i>	Command	Unit moves slowly, but reduces Morale loss.
<i>Wield Magic!</i>	N/A	Unit makes Magic attacks.

Name of Unit:

Unit Commander:

Command Rating:

Morale:

Movement:

Health Value:

No. in Unit:

Current:

Defensive Value (Close Combat):

Current DV (CC):

Defensive Value (Ranged):

Current DV (R):

Offensive Value (Close Combat):

Current OV (CC):

Offensive Value (Ranged):

Current OV (R):

Maximum Range:

Special Notes:

Name of Unit:

Unit Commander:

Command Rating:

Morale:

Movement:

Health Value:

No. in Unit:

Current:

Defensive Value (Close Combat):

Current DV (CC):

Defensive Value (Ranged):

Current DV (R):

Offensive Value (Close Combat):

Current OV (CC):

Offensive Value (Ranged):

Current OV (R):

Maximum Range:

Special Notes:

Name of Unit:

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Command Rating:

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Movement:

Health Value:

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Current DV (CC):

Defensive Value (Ranged):

Current DV (R):

Offensive Value (Close Combat):

Current OV (CC):

Offensive Value (Ranged):

Current OV (R):

Maximum Range:

Special Notes:

Reference Section

Name of Unit:

Unit Commander:

Command Rating:

Morale:

Movement:

Health Value:

No. in Unit:

Current:

Defensive Value (Close Combat):

Current DV (CC):

Defensive Value (Ranged):

Current DV (R):

Offensive Value (Close Combat):

Current OV (CC):

Offensive Value (Ranged):

Current OV (R):

Maximum Range:

Special Notes:

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