

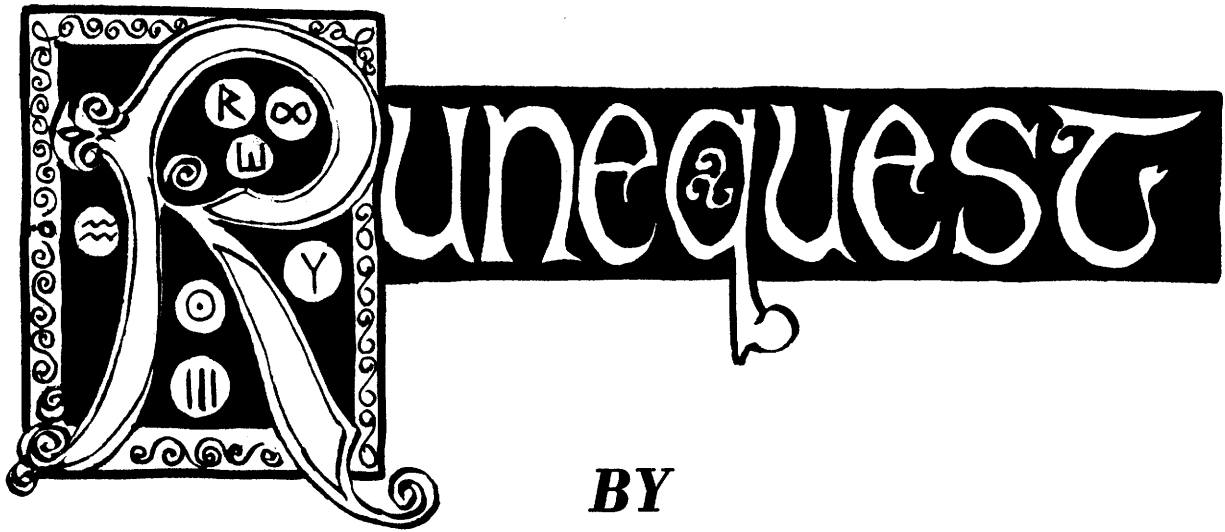


Runequest

by
Steve Perrin & Ray Turney



LULSE
'79



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This book is dedicated to Dave Arneson and Gary Gygax, who first opened Pandora's box, and to Ken St. Andre, who found it could be opened again.

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INTRODUCTION

INTRODUCTION

WHAT IS A FANTASY ROLE-PLAYING GAME?

A role-playing game is a game of character development, simulating the process of personal development commonly called "life." The player acts a role in a fantasy environment, just as he might act a role as a character in a play. In fact, when played with just paper and pencil on the game board of the player's imagination, it has been called "improvisational radio theatre." If played with metal and plastic figurines, it becomes improvisational puppet theatre. However it is played, the primary purpose is to have fun.

WHAT IS THIS FANTASY ROLE-PLAYING GAME ABOUT?

RuneQuest is a departure from most FRP (as they are abbreviated) games issued since the concept's introduction in 1974. Unlike most others, this game is tied to a particular world, Glorantha, first glimpsed through Chaosium's board-games *White Bear and Red Moon* and *Nomad Gods*. Those who have not seen this world before will find part of it within these pages.

However, this game is not limited to Glorantha. The experience system, the combat system, most of the magic system, and the training/guilds system, and everything but the specific references to the world of Glorantha can be adjusted to fit any time and space with a minimum of hassle. We think you will find this system more realistic, and at the same time more playable, than any system you have seen before.

HOW TO USE THESE RULES

Read these rules very carefully. Read all the way through once. Then roll up a character and see how the rules apply to that character. Get together with some friends and map out some beginning scenarios, with no surprises to any one until you are sure of how the rules work. Then, your imagination is your only limit.

We have tried to make these rules easily understood by anyone interested in the concept, not just experienced gamers. If you are an experienced FRP gamer, take those portions you can use and ignore the rest. Like any FRP system, these can only be guidelines. Use them as you will.

FURTHER RULES

There are some questions left unanswered in these rules. We have attempted to provide a unified game system which can be played as is. Further supplements will ice the cake and expand on both how the game fits into the world of Glorantha, and how it can be expanded into other worlds.

We are interested in input from those who play this game.

Players who devise cults, new spells, and new monsters are urged to write them up in terms similar to those found herein and send them to us. You will receive full credit for your creations and, of course, a copy of the supplement the contribution appears in.

Have fun.

PURPOSE OF THE GAME

The title of the game, *RuneQuest*, describes its goal. The player creates one or more characters, known as Adventurers, and plays them in various scenarios designed by a Referee. The Adventurer has the use of combat, magic, and other skills, and treasure. The Referee has the use of assorted monsters, traps, and his own wicked imagination to keep the Adventurer from his goal within the rules of the game. A surviving Adventurer gains experience in fighting, magic, and other skills, as well as money to purchase further training.

The Adventurer progresses in this way until he is so proficient that he comes to the attention of the High Priests, sages, and gods. At this point he has the option to join a Rune cult. Joining such a cult gives him many advantages, not the least of which is aid from the god of the cult.

Acquiring a Rune by joining such a cult is the goal of the game, for only in gathering a Rune may a character take the next step, up into the ranks of Hero, and perhaps Superhero.

EQUIPMENT NEEDED TO PLAY

Besides this set of rules, *RuneQuest* players will need the following materials:

DICE

Dice of many shapes and sides are needed for this game. They are usually available at any game store. If there are no games stores in your area, an address of a supplier is printed in the appendix. The minimum mix needed for play is as follows:

Type	Abbreviation
one pair of 20-sided percentile dice	D100
one 20-sided die marked from 1 to 20	D20
one 12-sided die	D12
one 8-sided die	D8
three 6-sided dice	D6
one 4-sided die	D4

Within these rules, dice will be referred to using the above abbreviations. Thus, if it is necessary to roll two 12-sided dice, it will be written as 2D12. Occasionally, it will be necessary to roll one 3-sided die, D3. Simply roll a D6 and divide by two, always rounding up. Thus, 1-2=1, 3-4=2, 5-6=3.

Other Playing Aids

RuneQuest does not need a playing board. The player's imagination provide the stage on which the characters act. As assistance in this drama, you'll find the following helpful:

PAPER, blank, lined, and quadrille ruled (graph paper)

PENCILS AND PENS

TIN/LEAD OR PLASTIC FIGURINES (These are optional, but give the play some focus and help settle arguments over who was where. We recommend 25mm miniatures as the best all around size.)

TIME (ranging from a couple of hours for a quick scenario to years for a long-running campaign)

GLASS OR PLEXIGLASS SHEET AND GREASE PENCIL (an optional but handy device for sketching in the outlines of rooms and corridors)

IMAGINATION

BACKGROUND

HISTORY

Glorantha was created by its deities from the Primal Void of Chaos. At first, there was no history, for the initial creation formed the period of magic and timeless simultaneity called Godtime. During this time, all the world was populated with the beings and races of the Golden Age.

The birth into this world of Umath, the Primal Air, shattered the period of peace with crowding, confusion and fear. This escalated into the War of the Gods, resulting in the death of the Sun, the Great Darkness and Chaos let loose upon the world. Total Destruction seemed near.

But Glorantha was not destroyed. Spurred on by Hope and Chance, the Seven Lightbringers sought through the Chaos-ridden Cosmos and, after harrowing adventures, liberated the life-giving Sun God. The joyful god leapt to his rightful place in the sky and the Dark was banished.

To keep entropic Chaos from coming to their realm again, the gods swore great oaths and compacts resulting in the Great Compromise. Men call this Time. By altering the world, the gods saved it, and History began.

There followed the Dawn Ages. This was a time of peace and growing, as the survivors rebuilt and taught themselves the way of the world inside Time. The ancient races, elves, dragonewts, dwarves, and trolls, were as healthy and proud as humans. In Dragon Pass, on the continent of Genertela, the First Council was a balanced organization including humans and non-humans, men and women, mortals and divinities.

This age of innocence could not last. Ancient feuds were remembered and conflicts grew with peoples outside the council. Inside dissension and outside enemies forced the formation of the Second Council, a warlike empire, which grew in arrogance and power until they dreamed of bringing back the Godtime. The experiment ended in the birth of Gbaji, the Chaos god, whose reign of terror kept Glorantha at war with itself for 75 years. This was the death knell of the inhuman races, which have never had the same stature in the world since then. This was the end of the Dawn Ages.

Out of this shattered world grew new political entities. Among the most powerful was the state which called itself the Empire of the Wyrms Friends. This empire, centered in Dragon Pass, lasted for 500 years, proud of and famous for their

friendship with the dragons and wyrms of the pass. The peoples and places thrived, made contact with two other continents, and delved deep into spiritual byways.

After several hundred years the empire was replaced by a ruling body of men and gods called the Third Council. Legends relate that there was no telling the men from the gods in the council chambers.

But the magic of the council could not counter the miseries of its worshippers, or control the swords of the rebels who did not sacrifice to them. Foreign gods gained power and prestige as the provinces of the Third Council revolted or were overrun by invaders.

At last the council turned its energies to defending its worshippers. Epic battles raged across the land. Finally, the dragonewts, dormant for centuries, rose against the council and slew them all.

Some 78 years later the human allies aiding the destruction of the empire turned against the dragonewts. With few allies, they seemed helpless before the destroying might of the hordes. Nests were scoured with wildfire, planted with seeds laid by Chaotic parasites, sealed by diseases unnamable, and cursed by fear and loathing for any that would mourn them.

Heartless and relentless, the humans crushed and plundered, but when they closed in upon Dragon Pass the assembled human armies met those who would mourn the loss of dragonewts. The dragons from all across Time and Space assembled in their ancestral home to preserve the purity of their birthplace. The Dragonkill War got its name from what the dragons did, not what they suffered. Humans have feared the dragons since that time, despite draconic indifference, and none now seek to smash the eggs of the dragonewts, even though they might plunder the nest city.

Dragon Pass was abandoned by humanity. Elsewhere, old empires shook and seas were utterly closed to human crossing. New kingdoms rose to fill the power vacuums and new magics and deities broke free from ancient shackles.

North of Dragon Pass, in the region called Peloria, there arose the Red Moon Goddess. In her were balanced Constancy and Change, Life and Death, Love and Indifference, and all the dichotomies of the Universe, including a touch of Chaos. Her arrival changed the face of the land.

After living in Glorantha a short time she ascended to the heavens where she remains in her cyclical beauty, viewing the land which she left to her family below. The ever-reincarnating Red Emperor of the Lunar Empire is her son and her pride.

The Lunar Empire expanded from its founding in 1220. When defeated it rebounded stronger than ever. They went north to the icy wastes, east to the bounds of the horse barbarian lands, and west until they were halted by the magical Syndics Ban. But in the south the empire continued to grow and grow.

When they reached Dragon Pass they found it populated again. Moreover, it was owned by the Kingdom of Sartar, ruled by a wise dynasty cautious to maintain the great and magical laws which gave it its strength.

Despite initial defeats, the emperor eventually marched almost unhindered into the Sartar capitol of Boldhome. He defiled the Temple of Sartar and ravaged the city. So far, it was the typical Lunar conquest.

But the spirits of Sartar Temple incited the natives to rebellion. When the Lunar priestesses attempted to construct a Temple of the Reaching Moon on Wind Top to extend the Glowline, a dragon unearthed itself under the foundation, devouring the priestess there and half of the attendant armies. Shortly afterward, rebellion in the outpost city of Pavis spelled Lunar defeat, and the victorious barbarian warlord led his

army towards Dragon Pass.

The warlord was **Argrath Dragontooth**, member of a minor Sartar household and refugee from Lunar justice. He had grown famous amongst the tribes of Prax and now claimed heirdom to Sartar's realm. He defeated Lunar forces in a military victory and relit the fire in Sartar's Temple with a command. Thus, the empire was thrown back again.

The bravery and glory of Sartar's fight for independence attracted thousands of volunteers, and people from all about Glorantha became Adventurers in order to build up their skills to take their places in the ranks. The period was known as the Hero Wars, and the fighting around Dragon Pass drew the greatest collection of Heroes and Superheroes the world had ever seen in one place.

This is the game of that period. In these pages one learns how to start to become a Hero, to take one's place in the Hero Wars.

TECHNOLOGICAL BASE

Glorantha is a Bronze Age world. Bronze is common, and can be mined directly from the bones of the gods who died in the Gods' War. These bones provide a ready source of the metal.

Unalloyed, or pure, metals, such as iron, lead, tin, and copper, prevent a person from using magic unless he is "sealed" to the Rune connected with that metal. See Chapter X for a list of what metals are aligned to which Runes. Note that all coins are alloyed, as are gold and silver ornaments.

SOCIOLOGICAL BASE

Glorantha is an ancient period and early Dark Ages world. It has far more to do with Mesopotamia, ancient China, Hyborea, and Lankhmar than it does with medieval Europe, Le Mort D'Arthur, or the Carolingian Cycle. Its heroes are Conans, Grey Mousers, and Rustums, not Lancelots, Percivals, and Rolands.

Unlike the worlds in other role-playing games, there is no alignment, as such. People have allegiances to nations, cities, religions, and tribes, not to abstract concepts. It is also possible for people within the game to survive quite well with no allegiances whatever except to themselves.

In Glorantha, the gods, in the forms of their followers and cults, play an active and important part in most major events. However, most gods are complementary, and rarely oppose each other directly. Only the gods of Power are actively antagonistic, and even then only within their own spheres of interest.

MONETARY BASE

The coinage of Glorantha is based on silver. While both gold and copper are used as coins, silver is by far the most common monetary metal. Silver coinage was first introduced into Glorantha by the Lunar Empire. The generic term for silver coins used over the continent is the Lunar, in honor of the Lunar Empire. However, in the empire, the basic silver coin is referred to as an Imperial. In Sartar it is called a Sovereign, and in the city of Corflu, run by various guilds, it is called a Guild-er. All of these coins are roughly equivalent in value. Note that a Lunar, abbreviated in the rules as L, is worth about one pre-WW II English pound, or five US dollars.

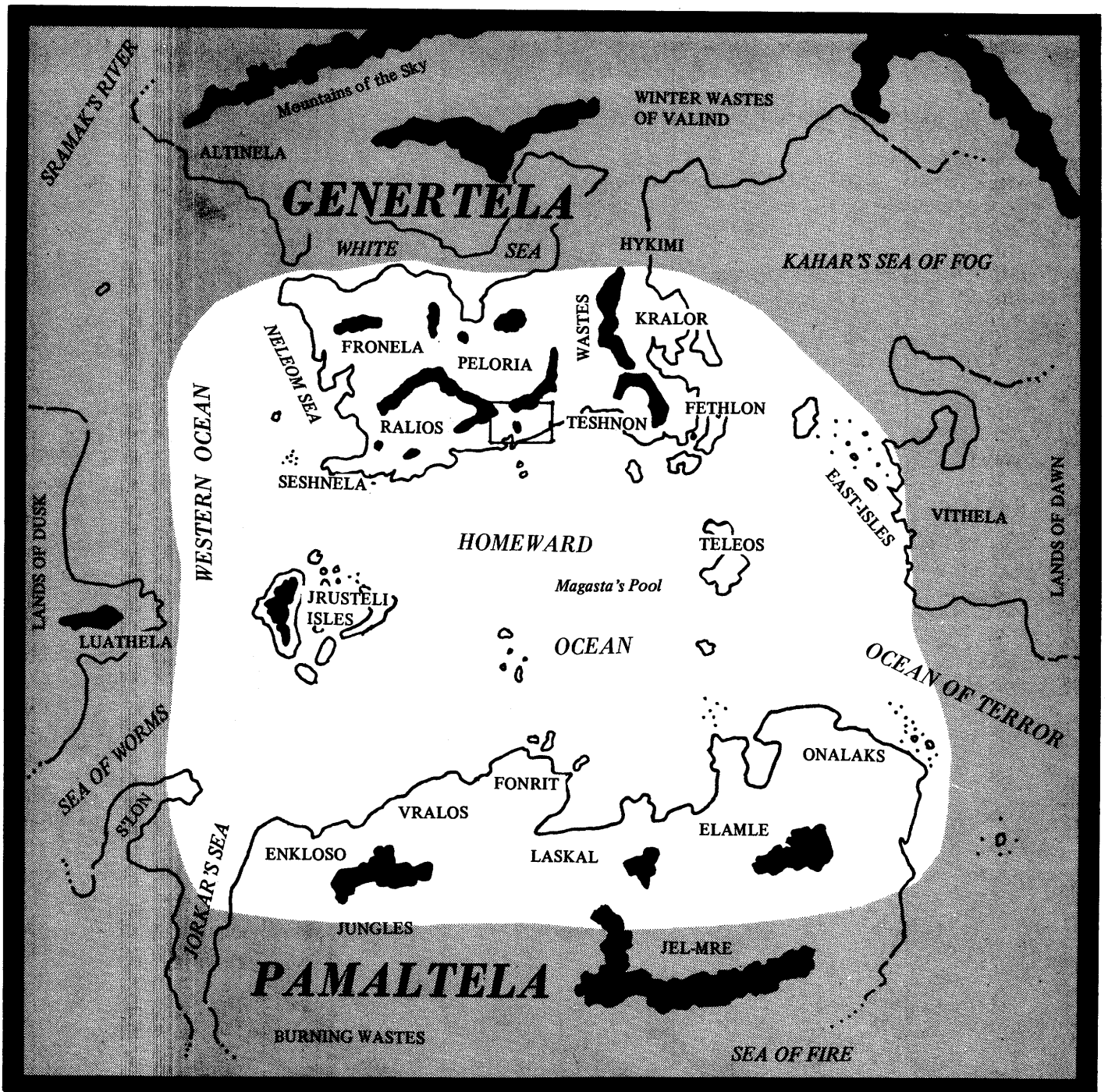
Gold was the first coinage of the world, brought to the people by the enigmatic Sun-Wheel Dancers. In their honor, gold coins are still called Wheels. Gold, however, is scarce and very valuable. One golden Wheel equals 20 Lunars of silver. Gold is still mainly used as a means of settling debts between nations rather than individuals.

Copper coins were invented by the dwarves. As is usual with any innovation brought out by that most inventive race, humans shrink from acknowledging the contribution. The copper coin is called a Clack, or often just a Copper. It takes ten Clacks to equal one Lunar.

1 Wheel=20 Lunars

1 Lunar=10 Clacks





Glorantha

THE WORLD OF GLORANTHA

On the facing page is a world map of Glorantha, the world of *RuneQuest*. It is not a planet, as is ours, but instead is a slightly bulging, squarish lozenge, like the earth-Rune's shape.

The earth floats upon Sramak's River, the Primal Ocean of mythology. The sky overhead is an off-center bowl rotating about the Pole Star which marks the center of the sky, and is the only stable point in the celestial dome. Between the earth and sky is the turbulent realm of the air and storm gods. Underneath both earth and sea is the dark, silent Underworld.

The scale of the map is 1200 miles to the inch, or 760 kilometers per centimeter.

Mountains on the map are marked by solid black patches. Lesser ranges are not shown. The land areas are those which surround the mountains. The center of the map and the connected areas are water, as labelled. In strict terminology, the Oceans are the places which are connected directly to the Primal Sea, while the Seas have earth beneath them.

The shaded regions are places unknown to mortal races. There are lands of immensely powerful supernatural races, such as Altinela or Vithela or Luathela. These beings occasionally come to the world of men, but few men ever travel to them. Some are areas of myth, like the Sea of Fire where the sky fell to earth and set everything burning, or the Lands of Dawn and Dusk where the sun rises and sets each day. Only Heroes can travel to such realms and survive, and from there they can find their way to the very worlds of the gods.

The unshaded areas are those lands commonly known to mankind. The unlabelled box near the center of the map, on the southern edge of Genertela, is the area of the maps in the Appendices of this book, consisting of Dragon Pass and Prax.

Genertela is the name of the northern continent. It is colder than the southern continent, and the northern-most regions are abandoned by men but inhabited by ice demons. The White Sea separates the permanent winter from the northlands of men. The continent is temperate in climate, and in the south the seasons are moderate.

The great central oceans of Glorantha are mild and almost balmy, though seasons affect them. The many islands are pleasant places, semi-tropical in nature. Magasta's Pool, at the center of the world, is a gigantic whirlpool which draws all the waters of the world to it and drops them to the dark primal sea below.

The inhabited lands of the southern continent developed independently from the north, though both cultures came into violent conflict during the Second Age. The northern coastal regions are extremely pleasant, but the temperature increases the further south one travels. Beyond the lands that men know are dense jungles and, finally, the arid and unlivable Burning Wastes.

Even in the central areas only some regions have been well-documented and mapped; others live on in the ignorance and bliss of illiteracy. Further publications by The Chaosium will explore and explain some of these regions in more detail. Interested parties are urged to contact The Chaosium for the details.

TIME LINE FOR THE LUNAR EMPIRE AND THE DRAGON PASS REGIONS

- 1100 – Dragonkill War wipes out all human inhabitants in Dragon Pass, leaving it to the other humanoid races.
 1220 – Red Moon goddess born in Rinliddi, Peloria.
 1230 – Dragonewts and elves unite to destroy warring troll factions.
 1242 – Carmanian Empire conquered by Red Goddess.

- 1247 – Red Goddess attains immortality and ascends to the sky.
 1250 – Defeated in battle, the forces of the Pure Horse tribe of Prax hide in haunted Dragon Pass. They find peace instead of demons, and are accepted by the local residents. They change their name to Grazelanders and settle.
 1288 – Lunar Empire conquers the last stronghold of Dara Happa, securing all of Lowland Peloria for Red Goddess.
 1330 – Refugee Pelorians discover the Temple of the Shaking Earth and found the Twins dynasty and the Kingdom of Tarsh.
 1340 – Hill tribes move north from Hendrekei and Esrolia and settle in the southern hills of Dragon Pass.
 1347 – The Conquering Daughter defeats many tribes of Southern Peloria and adds the provinces to the Empire.
 1374 – Great barbarian invasions from the Wastelands devastate and overrun most of Peloria. The shaman Sheng Seleris begins his epic campaign against the Red Emperor.
 1380 – War between hill peoples of Dragon Pass and Ducks.
 1397 – Yara Aranis is born, a demonic barbarian-killing daughter of the Red Emperor. The barbarians no longer grow in strength.
 1402 – War between Grazelanders and Kingdom of Tarsh ends with a defeat for the Grazelanders, who are forced into the hills.
 1420 – Pol-Joni tribe, including many disgruntled ex-Grazelanders, is founded and established in Prax despite efforts to stop them by the Animal Nomads.
 1448 – Tarsh King Orios dies without heir; civil war begins.
 1455 – Illaro dynasty founded in Tarsh; kingdom is quickly reestablished.
 1460 – Sheng Seleris and Red Emperor meet in personal combat; after many great magics only the Emperor emerges.
 1470 – Sartar makes his early appearances among the hill tribes of Dragon Pass.
 1477 – Tarsh King Tastanim is killed by Telmori, a migrating tribe which worships werewolves.
 1480 – Sartar makes peace with the Telmori, and they settle near Prax.
 1490 – Hon-eel the Artess comes to Tarsh and woos the king. After he disappears, her son becomes the first Lunar Tarsh king, called the founder of the Governor King dynasty.
 1492 – Boldhome founded by Sartar, who is named king and the land is named after him.
 1538 – Palashee Longaxe leads a Tarsh confederation against the Governor Kings and drives the Lunars out of Tarsh.
 1539 – Sartar is apotheosized, leaving the mortal realm. His dynasty begins ruling the Kingdom of Sartar.
 1550 – Dragonewts Dream begins, lasting for five years. No human has an idea of what this was about.
 1555 – Palashee Longaxe is killed in battle, and the Lunar Governor Kings retake Tarsh.
 1575 – Pavis Outside the Walls is settle by Sartarite colonists.
 1582 – Tarsh rebels and Sartar forces are smashed at the battle of Grizzley Peak, and all unified Tarsh rebel activity is halted forever as part of that force joins Sartar. This is the region of the Far Point.
 1602 – Boldhome is sacked by the Lunar army, and the last know heirs of Sartar are slain or driven away.
 1605 – Lunar Empire defeated in Holy Country at Building Wall battle.
 1610 – Pavis falls, as do the Prax barbarians as the Lunar Empire searches for a route to the sea.
 1613 – Starbrow leads another Sartarite rebellion, quickly crushed by the Empire.

HOW TO CREATE AN ADVENTURER

CHARACTERISTICS

To create a human Adventurer, the player rolls 3D6 for each of the following characteristics. This provides a range of from 3 (low) to 18 (high) for each characteristic and this range gives the basic parameters of human development. Other races such as elves, dwarves, and dragonewts may have different ranges for many characteristics. These differences are dealt with in the section on monsters, Chapter VIII.

1. STRENGTH (STR)—An Adventurer's STR affects the damage he does, the kind of armor he wears, and what weapons he can wield. It can be increased through training, explained later, up to the rating for the character's Constitution or Size, whichever is highest. If STR is a character's highest rating of the three then it cannot be increased except by magic.

2. CONSTITUTION (CON)—This is the measure of the health of a character. It is the major factor in determining the amount of damage a character can take before he dies. The CON of an Adventurer is what all attacks by Poison or Disease must be matched against. Training can increase CON. It can be increased up to the rating for the character's STR or Size, whichever is largest. If CON is the character's highest rating of the three then it cannot be increased except by magic.

3. SIZE (SIZ)—This indicates the mass of a character. It affects his ability to do and absorb damage. Both large and small SIZ Adventurers have certain advantages. Large persons can absorb and deal more damage, but find it hard to defend themselves and hard to skulk in shadows. Small people have the opposite benefits and drawbacks. SIZ cannot be naturally altered.

4. INTELLIGENCE (INT)—This characteristic is trickier. It is a measure of an Adventurer's ability to deal with abstractions and memorization. This includes the theory behind skills such as fighting, thieving, magic, and crafting. INT is the major modifier of a character's ability to progress in skills through experience. It also determines how many spells a character may memorize. This characteristic never changes, save through some miraculous intervention.

5. POWER (POW)—This represents a character's ability to work magic. It is also the measure of his soul. A high POW shows the favor of the gods, allowing an Adventurer to hit easier, defend himself, and otherwise excel, for he is in tune with the Universe. Of course, a high POW detracts from an Adventurer's ability to skulk around in shadows and remain unobtrusive, for the aura of POW draws attention. POW varies

over time. Spell use depletes a character's POW, and rest restores it. Successful spell casting can cause an Adventurer to gain more POW. Full rules for this are given in Chapter V, Basic Magic.

6. DEXTERITY (DEX)—This is the measure of how fast and accurately a character can perform different functions such as fighting and magic. DEX can also be raised by training up to the limit of the species maximum, explained later in this chapter.

7. CHARISMA (CHA)—CHA is the measure of leadership. This is the ability to say "follow me" and find oneself leading a charge. It should not be mistaken for beauty. CHA is useful for obtaining training cheaply and has various other uses which will become apparent throughout the rules. CHA can be changed by the success or failure of previous ventures which have a definite influence on the Adventurer's current CHA.



THE SAGA OF RURIK THE RESTLESS

To provide a running series of examples for the reader we will be presenting the *Saga of Rurik the Restless* throughout this book. For now, let's roll up his characteristics. . .

STR=12—This is a high average STR, allowing him to handle most weapons and wear any armor. Chapter IV, *Combat Skills*, gives more detail on these limits.

CON=16—An excellent roll. He will be able to soak up a fair amount of damage, and has a better than average chance of surviving things like *Poison, Disease, etc.*

SIZ=12—In 20th century America, this puts him at some 1.7 meters, above average height, and weighing perhaps 70 kilograms.

INT=16—This is a very good roll. As you will see later, it gives him a number of advantages in gaining expertise in skill. ⁴ lets him memorize a goodly number of spells.

POW=12—Again, this is a high average roll. When he learns magic, he will have a good number of "POW points" to put into it, his chance of influencing others with his magic is decent, and he has a reasonable defense. Again, for more detail see Chapter V, *Basic Magic*.

DEX=6—You can't win them all. Our boy Rurik is starting out clumsy. This detracts from his chances of hitting and getting a parry in the way of a weapon, but fortunately DEX can be improved, as the muscles and reflexes are trained.

CHA=10—At this point, Rurik has an average chance of persuading someone to follow him anywhere, and is sometimes persuasive. Remember, this has nothing to do with looks.

RURIK'S POTENTIAL INCREASES

STR—Thanks to his CON of 16, Rurik's STR can be increased, as explained later, to a maximum of 16.

CON—Because it is the highest of the three of STR, CON, and SIZ, this characteristic cannot be changed. It's fortunate that it is as high as it is.

SIZ and INT—Failing an act of the gods or the intercession of Lady Luck, Rurik is stuck with what he has. Fortunately, what he has is, in the form of INT, very good, and the SIZ is reasonable.

POW and DEX—These two attributes can be increased to species maximum eventually. With DEX, Rurik has a long way to go.

CHA—As shown later, Rurik's CHA, too, will rise and fall with events.

MAXIMUM AND MINIMUM CHARACTERISTICS

No characteristic may be increased for any reason (including magic or divine intervention) beyond the maximum amount rollable on the characteristic dice (18 for humans) plus the number of dice rolled (3 for humans). Thus, no human may have any characteristics higher than 21.

The minimum characteristic possible for any reason is the number of dice rolled (3 for humans). No characteristic may be voluntarily reduced below this point.

ABILITIES AND HOW CHARACTERISTICS INFLUENCE THEM

Each Adventurer has various abilities which he will be able to improve with training. His characteristics will influence how he does initially with each ability. The following list goes through each major category of abilities and demonstrates with a table how each class of ability is influenced by characteristics. A complete table, showing all the individual tables together for easy reference, can be found in the pull out section in the middle of the rules.

Each table gives a percentage add or subtract for each high or low characteristic. The resulting percentages are added together to give the "natural ability" of the character in that field. Note that this natural ability can be a minus percentage, a plus percentage, or zero.

1. ATTACK

The ability to attack is the ability to strike an opponent. It is not just one stroke. It is a combination of blows, feints, and shifts intended to make an opponent open himself up and be killed. As an Adventurer learns more about combat through training and experience, he can use more combinations, trickier feints, more deceptive movements, and generally have a better chance of landing a blow.

Characteristic	Characteristic Roll					
	01-04	05-08	09-12	13-16	17-20	Each +4
STR	-05%				+05%	+05%
INT	-10%	-05%		+05%	+10%	+05%
POW	-05%				+05%	+05%
DEX	-10%	-05%		+05%	+10%	+05%

The Reasons Why

STR—Immense STR helps the attacker move his weapon faster and brush aside another parry. Low STR has the opposite effect.

INT—Intelligence has more influence on how well a character can attack because it aids him in seeing an opponent's weaknesses and in working out new combinations and moves. An unintelligent attacker will bore in with single, repeated attacks and not learn as much from training.

POW—Extremes of high and low POW influence the attack since POW is a measure of how the character relates to the Universe. If the gods are with a character his chances of hitting are better because he is "in tune" with the flow of things.

DEX—The ability to control where a weapon will go is extremely important in being able to hit successfully.

RURIK'S SAGA

Remember Rurik? Checking the table against Rurik's rolled abilities, we find that his INT of 16 neatly cancels out the DEX of 6, giving Rurik no bonus in attacking.

2. PARRY

The parry is a series of movements, designed to interpose a shield or weapon in the way of a weapon attacking character. More training and experience makes one capable of parrying more advanced attacks. Learning to parry is a matter of reflex, so the table for parry adds and subtracts is different from the Attack Table.

Characteristic	Characteristic Roll					
	01-04	05-08	09-12	13-16	17-20	Each +4
STR	-05%				+05%	+05%
SIZ	+05%				-05%	-05%
POW	-05%				+05%	+05%
DEX	-10%	-05%		+05%	+10%	+05%

The Reasons Why

STR—Strength aids the parrier as it aids the attacker.

SIZ—A small target is easier to protect, a large one is harder to protect.

POW—Again, the reasons are much the same.

DEX—The reasons are again similar.

RURIK'S SAGA

Rurik comes out somewhat the worse for this table. His INT can't get him out of this one, so his Parrying ability is -5%, thanks to his low DEX.

3. DEFENSE

This is a somewhat trickier concept. Defense is the art of getting out of the way. It is the ability to be where a blow is not. In modern Japan, they have turned it into the martial art of Aikido, but no one in the ancient world we game in has developed this as a discipline. All Defense is learned through experience.

HOW DEFENSE WORKS—An Adventurer attacking a character with a Defense ability must subtract that ability from his attack. If an opponent has a Defense of 10%, and the attacker has a 45% chance of hitting with a broad sword, then the attacker has only a 35% chance of hitting that opponent ($45\% - 10\% = 35\%$).

DEFENSE VERSUS MULTIPLE OPPONENTS—When facing several foes, a character may either put all his defense against one foe, hoping the others will miss, divide his Defense among the attacks of all the foes, or defend against some, but not all of his foes.

Thus a character with a 40% Defense against four attackers may put all of his Defense against one, or put whatever Defense he wishes against each foe, so long as it adds up to 40% and no individual Defense drops below 5%.

HOW DEFENSE IS INCREASED—As a character increases his DEX and POW his Defense ability will increase, as shown by the table below. Also, any time his Defense saves him from attack (i.e., the Defense subtraction making the difference between being hit and not) he has the chance of increasing his Defense. The character must roll his INT as a percentage on D100 to make an increase in Defense (*Rurik, for instance, must roll 16 or less to make an increase in Defense*).

Note that this rule is in total contrast to the usual experience increasing rules shown in Chapter IV. It is the only exception.

If a character has no natural Defense, it cannot be improved by this method until, through increase in DEX and/or POW, the character acquires the Defense ability.

Characteristic	Characteristic Roll					
	01-04	05-08	09-12	13-16	17-20	Each +4
SIZ	+05%				-05%	-05%
INT	-10%	-05%		+05%	+10%	+05%
POW	-05%			+05%	+05%	+05%
DEX	-10%	-05%	+05%	+10%	+05%	+05%

The Reasons Why

SIZ—A smaller target is harder to hit, a large one is easier.

INT—Intelligence has an effect on Defense through the character's ability to learn and observe and apply this to the theory of combat.

POW—Again, it is the character's ability to "flow" with reality.

DEX—The role of DEX is again obvious.

RURIK'S SAGA

Once again, Rurik's INT and DEX have cancelled out, leaving Rurik with no natural defense ability. Once he has built up his DEX and/or POW, he can gain Defense. For the moment, Rurik's foes will strike at him with their full ability.

4. HIT POINTS

This is not so much an ability as an attribute. Hit Points are the measure of how much damage one can take before dying.

It is based directly on CON, modified by POW and SIZ. A character's roll for CON is equal to the number of his Hit Points modified as follows.

Characteristic	Characteristic Roll					
	01-04	05-08	09-12	13-16	17-20	Each +4
SIZ	-2	-1		+1	+2	+1
POW	-1				+1	+1

The Reasons Why

SIZ—The larger a person is, the more he can soak up damage before taking a mortal wound. Thus, an increase in SIZ equals an increase in Hit Points.

POW—The favor of the gods is useful in many ways.

Note that, unlike other tables, the bonuses here are in actual points instead of percentages. Thus a character with a CON of 12, a SIZ of 17, and a POW of 18 will have 15 Hit Points, and must take 15 points of damage before he is dead. A human being cannot have less than 3 Hit Points when undamaged. If points go to 2 or 1, unconsciousness results. If points go to 0 or less, the character is dead.

RURIK'S SAGA

Rurik's average POW and SIZ leaves him with 16 Hit Points, the same as his CON.

5. DAMAGE

The following table is drastically different from the preceding tables. It deals with the ability to combine strength and mass to do more damage to an opponent than is ordinarily done by the weapon being used. The two characteristics of STR and SIZ must work together.

Average of STR and SIZ	Additional Damage
01-06	-1D4
07-12	none
13-16	+1D4
17-20	+1D6
Each +8	+1D6

The Reasons Why

STR—The stronger a character is the harder he can hit, and vice versa.

SIZ—Without sufficient mass to back up a blow, even great STR will not do more than ordinary damage. Likewise, a character weighing 95kg can get more behind a blow than a character weighing 55kg.

RURIK'S SAGA

Rurik has a SIZ and STR of 12 each, neatly averaging to 12. Thus, he has no additional damage adds. However, he only needs to gain one point of STR to average 12½, which being over 12 gives him the 1D4 additional damage to his weapon use. When the average gives a "½" result, round up.

6. PERCEPTION

Here we are getting into the non-combat skills, explained further in Chapter VI, Other Skills. Perception is the ability to detect anomalies and follow through on hunches. It depends a lot on mental discipline and Power.

Characteristic	Characteristic Roll					
	01-04	05-08	09-12	13-16	17-20	Each +4
INT	-10%	-05%		+05%	+10%	+05%
POW	-05%				+05%	+05%

The Reasons Why

INT—If you aren't smart enough to look and to learn what to look for, you won't notice the trap/secret door, noise, etc.
 POW—This provides the character with "hunches" as to where and when to look. The gods give hints to those they love.

RURIK'S SAGA
Due to his INT, Rurik picks up a solid +5% in his Perception skills as he learns them.

7. STEALTH

This is the ability to do things surreptitiously. Move Quietly, Hide in Shadows, Pick Pockets, and other such skills are covered under Stealth.

Characteristic	Characteristic Roll					
	01-04	05-08	09-12	13-16	17-20	Each +4
SIZ	+10%	+05%		-05%	-10%	-05%
INT	-10%	-05%		+05%	+10%	+05%
POW	+05%				-05%	-05%
DEX	-10%	-05%		+05%	+10%	+05%

The Reasons Why

SIZ—The more area you have to hide, the harder it is.
 INT—Knowledge of when to move, how to move, how to use available cover, how to distract, it's all necessary.
 POW—Uniquely amongst the abilities, POW is a handicap for this ability. Too much POW builds an aura about a character which is hard to ignore, even if he tries to be inconspicuous.
 DEX—The ability to keep from tripping over your own feet and bumping into things is essential to the stealthy character.

RURIK'S SAGA
Unfortunately, Rurik's INT and DEX cancel out. He knows where to step and move, but has trouble trying not to bump into things.

8. MANIPULATION

This is the ability to work with small and intricate things. Abilities such as Lockpicking, Trap Removal, and Sleight of Hand are included under Manipulation.

Characteristic	Characteristic Roll					
	01-04	05-08	09-12	13-16	17-20	Each +4
STR	-05%				+05%	+05%
INT	-10%	-05%		+05%	+10%	+05%
POW	-05%				+05%	+05%
DEX	-10%	-05%		+05%	+10%	+05%

The Reasons Why

STR—The strength to hold down one section while you manipulate the other is important.
 INT—The ability to know what to manipulate is very important.
 POW—It's nice having a touch with the Universe.
 DEX—Being able to put your fingers where they're needed is crucial.

RURIK'S SAGA

Once again, poor Rurik will have to think his way out of situations his fingers have gotten him into.

9. KNOWLEDGE

Knowledge includes all book learning. Such skills as Mixing Potions, Speaking Languages, and General Literacy (by no means common), are all included in this area.

Characteristic	Characteristic Roll					
	01-04	05-08	09-12	13-16	17-20	Each +4
INT	-10%	-05%		+05%	+10%	+05%
POW	-05%				+05%	+05%

The Reasons Why

INT—The ability to memorize and work with abstracts is essential in learning.
 POW—Occasionally the gods give hints to those they love.

RURIK'S SAGA
Rurik has found another niche where his proclivity for stumbling over his own feet won't hurt him. Rurik picks up a solid +5% add in Knowledge accumulating ability.

INCREASING CHARACTERISTICS

1. PHYSICAL CHARACTERISTIC TRAINING

Once a character has reached full growth (usually around age 16 in this world), the only way to enhance physical characteristics is hard training.

STR—Strength may be increased at the cost of 1000 L per one point of STR. Remember, if his STR is the highest amongst STR, SIZ, and CON, it cannot be increased at all, except temporarily. STR conditioning is traditionally taught by the fighting bands and guilds.

CON—The sages and alchemists have devised a regimen of diet and exercise which will increase a character's CON up to the level of SIZ or STR. Again, if the CON characteristic is the highest of the three, it cannot be enhanced. The cost is 2000 L per point.

DEX—This sort of training is usually done by Thieves and Players Guilds. Cost of training is usually the same as STR training, but the thieves will often exact a fee of service instead or as well as monetary payment. Players (as in minstrels, not die rollers) will generally simply exact payment, but are a wandering breed and can only be persuaded to settle down if the pot is sweetened for them. Just what kind of service the thieves may exact or what extra the players may wish is discussed in Chapter VI, Other Skills.

Training Costs and Time

Basic training costs in Glorontha are 400 L a week for eight hours a day. This can be subdivided into four two-hour sessions at 100 L a week each.

Training

This cost basis for characteristic improvement is the same as the cost basis of any skill (as opposed to spell) found in this book (see Chapters IV and VI). In short, for every week (6 days) of training at 2 hours a day, the cost is 100 L.

Therefore, the cost of training determines how long the character must train to gain an increase. Thus, STR, which

takes 1000 L to gain a 1 point increase, will take 10 game weeks at 2 hours a day, or 2½ games weeks at 8 hours a day. No more than 8 hours may be used a day for training. For those who must know the hourly rate, it is 8 1/3 L an hour. This is high as an hourly wage for an ancient world, but the instructors go through a lot to learn it, as will be demonstrated later.

Training must be continuous. Any break will cause the Adventurer to have to start over again, paying out the money once more.

2. INCREASING OTHER CHARACTERISTICS

POW—Increasing this characteristic is discussed in the Basic Magic rules, Chapter V. At this point, we can only say that it can be improved by experience only.

INT and **SIZ**—As stated previously, neither of these characteristics can be increased through normal means.

CHA—Charisma is a nebulous quantity, and increasing or decreasing it is often up to the referee's whimsy. However, the following instances can have some effect.

- Each 25% skill with Oratory learned increases a character's CHA by 1 point. Maximum of 4 points.
- Each 25% increase in the use of one's main weapon (after 50%) adds 1 point. No limit to points.
- Possession of good, showy, magical objects raises CHA by 1 point. Just 1 point is gained here. It does not matter if the character has one or one hundred showy items.
- Successful leadership of an expedition (i.e., the loss/gain ratio is satisfactory) can add a point to the character's CHA. A character may roll his CHA as a percent or less for a gain, or the Referee may have some other criterion.
- Unsuccessful leadership can lose CHA. A really disastrous expedition can cause the leader to have to make his CHA as a percentage or lose 1 to 3 CHA points.

RURIK'S SAGA

Thus we see that if Rurik had the money, he could put 4000 L towards bringing his STR up to 16, and another 15,000 L towards building his DEX up to 21. Where would our hero get this money? That's what the rest of this book is all about.

MONEY AND EQUIPMENT

BACKGROUND

A character just beginning a career as an Adventurer can be expected to have some money to start with, though probably not much. To determine how much a character brings into the game, roll first on the Background Table below, then follow the directions pertaining to the particular heritage rolled. This table gives the background the character come from. However, he is not limited to this "class" in his advancement.

BACKGROUND TABLE

D100	Background	Money
01-25	Peasant	D100 L
26-60	Townsmen	2D100 L
61-85	Barbarian	D100 L*
86-95	Poor Noble	D100x5 L/game year**
96-99	Rich Noble	D100x10 L/game year**
00	Very Rich Noble	D100x20 L/game year**

* A barbarian can be expected to have a riding animal (20% chance he doesn't), leather armor and basic weapons.

** A noble with an income must return to a specific spot each campaign year to obtain the money. Otherwise, it just piles up, collecting no interest. The specific spot may be determined by agreement between player and referee. The poor noble's money is usually cut off around his 21st year. The rich noble can usually keep drawing his stipend. This depends on Fate, as ruled by the referee.

RURIK'S SAGA

For Rurik, we roll a 43 as background and find that he is a townsman. Rolling D100 twice gives us 18+47, or a starting stake of 65 L. With this, Rurik seeks to learn to fight. . .

STARTING EQUIPMENT

All beginning characters can be expected to come with the following equipment:

CLOTHING

Tunic
Breeches/kilt
Sandals/boots
Underwear (usually loin cloth)
Warm cloak/coat
Headgear/hat/cap

EQUIPMENT

Belt knife
Fire making gear

Depending on the background, a character may also have. . .

PEASANT

Snares
Drinking skin
Basic camp gear
Torches

TOWNSMAN

Flasks
Torches
Lamps
Rope
Assorted tools (mallets, spikes, etc.)

BARBARIAN

Snares
Rope
Torches
Riding gear
Week's rations
Cooking gear
Camping gear (tent, bedroll, etc.)

POOR NOBLE

A basic weapon (such as broadsword)
Ring mail hauberk (see Chapter IV)
Open helm (see Chapter IV)
A 2-handed or missile weapon, depending on DEX

RICH AND VERY RICH NOBLE

A basic weapon (such as broadsword)
Brigandine or chainmail hauberk
Chainmail limb protection
Closed helm
A riding horse
A 2-handed or missile weapon, depending on DEX
Anything else he needs, he can buy

THE CHARACTER SHEET

Keeping track of a character's initial rolls and abilities can be laborious. A character sheet is necessary, showing all that an Adventurer can do on one sheet of paper. The authors are still looking for the Perfect Character Sheet, and will probably never find one. The sample sheet shown on pages 13 and 113 is not perfect, but it is good for a beginning character.

Those areas of the sheet whose uses are not immediately apparent will become obvious as you read along in the rules.

Please copy the sheets as necessary for your use.

NAME _____ RACE _____
 SOCIAL CLASS _____ SEX _____ AGE _____
 NATIONALITY _____ RESIDENCE _____
 CULTS _____
 STR _____ CON _____ SIZ _____ INT _____ POW _____ DEX _____ CHA _____

HANDEDNESS _____ BASE STRIKE RANK: SIZ _____ + DEX _____ = _____
 EXPERIENCE BONUS _____ % ATTACK BONUS _____ % PARRY BONUS _____ %
 HIT POINTS BONUS _____ DAMAGE BONUS _____ DEFENSE BONUS _____ %

KNOWLEDGE _____ % BONUS WEAPON _____
 Evaluate Treas. (5) _____ % Strike Rank _____ Damage _____
 Read Own Lang. (10) _____ % Attack _____ % Critical _____ % Impale _____ %
 _____ % Parry _____ % Hit Points _____ Fumble _____ %
 _____ %
 _____ % WEAPON _____

_____ % Strike Rank _____ Damage _____
 _____ % Attack _____ % Critical _____ % Impale _____ %
 _____ % Parry _____ % Hit Points _____ Fumble _____ %

MANIPULATION _____ % BONUS WEAPON _____
 Climbing (15) _____ % Strike Rank _____ Damage _____
 Hide Item (10) _____ % Attack _____ % Critical _____ % Impale _____ %
 Jumping (15) _____ % Parry _____ % Hit Points _____ Fumble _____ %
 Lock Picking (5) _____ %
 Map Making (10) _____ % WEAPON _____

_____ % Strike Rank _____ Damage _____
 _____ % Attack _____ % Critical _____ % Impale _____ %
 _____ % Parry _____ % Hit Points _____ Fumble _____ %

_____ % WEAPON _____
 _____ % Strike Rank _____ Damage _____
 _____ % Attack _____ % Critical _____ % Impale _____ %
 _____ % Parry _____ % Hit Points _____ Fumble _____ %

PERCEPTION _____ % BONUS WEAPON _____
 Listen (25) _____ % Strike Rank _____ Damage _____
 Spot Hidden Item (5) _____ % Attack _____ % Critical _____ % Impale _____ %
 Spot Trap (5) _____ % Parry _____ % Hit Points _____ Fumble _____ %
 Tracking (10) _____ %

_____ % SHIELD _____ SHIELD _____
 _____ % Parry _____ % AP _____ Parry _____ % AP _____

_____ % SPELLS KNOWN & PTS (IN MIND) SPELLS KNOWN & PTS (IN MIND)
 _____ % () _____ ()
 _____ % () _____ ()
 _____ % () _____ ()

STEALTH _____ % BONUS WEAPON _____
 Camouflage (10) _____ % Strike Rank _____ Damage _____
 Hide in Cover (5) _____ % Attack _____ % Critical _____ % Impale _____ %
 Move Silently (5) _____ % Parry _____ % Hit Points _____ Fumble _____ %
 Pick Pockets (5) _____ %

_____ % WEAPON _____
 _____ % Strike Rank _____ Damage _____
 _____ % Attack _____ % Critical _____ % Impale _____ %
 _____ % Parry _____ % Hit Points _____ Fumble _____ %

Oratory _____ % Bonus WEAPON _____
 _____ % Strike Rank _____ Damage _____
 _____ % Attack _____ % Critical _____ % Impale _____ %
 _____ % Parry _____ % Hit Points _____ Fumble _____ %

ARMOR TYPE WORN HIT POINTS
 Head _____ 01 02 03 04 05 06 07 08 09 10
 Chest _____ 11 12 13 14 15 16 17 18 19 20
 Abdomen _____ 21 22 23 24 25 26 27 28 29 30
 R Arm _____ POWER POINTS
 L Arm _____ 01 02 03 04 05 06 07 08 09 10
 R Leg _____ 11 12 13 14 15 16 17 18 19 20
 L Leg _____ 21 22 23 24 25 26 27 28 29 30

FINANCES
 Carried _____

Income _____

In Bank _____

Loans _____

LANGUAGES KNOWN _____

NOTES _____

AP _____ () HP _____ 19-20		
AP _____ () HP _____ 16-18	Armor Pts _____ Encumb. () Hit Pts _____ 12	AP _____ () HP _____ 13-15
L	Armor Pts _____ Encumb. () Hit Pts _____ 9-11	R
AP _____ () HP _____ 5-8		AP _____ () HP _____ 1-4

EQUIPMENT LOCATION ENC. _____

MAGIC ITEMS LOCATION ENC. _____

TOTAL ENCUMBRANCE _____
 MAXIMUM ENCUMBRANCE _____
 MOVEMENT Base _____ Current _____

MECHANICS & MELEE

TIME

The following terms define time throughout the rules of *RuneQuest*.

GAME WEEK

This describes passage of time for the characters in the world of Glorantha. Training, Rune Magic, and other considerations are based on the game week.

How long is a game week in real time? A time scale of 1 real week per game week makes the game drag unless one is running a campaign by mail. The authors recommend a scale of 1 real day equals 1 game week. Simplified bookkeeping lets players keep characters in play fairly continuously. Adjust this to fit the type of campaign being played.

FULL TURN

This term is not optional. A full turn represents 5 minutes or 25 melee rounds. It is used to denote passage of time during a scenario.

MELEE ROUND

The melee round is 12 seconds long. One complete round of attacks, parries, spells, and movements happens during a melee round.

MOVEMENT

There are 3 scales of movement in *RuneQuest*.

DAILY MOVEMENT

This is used on the referee's maps of his world to record movement of characters who are travelling from one place to another. A referee can come up with a dozen different travel rates, each depending on the season or type of mount, but the authors offer the following simple scale.

Basic Rates

WALKING MOVEMENT—This assumes an average of 10 hours of walking a day; 20 km a day.

MARCHING MOVEMENT—Forced marching for 10 hours a day; 30 km a day.

RIDING MOVEMENT—Moving at a walk, possibly accompanied by wagons; 20 km a day.

CAVALRY MOVEMENT—Riding animals unhindered by wagons at walk-trot-walk pace; 40 km a day.

Terrain

Rough terrain slows movement, of course.

MAJOR RIVERS—One day to cross unless bridged or a very shallow ford.

FOREST—Reduces movement by 1/3 unless on road or trail.

ROLLING HILLS—Reduce movement by 1/3.

MOUNTAINS—Reduce movement by 2/3.

The above conditions are cumulative. If a character attempts cavalry movement through forested mountains, his movement is cut first by 2/3, and then the result is cut by another 1/3. Thus, instead of going 40 km a day, he will go approximately 5 km ($40 - 2/3 \times 40 = 14 \times 1/3 = 4.7$ km).

SCENARIO MOVEMENT

During a full turn, a character may cautiously advance ~~60~~¹²⁰ meters, stroll as much as ~~120~~³⁴⁰, or run ~~500~~¹⁰⁰⁰. A riding animal can double this speed, although a walking horse does not walk faster than a walking man unless well trained.

MELEE MOVEMENT

Each creature in *RuneQuest* has a movement class (see Chapter VIII). There are 12 classes, numbered 1 through 12. Each number stands for the number of movement units the creature can move in one melee round. One movement unit equals 3 meters or 10 feet.

HUMAN MOVEMENT—An unarmored man can move 8 movement units in a melee round. Carrying weights or large awkward items will slow his movement.

COMPARATIVE MOVEMENT—Many long-legged, multi-legged, and flying creatures are much faster, relatively, than a 12 to a human's 8. However, we are speaking here about combat speed during a melee, or how fast one can move and still dodge outthrust spears, pools of blood, falling bodies, and have time to do some fighting himself.

Under such conditions even flying creatures must slow down to insure a reasonably accurate attack.

FLIGHT/CHASE/UNHAMPERED MOVEMENT—For speed unhampered by considerations of melee (impossible if there



is a melee going on around the character unless he attempts to run away with no thought of what is happening around him), double all 2-legged movement speeds, triple all 4 or more legged creatures (as well as 2-legged species with extraordinary size, like giants) and multiply the speed of flying creatures by 5.

Non-legged creatures should have their speed multiplied by 1.5. They usually can be outrun.

ENCUMBRANCE (ENC)

Ideally, an ENC rule for a role-playing game should read, "Characters may not carry more than they could reasonably be expected to carry under normal conditions." Unfortunately, the reasonableness of various loads is interpreted differently by different players, so the authors offer the following simple ENC system.

1. "THINGS"—Any item which can be held easily in one hand (a sword, a rock, an ax, a rope, etc.) is considered to be a "thing." There are just so many things a person can carry before the weight and/or awkwardness of the load makes it impossible for him to move and act normally. Objects which need to be carried in two hands (i.e., a spear), on one arm (i.e., a large sack or a shield), or in more than one piece (i.e., a bow and quiver of arrows) are considered to be worth two or more "things." See Chapter IV for ENC of weapons and armor.
2. MAXIMUM ENC—The total number of things a character can carry and still function normally is determined by averaging the STR and CON of the character. The maximum limit of this, however, is the STR of the character. Thus, a character with a STR of 12 and a CON of 18 may only carry 12 "things" comfortably, even though the average of the two characteristics is 15. This is because the STR of the character limits how much he can pick up and carry easily. However, the character with the STR of 12 and CON of 6 has an ENC of 9 because, no matter how much he can pick up, he has to have the stamina to carry a load for any length of time.
3. ENC PENALTIES—For each point of ENC over his maximum, a character receives the following penalties.
 - 1 from movement class
 - 5% Defense
 - +1 to all strike ranks
 - 5% from all skills, including weapons

In any case, a character can only carry a number of things equal to 1.5 times his STR.
4. EQUIVALENT WEIGHTS—Multiply maximum ENC times 100. This is the number of Lunars a character may carry with no other ENC. The Lunars are assumed to be in a sack

RURIK'S SAGA

Rurik, outfitting for adventure with money loaned by the local fighting bands, has an ENC of 12 "things." Looking over the possibilities, he tries a large shield (ENC 3), a bow and arrows (ENC 2), a broadsword (ENC 1), plate body armor (ENC 3), limb armor (3 more), and a full helm (ENC 2). This is a total ENC of 14 things, and he finds that he has been slowed by 2 movement units, his already lamentable strike rank has been increased by 2 and his general clumsiness has been increased by 10%. He decides to cut back to medium shield (ENC 2), a spear (ENC 2), a broadsword (ENC 1), a light scale hauberk (ENC 2), cuirboilli limb protection (total ENC 2), and an open helm (ENC 1). This is a total of 10 "things" and even leaves room for a pack. If he picks up any treasure, he can always leave a weapon or armor behind, or the contents of his pack.

or small coffer. Thus, 100 L equal one "thing." Other weights in Lunars:

1 Wheel	2 L
1 Clack	1 L
1 Gem	½ L
1 Ring	3 L
1 Necklace	3-10 L

5. THE "ADVENTURER'S PACK"—As an easy game convention, the players should assume that a standard Adventurer's pack consists of a backpack of effectively 1/5 Enc, plus such standard equipment as 2 days rations, 5 torches, 15 meters of rope, a blanket-bedroll, and a water-bag. This pack has a total ENC of 2.

THE MELEE ROUND

A melee is a mass of combatants trying to do many things at once and keep from dying at the same time. In an effort to make order out of this chaos and keep all of the players involved in the picture, *RuneQuest* melees are divided up into phases.

It is always necessary to realize that, although these phases are taken in turn, the action is actually simultaneous.

There are 4 phases to the *RuneQuest* melee round.

1. First Phase—Statement of Intent.
2. Second Phase—Movement of Non-Engaged Characters.
3. Third Phase—Resolution of Melee, Missiles, and Spells.
4. Fourth Phase—Bookkeeping.

1. FIRST PHASE

STATEMENT OF INTENT—The players and referee formally state what their respective participants in the melee will be doing. During the course of this melee round the intentions may be aborted (OK, since the troll ducked out the door, I won't shoot an arrow at him) but not altered (OK, since the troll ducked out the door, I'll shoot at the dragonewt).

2. SECOND PHASE

MOVEMENT OF NON-ENGAGED CHARACTERS—All characters and monsters not engaged in melee may move up to their total movement allowance. Those moving no more than half of their usual movement allowance may also participate in melee, or perform other feats such as throwing a spell.

3. THIRD PHASE

RESOLUTION OF MELEE, MISSILES, AND SPELLS—Each attack of whatever type is resolved in striking rank order. The lowest striking rank always strikes first. (Strike rank is explained fully on the pages following.)

If one opponent disables another before the other can attack, the victim gets no attack at all, whether with missile, spell, or melee weapon. If both have the same strike rank, the DEXs are compared and the fastest combatant strikes first. If DEXs are the same, then strikes are simultaneous, and damage is not taken until both attacks have been rolled and all damage assessed.

RESOLUTION OF MELEE—The attacker rolls D100 to see if he succeeded in attacking and a D20 for hit location (see end of this chapter). Remember to subtract the opponent's Defense, if any, from the attacker's chance of hitting. If the defender attempts to parry, he rolls D100 to see if he succeeded.

1. If the attacker succeeds and the defender does not, the defender takes damage in the hit location rolled on D20 as

HIT LOCATIONS AND WOUNDS

LOCATION

As stated previously, the attacking character must roll a D20 for the hit location of the target. The hit location of the target is the area of the body a blow actually lands on. While this could be a very complex determination, we have simplified the human body into categories of location. The following table gives the roll of a D20 necessary to hit a specific area and a description of that area for a humanoid adversary.

HUMANOID HIT LOCATION TABLE

D20	Specific Area	Description
01-04	Right Leg	Right leg from hip joint to foot
05-08	Left Leg	Left leg from hip joint to foot
09-11	Abdomen	Hip joint to just under the floating ribs
12	Chest	Floating ribs to neck and shoulders
13-15	Right Arm	Entire right arm
16-18	Left Arm	Entire left arm
19-20	Head	Neck and head

HIT POINTS


Each of the above areas has a certain amount of hit points, dependent on the total Hit Points of the character, as shown in the table below. Note that the total Hit Points of the various areas can add up to more than the Hit Points of the character. However, when the character has taken sufficient damage to surpass his Hit Points as determined by CON and modifying characteristics, he is dead. It is possible that no area of his body may have been completely disabled, but he will still be dead (i.e., bled to death, shock, etc.).

Thus, a character with total Hit Points of 14 would have 5 points in his abdomen and each leg, 4 in each arm, 5 in his head, and 6 in his chest. This gives a total of 30 points. However, 14 points of total damage would kill him.

HUMANOID HIT POINTS PER LOCATION TABLE

Location	Total Hit Points						
	01-06	07-09	10-12	13-15	16-18	19-21	Each +3
Each Leg	2	3	4	5	6	7	+1
Abdomen	2	3	4	5	6	7	+1
Chest	3	4	5	6	7	8	+1
Each Arm	1	2	3	4	5	6	+1
Head	2	3	4	5	6	7	+1

NOTES ON DAMAGE RESULTS

- Points Exceeded in Any One Location**  = ON LOCATION
LEG—The limb is useless and the character must fall, not doing anything else that round. He may fight from the ground during following rounds.
ABDOMEN—Both legs are useless and the character must fall. If unhealed within 2 full turns, he will bleed to death. The character may heal himself, but will be unable to do anything else.
CHEST—The character falls and is too busy coughing blood to do anything. He will bleed to death in 2 full turns. He will not be able to take any action including healing himself.
ARM—The limb is useless and anything not attached to the arm is dropped. The character continues to stand and fight with whatever limbs are left to him.
HEAD—The character is unconscious and must be healed within 2 full turns or die.

- “Changing” involves dropping the item at hand and drawing another. Resheathing a sword and then drawing an axe, for instance, is two actions and would take 10 strike ranks. Except in special circumstances, the dropped item can be considered to be dropped gently.
- Taking out two items, such as drawing a sword and unlimbering a shield, is two actions and takes 10 strike ranks. This may be modified if the character’s hands are free to begin with and the items are easily accessible, such as a sword and dagger combination. A shield strapped on one’s back is not easily accessible.

LIMIT TO STRIKE RANK PER MELEE TURN

No action or combination of actions may be performed in one melee round if the total strike rank necessary adds up to more than 12. This is purposely correlated to the 12 seconds of a melee round, but a slavish each-second-equals-one-strike-rank-point policy should be avoided.

MULTIPLE ACTIVITIES OUTSIDE OF MELEE

A character not involved in melee can conceivably do a number of things in one round, always keeping in mind that he only has 12 strike rank points to work with. Thus, he could toss a Disruption spell, taking 3 points for a standard DEX character. He could then move 9 meters (3 more points) and take out his bow and arrow (5 points for readying a weapon). He is then stuck because firing the arrow would take another 3 points and there is only 1 left in the melee round.

Of course, at the referee’s option, the 5 points it took to ready the bow and arrow could have been combined with the 3 points of movement. This would give him the time necessary to loose an arrow. Note that a character with average DEX could loose 2 arrows a melee round (strike rank 3 for the first arrow, then 5 to ready a new arrow and then 3 for shooting the new arrow for a total of 11).

In short, each strike rank may be considered a separate action when the character is outside of direct melee contact with a foe.

MULTIPLE ACTIVITIES WITHIN MELEE

A character has fewer options within a melee. When engaged in melee, the character must spend it attacking and defending. While a character might throw a spell at an oncoming foe and then engage him in combat within the same round, a character cannot, while engaged in combat, attack both physically and magically.

This means that a character who starts a round physically engaged in melee may either attack and defend normally or defend normally and attack magically.

Thus, within a melee, a character’s strike rank indicates when he may initiate an attack. However, he is considered to be performing that attack for the entire round and can do little else except parry and defend.

MAGICAL ATTACKS AND STRIKE RANK

Refer to Chapter V, Basic Magic, for the need for a focus for attack spells. Most attack spells need at least 1 hand free. Because of this, 5 strike rank points must be added to a character’s normal strike rank for a spell if they are switching from a weapon to the use of a spell in that melee round.

However, enchanting a weapon already held in the hand, using such spells as Bladesharp or Fireblade, only involves adding the normal strike rank for doing the spell to the normal strike rank for that weapon for that melee round. This is because a character will normally immediately carve the appropriate focuses on the weapons the minute he obtains it.

2. Arm or Leg Location Receives More Than Twice the Points Available

A modern, high-velocity, bullet, hitting a limb hard enough to put it out of action, will probably kill the owner of the limb by hydrostatic shock. The slower moving ancient weapons do not have this effect. Therefore, a character cannot take more than twice the possible points of damage in an arm or leg from a single blow. Thus, a 2 point arm hit for 5 points will only take 4 points of damage off the total Hit Points, the remaining point of damage having no effect. Further blows to that arm will affect the Hit Points of the character.

However, a character so damaged from a single blow is functionally incapacitated. He can no longer fight until healed. He is in shock. He may heal himself.

3. Location Receives 6 More Points Than Available

A limb hit for 6 points more than it can take in a single blow is severed or irrevocably maimed. Only a 6 point Healing spell or potion applied within 2 full turns, will reknit the limb. NOTE—This applies even if the points leading up to this severing would not ordinarily be counted under number 2 above.

Thus, if a character with a 2 point arm is struck for 8 points, he takes only 4 points of damage against his Hit Points, but the arm is maimed. Of course, the character is also functionally-incapacitated.

A head, chest, or abdomen hit for 6 more than available is an instant death.

4. Healing Damage to Hit Location

HEALING SPELL—A Healing spell only affects 1 particular hit location (healer's choice). A 2 point Healing spell is necessary to stop bleeding. As stated before, an individual 6 point Healing spell is necessary to replace a severed or maimed limb.

HEALING POTION—A salve or other external use item may be applied to the specific hit location. An internally taken potion will go randomly to whatever areas are damaged (if there is more than 1), healing what needs healing until it runs out of points.

NATURAL HEALING—Without Healing spells or potions, a character will recover from wounds at the rate of 1 point per game week in each location wounded.



IV

COMBAT SKILLS

NOTES ON COMBAT

THE ATTACK

In *RuneQuest*, an Adventurer has a certain probability of succeeding with an attack. If the player rolls the character's needed percentage or less on D100, the character has succeeded and managed to hit his opponent.

How much damage this hit does depends on the type of weapon used and the kind of armor the target may be wearing to absorb the damage.

THE PARRY

The Adventurer also has the opportunity of parrying with a shield or weapon. This chance is again rolled on D100 and, if the needed percentage to parry or less is rolled, the parry will block the attack, whether it was successful or not.

EFFECT OF NATURAL ABILITY

Chapter II discusses the "plus and minus" percentage which various characteristics like DEX and INT give to an Adventurer's basic chance of attacking and parrying. These percentages must be added and subtracted from a character's basic chance of use with all weapons, including his hand, foot, or head.

BASIC CHANCES

The basic chance for most attacks or parries (and most skills) is 5%.

A roll of 01-05 on D100 will always mean a successful attack or parry. Conversely, a roll of 96-00 on D100 will always mean an unsuccessful attempt at whatever is being attempted.

NOTE—Natural ability only affects the basic chance to hit. A natural ability add of 5% will not continuously add 5% to all training and experience gained.

SPECIAL BASIC CHANCES

Certain weapons can be used with a basic chance higher than 5% due to simplicity of handling and common use within the culture. The following list shows the basic chance to attack and parry with each of these weapons.

10% Chance
Axe, thrown*
Bow*
Head Butt
Medium Shield
Pike
Pole Axe
Sling
Spear, one handed
Sword, one handed

15% Chance
Axe, two handed
Flail
Javelin/Dart, thrown*
Knife, thrown*
Maul
Shortsword
Sickle

20% Chance

Axe, one handed
Crossbow*
Hammer, one-handed
Large Shield
Spear, two-handed
Staff

25% Chance

Club/Mace, one or two handed
Dagger
Fist*
Grapple*
Kick*
Thrown Rock*

* The asterisked weapons above are not parrying weapons. One would not parry a weapon with a fist, and it is rather hard to parry with an already thrown weapon. Also, the shields mentioned above are concerned solely with the basic chance to parry. Striking with a shield takes the basic 5% roll.

RURIK'S SAGA

Rurik, we find, has a 25% chance to hit someone with a club, or cudgel, which he no doubt had some experience with, running with the street gangs of his home town. Note, though, that he has only a 20% chance of parrying an attack with that cudgel.

If Rurik chose to use a broadsword, he would attack at 10% and parry at 5%.

SPECIAL DAMAGES

CRITICAL HITS

A critical hit ignores the effects of armor or any other protection. How important this is will be evident when we discuss the effects of armor in absorbing damage.

At all times, a strike resulting in a roll of 01 on D100 is a critical hit. As an Adventurer gets better at fighting, his chance of striking a critical hit improves. If the player manages to roll 5% or less of what he needs to successfully attack, the character has struck a critical hit.

Thus, Rurik with a 25% chance to hit with the cudgel, will do a critical hit with a roll of 1/4 on D100. For this situation, all attacks are rounded down, so Rurik still has the basic chance of 1% to land a critical hit with a roll of 01.

PARRYING A CRITICAL HIT

A weapon which parries a critical hit will take twice the damage it would take normally. If the attacking weapon is a long-hafted weapon or an impaling weapon, the parrying weapon takes no damage, as described in Chapter III.

A shield which parries a critical hit will receive twice as much damage as normal, and any unabsorbed damage will strike the parrier, although armor will count as protection.

RURIK'S SAGA

Rurik and his companion Horus are working out with broadswords. Horus swings and his roll is 01, critical hit! Rurik, however, rolls a 03 as a parry with his sword. Horus rolls D8+1 (see weapon charts) and rolls an 8, for 9 points of damage. Since it is a critical hit, that result is doubled, and Rurik's sword takes 18 points of damage.

His weapon severely damaged, and with no money for a new one, he decides to switch to sword and shield work.

As they continue to work out, Horus once again rolls 01! Rurik lucks out with a roll of 14 as a parry with his large shield. Horus once again rolls an 8, making a damage roll of 9. Thus, 18 points go against the 16 point large shield. Absorbing 16 points, the shield is knocked down and the remaining 2 points slam into Rurik, who is wearing 1 point practice padding. The hit location rolled is 14, right arm. The two call off the practice so Rurik can get a bandage on his bleeding arm.

FUMBLES

An Adventurer using a weapon for which he has only a 5-20% chance of success has a 5% chance (roll of 96-00 on D100) of fumbling. For every additional 20% capability an Adventurer has with a weapon, his chance of fumbling with it is reduced by 1%. However, an attack roll of 00 is always a fumble. Even an Adventurer with a 100% chance of hitting (actually 95%, for dice rolls of 96-00 are always a miss) will fumble if a 00 is rolled.

EFFECTS OF A FUMBLE ON THE FUMBLER

A simple effect like ignoring armor is impossible with a

fumble roll, so the authors present a table based on all the strange and silly things which have happened to them on the tourney fields of the Society For Creative Anachronism.

If the attack results in a fumble, the fumbling player must roll on the Fumble Table with D100 and follow the directions.

If the result on the Fumble Table does not apply to the situation, either apply a similar effect or ignore the fumble.

The authors have found that these fumbles enliven the game and show up at the most embarrassing moments. Remember, the monsters fumble, too.

IMPALING

Any thrusting weapon, and all missile weapons except throwing axes and rocks, have the chance to impale.

Impaling takes place if the attack roll is 20% or less of what is needed for success. Thus, if a spearman with a 40% chance of success rolls 8 or less on D100, he has impaled his opponent, unless the blow is parried.

Impaling does two things.

1. The weapon damage and "damage add" damage should be rolled normally and added to the total possible damage with the weapon. Thus, if Rurik thrust with a spear and impaled his opponent, he would roll D6+1 (perhaps getting 3) and add that amount to the total possible with the spear, which is 7, for a total damage of 10 points to the hit location. If Rurik had a D4 damage add for SIZ and STR, he would roll that with the spear damage (perhaps getting 2). He would then have done 3 (roll for spear damage) +7 (to-

FUMBLE TABLE

D100

Nature and Effect on Fumbler

01-05	Lose Next Parry.
06-10	Lose Next Attack.
11-15	Lose Next Attack and Parry.
16-20	Lose Next Attack, Parry, and Any Defense Bonus Aid.
21-25	Lose Next D3 Attacks.
26-30	Lose Next D3 Attacks and Parries.
31-35	Shield Strap Breaks; Lose Shield Immediately.
36-40	Shield Strap Breaks; As Above, and Also Lose Next Attack.
41-45	Armor Strap Breaks (Roll for Hit Location to Determine Which Piece of Armor is Lost).
46-50	Armor Strap Breaks; As Above, and Also Lose Next Attack and Parry.
51-55	Fall and Lose Parry This Round (Takes D3 Rounds to Get UP).
56-60	Twist Ankle; Lose ½ Speed for 5D10 Rounds.
61-63	Twist Ankle and Fall, Apply Previous Two Items.
64-67	Vision Impaired; Lose 25% Effectiveness on Attacks and Parries (Takes D3 Rounds Unengaged to Fix).
68-70	Vision Impaired; Lose 50% Effectiveness on Attacks and Parries (Takes D6 Rounds Unengaged to Fix).
71-72	Vision Blocked; Lose All Attacks and Parries (Takes D6 Rounds Unengaged to Fix).
73-74	Distracted; Foes Attack at +25% Effectiveness for Next Round.
75-78	Weapon Dropped (Takes D3 Rounds to Recover).
79-82	Weapon Knocked Away (Roll D6 for Number of Meters it Travels, and Roll D8 for Compass Direction it Went).
83-86	Weapon Shattered (100% Chance if Unenchanted; 10% Less for Each Point of Battle Magic Spell on Weapon, and 20% Less for Each Point of Rune Magic Spell on Weapon).
87-89	Hit Nearest Friend (Hit Self if No Friend Near); Do Rolled Damage.
90-91	Hit Nearest Friend (Hit Self if No Friend Near); Do Full Possible Damage.
92	Hit Nearest Friend (Hit Self if No Friend Near); Do Critical Hit.
93-95	Hit Self; Do Rolled Damage.
96-97	Hit Self; Do Full Possible Damage.
98	Hit Self; Do Critical Hit.
99	Blow It; Roll Twice on This Table, and Apply Both Results.
00	Blow It Badly; Roll Thrice on This Table, and Apply All Three Results.

tal possible spear damage) +2 (roll for STR/SIZ damage add) = 12 points. This will get through most armor.

- The weapon is also stuck in the body of the target, and can only be extracted by attacker making a roll D100 equal to two times his chance of impaling or less. If this roll fails, the weapon remains stuck in the target and is jerked out of the attacker's hands.

If left alone for a melee round, a character has his attack chance of retrieving his weapon at the end of the melee round. This action takes place in the next melee round after the impalement, not the same one. In game terms, if Rurik, with a 20% attack with a spear, kills his opponent with an impale, in one round, he has an 8% chance of getting the spear back during that round, and then a 20% chance each round he is left alone. If the retriever runs into an incredible string of bad rolls, the referee should assume he has it out after one minute (5 melee rounds). If the character fumbles his withdrawal, the weapon breaks.

If the blow failed to penetrate armor, it is not stuck and there is no need to extract it.

PARRYING AN IMPALING BLOW

An impale which is parried by another weapon will do no harm to weapon or defender. If parried by a shield, the weapon will be stuck in the shield, unable to be removed until all combat is over and/or the person removing it has 5 melee rounds free to get it out. Any damage done beyond the ability of the shield to absorb will hit the target.

This sticking into a shield has the following effects:

- If the weapon has an ENC of 2 or more, the shield is useless until the shield user can remove the spear or break it off by doing normal smashing or cutting weapon damage to it until its hit points are gone.
- If the weapon is ENC 1, such as a shortsword or dart, the shield can only be used at ½ effectiveness until the weapon is removed as described above in 1.
- If the weapon has an effective ENC of 0, such as a knife or arrow, the shield is unaffected unless more than 5 such weapons are stuck into it, at which time it is treated as case 2 above.

OPTIONAL CONSEQUENCES OF IMPALING

It is possible due to a low damage roll for a character to take only 1 or 2 points of damage in a hit location, but have a spear, arrow, or other weapon sticking in him. The following factors must be kept in mind:

- The character cannot be Healed until the weapon is withdrawn. A Healing 2 spell or some other form of first aid can stop bleeding but will not heal any points until the weapon is out.
- If the character moves while the weapon is still through him, he will take ½ normal weapon damage (round down) from the weapon again because it will get caught in his armor/clothing, hit the nearby wall, etc. The character is effectively immobilized, and cannot turn to meet a foe without taking the damage. However, assuming the blow did not incapacitate him, he can meet foes who attack him head-on.
- The character may try to pull out the weapon. Even if under attack he may ignore his attacker (using neither parry nor Defense) and try to pull out the weapon. His chance of doing so depends on his STR and his CON. His CON is important as a measure of his ability to stand the pain of drawing out the weapon. The necessary roll to withdraw the weapon is (STR+CON)x2 or less on D100.

Optional Modifiers

Multiply the chance of drawing out the weapon by the following table:

<i>ENC of Weapon</i>	<i>Modifier</i>
0	x2
1	x1
2+	x½

Thus, if Rurik were impaled for 2 points in the abdomen, he would have a chance equal to his STR of 12 plus his CON of 16 (28) multiplied by 2, or a 56% chance of drawing out the weapon, if it was an ENC 1 weapon such as a shortsword. If it were a spear, his chance would be 28% (56x½) and if it were an arrow, his chance would be 95% (remember, 96-00 is always failure).

NOTE—A functionally incapacitated character can Heal himself to stop the bleeding, but, since the Healing spell will not actually heal points, he cannot pull out the disabling weapon. Someone else will have to do it for him.

OPTIONAL RULES—PARRIES, CRITICAL AND FUMBLER

1. Critical Parries

If a character parries with a percentage roll equivalent to a critical hit with an attack (5% of normal chance), it is a critical parry. The result of this parry is that a parrying weapon will take no damage and a parrying shield will block the incoming blow perfectly and absorb all damage without any passing along to the parrying character. An impaling blow will be stopped by the shield without going through or being stuck in the shield.

If a critical parry is rolled against a critical hit, the parry is treated as a normal parry and the critical hit is treated as a normal attack.

2. Parry Fumbles

If a parry can critical, it can fumble, and the two rules must be used together. The percentage chance of fumbling with a parry is figured the same way as the fumble chance for an attack. The same Fumble Table can be used with following substitutions for all rolls above 74 on D100:

<i>D100</i>	<i>Nature and Effect on Fumbler</i>
75-78	Parrying weapon or shield dropped (D3 rounds to recover).
79-82	Parrying weapon or shield knocked away (roll D6 for number of meters it travels and D8 for compass direction it went).
83-86	Parrying weapon or shield shatters (100% if unenchanted; 10% less for each point of battle magic on object, and 20% less for each point of Rune magic).
87-92	Wide open; foe automatically hits with normal damage.
93-96	Wide open; foe automatically hits with full possible damage.
97-98	Wide open; foe automatically critical hits.
99	Blow it; roll twice on this table and apply both results.
00	Blow it badly; roll thrice and apply all the results.

ATTACKING FROM ADVANTAGE

- An attacker has a 20% greater chance of hitting an opponent when that opponent is on the ground, otherwise im-

- mobilized, or unaware of him.
- An attacker on the ground can never do more than his weapon's basic damage, without adds for STR and SIZ, unless he attacks with hands and feet (or claws, tail, etc.).
 - An attacker on the ground has only ½ his normal chance of successful attack, but his normal parry chance.
 - A totally helpless opponent can be killed with any weapon unless the attacker rolls a 96-00. The attacker's chance of fumbling is the same as usual with an attack with that weapon.

LEARNING FIGHTING SKILLS

GUILD CREDIT

Bright, adventurous, men and women are at a premium in and around the Lunar Empire. The magical cults, fighting

bands, and other guilds are all either (1) intermixed in the politics of the region or (2) trying to maintain enough power to keep themselves outside of same. To gain more members, the lesser skills of all are for sale, indiscriminately, often as much from the desires of the sponsoring deities as from political necessity.

By long tradition, the guilds, etc., must train those who come before them. There is nothing to say they must do it for free. However, beginning Adventurers do have the privilege of obtaining credit from the guilds.

This credit takes the form of 100 L multiplied by a specific characteristic the guilds are interested in. The diviners of guilds determine how much credit is to be given, and their divination is exact. Thus, Rurik, applying for fighting training, would be given a credit of 1200 L (STR 12x100 L) because the fighting guilds base their credit allowances on STR. Other guilds base

RURIK'S SAGA—THE FIGHT IN GIMPY'S TAVERN

We have already established that Rurik can handle a cudgel with a 25% attack and 20% parry. His strike rank with the cudgel is 9, and a comparison of his 16 hit points with the hit location table shows that he can take 6 points of damage in his head, abdomen, and legs, 7 points in his chest, and 5 points in each of his arms.

Having reached his age of maturity, 16, he has gone to Gimpy's Tavern (run by three Adventurers, all of whom lost a leg in a previous adventure) for the first time in his life.

Intelligently moving down the bar from the rowdies at one end, his natural clumsiness literally trips him up (or is the boot of the rowdy with close-set eyes?) and he falls against a foppishly shabby sort sitting at a table in his path.

There is much shouting and insulting, and Rurik finds events moving too fast for him. In no time, the patrons have made a circle around him and his involuntary target and he seems to be in the middle of a duel. Youthful pride is too much to let him back out.

Being intelligent, Rurik has a good idea of whom he faces. This is Herkan Quickword, a known bully. Rurik is also aware that Herkan has picked up some training with the rapier he is now drawing, but has never been asked to join an Adventurer band. He is also somewhat smaller and less bright than our hero. Rurik hefts his cudgel and grins boyishly.

(Herkan actually has a STR of 10, an INT of 9, a POW of 8, a CON of 11, a DEX of 13, and a SIZ of 9. Rurik has a 2 point per hit location edge on him and his cudgel actually does more damage. Herkan has managed to be trained to 20% with a Rapier, which is added to his natural 5% bonus from the 13 DEX to give him a 25% chance with the rapier. He also parries at 25%. He doesn't like Rurik's grin.)

Herkan has a strike rank of 6 and attacks first, rolling a 44 (miss). Rurik's parry is 45, also a miss. Rurik's attack and Herkan's parry also miss. The more experienced habitués of Gimpy's are having many chuckles at the expense of the combatants' lack of expertise.

Second melee round, Herkan rolls 14, and Rurik's parry of 53 is another miss. The hit location is 9, abdomen, and Rurik feels the metal of the rapier enter his side. It's a shallow wound (only 2 points rolled for damage). Rurik misses his return attack and Herkan misses his parry.

Third melee round, Herkan again connects with 15, Rurik's 56 missing the parry. Rurik's left leg takes 3 points of damage. But Herkan is too cocky. His parry just misses the oncoming cudgel as Rurik rolls 01 on his attack! As neither of the combatants wears any armor, the referee rules that the critical hit does no special damage, rather than ignoring the effect of the non-existent armor. The cudgel lands on Herkan's abdomen, for a roll of 10 out of the 12 a heavy mace (cudgel) can do. Herkan takes 10 points to his abdomen! This is 6 more than Herkan can take in the abdomen, so Herkan dies.

There is a stunned silence in Gimpy's. Everyone looks around for a friend of Herkan's to take up the quarrel, as Rurik hefts his cudgel and waits. When it develops that, indeed, Herkan had no friends, the patrons buy Rurik a drink.



RURIK'S SAGA

Having been successful in combat, and wanting more expertise in case Herkan had more popularity than immediately apparent, Rurik looks into gaining training in weapon use.

He rapidly discovers that all manner of training is available, for a price. The 65 L he has to his name is woefully inadequate. What to do for training?

their training on other characteristics, as will be explained in the chapters dealing with magic and other skills.

NOTES ON GUILD CREDIT

1. The training gained with this credit must be paid for in full.
2. No further formal training of any sort can be taken until this initial debt is paid. The guilds, bands, and cults all interconnect and the diviners can determine whether a welsher is trying to pull a fast one.
3. A candidate may take this credit in actual Lunars, so that he can buy equipment. This must be paid back at a rate of 2 for 1, and no further purchases may be made until this debt is paid.
4. An Adventurer is under no obligation to use all or any of his credit.

TRAINING

The fighting bands will test an Adventurer wishing to learn how to use a particular weapon. If the natural ability (the plus or minus given to attack and parry by various characteristics) plus the basic chance of the character with the weapon of choice add up to less than a 25% chance of success with the weapon, the bands will train the character up to a 25% ability, if his Lunars hold out.

If the natural ability and basic chance add up to 25% or more, the bands will train the character at the 30-50% rate for an increase of 5%. The Adventurer can no longer be trained in that skill until he has succeeded in attacking and/or parrying with that weapon on an adventure. However, he can spend his money/credit on training with other weapons, under the same limitations as above.

NOTE—If a character has a minus attack or parry capability due to characteristics, that minus must be “trained away.” Thus Rurik with a -5% chance of parrying, has a 5% chance of parrying with a broadsword, although he has the usual 10% chance of attacking. The bands will either train him up to 25% attack and 20% defense (Rurik therefore having to pay for 15% training) or they will train him up to 25% in both attack and parry with the broadsword if Rurik pays them for 20% training. His attack chance will not go above 25%.

The same applies to his training with a mace. He already is at the 25% attack level with a mace (his cudgel) and he can pay for 5% training to bring him to 30%. This training will also bring his parry to 25%. He can bring the parry to 30% also, by paying another 5% fee for between 30-50% ability.

This training applies solely to the use of the particular weapon or shield trained with. Rurik still has the natural ability minus of 5% with any other weapon.

Once a character has had the chance to use the skill in a “field” situation, he may purchase another 5% training.

THE USE OF CHARISMA IN BUYING TRAINING

If a character's CHA is higher than average (13-18), he may purchase training in any skill, including the use of spells, at a discount of 5% per point of CHA over 12. Thus, a character with a CHA of 15 could purchase training in the 30-50% range with a composite bow at 680 L per 5%, instead of 800 L (15%

x800=120 L discount).

This does not reduce the time needed for training.

LEARNING BY EXPERIENCE

During the bookkeeping phase of each melee round (see Chapter III) the player should keep track of whether the character managed to land a blow with a weapon (it doesn't matter if it does damage, bounces off armor, or is parried) or managed to parry another attack. This only needs to be recorded once for each weapon or shield used. For experience it doesn't matter if the character got in a lucky shot (as Rurik did in the fight in Gimpy's Tavern) or hit several times (as Herkan did before his luck ran out). At the end of the scenario, when the character can take a week to relax and meditate upon his experience, there is a chance he will learn from what happened to him.

To see if a character has learned from experience, subtract his current chance to hit from 100. If the character has INT over average (13-18), add 3 to this result for every point over 12. This quantity or less must be rolled on D100. A successful roll means the character's chance has increased by 5%.

RURIK'S SAGA

Rurik, contemplating his fight with Herkan, attempts to learn from it. He has a 25% chance of hitting. Subtracting that from 100 gives 75. He has an INT of 16. 16 minus 12 equals 4. $4 \times 3 + 75 =$ an 87% chance of going up in chance of hitting with a cudgel. Rurik rolls a 95, showing that one lucky shot just isn't enough to teach him anything.

Since Rurik missed every parry he tried, he does not get an experience roll for his parry ability with a cudgel.

TOTAL INCREASE POSSIBLE

A character may only increase a combat skill of any kind by 5% training and 5% experience, a total of 10%, between uses of the skill in the field (in a scenario).

PROGRESSING TO 100% ABILITY

An Adventurer may gain from training up to the 75% level. On the other hand, an Adventurer may learn by experience up to the 100% level. When a character starts to reach the 90-95% area, the following special rule may become relevant: a character's % chance of learning from experience (the number his player must roll or less on D100) can never be less than his INT.

EXAMPLE

Shorban the Dumb, with an INT of 8, has a minus 3% to his chance of learning from experience. After reaching 90% ability with the broadsword, he hits something with it, and his player rolls 08 on D100 for the chance of learning by experience. With out the above rule, he would have a 7% chance of learning an additional 5% in the use of the broadsword ($100 - 90 - 3 = 7$). Fortunately, his player remembered this rule, and he goes up to 95% after all, thanks to his INT of 8.

MASTERING A WEAPON

As soon as an Adventurer reaches 90% in any weapon, he may teach it, at the usual guild rates. He is called a Master of that weapon.

SPLITTING ATTACKS

A character may split his attacks or parries if and only if each attack/parry is 50% or higher. Thus a character can only

split attacks or parries if he has reached 100% ability with his weapon or shield. The use of the ability to parry, or attack, two different foes at once is obvious. This technique cannot be used to attack or parry one foe twice in a round because any attack is a combination of blows (see Chapter II) and a character with 100% attack ability merely has a better chance of using the combination to hit his target. If a character does not have enough strike ranks to get off two blows (say striking with a fist at strike rank 9) he cannot strike twice. Also, if the first blow is at strike 5, the second blow must be at strike 5+5=10. Note that if the first attack is an impalement, the second attack cannot be delivered. If the second attack is an impalement, the character can only deliver one attack next round.

Remember that even with a 100% chance of hitting/parrying, 96-99 is still a miss and 00 is still a fumble.

WEAPON USE AND TRAINING

There are five types of weapons and two modes for using them in melee combat. This does not include missile weapons.

TYPES

1. **CUTTING WEAPONS**—Weapons used for chopping or hacking. These can be anything from the brute power of the axe to the relative finesse of the broadsword. The size can range from hatchet to poleaxe.
2. **CUT AND THRUST WEAPONS**—Weapons capable of use for hacking or thrusting, ranging from the easily maneuvered shortsword to the long rapier.
3. **HAND TO HAND WEAPONS**—Basic grappling tools including fists, kicks, and daggers, as well as the specialized in-fighting tools of cestus and claw.
4. **SMASHING WEAPONS**—Weapons used for smashing with the weight at the end of the weapon, ranging from the light mace to the maul and military flail.
5. **THRUSTING WEAPONS**—Long weapons used with an extension or lunge, such as the spear, ranging in length up to the pike.

WEAPON TRAINING COST TABLE

Type, Mode	Name	Basic	05-25	30-50	55-75
Cutting Weapon, One Handed*	Axe	20	300	500	1000
	Sword	10	300	500	1000
Cutting Weapon, Two Handed*	Axe	15	300	600	1200
	Sword	05	500	1000	2000
Cut and Thrust Weapons, One Handed*†	Rapier	05	500	1000	2000
	Shortsword	15	200	400	800
	Sickle	15	200	400	800
Hand to Hand Weapons*	Butt	10	100	500	1000
	Dagger†	25	100	300	600
	Fist	25	200	400	800
	Grapple	25	200	500	1200
	Kick	25	200	400	1000
Smashing Weapons, One Handed*	Hammer	20	200	500	1000
	Mace	25	200	400	800
Smashing Weapons, Two Handed*	Hammer	05	300	600	1200
	Maul	20	200	600	1500
Smashing Weapons, Flexible One Handed	Flail	15	300	600	1200
	Morning Star	05	400	800	1600
Smashing Weapons, Flexible Two Handed	Flail	05	400	800	1600
Thrusting Weapons, One Handed†	Spear	10	200	500	1000
Thrusting Weapons, Two Handed*†	Pike	10	400	800	1600
	Spear	20	200	400	800

NOTES: * The ½ effectiveness rule shown before applies only to these types and modes of weapons.

† These types and modes of weapons, can impale. No others on this list can, with the exception of the dagger.

EXPLANATION OF HEADINGS

BASIC—The basic chance a character has with the weapon without training.

05-25/30-50/55-75—The cost to learn a 5% increase with a particular type of weapon within the percentage ranges indicated. Thus, the cost of learning broadsword is 300 L per 5% increase between 05 and 25% ability, 500 L between 30

and 50% ability, and 1000 L per 5% increase between 55 and 75% ability. Remember, each 100 L pays for a week of training at 2 hours per day. The higher costs reflect the longer times necessary to learn finer points of style.

NOTE—Ability cannot be trained past 75%. Any further increase in ability will have to come through successful experience rolls.

WEAPON STATISTICS TABLE

Type	Name	STR Needed	DEX	Damage	HP	Cost	ENC	Length	SR
Axe, One Handed	Battle Axe	13	9	1D8+2	15	40	2	0.8	3
	Hatchet	7	7	1D6+1	15	25	1	0.4	4
Axe, Two Handed	Battle Axe	9	7	1D8+2	15	40	2	0.8	3
	Great Axe	11	7	2D6+2	15	50	2	1.2	2
	Pole Axe	13	9	3D6	12	75	3	1.5-1.8	1
	Rhomphia	11	9	2D6+2	12	50	2	1.2	2
Butt	Butt	—	—	1D4	head	0	0	0	4
Dagger	Dagger	—	—	1D4+2	12	20	0.25	0.2-0.3	4
Fist	Fist	—	—	1D3	arm	0	0	0	4
	Claw	7	9	1D4+1	5	50	1	0	4
	Heavy Cestus	11	—	1D3+2	10	40	1	0	4
	Light Cestus	7	—	1D3+1	5	25	0.5	0	4
Flail, One Handed	Grain Flail	9	—	1D6	8	10	1	0.5	3
	War Flail	11	—	1D6+2	12	75	2	0.7	3
Flail, Two Handed	Military Flail	9	—	2D6+2	15	75	3	2.0	0
Grapple	Grapple	—	—	Special	—	0	0	0	4
Hammer, One Handed	War Hammer/Pick	11	9	1D6+2	20	50	1	0.8	3
Hammer, Two Handed	Great Hammer	9	9	2D6+2	15	75	3	1.5	1
Kick	Kick	—	—	1D6	leg	0	0	0	4
Mace, One Handed	Heavy Mace	13	7	1D8+2	20	40	2	0.8	3
	Light Mace	7	7	1D6+2	20	15	1	0.6	3
	Singlestick	—	9	1D6	10	10	0.5	0.4	4
Maul	Heavy Mace	9	7	1D8+2	20	40	2	0.8	3
	Maul	11	7	2D8	15	40	3	1.5	1
	Quarterstaff	9	9	1D8	15	10	2	2.0	0
Morning Star Flail	Morning Star Flail	11	7	1D10+1	12	100	2	1.0	2
Pike	Pike	11	7	2D6+1	15	30	3	3.5+	0
Rapier	Rapier	7	13	1D6+1	12	100	1	1.2	2
Shortsword	Shortsword	—	—	1D6+1	20	25	1	0.6	3
Sickle	Sickle	—	—	1D6+1	15	30	1	0.5	3
Spear, One Handed	Long Spear	11	9	1D8+1	15	20	3	2.5	1
	Short Spear	9	7	1D6+1	15	15	2	1.8	2
	Lance	9	7	1D10+1	20	30	3	3.0	0
Spear, Two Handed	Long Spear	9	7	1D10+1	15	20	3	2.5	0
	Short Spear	7	7	1D8+1	15	15	2	1.8	1
Sword, One Handed	Bastard Sword	13	9	1D10+1	20	75	1	1.2	2
	Broadsword	9	7	1D8+1	20	50	1	1.0	2
	Scimitar	9	9	1D8+1	20	50	1	1.0	2
Sword, Two Handed	Bastard Sword	9	9	1D10+1	20	75	1	1.2	2
	Greatsword	11	13	2D8	15	150	2	1.5	1

EXPLANATION OF HEADINGS

STR/DEX NEEDED—the minimum necessary STR and DEX required to handle the weapon. An excess of STR makes up for a lack of DEX, on a 2 for 1 basis. Example: Rurik lacks 1 DEX point of being able to use the spear one-handed. But he has STR, 3 over that needed to use the short spear one-handed. He can make up the missing DEX point with his 2 extra points of STR.

DAMAGE—expressed as a die roll (such as 2D6, often plus a few additional damage points). Example: shortsword damage is found by rolling 1D6 and adding 1 to the result, which ranges between 2 and 7 points.

HP—how many hit points of damage the weapon takes while

parrying before it breaks. All damage is cumulative. Better quality weapons may absorb more damage—or less....

COST—the standard price of the weapon. A better quality weapon could be offered at a higher price—but “better quality” may just mean gaudier....

ENC—the encumbrance factor of the weapon, measuring how many “things” it weighs (see Chapter III).

LENGTH—the approximate metric length of a weapon, used in determining strike rank.

SR—the normal strike rank of the weapon. Note that the same spear differs in SR depending on its mode of use. This is because using a one-handed spear involves a significant “choking up” on it to be able to control it.

EXAMPLE

Horus the Hairy breaks his broadsword attempting to clobber a dragonewt foe. Desperately parrying with his shield, he backs up and grabs the heavy axe used by Uras the Usurper, who is busy bleeding and has no immediate use for it. Horus is capable of attacking with a broadsword with 60% success, therefore he will be able to use the heavy axe with a 30% success, as long as he uses it one handed like a broadsword.

Using it two handed, he would be relegated to using it like anyone else picking it up for the first time, based on basic chance and natural ability.

If the replacement weapon was some entirely different type and mode, such as a two handed thrusting spear, he would again have to rely on basic and natural ability.

MODES

1. ONE HANDED—Fully controlling a weapon with one hand.
2. TWO HANDED—Using a weapon with two hands, usually using one hand as a stabilizer and support and one hand for control.

EFFECTS OF TRAINING WITH SIMILAR WEAPONS

Any character knowing how to use a weapon of one type and mode (i.e., a broadsword is a one handed cutting weapon) can use any similar weapon at ½ effectiveness.

WEAPON TRAINING COSTS

Weapon use is taught according to the types and modes stated above, with common subdivisions within the types and modes. The Weapon Training Costs Table lists the various types and modes of weaponry and the costs for learning how to use them.

SPECIFIC WEAPON CHARACTERISTICS

The Weapon Statistics Table gives a listing by weapon types given in the previous table, showing what sorts of weapons can be used after receiving training in one particular weapon type. Remember that each weapon within a category is different, even if two are of the same weapon type. A character cannot pick up a weapon in the middle of a melee (even if it is a duplicate of his own) and use it at full proficiency. Given a few minutes to get used to its foibles, he will be able to use it as he would the one he trained with, but if he picked it up and fought immediately with it, he would fight at ½ efficiency.

SPECIAL ATTACK—GRAPPLING

Grappling is the ability to wrestle a foe.

A successful grapple attack means that the attacker has caught the foe's hit location rolled. A parry with a weapon means the weapon arm was caught instead, a parry with shield means the shield has been grasped. Defense can be applied against the initial attack with this skill, and a parry with fist or grapple percentage will mean the hold was blocked.

After a successful attack, the grappler may attempt to immobilize the limb grasped, or throw the foe in the next melee round. To do so he must make another successful grapple attack. Failure means the hold has been broken.

To immobilize a limb, the attacker must also succeed in a STR versus STR roll on the Resistance Table in Chapter V. If this roll is not made, he still has hold of the limb, but it is not immobilized.

To throw his foe, he must make a roll on the Resistance Table of his STR+DEX versus the SIZ+DEX of the foe. Again, failure of this roll means he did not manage to throw his foe, although he still maintains a grip.

If thrown, a character must make a DEXx5 roll on D100 or suffer 1D6 damage in a random hit location. Armor will protect against this damage.

If two characters are attempting to wrestle each other, two successful attacks mean they have grasped each other. Two successful immobilizations (one for each) may either mean nothing was accomplished (if they are contradictory) or that both succeeded. Two throws cancel and no one is thrown. A character's attempt to immobilize should always be rolled before his opponent's attempt to throw.

After the initial attack (if it is successful) strike rank should be based on DEX alone, without consideration of SIZ or weapon length.

WEAPON DAMAGE ABSORPTION

Weapons absorb damage on a cumulative basis: 4 points of damage taken in 1 melee round will stay with the weapon throughout the fight and be added to any further damage it may take. When the damage taken exceeds the amount the weapon can take, the weapon is broken.

Weapons take damage when they are (1) used to parry other weapons which successfully attack, and (2) do not successfully attack versus a successful weapon parry. There are two exceptions to this rule:

1. Short stabbing weapons have insufficient mass to affect another weapon.
2. Long-hafted thrusting, cutting, and smashing weapons such as poleaxes, pikes, and spears do not damage other weapons because their hafts are engaged, not the weapon heads. However, they will affect parrying shields.

TWO WEAPON USE

1. Any Adventurer using a weapon in each hand may use them for 2 attacks, 2 parries, or 1 attack and 1 parry.
2. Every Adventurer is assumed to be right handed. Use of a weapon in the "off" hand must be started at 05%, with the usual addition or subtraction for characteristic bonuses. Also, a character's DEX must be at least 1.5 times the minimum DEX needed to use the weapon (always round up) before he may use it in his "off-hand."
3. To learn how to use a weapon left handed means finding an instructor (referee's discretion on how difficult this is at any time). The cost is the same for learning the weapon right handed, so going up in training with both right and left hand sword, for example, costs a total of 1000 L per 5% increment for training between 30 and 50%.
4. The player must keep track of the individual weapon expertise of the character with each weapon as used in each hand. Training or experience in using a weapon left handed will not help the right handed attack or parry with the weapon. However, the ½ effectiveness rule does apply, so that use of a dagger left handed, for example, does allow the character to use it right handed at ½ the left handed ability.
5. When attacking with 2 weapons, the second attack is made at a strike rank equal to the strike rank of the first attack added to the usual strike rank for the second weapon. Thus, if the character has a strike rank of 5 for the first weapon and a strike rank of 6 for the second, the second attack will come at strike rank 11. If the 2 strike ranks add up to more than 12, then both cannot attack in one round.
6. A character using 2 weapons at 100% or more with each weapon may attack one foe twice at full attack percentage (once with each weapon). He may attack 2 foes twice at ½ normal attack percentage (each being attacked once with

MISSILE TRAINING TABLE

Type, Mode	Name	Basic	05-25	30-50	55-75
Projectile Weapon, One Handed	Sling	10	300	600	1200
	Projectile Weapon, Two Handed	Bow	10	300	800
Projectile Weapon, Two Handed	Crossbow	20	200	400	800
	Staff Sling	05	400	800	1600
	Thrown Weapons	Axe	10	300	600
Dagger		15	300	600	1200
Javelin		15	300	600	1200
Rock		25	100	300	800

each weapon). Or he may attack one at $\frac{1}{2}$ attack ability with one weapon and the other at $\frac{1}{2}$ attack ability with that weapon and with full ability with the other weapon.

REMEMBER—The character must have sufficient strike ranks to encompass all of these attacks. If the character's strike rank is 6 with each weapon, then he can only make 2 attacks (at strike rank 6 and strike rank 12), and no more.

MISSILE WEAPONS

The Missile Training Table and the Missile Statistics Table are approximately the same format as the previous tables, but weapon length is not pertinent, and range and rate of fire have been added to the weapon characteristics.

USE OF SHIELD WITH MISSILE WEAPON

A shield cannot be ready for use when the character is using any projectile weapon but the sling (and that must be a small shield). This exception does not include the staff sling, which needs two hands, as do all bows and crossbows.

SHOOTING AT MOVING TARGETS

Movement of a target directly toward or away from the archer (a general term meaning any user of a missile weapon) has no effect on the probability of hitting it.

A target moving at an angle from the archer reduces the archer's chance of hitting by $\frac{1}{2}$.

A target specified to be dodging as it moves reduces the archer's probability by $\frac{1}{2}$.

MISSILE STATISTICS TABLE

Type	Name	STR Needed	DEX	Damage	HP	Cost	ENC	Range	Rate
Axe, Throwing	Throwing Axe	9	9	1D6	15	35	1	20	S/MR
Bow	Composite Bow	13	9	1D8+1	10	150	2	100	S/MR
	Elf Bow	—	—	1D8+1	10	0	2	120	S/MR
	Self Bow	9	9	1D6+1	6	50	2	80	S/MR
Crossbow	Arbalest	13	7	3D6+1	10	150	3	150	1/5R
	Heavy Crossbow	11	7	2D6+2	10	100	2	120	1/3R
	Light Crossbow	7	7	2D4+2	6	80	2	100	1/2R
Dagger, Throwing	Throwing Dagger	—	9	1D4	12	50	0.25	20	S/MR
Javelin	Dart	—	9	1D6	8	25	0.5	20	S/MR
	Javelin	9	9	1D10	10	35	1	20	1/MR
Rock	Rock	—	—	1D4	—	0	0	20	S/MR
Sling	Sling	—	9	1D8	—	5	1	80	S/MR
Staff Sling	Staff Sling	9	9	1D10	10	15	2	100	1/MR

EXPLANATION OF HEADINGS

RANGE—At these ranges and less the character can be expected to hit at the percentage for which he has been trained.

HP—A character is not trained to parry with a projectile weapon as well as shoot with it (thrown weapons are another story). The chance of parrying with a projectile weapon should be based on the basic chance with a staff (20%) plus any natural ability adds or minuses which would apply.

Rurik, for example, would parry with a projectile weapon with a 15% chance.

RATES OF FIRE

1/MR—One shot per melee round can be thrown/shot.

S/MR—As many shots can be fired as strike rank permits

1/2R—One shot every 2 melee rounds.

1/3R—One shot every 3 melee rounds.

1/5R—One shot every 5 melee rounds.

A dodging character may only move $\frac{1}{2}$ his normal movement and may do nothing else but move and dodge.

These effects are cumulative. Thus, if Arcos the Archer, with an 80% chance of hitting, is confronted by a foe who is crossing his path at a 45 degree angle and dodging, his chance of hitting him is 20% ($80 \times \frac{1}{2} \times \frac{1}{2}$). These effects are also cumulative with distance, so if the target is at medium range to Arcos, his chance of hitting him is 10% ($20 \times \frac{1}{2}$).

SHOOTING WHILE MOVING

A character cannot shoot while moving or dodging. The only exception to this is horse archery, which is performed at the same ability chance as regular archery, assuming the horsemanship of the archer is sufficient. This is explained further in Chapter VI, Other Skills.

SHOOTING AT PROTECTED TARGETS

The chance of hitting a foe behind some form of protection, such as an arrow slit in a wall, is the same as normal. However, if the hit location rolled (see Chapter III) is not visible to the archer, the arrow or other missile hit the protection, not the target.

Thus, Arcos the Archer, firing at a troll hiding behind a parapet, fires and hits. The hit location he rolls is 10, abdomen, covered by the parapet. The arrow bounces off the stone.

A critical hit will hit in any case. Adjust the hit location to match an exposed area. The above applies also to melee combat over barriers, fences, castle walls, etc.

RANGE

The ranges shown on the table are effective ranges. At the ranges shown and less the character can be expected to hit at the percentage for which he has trained.

THROWN WEAPONS—Thrown weapons have no effective value beyond 20 meters.

PROJECTILE WEAPONS—Projectile weapons can reach further than their effective range, but at a cost in accuracy. Medium range is about $\frac{1}{2}$ again as many meters as the effective range. A character shooting in this range has $\frac{1}{2}$ normal chance of hitting. Long range is between the limit of medium range and a distance of about twice effective range. A character shooting at long range has $\frac{1}{4}$ the normal chance of hitting.

THROWN WEAPON DAMAGE BONUS

If a character using a throwing weapon has a damage bonus due to SRT and SIZ, his thrown weapon will have $\frac{1}{2}$ the normal effect of the damage bonus. Thus, if a character normally has a D4 damage bonus, his thrown axe will do 1D6 plus D4 $\times \frac{1}{2}$ (round up).

ARMOR

HOW ARMOR WORKS

Armor is the last barrier between a character and an incoming weapon, fang, or claw. Armor absorbs damage and, hopefully, keeps the character intact. Different hit locations may wear different forms of armor.

TYPES OF ARMOR MATERIALS

LEATHER—This is either the padding leather described in the notes to the chart, or thicker (2 point) shoe leather thickness armor. It is fairly easy to obtain in the herd-oriented world of Glorantha, and in most other ancient historical or fantasy settings.

SHIELD STATISTICS TABLE

Size	STR	Absorbs	Base Chance			Price	ENC	
			05-25	30-50	55-75			
Small	5+	8	05%	200	400	800	15	1
Medium	9+	12	10%	100	200	400	30	2
Large	12+	16	20%	50	100	200	50	3

SHIELDS

A shield is used to absorb damage before it gets to the bearer of the shield. The Shield Statistics Table describes how many points a shield will absorb before the bearer is damaged. As with a weapon, a shield user must make a successful parry roll to interpose a shield between himself and an incoming attack.

NOTES ON SHIELD USE

Damage taken by the shield for more points than the shield can absorb in one blow is taken on the hit location rolled in the attack. The armor on the location, if any, absorbs the excess points.

Note that neither shields nor armor will break as weapons do. The armor point value of a shield shows the number of points of damage a shield will absorb before it is driven away or penetrated by the force of the blow, allowing the remainder of the damage points to actually strike their target.

EXPLANATION OF HEADINGS

SIZE—Relative size of shield. A small shield is about 30-35 cm in diameter and held with one handgrip. It is called a buckler. A medium shield is about 60 cm in diameter, equivalent to the ancient Greek round shield, or the medieval knight's "heater." A large shield is the equivalent of the foot shield of the Greeks and Romans, or the Norman kite shield and the Viking round.

STR—Strength necessary for a character to have to be able to use such a shield.

ABSORBS—The shield will absorb this number of points per attack before the armor and/or user takes damage.

05-25/30-50/55-75—Serves the same function as it does in the weapons chart. Again, any ability beyond 75% must be gained from experience, not training.

PRICE—The standard price for a shield in Lunars. Fancy ones cost more.

ENC—For those who like encumbrance rules, this is what the type of shield is worth in "things" (see Chapter III).

LINEN—Waxed and quilted cloth. Stiff and hard, this early armor disappeared as metal became more common, but it is still used to armor militia and the like.

CUIRBOILLI—Leather treated with boiling wax, hardening it almost to the resiliency of metal.

RING MAIL—Metal rings butted together and sewn to leather.

SCALE—Small metal plates sewn onto leather in an overlapping pattern. An excellent, if heavy, protection.

CHAINMAIL—Metal links woven into a mesh and formed into garments.

BRIGANDINE—A jacket of plates between two leather layers; only the rivets holding it together show on the leather.

PLATE—Large metal plates, usually molded to the wearer's body; absorbs damage excellently; heavy and encumbering.

ARMOR STATISTICS TABLE

<i>Area Protected</i>	<i>Type</i>	<i>Material</i>	<i>Absorbs</i>	<i>ENC</i>	<i>Cost</i>	<i>Silent</i>		
Legs	Greavest†	Leather*	1	0.25	15	0		
		Cuirboilli	3	1	40	0		
		Plate	6	2	120	-15		
Abdomen and Legs	Pants/Trews	Leather*	1	0.5	10	0		
		Leather*	2	1	20	0		
		Chainmail	5	3	120	-15		
Abdomen	Skirts	Leather*	1	0.5	10	0		
		Leather*	2	1	20	0		
		Light Scale	4	2	30	-35		
		Heavy Scale	5	3	60	-30		
		Chainmail	5	2	100	-25		
Chest and Abdomen	Hauberk	Linen (Skirt)	3	1	20	-5		
		Leather*	1	0.5	20	0		
		Leather*	2	1	40	0		
		Linen	3	2	30	-5		
		Ring Mail	4	2	80	-15		
		Light Scale	4	2	40	-30		
		Heavy Scale	5	3	60	-25		
		Chainmail	5	2	200	-20		
		Chest	Byrnie	Leather*	1	0.5	10	0
				Leather*	2	1	20	0
Ring Mail	4			1	50	-5		
Chainmail	5			1	120	-15		
Cuirass	3			1	40	-5		
Cuirass	Linen		3	1	25	-5		
	Heavy Scale		5	3	40	-25		
	Brigandine		5	2	175	-15		
	Plate		6	3	200	-15		
	Arms		Sleeves	Chainmail	5	2	75	-15
Vambrace†		1		0.25	10	0		
Vambrace†		Cuirboilli	3	1	30	0		
		Plate	6	2	100	-10		

* Can be worn under any other armor, with a cumulative encumbrance penalty. Instead of leather, this could also be quilted or thick cloth. It has the same qualities as described for leather.

† For game conventions, these are considered to cover the entire limb, although the actual armor which goes by these names only covers the area between elbow and hand (vambraces) and knee and foot (greaves).

EXPLANATION OF HEADINGS AND TERMS

By now, the headings should be fairly obvious. Note that some forms of armor protect more than one hit location. These types can, as a rule, be overlapped. Thus, one can wear both a chainmail hauberk and chainmail trews (trousers). Of course, encumbrances will add up very rapidly in such cases.

TYPE—This is a term taken from general armor lore to describe the type of armor. The terms come from all times and climes. What they cover is shown in the column immediately preceding.

MATERIAL—This briefly describes the type of material the armor is made of.

ABSORBS—The amount of points of attack the armor absorbs before it reaches the wearer.

ENC—The encumbrance shown is meant for human sized people. A pixie's chainmail would weigh less, a great troll's would weigh more. Of course, this armor would only fit those size being, and is of little use to a human adventurer.

COST—For leg and arm armor are for the set, not just one, as are ENC costs.

SILENT—This indication shows how much the particular armor will subtract from a character's ability to Move Silently (see Chapter VI). When several different types of armor are worn, take the noisiest as the subtractor, do not add all of the different types together.

HELMETS

Helmets were not dealt with in the discussion on armor because they cannot be categorized by the material they are made of. Instead, they must be categorized by the amount of protection they afford, no matter what the construction.

The following names of helmets are entirely arbitrary. We trust the following descriptions will be sufficient indication of what is intended.

HELMET STATISTICS TABLE

Type	ENC	Absorbs	Cost	Description
Hood	0.25	1	3	Leather hood. Can be worn as padding under a helmet.
Cap	0.5	2	5	Hard leather with metal plates riveted on to it.
Composite Helm	0.5	3	10	Cuirboilli with metal plates riveted on to it.
Open Helm	1	4	15	A metal helm with cheek and back plates. Similar to a Roman Legionnaire helm.
Closed Helm	1	5	30	A metal helm like the above but with eye and nose protection as well.
Full Helm	2	6	50	A solid metal helm with total coverage of head and neck except for eyeholes.

RURIK'S SAGA—RUMBLE IN THE RUBBLE

Rurik joined a mercenary company (see Chapter X, Previous Experience) and did well, earning enough loot to pay for a ring mail hauberk (4 points of protection), an open helm (worth 4 points) and plate arm and leg armor (worth 6 points each). Under the ring mail he has a padding hauberk worth 2 more points of protection. As part of his training he has a 35% use of a large shield and a 30% use of a short sword. He is also 30% capable with a spear used one-handed.

At this time, he is guarding the horses for a group of Adventurers attempting to loot the Blind King's Palace in the Pavis Rubble. His companion in this duty is Horus the Hairy, a somewhat more knowledgeable fighter who also chose not to go into the palace.

The two are engaged in idle conversation, lulled into carelessness by lack of activity, when there is a sudden "Screech" and Horus goes flying. He has been hit from behind by a baboon!

The baboon is a common member of the breed (see Chapter VIII) and, having successfully sneaked up on the two, rolled 40 on an attack roll. Ordinarily this would not be enough, but the attack from behind adds 20% to an attack, and the blow was successful.

The blow did 9 points of damage to Horus' left arm (hit location roll of 16), which went through the 3 points cuirboilli armor and did 6 points of damage to the arm. Horus has 3 points arms (total hit points of 11), so the blow was enough to functionally incapacitate him. He falls in a heap, out of the fight.

"Give horse," hisses the baboon in a reasonable approximation of Pavis Tradetalk.

Rurik, whose pay depends on seeing that this doesn't happen, says nothing as he advances to the attack. He has a strike rank of 7 with his spear (2 (SIZ 12)+4 (DEX 6)+1 (one handed spear)=7) and is faster than the baboon's strike rank of 8. His attack roll of 21 is a hit, even after subtracting the baboon's defense of 5% from the roll. Rolling a 1 on D6, he finds he has done 2 points of damage to the baboon's abdomen (roll of 11 on hit location). The baboon's skin absorbs 1 point of this, leaving the baboon with a minor nick as he closes in on Rurik. His attack with a claw is a 39, 4 points too high to be a hit. Just as well, since Rurik's parry of 89 was a wide miss.

Second round. Rurik stabs again, the attack roll is 99, fumble!

The roll is 44—Rurik loses a piece of armor. A hit location roll shows it was his right arm armor. The baboon misses his attack. We can assume he clawed at Rurik, caught the arm armor, and tore it off.

Third round. Rurik rolls a 61 for his attack, obviously still confused by the armor loss. The baboon's attack is 31 out of the 35 needed, a hit! Rurik's parry of 57 is, again, not good enough.

The hit location rolled is 6, the left leg. The baboon rolls D6 for his claw attack and D4 for his STR/SIZ bonus and rolls a total of 7. Since Rurik has 6 point leg armor, 1 point of damage goes through Rurik's plate leg armor to wound him slightly.

Fourth round. Rurik rolls 23, another hit! The damage is 4 points, the hit location is the head. The baboon takes 3 points of damage to his 4 point head. His attack roll of 81 shows he is obviously shaken. Besides, Rurik got his shield in its way with a roll of 29.

By this time, Horus has managed to Heal 2 points of the damage his arm took. As soon as 5 melee rounds have passed, he will be able to Heal another 2 points and be in the fight again.

The baboon realizes that horsemeat will probably not be on his diet today. He begins to back away but Rurik, being young and impetuous, presses his attack. His attack roll is 55, another miss. The baboon makes a return attack of 42, another miss.

Turning, the baboon tries to get away. Rurik's attack roll is 59, so that even the 20% add for striking at a back will not help him enough. The Baboon scrambles away at his movement rate of 10, while Rurik soothes the horses and then helps Horus up.

NOTE—Rurik was successful with both attack and parry. He will get experience rolls for both his chance of parrying with the large shield (he rolled a 21 out of the needed 77, going up 5% in shield work) and attacking with the spear used as one handed (he rolls 84, with a needed roll of 82. This is Rurik's usual bad luck. . .).

The baboon, having also succeeded in one attack, will get an experience roll. It has a needed number on D100 of 65 or less. It rolls 73, not profitting at all from the experience, and having one terrible headache besides.

V

BASIC MAGIC

Basic Magic is available to all players in *RuneQuest*. There are two types of Basic Magic: 1. Battle Magic; and 2. Spirit Contacts.

BATTLE MAGIC

BASIC DESCRIPTION

Battle magic involves the forceful alteration of the fabric of reality by use of one's POW. For this reason, battle magic spells, while powerful, are of short duration (usually two minutes) and drain a good deal of energy in the form of POW points from the user. However strong a mortal may be, he lacks the POW to make long lasting changes in the basic stuff of the Universe. Rune Magic (see Chapter VII), done with the aid of a god, does not necessarily have that limitation.

The POW roll that a player makes for a character at the start of a game is the measure of his ability to affect the Universe by force of will. Of course, with no knowledge of spells, this POW can only be used to resist other forces. It cannot cause effect itself.

POWER USE

POW is used in casting spells. If Rurik casts *Bladesharp 4* on his sword, his POW of 12 becomes 8 at the Strike Rank he casts the spell. It will be at 8 for resisting other spells arriving after that moment, and until he throws other spells, at which point it will be reduced further.

POW is regained at the rate of $\frac{1}{4}$ the character's total POW every six hours. Thus, Rurik, with a POW of 12 would regain 3 points every six hours until all POW expended has been regained.

LEARNING SPELLS

The listed battle magic spells can be learned from almost any Rune cult. There is nothing secret about them and they are commonly available to any character with the money to pay for them. These spells are the common property of all the magical orders. Due to rivalry between the cults, as soon as one develops a new battle magic spell, the others will seek to develop it. Learning a spell takes one week of work with the cult you are paying to teach it to you. Nothing else in the way of learning may be done during this week.

The cults charge for the learning of spells. All cults charge the same amount for the same spell. The cost of each spell is listed on the Battle Magic Spell Table.

NOTE—To buy a variable spell, a character must pay the cost of each lower point spell as well as the level he wishes to buy. In other words, to obtain *Healing 3*, *Healing 1* and *2* must also

be bought, a total cost of 3000 L.

If the referee prefers a campaign with lots of money available, the cost of spells should be raised. Inflation, you know.

CREDIT

The cults will extend credit, once, to beginning characters, under the same guidelines as the fighting bands do. The diviners of the cult judge the POW of the character, and he is allowed 100 L per each point of POW as credit. All comments in Chapter IV on this practice apply to the cults as well.

Battle magic cannot be learned from another character unless that character is a Rune Priest (see Chapter VII). Because spells are partially subconscious in operation, the teaching of battle magic requires *Mind Link* (a Rune spell), which requires a Rune Priest. A Rune Priest player character who teaches another character a battle magic spell must still be paid the set rate and he must return that full amount to his cult. Failure to do so would be cheating a god and would result in his expulsion from the cult and loss of his Rune magic abilities. Other penalties might also be assessed by the god, perhaps in the form of a curse.

LIMIT TO LEARNING SPELLS

Any number of battle magic spells may be learned. However, only a small number can be held in the mind at one time. A character may hold the number of POW points in spells equal to his INT. Therefore, a character with a 13 INT could hold *Healing 4*, *Countermagic 3*, *Bladesharp 3*, and *Glue 3*.

He could use and reuse these spells until he ran out of POW. However, he could not use *Invisibility*, a 3 point spell, even if he has learned it, until he suppresses 3 points of his other spells and draws *Invisibility* up into his mind. This action of switching spells takes 1 hour for every point of spell to be switched, the suppression and reimpression of the spells taking place simultaneously.

NOTE—It is possible to know a variable spell at a high level and be carrying only part of it. For example, a character could know *Healing 6*, but only carry *Healing 4* actively in his mind. If he thought he or his friends were about to run into a situation where limbs were going to be severed, he could take two hours to suppress two points of another spell or spells and bring the other two points of *Healing* into his mind, ready for use.

CREATING NEW SPELLS

Battle magic spells cannot be developed by anyone not conversant with Rune magic. In other words, to develop a new (unlisted) spell, the character must be a Rune Priest. This is

BATTLE MAGIC SPELL TABLE**SPELL LIST AND COSTS**

1. Befuddle	1500 L	15. Detect Silver	200 L	31. Healing	Var*	47. Strength	1500 L
2. Binding	1500 L	16. Detect Spirit	300 L	32. Ignite	500 L	48. Vigor	2000 L
3. Bladesharp	Var*	17. Detect Traps	300 L	33. Invisibility	2500 L	49. Xenohealing	Var*
4. Bludgeon	Var*	18. Detect Undead	300 L	34. Ironhand	Var*		
5. Cordination	1500 L	19. Detection Blank	Var*	35. Light	500 L	* Cost of Variable Spells	
6. Countermagic	Var*	20. Dispel Magic	Var*	36. Lightwall	2000 L	1st point	500 L
7. Darkwall	1500 L	21. Disruption	500 L	37. Mind Speech	Var*	2nd point	1000 L
8. Demoralize	1500 L	22. Dullblade	Var*	38. Mobility	1500 L	3rd point	1500 L
9. Detect Detection	300 L	23. Extinguish	1000 L	39. Multimissile	Var*	4th point	2000 L
10. Detect Enemies	300 L	24. Fanaticism	Var*	40. Protection	Var*	5th point	2500 L
11. Detect Gems	1000 L	25. Farsee	500 L	41. Repair	1500 L	6th point	3000 L
12. Detect Gold	300 L	26. Firearrow	2000 L	42. Shimmer	Var*	Each +1 point	+500 L
13. Detect Life	300 L	27. Fireblade	2000 L	43. Silence	500 L		
14. Detect Magic	300 L	28. Glamour	2000 L	44. Speedart	500 L		
		29. Glue	Var*	45. Spirit Binding	1500 L		
		30. Harmonize	1500 L	46. Spirit Shield	Var*		

ONE POINT SPELLS

1. Befuddle
2. Binding
3. Demoralize
4. Detect Detection
5. Detect Enemies
6. Detect Life
7. Detect Magic
8. Detect Silver
9. Detect Spirit
10. Detect Undead
11. Disruption
12. Farsee
13. Ignite
14. Light
15. Mobility
16. Silence
17. Speedart
18. Spirit Binding

TWO POINT SPELLS

1. Coordination
2. Darkwall
3. Detect Gems
4. Detect Traps
5. Extinguish
6. Firearrow
7. Glamour
8. Harmonize
9. Repair
10. Strength

THREE POINT SPELLS

1. Invisibility

FOUR POINT SPELLS

1. Fireblade
2. Lightwall
3. Vigor

VARIABLE POW SPELLS

1. Bladesharp
2. Bludgeon
3. Countermagic
4. Detection Blank
5. Dispel Magic
6. Dullblade
7. Fanaticism
8. Glue
9. Healing
10. Ironhand
11. Mind Speech
12. Multimissile
13. Protection
14. Shimmer
15. Speedart
16. Spirit Shield
17. Xenohealing

due to the necessity of Divine Intervention in devising a new spell (see Chapter VII for a description of Divine Intervention). A new battle magic spell developed by a Rune Mage character becomes the property of his cult and is subject to all the other restrictions regarding teaching of battle magic spells. The authors suggest that any new battle magic spells invented by the referee be introduced by a particular cult within his campaign, and the cost can be determined at that time.

The referee must pass on all spells developed by character Rune Priests, so as to keep them within the parameters shown by the spells on the list.

TYPES OF BATTLE MAGIC SPELLS

Battle magic spells come in three general classifications. Frequently these classifications overlap. Spells can be broken down as active or passive, temporal or permanent, and as focused and unfocused. We will cover each of these classifications separately.

ACTIVE AND PASSIVE SPELLS

Almost all battle magic spells are passive. Once they have taken effect on their target they need not be maintained and the caster of the spell can perform other actions, including

casting other spells, without affecting the spell in question. Therefore, once a character has Demoralized an opponent, the character can fight, run, or cast another spell (or the same spell) at another opponent and the original target will remain Demoralized for the total time period of the spell. If the caster takes damage from a sword blow, even one wielded by the Demoralized opponent, the opponent stays Demoralized.

The only active battle magic spells are Fireblade and Invisibility and these spells require the concentration of the caster to be maintained. If the caster tries to throw another, takes damage, or has something sudden unexpected happen to him, such as falling into a pit, the spell will go out. To reuse the spell, he must expend the POW necessary to cast it again. It is possible to fight with spell active, as long as the user takes no damage.

The reason these are active spells, unlike all others, is because they are extremely powerful battle magic spells, requiring concentration to control.

INSTANT, TEMPORAL, AND PERMANENT SPELLS

1. Instant spells are those which last from the strike rank on which they are cast through strike rank 12 of the melee round

in which they are cast. Most of the detect spells are of this type. For instance, Detect Magic cast at strike rank 4 would cause an Invisible character to glow through strike rank 12 of that melee round.

2. Temporal spells are those which are effective for a definite time span and are then over. Spells like Demoralize, Fanaticism, Bladesharp, and Mobility last ten melee rounds and then are gone. They must be recast after that time to gain their benefits again.

3. Permanent spells are those whose effects are permanent. Spells like Disruption, Extinguish, Ignite, and Repair are permanent in effect. The spells last just one melee round, but their results are permanent. This is not to say that the effect of a Disruption spell cannot be Healed or an Extinguished fire relit. However, the damage does not go away of itself and the fire will not rekindle itself after a set period of time.

FOCUSED AND UNFOCUSED SPELLS

This is by far the most complex and important difference between spell types. To be cast effectively, many spells require a focus. This focus is a carved rune of some sort which acts to tie the conscious and unconscious minds together so that the spell works. It is possible to cast any spell without a focus, but it takes two melee rounds to do so, the first round being spent in carefully visualizing the runic symbol necessary for the spell and the target it must affect.

Spells affecting the character's body do not require a focus. Part of the purpose of a focus is to help one concentrate POW to overcome resistance. The character does not resist his own spells.

However, spells affecting other people and objects do require a focus for quick casting. The knowledge of how to create a focus for a particular spell is included in the cost of the spell.

The normal focus used is a wand. A normal, 1/2 meter long, wand has enough area on it for about 20 foci to be carved. A staff could easily contain all spells listed in the spell table. Certain spells, such as Disruption, often have their focus carved or cast into a ring so as to be readily available during combat when one might have no time to draw a wand.

The focus for a weapon-affecting spell is usually a weapon it is intended to affect. Thus, Bladesharp, Fireblade, and Repair might all be carved on a character's sword hilt.

To be used, a focus must be looked at, and then pointed at the target. The looking at the focus serves to "set" the spell in the mind. The pointing at the target serves to direct the character's POW at the appropriate target. Thus, if a character wishes to use Binding on another character, he must look at the Rune carved on his wand, then point the wand at the foe, saying his spell at the same time. This is a very quick and easy process, taking split-seconds, and is already adjusted for in the Spell Strike Rank Table.

OTHER PROPERTIES OF SPELLS

1. If damage is taken by a spell caster from spell or weapon, or the spell caster's concentration is broken in any sudden and unexpected way, before he is finished with casting a spell (i.e., at a strike rank prior to the one the spell would be cast on) he cannot cast the spell and must try again. However, no POW is lost in the attempt.

2. Spells cannot be combined with one another to make them more effective. If, for example, two characters know Blade-

sharp 2, they cannot each cast it on a weapon to get the effect of Bladesharp 4. Likewise, to rejoin a severed limb to a body, two characters cannot combine Healing 3 spells to get the effect of Healing 6. A full Healing 6 is necessary.

3. However, additional POW can be added to a spell, to overcome a Countermagic or Shield spell. Thus, a 5 point Disruption can be cast. It will still have the same effect (1-3 points damage) but it will punch through most any magical defense put up against it. The POW points listed for each spell are minimum POW points necessary.

4. Once a spell has taken effect on a character, it continues even if the character moves out of the range in which the spell could be cast. For instance, if Rurik casts Fanaticism on a member of his party in a melee, the character will remain Fanatical for the full ten melee rounds, even if he should pursue the enemy beyond the 80 meter range in which the spell can be cast.

5. Where two spells are incompatible, such as Shimmer and Protection, and one of them is cast on a character after the other has already been successfully cast upon him, the second spell cast will have no effect.

SPELLS AND STRIKE RANK

To figure the strike rank point at which a spell will take effect in combat, use the Spell Strike Rank Table. Add the numbers appropriate in each category to get the effective strike rank point in combat situations or in spell to spell combat.

SPELL STRIKE RANK TABLE

<i>Readiness</i>	<i>SR</i>	<i>DEX</i>	<i>SR</i>	<i>POW Used</i>	<i>SR</i>
<i>Ready</i>	0	19-24	0	1	0
		16-18	1	2	1
		13-15	2	3	2
		09-12	3	4	3
		06-08	4	5	4
		01-05	5	6	5
<i>Unready</i>	5				

DID THE SPELL WORK?

Some spells almost always work. Spells which a character casts upon himself, or spells cast on inanimate objects, or any healing spells, do not need to overcome resistance. Also, unconscious characters cannot resist a spell of any sort. However, a roll of 96-00 on D100 means the spell will fail.

To find out if a spell was effective against a resisting target, compare the character's POW at the time of casting a spell against the target's POW at the same time. This time is determined by strike rank the spell was cast on.

If the caster's POW is exactly even with the target's, he has a 50% chance of overcoming it and making his spell work. For every point of superiority in POW the caster has, there is a 5% increase in his chance of success. For every point of inferiority, there is a 5% decrease. Thus, if the caster has a POW of 10, and the target a POW of 13, the caster has only a 35% chance of success. He must roll this number or less on D100 to succeed. As usual, a roll of 01-05 always succeeds, and a roll of 96-00 will always fail, no matter what discrepancy in POW may exist.

Failure to overcome an opponent's resistance still means that the total POW points for the spell have been expended. A complete table of percentage chances of success is given on the Resistance Table.

RESISTANCE TABLE

		POW of Attacking Force																				
		01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21
POW of Defending Force	01	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—
	02	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—
	03	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—
	04	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—
	05	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—
	06	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—
	07	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—
	08	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—
	09	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—
	10	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—
	11	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—
	12	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
	13	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
	14	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
	15	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
	16	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75
	17	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70
	18	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65
	19	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60
	20	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55
	21	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50

The number indicated is the percentage needed for success.

INCREASING POW

POW can be increased in a character, although never past the species maximum. Increasing POW requires that the POW be used in situations of stress. A character cannot attract POW from the Universe without the high emotional output found in the midst of battle. This emotional output is not found in throwing spells at a friend who attempts to resist them, or similar "training" situations.

To increase POW in a character, he must first overcome an enemy's resistance with a spell. Spells which have a 95% chance of working on an enemy do not provide sufficient stress to allow a character a POW gain roll. For example, if Ariella the Actress with a POW of 16 casts a Disrupt at Rodang the Troll, who has a POW of 7, her spell has a 95% chance of working and she will not be entitled to a POW gain roll. However, if Rodang had a POW of 8 and Ariella's spell had worked she would be entitled to a POW gain roll.

POW gain rolls are made after an adventure is over. It requires a week of relative calm to gain the benefit of such a roll.

To see if the POW increase is successful, subtract the character's current POW from * and multiply the result by 5. Attempt to roll this number or less on D100. If this POW gain roll is successful, the player rolls again on D100. If the result is 01-10, the character gains 3 POW points. If 11-40, he gains 2 POW points. If 41-00, he gains 1 POW point. This second roll is called a POW increase roll.

Anytime the character's POW goes above 18, he may qualify for Rune Priest status and should turn to Chapter VII, Rune Magic.

* Racial Maximum.

DESCRIPTION OF BATTLE MAGIC SPELLS

BEFUDDLE

Range—80 meters

POW Used—1 point

Type—focused, passive, temporal

This spell confuses an opponent who succumbs to it. It causes him to wonder such things as: Is that a friend? Which ones are my enemies? Why is everyone fighting? A Befuddled enemy will not attack, cast an offensive spell, sound the alarm, etc. If attacked he will parry and defend at full value, and beginning next round his confusion will go away (the guy that attacked me is my enemy, and after he is dead his obvious allies are my enemies). Thus, with some clever management, a Befuddled opponent might end up attacking his own party for as long as the spell is in effect.

BINDING

Range—80 meters

POW Used—1 point

Type—focused, passive, temporal

This spell halves the movement class of those affected by it. It can never reduce the movement class below "one." It is often carried by huntsmen, police, and intelligent beasts of prey, such as baboons.

BLADESHARP

Range—80 meters

POW Used—1 point/point of spell

Type—focused, passive, temporal

This spell, when cast on any thrusting, stabbing, or hacking weapon, increases the chance of hitting with it by 5% per point of POW invested in the spell. It also increases the damage done by one point per point of spell. No weapon can be enchanted past 20% to hit and four points extra damage. It can be used to enchant one weapon up to +20% and +4 damage or four weapons up to +5% and +1 damage, or any combination possible within the limitation of the level of the spell known. The spell is incompatible with other weapon improving spells.

BLUDGEON

Range—80 meters POW Used—1 point/point of spell

Type—focused, passive, temporal

When cast on any smashing weapon the spell increases the chance of hitting 5% per point of spell. It also adds one point of damage per point of spell. No weapon can be enchanted past 20% to hit and four points extra damage. It can be used to enchant one weapon up to +20% and +4 damage or four weapons up to +5% and +1 damage, or any combination possible within the limitation of the level of the spell known.

COORDINATION

Range—80 meters POW Used—2 points

Type—unfocused on self, focused on others, passive, temporal

This spell adds three to a character's effective DEX. This will decrease strike rank by one and improve the character's chance of making DEX rolls. DEX is never raised over the species maximum. Thus, the greatest DEX a human can have is 21.

COUNTERMAGIC

Range—80 meters POW Used—1 point/point of spell

Type—unfocused on self, focused on others, passive, temporal

Countermagic is a defensive spell which will attempt to stop any other spell incoming against the protected person or object. However, it will not interfere with previously enchanted objects, such as a sword with Bladesharp on it. It may be used to shield the caster or another character or object of his choice. Spirits and elementals cannot be dispelled with Countermagic and it operates at half effectiveness against Rune Magic. It works as follows:

- a. If the oncoming spell is two or more POW points weaker than the Countermagic it is eliminated and the Countermagic remains.
- b. If the oncoming spell is equal to or within one POW point either way of the Countermagic, they eliminate each other.
- c. If the attacking spell is two or more POW points stronger than the Countermagic, it eliminates the Countermagic and takes full effect on its target, assuming it overcomes its target's POW.

This spell is incompatible with Protection, Shimmer, and Spirit Shield.

DARKWALL

Range—80 meters

POW Used—2 points

Type—focused, passive, temporal

This spell creates a 10 meter wide by 3 meter high wall of darkness. Thickness of this is 6 cm. This wall can be moved by the caster at 3 meters per melee round on any round that he does nothing else. Torches yield no light within the wall and creatures that can see in the dark cannot see through it. It is opaque from both sides. The wall can be formed or moved into any shape desired.

DEMORALIZE

Range—80 meters

POW Used—1 point

Type—focused, passive, temporal

The victim of this spell loses faith in the ability of himself and his party to win the fight, find the treasure, rescue the princess, or whatever. He can still defend himself at full, but attacks at half value. The victim will not use offensive magic. The advantage of the spell is that you can attack a Demoralized foe without affecting the spell. Essentially, it softens an enemy up for the kill. If it takes place before combat a Demoralized foe generally will not attack unless ordered to. If faced with superior force, he will probably run or surrender. A Fanaticism spell will cancel the effect of a Demoralize spell, and vice versa.

DETECT DETECTION

Range—80 meters

POW Used—1 point

Type—unfocused on self, focused on others, passive, temporal

This may be cast on any person or object within reach of the spell. It informs the caster if that person/object is detected by magic, whether by battle magic or more sophisticated means.

DETECT ENEMIES

Range—40 meters

POW Used—1 point

Type—focused, instant

This spell gives the direction and distance from the caster of any being intending to harm a specific individual on whom the caster concentrates. If the caster does not specify someone else as the person whose enemies are being detected, it detects enemies of the caster. It is stopped by more than 3 meters of solid rock or metal.

DETECT GEMS

Range—40 meters

POW Used—2 points

Type—focused, instant

This spell will give the number and position relative to the caster of all gems within range. Like Detect Magic it will cause detected gems to glow while the spell is in effect. The position given includes direction and distance. The spell is blocked by

more than 3 meters of rock or metal.

DETECT GOLD

Range—40 meters

POW Used—1 point

Type—focused, instant

Detects direction, distance, and approximate amount (to the nearest tenth of a kg) within the range of the spell. It is stopped by more than 3 meters of solid rock or metal.

DETECT LIFE

Range—40 meters

POW Used—1 point

Type—focused, instant

Detects the existence of human or larger size life. Gives direction and distance from the spellcaster. Divides life forms detected into two classes, those of human size (between 3 and 21, and those of large size (from 22 on up). Life smaller than SIZ 3 is ignored. It is stopped by more than 3 meters of solid rock or metal.

DETECT MAGIC

Range—40 meters

POW Used—1 point

Type—focused, instant

This spell gives direction and distance from the caster of all enchantments and similar magically potent objects. It does not distinguish between magical objects or enchantments, telling only that it is magical, not what or how powerful it is. Also, any magic object within range of the spell will glow, possibly warning enemies. It is stopped by 3 meters or more of rock or metal.

DETECT SILVER

Range—40 meters

POW Used—1 point

Type—focused, instant

Similar to Detect Gold in all respects except that it detects silver rather than gold. It is stopped by more than 3 meters of rock or metal.

DETECT SPIRIT

Range—40 meters

POW Used—1 point

Type—focused, instant

Like Detect Life in its effects except that it detects the presence of spirits. It divides spirits detected into two sizes, those of POW 18 and below, and those of POW 19 and above. It is stopped by more than 3 meters of rock or metal.

DETECT TRAPS

Range—40 meters

POW Used—2 points

Type—focused, instant

This spell detects the intent to trap. Thus, it would detect an ambush, magical trap, or physical trap. It would not detect a naturally occurring pit, or poison, which is not in itself a trap. It makes a 3 meter diameter circle around the trap glow. It does not give the exact location or type of the trap. Note that it will not detect the existence of defensive spells, such as Warding. It is stopped by more than 3 meters of rock or metal.

DETECT UNDEAD

Range—40 meters

POW Used—1 point

Type—focused, instant

This spell functions like Detect Life in its effects except that it detects things neither dead nor alive, such as zombies, mummies, and vampires. It does not tell which type of undead is being detected, but it does tell the size. It is stopped by more than 3 meters of stone or metal.

DETECTION BLANK

Range—80 meters

POW Used—1 point/point of spell

Type—focused on others, unfocused on self, passive, temporal

A specialized version of Countermagic, designed to block detection spells. May screen either the caster or another person from detection. It stops only detection spells, but unlike Countermagic it does not let the person doing the detection know that his spell has been blocked. Otherwise it functions like Countermagic.

DISPEL MAGIC

Range—80 meters

POW Used—1 point/point of spell

Type—focused, temporal

It will dispel any spell with a duration (i.e., either active or passive) and the same or fewer points than the Dispel Magic. When attempting to dispel Rune Magic it functions at half effectiveness. Thus, dispelling one point Discorporation spell requires two points of POW in the Dispel Magic spell. The spell to be dispelled must be in effect by the strike rank at which the Dispel Magic occurs.

DISRUPTION

Range—80 meters

POW Used—1 point

Type—focused, permanent

A spell designed to speed up random molecular motion in the target's body. If the caster's POW overcomes the target's POW, the target takes 1D3 points of damage in a random body area. This damage is not absorbed by armor.

DULLBLADE

Range—80 meters

POW Used—1 point/point of spell

Type—focused, passive, temporal

This spell is the reverse of Bladesharp in all respects. If an edged weapon has a spirit in it the spirit's POW must be over-

RURIK'S SAGA—BATTLE AT THE TROLL BRIDGE

After a couple of years of adventuring, Rurik has managed to bring his POW up to 13 and his DEX up to 12. He has also, by dint of luck and boyish charm, managed to give his CHA something of a boost as well.

He now commands three others. Ariella the Actress is a young lady of high INT, POW, and DEX, but somewhat deficient in STR or CON. Also with them are Uras the Unlucky and Bosh the Blockhead, two beginners. Together they have decided to take a short cut over the hills, passing over the dreaded Troll Bridge.

They run out of luck on the approach to the Troll Bridge. Point man Uras the Unlucky ducks around a rock and stumbles back minus his head. The path is suddenly crowded with trolls and trollkin.

As the trolls close in, Rurik looks at the focus carved on his spear and it becomes a Fireblade. At his DEX and with a 4 point spell, he does this on strike rank 6. He now has 9 POW points, having used the 4 to POW the spell. Successfully parrying the troll's blow with his shield, he stabs with the spear at strike rank 12, connecting. The troll takes 9 points damage in the abdomen. The troll's cuirbolli armor and its skin combine to stop 4 points of it, but 5 points of damage still discommodes it.

In the meantime, Ariella has cast Mobility on herself and runs for the rear. The troll advancing on her takes a shot at her back, but even with a 20% add for attacking from the rear, blows it by rolling a 96.

Bosh the Blockhead, in the meantime, has tried to Glue an enemy's boot to the ground as it touches. He has managed to forget two basic prerequisites for the Glue spell. (1) The spell does not work on living flesh (the trolls are barefoot) and (2) the spell only works on stationary targets. Bosh has wasted a point of POW.

In the next round, the troll fighting Rurik backs out of the way of the Fireblade but Rurik manages to catch him and jab again, missing this time. The troll who was chasing Ariella, however, carefully aims a Disruption spell at Rurik! The troll's POW is 12, Rurik's is now 9. The troll has a 3 point superiority, and thus gets a 15% addition to the basic 50% chance of succeeding with a spell. He rolls 58, succeeding. Rurik takes 2 points of damage to the arm and being damaged, cannot maintain his firespear. Things begin to look dicey.

They look dicier as Bosh takes a mighty hack at his opponent, misses, and gets impaled by a troll.

Abandoning hope, Rurik shouts "My ransom is 3000 silver Guilders!" (You will remember that a Guilder is worth the same as a Lunar). The trolls, most of whom know the tongue he is speaking in (a Pavis argot) immediately lose interest in killing him.

Two months later, he is free in Pavis again, and looking for a job, since his ransom was sufficient to clean out his savings of 3 years of adventuring. Oh well, he's heard there's an expedition fitting out to plunge into the ruins of Pavis Palace. . .



come for the spell to be effective.

EXTINGUISH

Range—40 meters

POW Used—2 points

Type—focused, permanent

This spell can be used to Extinguish either one particular fire up to the size of a fairly large bonfire, or all small fires, within 10 meters. Used either way, the fires stay out and must be relit. Note that when the fires are Extinguished, the wood is cold and relighting must proceed as with a new fire.

FANATICISM

Range—80 meters

POW Used—1 point/point of spell

Type—focused on others, unfocused on self, temporal

This spell increases the Fanatic's hit probability by half again. Thus, a 30% swordsman becomes a 45% swordsman. It also prevents the Fanatic from parrying or casting protective spells. However, if the Fanatic has a Defense bonus it operates at half its normal value rounded up. Thus, a character with a 5% Defense bonus still has it while a character with a 10% bonus also has a 5% bonus while Fanatical. One person can be affected by the spell for each point invested in it. A Demoralize spell will cancel a Fanaticism spell, leaving the target with a normal morale.

FARSEE

Range—touch

POW Used—1 point

Type—unfocused on self, focused on others, passive, temporal

This spell gives the recipient vision similar to a 10x power telescope. This vision can be switched on and off by the user

for the duration of the spell. Note that this is the only battle magic spell with a duration of four hours.

FIREARROW

Range—80 meters POW Used—2 points

Type—focused, passive, instant

This spell creates an arrow of fire which does 3D6 points damage if it hits. It is cast on an ordinary arrow which is consumed by the fire. If it is fired at an enemy, damage is reduced by armor. The Firearrow will last for one melee round. It cannot be reused since it continues to burn; however, it is very useful for igniting houses and the like. NOTE—This damage cannot be “resisted,” as the actual attack is not magic, it is heat. This spell is incompatible with Multimissile and Speedart.

FIREBLADE

Range—80 meters POW Used—4 points

Type—focused, active, temporal

Cast on the metal part of an edged weapon, this spell causes the weapon to flame, doing 3D6 damage when it hits an opponent. This damage is not over and above the normal weapon damage, it is the only damage that is done with such a weapon. Armor will absorb damage from a Fireblade. If the character using the spell takes physical or magical damage the Fireblade goes away. The weapon is not destroyed. Again, there is no “magical resistance” to this damage. This spell is incompatible with other weapon affecting spells such as Bladesharp or Dullblade.

GLAMOUR

Range—80 meters POW Used—2 points

Type—passive, unfocused on self, focused on others, temporal

Adds half again to your CHA for the duration of the spell. Since it only lasts for 2 minutes it cannot be used to impress the guilds or reduce your living expenses. However, it can be used in moments of crisis while leading a party, or for convincing your captors that you can pay a good ransom.

GLUE

Range—80 meters POW Used—1 point/point of spell

Type—focused, passive, temporal

For point of POW invested in this spell, the caster gets a 10 cm by 10 cm patch of glue to distribute in any shape he wishes. The “strength” of the Glue is equal to the character’s POW at the time of casting. Instead of using additional POW to increase the size of the glue patch, the caster can increase the strength of the Glue. A two point Glue spell would have a strength of two times the POW, a three point would have three times, etc. A Glue spell will not work on living beings and things intimately associated with them, like horseshoes and hair, but will work on objects like a wooden leg, a sword in a scabbard, boots, etc. To break a Glue spell the victim must apply his STR against the “STR” of the spell, just as POW is used to overcome another’s POW with a magic spell. To work, the

two objects must be at rest relative to one another, and not moving.

HARMONIZE

Range—80 meters POW Used—2 points

Type—focused, passive, temporal

This spell causes the victim to do exactly what the caster does. It works only on humanoids, for reasons that are evident if you envision Harmonizing a horse. The recipient of the spell will attempt to do whatever action the caster does. However, some things will be impossible. If, for instance, the victim is walked into a pit he will continue to attempt to walk, but will not make much progress. Only one target may be Harmonized at a time. Harmonizing a second target releases the first.

HEALING

Range—touch POW Used—1 point/point of spell

Type—unfocused on self, focused on others, permanent

The part of the body to be healed must be touched. The effect is immediate. Healing cannot raise a character from the dead. However, two points of Healing will cauterize any wound or severed limb, and six points of Healing will restore a severed limb to the body if both parts are available. An individual hit location may be Healed once every five melee rounds. Any attempt at additional Healing within this time will not work, although POW points will be lost or the potion consumed.

IGNITE

Range—40 meters POW Used—1 point

Type—instant, focused

With this spell a character can set fire to anything normally burnable. It has the effect of a standard butane lighter. Thus, you can set fire to a torch, a house, a pile of hay, or a fairly dry backpack. Skins of monsters and humans cannot be set on fire. To set fire to a human’s or monster’s hair you would have to overcome his magic resistance.

INVISIBILITY

Range—80 meters POW Used—3 points

Type—active, unfocused on self, focused on others, temporal

This spell makes a character invisible by attracting the enemies’ attention to a spot other than where the character is. The spell will disappear if the character attacks or is attacked with spells or weapons. If it disappears it must be cast again. It is possible to use someone under this spell as a forward observer or spy.

IRONHAND

Range—80 meters POW Used—1 point/point of spell

Type—passive, unfocused on self, focused on others, temporal

This spell is similar to **Bladesharp** except that it affects a character's skill in unarmed combat. While the name would indicate that it affects only the hands, in fact it affects the whole body, including maneuvers like butting and kicking. May not be enchanted past 20% to hit and four points extra damage.

LIGHT

Range—80 meters

POW Used—1 point

Type—passive, focused, temporal

This spell must be cast on something. A piece of wood, the tip of a finger, or any other object will serve. It will then light up a 12 meter radius around the object. The light given is enough to read by but is not as bright as full daylight. **NOTE**—A Light spell is not vulnerable to **Extinguish**.

LIGHTWALL

Range—80 meters

POW Used—4 points

Type—passive, focused, temporal

This spell creates a wall of light of the same dimensions as a **Darkwall** spell, 10 meters by 3 meters by 6 cm. The main advantage of this spell is that it can be seen through from the side of the caster while the glare on the other side prevents vision through it. Otherwise it acts in all respects like **Darkwall**. The light illuminates all areas within 15 meters of each side of the wall.

MINDSPEECH

Range—160 meters

POW Used—1 point/point of spell

Type—passive, focused, temporal

Essentially verbal telepathy. For each POW point of the spell another entity may be added to the link. The thoughts to be transmitted must be verbalized. Spell knowledge and ability cannot be transmitted since spell usage is a partially unconscious ability. POW points also cannot be transmitted in any way with this spell. **Mindspeech** does not create an open link between all parties in the spell. When A links to B and then to C, B and C are not linked.

MOBILITY

Range—80 meters

POW Used—1 point

Type—passive, focused, temporal

This is the reverse of the spell of **Binding**. It doubles the movement class of the recipient. It, like **binding**, is often carried by intelligent hunters for casting on themselves or their animals. It is also often carried in wartime by elite cavalry units, giving them much increased shock value.

MULTIMISSION

Range—80 meters

POW Used—1 point/point of spell

Type—passive, focused, temporal

This is a variable spell used to increase the effectiveness of missile fire. The spell is cast upon missiles before they are fired. For each point of POW invested in the spell another missile is produced when the missile is fired. Thus, a three point spell would produce a total of four missiles. The magically produced missiles cannot critical. They are otherwise the same as the original missile. The first missile rolled for is the original. Each missile fired is rolled as a separate attack. This spell has an upper limit of four points (five missiles). This spell is incompatible with **Firearrow** or **Speedart**.

PROTECTION

Range—80 meters

POW Used—1 point/point of spell

Type—passive, unfocused on self, focused on others, temporal

This spell adds up to four points of armor protection to all parts of the body. Note that critical hits will ignore this, just as they would armor. This spell is incompatible with **Counter-magic**, **Shimmer**, or **Spirit Shield**.

REPAIR

Range—touch

POW Used—2 points

Type—focused, passive, instant

This spell can repair almost any damaged objects. With it a broken or damaged weapon can be restored to its original shape, a shield can be fixed, or a piece of armor can be mended. All the pieces of an object must be available to be repaired. Note that when a magical object is broken, repair does not re-establish the magic in it. If a bound spirit is in an object, breaking the object releases the spirit. Repair does not bring the spirit back.

SHIMMER

Range—80 meters

POW Used—1 point/point of spell

Type—passive, unfocused on self, focused on others, temporal

This spell adds 5% per point used to the defense of any character on whom it is cast, up to a limit of 20% (four points). It is incompatible with **Counter-magic**, **Protection**, or **Spirit Shield**.

SILENCE

Range—80 meters

POW Used—1 point

Type—focused, passive, temporal

A spell to suppress noise created by the movements of a character, monster, or object. Thus, it will suppress the clank of your plate armor while you try to hide in shadows. It will not prevent an enemy from casting a spell, shut up a friend, or keep you from casting a spell.

SPEEDART

Range—80 meters

POW Used—1 point

Type—passive, focused, temporal

This spell will give missiles a 15% better chance of hitting and +3 damage. Note that this spell works on any type of missile, including thrown axes, knives, rocks, and bullets. This spell is incompatible with Firearrow and Multimissile.

SPIRIT BINDING

Range—80 meters

POW Used—1 point

Type—focused, passive, permanent

This spell is used to bind spirits into familiars or magical objects. Binding spirits into familiars demands the use of special cult-bred animals described later in the section on spirits. Magical objects for holding spirits can rarely be obtained from a temple, but most usually must be found in the course of adventuring (see Chapter IX, Monster Hoards). The following section on spirits will describe how to find a spirit to bind.

On the death of the binder, the spirit is freed, even if the binder is immediately revived through Divine Intervention or other methods.

SPIRIT SHIELD

Range—80 meters

POW Used—1 point/point of spell

Type—Unfocused on self, focused on others, passive, temporal

This spell acts as a protection for a character engaged in spirit combat. Each point used will temporarily destroy two points of the POW of the spirit. It must be put up before the character engages in spirit combat and will have no effect if put on a character already engaged in spirit combat. A normal spirit may, of course, withdraw from spirit combat after losing its POW to this spell, before actually engaging in combat. This spell is incompatible with Countermagic, Protection, and Shimmer. It is also known as Spirit Screen.

STRENGTH

Range—80 meters

POW Used—2 points

Type—unfocused on self, focused on others, passive, temporal

This spell adds half again to a character's effective STR or the duration of the spell. Thus, a STR 9 character will become a STR 14 character while under this spell (always round up). Note that this spell will never increase a character over the species maximum. Thus, STR for a human will never exceed 21. This spell is incompatible with Vigor.

VIGOR

Range—80 meters

POW Used—4 points

Type—unfocused on self, focused on others, passive, temporal

This spell adds half again CON points to a character for the duration of the spell. It is very useful in a fight, as you can take damage that would normally kill you and Heal yourself or be Healed before the spell wears off. The CON of the character cannot be raised over species maximum, so that humans would have a maximum increase to 21 CON points. This spell is incompatible with Strength.

XENOHEALING

Range—touch

POW Used—1 point/point of spell

Type—focused, passive, permanent

This spell is similar to Healing in all respects except that it works on creatures of other races. In other words, if you wish to heal that warhorse you paid 3000 L for, you must have this spell.

SPIRIT CONTACT

CHARACTERISTICS OF SPIRITS

A life form (such as that troll swinging the club at the character) is composed of a spirit and a physical form. The separation of the spirit from the body is known as death.

However, there are disembodied spirits around as well as the more obvious living beings. In fact, they practically swarm around sacred ground (any place where sacrifices have been made to gods). On the other hand, a barren stretch of rock or desert is extremely unlikely to have even one (unless, of course, the area is one where there used to be a lot of sacrificing. . .).

Disembodied spirits are non-material entities existing on the spirit plane. They have INT, POW, and an automatic DEX of 20. Disembodied spirits can increase their POW by successful use of it, but their POW gain roll is only 5%.

Spirits are normally indifferent to the physical world.

SPIRIT PERCEPTION

Spirits can sense other spirits and sources of POW at a range of roughly 10 meters per points of POW of the sensing spirit. Within a range of 1 meter per point of POW, spirits can sense the POW of other spirits to within 10 points. At that range, they can also sense Mindlinks and Runic, but not cult, associations. They can also use Spirit Speech at that range. In contact, spirits can sense exact POW, INT, and CHA, if any, of other spirits. They can also sense cult or religious affiliations. Contact is also the range of spirit combat.

There are no physical landmarks in the spirit plane. Therefore, spirits are unable to relate objects in the spirit plane to the physical plane outside of the range of the senses of the embodied spirit they are in telepathic contact with.

Spirits can sometimes be tempted by the possibility of a physical body. In such cases, spirit combat may occur.

The run of the mill, available for challenge, sort of spirit has an INT of 3D6 and a POW of 3D6+6. If a wider variety of spirits is desired, refer to the table in the Shaman section of this chapter.

By using the spirit combat rules below, a disembodied spirit can capture a body. On the other hand, if a character wins a spirit combat, he will be able to bind the spirit with the Spirit Binding spell and exploit it, in accordance with the following outlines.

SPIRIT COMBAT

To engage a spirit in combat, a character must locate one with a Detect Spirit spell or arrange for a priest or shaman to find one for him. He then challenges the spirit. A declared challenge will do, since the spirit can read the POW aura of the character well enough to sense the invitation.

Combat then begins.

The spirit englobes the challenger. Each makes a "raw POW" attack on the other, matching POW versus POW just as is usually done with offensive magic. If an attack by either is

successful, they have the following options in the following order:

1. **BREAK OFF COMBAT**—This is only an option for the disembodied spirit. The inability of an embodied spirit to disengage is because he cannot move away from a spirit, who can always follow. On the other hand, a normal spirit will not initiate spirit combat.
2. **THE WINNER**—(and both may be winners in this sense, if both attacks were successful) may roll D100 as if rolling on the POW increase roll. However, the result, rather than being added to the rolling character's POW, is subtracted from the opponent's POW. This POW loss is temporary, and will be regained at the usual rate, after the battle is over. However, if POW is reduced to zero, the combatant ceases to exist.
3. **ATTEMPT TO CAPTURE THE OPPONENT**—A combatant with a superiority in current POW can attempt to capture the opponent by overcoming the other's magical resistance in a standard magical attack. This is in addition to the attack which by succeeding, allowed the combatant to attempt the capture. The result of a capture means something different depending on the capturer.
 - a. **IF THE SPIRIT WINS**—(an entirely likely proposition) he has a body, and the former possessor is now a spirit. People who knew the challenger will say he is "possessed" but then he should have known the job was dangerous when he took it. The referee may take over the character.
 - b. **IF THE CHALLENGER WINS**—He may bind the spirit as described in the next section, if he knows the spell of spirit binding and has an appropriate object to bind the spirit into.

It is possible for two disembodied spirits to engage in combat, if one or both is actually a disincorporate (see Chapter VII) character. Either may make use of option 1 or 2 above, and neither may use option 3.

Spirit combat will automatically and temporarily break any Mind Link (see Chapter VII spells or Links with other spirits the participant may have. The battle is strictly between the individual POWs of the two combatants. However, bound spirits will remain bound. If a character dies in spirit combat or is possessed, his bound spirits, if any will automatically be freed.

BINDING SPIRITS

To bind a spirit a character must know the Spirit Binding spell and either have an appropriate animal ready (see spell description), or have a spirit binding crystal (see Chapter IX). A bound spirit is in a permanent telepathic link with the binder. This link is only broken by another spirit combat by either the binder or the bound spirit.

If the binder dies all his bound spirits will immediately be freed. They are held to the physical plane by the life force of the binder and they cannot remain after his death. Even if the binder is instantly brought back to life by some means all of his bound spirits will be gone.

The binder of a spirit can use the INT of the spirit to store knowledge of spells and the POW of the spirit to fuel spells. A bound spirit cannot throw spells of any sort itself. Therefore, it is also impossible for a bound spirit to increase its POW except by spirit combat with another spirit. In spirit combat a POW gain roll may be made if the spirit engaged is of equal or greater POW. The chance of a bound spirit is the same as that of a disembodied spirit, 5% to get a POW gain roll. If a spirit

does succeed in making a POW increase roll, it must be rebound as soon as the POW increase takes place.

The powers of a bound spirit differ slightly depending on whether it is bound in a crystal or a familiar.

1. **SPIRIT BOUND TO A SPIRIT TRAPPING CRYSTAL**—The only purpose to which such a spirit can be put is to use its INT to store spells and its POW to fuel spells.
2. **SPIRIT BOUND TO AN ANIMAL FAMILIAR**—This form of spirit can act as eyes and ears for the binder, and is usually an animal such as a bird, dog, cat, or monkey. This animal may, on command, fight for the binder or to preserve its own life. It will also follow any other commands.

The range of the telepathic link between binder and bound is 5 kilometers. If this range is exceeded, the bound spirit is freed. If the animal dies, the bound spirit is also freed.

Since a disembodied spirit usually forgets all knowledge of battle magic within 1 week after separation from its body, a newly bound spirit usually knows no spells.

A character may teach his spirit any spell he knows over the usual time for no cost. Since he already knows the spell and the spirit is in telepathic link with him, there is no need to pay a priest to teach it to the spirit. This is not an exception to the rule forbidding teaching of a spell without payment. The effect only lasts as long as the binding is in effect. Once the spirit is freed, it will forget the spells.

LIMIT TO BINDING

The total number of spirits a character may keep bound is equal to his CHA divided by 3. Thus, Rurik, with a starting CHA of 10, could bind 3 spirits with no more trouble than spirit combat usually entails. If the character drops in CHA, he must be very careful in dealing with his spirits.

Trying to keep more spirits than CHA allows gets the character in trouble the first time he tries to use one for anything. The spirit will rebel unless the character manages to roll his CHAx5 as a percentage on D100 (thus, Rurik would have to roll 50 or less). If the roll is failed, the two will engage in spirit combat until one is the victor, with results as shown before. A spirit with an appreciably smaller POW than the character's will probably flee the combat, as shown in the section on spirit combat.

SHAMANS

Shamans are found largely among the nomad tribes and the smaller, family cults. Shamans concentrate on the manipulation of the spirit plane.

BECOMING A SHAMAN

A character becomes a shaman by spending an apprenticeship of at least one year with a shaman. A shaman will only accept members of his tribe or cult as apprentices. To be accepted as an apprentice, a roll of the character's CHAx5 on D100 must be made.

During apprenticeship, the character devotes all his time to the service of the shaman. The character learns the rituals and rules governing the behavior of shamans within his tribe or cult. Among the rituals he learns are those for walking in the spirit plane and storing POW there. This training is sufficiently long and complex that he will have no time for any other type of training.

At the end of a year of training, a character, if deemed worthy by the shaman, may attempt to gain a fetch. To determine if the character is worthy, make a roll of 5 times the average of

the character's POW and CHA. If the character decides not to attempt to obtain a fetch, fails in the attempt, or is deemed unworthy by the shaman, he may either leave forever and return to normal life or serve the shaman for another year and try again.

To gain a fetch, a character accompanies the shaman to a holy place of his tribe or cult. There the shaman summons a spirit to the holy place and the apprentice attempts to ally it. For the type of spirit called see the Shaman Fetch Table.

SHAMAN FETCH TABLE

This table should be used whenever a shaman summons a fetch for an apprentice. All spirits on the chart have an INT of 3D6.

<i>D100 POW</i>	<i>D100 Type</i>
01-10 2D6	01-50 Friendly
21-35 3D6	51-90 Neutral
36-85 3D6+6	91-00 Malign
86-95 4D6+6	
96-00 5D6+6	

After determining the POW of the spirit, roll on D100 again to see if it is friendly, neutral or malign. Friendly spirits will depart with no other action if the alliance fails, neutral spirits will attack if they are of equal or greater POW than the apprentice, and malign spirits will attack instantly without attempting any alliance.

The attempt to gain a fetch can only be made once a year. If it fails, the character must serve another year before trying again.

Once a friendly or neutral spirit has been called, the character tries to ally it. The apprentice adds his POW and CHA and compares it to the POW and INT of the spirit. He then makes an attack on the spirit as if he were trying to overcome its magic resistance, basing the attack on his total versus the spirit's.

If the attempt is successful, the spirit becomes his fetch and he becomes a shaman. A fetch is the link between a shaman and the spirit world. It is his image in the spirit world and has all his powers and abilities. The relationship between the two is what gives power to the rituals of the shaman.

ADVANTAGES OF BECOMING A SHAMAN

1. POSSESSION OF A FETCH

- The fetch will inhabit the shaman's body as he goes into the spirit world to find spirits to bind or control. While in the shaman's body, the fetch acts in all ways as the shaman, except that spells cast by the fetch have the POW of the fetch behind them instead of the POW of the shaman. If the POW of the fetch exceeds the species maximum of the shaman, the spells will be cast with only the species maximum POW. The fetch inhabiting the body of the shaman prevents the body from dying while he is gone.
- The disembodied fetch can cast spells into the physical plane by using the shaman's senses to direct the spell.
- The fetch can attack other characters in spirit combat, at the direction of the shaman or at its own volition.
- The INT of the fetch can be used to store knowledge of spells and the POW can be used to cast spells, as with bound spirits.

2. STORING POWER

As a result of his familiarity with the spirit world, a shaman

can store excess POW in the spirit world, using it in spirit combat and control. By sitting and meditating, he may use this stored POW to replace POW from his body supply at 1 point per 5 minutes.

Thus, a POW 21 shaman with 3 POW points stored in the spirit world may cast spells with a POW of 21 and draw POW out of the spirit world to replace the POW used. Alternatively, he could engage in spirit combat with a POW of 24.

This POW stored in the spirit world is regained at the same rate as POW in the shaman's body. Thus, a 32 point total POW shaman would regain 8 points every 6 hours. The POW will return first to his body and then to the spirit world.

POW stored in the spirit world does not count towards enhancing the shaman's hit points.

3. POWER INCREASE

To increase in POW, a shaman must only make a roll of 25 minus current POWx5 or less on D100, rather than the normal roll. POW stored in the spirit world is included in the above roll. Therefore, once a shaman's POW is 24 or more, he has only a 5% chance of increasing his POW. This also applies to his fetch.

4. CURING DISEASE

With laying of hands on a diseased being and performing the appropriate ritual, a shaman may be able to cure the disease. The chance of a cure is his current POWx5, including POW in the spirit world. As always, a roll of 96-00 is failure. If the shaman fails, then he has been exposed to the disease (see Chapter VIII).

5. RETURN FROM THE DEAD

Within one hour of death, a shaman can use the spell of Healing, if he knows it, to bring his body back to positive hit points. The body will be reinhabited by his spirit and will rise from the dead. Of course, the shaman must know the spell. All points of POW used in such Healing are lost permanently. They do not come back normally.

While dead, the shaman can cast no other spell than the Healing spell upon himself and cannot animate his body to defend or attack. If the body is burned or eaten, no resurrection is possible.

6. CONTROLLED SPIRITS

Shamans may gain control of disembodied spirits by bargaining with them, exchanging POW for service. To find spirits to control, the shaman uses his fetch to inhabit his body while he goes out into the spirit world. The ritual to enter the spirit world is complex, requiring a day to complete. Once the spirit world is entered, refer to the Spirit Contact Table to determine the type of spirit encountered. More than one encounter can be made on the spirit world in one venture there. However, except when in spirit combat, a shaman may always return to his body immediately. It is always possible, of course, to adventure in the spirit world and find nothing.

Once a spirit is contacted, the shaman must decide whether or not he will approach it to bargain with it. Normally, the risk is not great since spirits have little interest in fighting with each other unless there is an obvious gain for them. On a D100 roll of 96-00, however, assume that the spirit is aligned with an opposing tribe or cult and will immediately attack if it is of equal or greater POW to the shaman. Remember that spirits can tell the POW of another spirit within a range of plus or minus 5 points.

If contact is made with a non-hostile spirit, the shaman must bargain with it. The normal deal is for the shaman to give

SPIRIT CONTACT TABLE

<i>D100</i>	<i>Spirit POW</i>	<i>Spirit INT</i>
01-10	1D6	1D3
11-20	2D6	1D6
21-35	3D6	2D6+3
36-75	3D6+6	3D6
76-90	4D6+6	3D6+3
91-95	5D6+6	3D6+6
96	6D6+6	3D6+6
97	7D6+6	3D6+6
98	8D6+6	3D6+6
99	10D6+6	3D6+6
00	Deity	Unlimited

to the spirit 1 point of POW per 10 points of POW the spirit possesses. These points of POW are lost permanently, exactly as in sacrifice for Rune Magic spells (see Chapter VII). In return for the loss of POW, which goes to the spirit, the spirit will serve the shaman as extra eyes on the spirit plane, as a reservoir of POW for casting spells, and in spirit combat, when required. The spirit will not, however, memorize or cast spells. The bargain will last until the spirit's POW is reduced to 5 points less than its opponent's POW in spirit combat or its cur-POW is 3 or less, in any case, through either spirit combat or spell use.

The POW sacrificed to the spirit becomes part of the spirit's POW. Thus, a spirit with a POW of 23 would need a sacrifice of 3 points of POW to become controlled, giving the spirit a total POW of 26. However, the POW of the spirit for bargaining purposes is judged on the basis of what it was before the contact, not on what it is after the contact. Thus, a POW 19 spirit needs only 2 points of sacrificed POW, giving it a new POW of 21. The sacrifice is based on the old POW of 19, not the new POW of 21.

Deities are powerful and capricious beings. Their power is unlimited in human terms. In the case of a shaman contact with a deity, the referee should determine what god is involved and what his outlook is towards shamans. Generally, gods ignore other spirits unless they actively intrude on their sphere of activity.

A shaman may have pacts of any nature with no more spirits at one time than he normally has POW points stored in the spirit plane. The POW of the spirits has no bearing on this, just the number of them. The POW sacrificed to contracts with spirits cannot count in this because it is gone.

Thus, a shaman with 5 points of POW stored in the spirit plane cannot use all of them to sacrifice to a spirit because he must have 1 point left on the spirit plane for a spirit to identify him with. If he was already controlling another spirit, he would only have 3 points of stored POW free to sacrifice for a new pact.

When a shaman dies and uses his stored POW to heal himself from death, he may, of course, have to release some of his spirits from the bargain. In such a case, the spirits to go should be chosen randomly by the referee.

7. TRIBAL/CULT SUPPORT

Shamans are fully supported by their tribes or cults and normally receive the best of everything, after the tribe chief. If captured by foes, their tribe will spend every reasonable effort to rescue or ransom them, depending on how many shamans are still with the tribe.

DISADVANTAGES OF BECOMING A SHAMAN**1. OBLIGATIONS TO TRIBE OR CULT**

A shaman's first obligation is to his tribe or cult. This takes precedence over any and all other obligations. A shaman will only adventure when it is necessary to his tribe or cult. If a shaman fails in his obligations to support his tribe or cult, the tribal deities may remove his fetch and his stored POW. In such cases, only superhuman efforts on behalf of the tribe or cult will regain them.

2. DEXTERITY BASED SKILLS

Due to his duties, a shaman has no time to practice combat skills, or other DEX based skills, and cannot increase in ability with them, except by successful experience rolls. Any ability in them past DEXx5 goes away due to lack of practice.

3. INCREASE OF CHARACTERISTICS

Shaman cannot increase any characteristic except POW and CHA, for lack of time for a training program.

4. VISIBILITY

By their very nature shamans are conspicuous. The paraphernalia of their rituals and aura of power that hangs around them make them easy to distinguish at all times.

5. COMMITMENT

There is no leave of absence from being a shaman. Once tied into the spirit world, there is no leaving, ever, except by being cast from the tribe or cult. The normal action in such cases is suicide.



VI

OTHER SKILLS

INTRODUCTION

Just as an Adventurer can learn fighting, either by experience or through training, he can also learn other skills and increase them through training. Some of these skills will be of great use, some of limited use, and some only rarely may be of use, depending on the nature of the game being played.

Like fighting skills, most of these skills have a basic chance of success of 5%. There are some, like speaking a foreign language, that are impossible to do without at least a little training. There are also a few that have a higher basic chance. The tables showing the various skills will indicate what basic chance each skill has. Skills which are learned totally or not at all, like alchemist skills, have a basic chance of 0%.

To learn a skill by experience, a character must use it successfully in conditions of stress. The player may then try to make a roll of 100 minus the current ability with the skill, or less, on D100, modified by his INT. For each point of INT over 12, add 3% to the roll needed. For each point under 9, subtract 3% from the roll. If he makes it, the character goes up 5% ability in that skill.

RURIK'S SAGA

Rurik, seeing no visible treasure after a terrific fight with a gang of 4 dwarves uses his 40% ability to Spot Hidden Items. There was something there to be found and the referee rolls a 37. A silver amulet and 2 gems were discovered. This not only made the battle worthwhile, it also allows Rurik to make a roll for learning by experience. Rurik's chance of going up in that skill is 72% (100 minus 40 plus 12 for his INT of 16). He rolls a 62 and Rurik now has a 45% ability to Spot Hidden Items.

A character can also buy training. When a character does, non-fighting skills are learned at the same rate of Lunars per week as fighting skills are. 100 L buys 2 hours a day of training for a week. The cost of learning shown on the tables indicate how many weeks each 5% increase in skill takes to learn. Some skills must be learned all at once, rather than 5% at a time. The cost of learning these skills indicates how much time must be spent by the character in learning the skill.

CATEGORIES

Skills are divided into 4 broad categories. These are Stealth, Manipulation, Perception, and Knowledge. Bonuses from natural ability are not added to skills with a basic chance of 0% (i.e., those that cannot be done without training) until the first 5% of training has been bought.

Other skills do not fall into any of these categories. They must be learned from the basic chance given on the tables

RURIK'S SAGA

After gaining his 45% ability in Spot Hidden Item through experience, Rurik decides to get training in the ability as well, using money he found on the dwarves.

To bring his Spot Hidden Item ability up to 50%, a 5% add, he must spend 600 L. This means he can either spend 6 weeks at 2 hours a day learning the ability, or spend a week at 8 hours a day, with a cost of 400L, and a week at 4 hours a day, with a cost of 200 L. When he has spent this time in training, he will go up 5% in Spot Hidden Item, to a total of 50%.

Rurik also wants to learn to make blade venom. He has 5000 L available, so he wishes to learn make blade venom 5. He could take 50 weeks (5000/100) to learn the skill, but decides to compress it down so that he is learning concurrently with the Spot Hidden Item ability above. For 6 weeks he spends 2 hours a day learning Spot Hidden Item and 6 hours a day learning blade venom 5. At the end of this time, he has spent a total of 2400 L and has learned 5% more of Spot Hidden Item and 1800 L worth of the 5000 L cost of blade venom 5. He then concentrates on the blade venom 5 brewing with 8 hours training a day. He has 3200 L worth of time left in this training. Divide that by 400 L of training a week and he has 8 weeks of training remaining before he knows blade venom 5. Thus, to learn the two skill, he has spent 14 weeks in training and 5600 L. He cannot break up this time and adventure in between lessons, so by the time he is done, he is ready for a venture into Pavis Palace dungeons.

without any bonuses. The skill of Oratory is a special case and the bonuses for it are given in the skill description.

CRAFTS, GUILDS, AND CULTS

The first question confronting an Adventurer is where to go to learn the skills he wants. There are a number of different teaching guilds and brotherhoods. The ones most likely to be useful to an Adventurer, and the skills they teach, are given below.

The authors encourage referees to expand the list for their campaigns, or look to our Specialty Packs for details.

ALCHEMISTS GUILD

To learn the skills of the alchemists, one must become either a full member or an associate member. To become a full member of the Alchemists Guild requires an apprentice fee of 1000 L. It also demands a dedication to the art of alchemy and an abiding interest in research. Full members of the guild teach, do research, and make things. Full members receive free training but the work precludes an active life outside the laboratories, so Adventurers prefer associate memberships.

Associate membership requires a minimum 5000 L donation. For every point of CHA the character has below 9, add 500 L to the donation. There is no adjustment for high CHA.

The Alchemists Guild never gives credit.

Becoming an associate member also requires dire oaths of secrecy to be taken, never to reveal the secrets of guild skills. This oath has been broken from time to time, but the breakers all have died of strange, exceedingly painful ailments shortly thereafter.

Associate membership allows one to buy training in a skill making alchemical substances. The cost of the training is over and above the cost of becoming a member.

ACID MAKING

The skill of making an immediately harmful liquid which does damage equal to its potency. In other words, a potency 7 acid would do 7 points of damage to whatever is contacted. Sulphuric acid for automobile batteries or household lye would be about potency 2 on this table. The most potent acid this skill can be used to make is potency 20. Acids are not magical in nature.

ANTIDOTES

The making of agents counter-active to a specific substance. The cost of making the antidote is the same as the cost of making the substance it is the antidote for. Thus to learn to make an antidote for a level 5 poison, the character must spend 2500 L (and 25 two hours a day/week periods) to learn it. Antidotes last for 2 hours after being taken.

A specific level 4 antidote would counteract all but 1 point of the appropriate poison of potency 5. The ingredients for an antidote cost the same as those of the agent it counteracts. Unless the antidote must counteract a magical substance, no POW is needed to make an antidote.

BLADE VENOM

This is a special type of poison, made for use on a weapon. It is expensive and time consuming to learn to make. Like acid, it is rated in potency levels of 1 to 20. Damage from blade venom acts only against the hit location affected as with weapon damage. If the attack with blade venom, as shown below, does not work, the poison will have ½ effect.

The poison takes effect during the bookkeeping phase in which the character is struck. To negate the effect of blade venom, an antidote must already have been taken.

Blade venom must be carefully applied. It takes 1 melee round to apply to an arrow point, 2 melee rounds for a spear point, and 5 melee rounds for a sword. At the above speeds, a character must make a roll of DEXx5 on D100 to have suc-

cessfully coated the weapon. A roll of 96-00 indicates that the character cut himself and got blade venom in the cut. If he takes 3 times the above periods he can do it safely. One dose of blade venom will coat 5 arrows, 2 spear points, or 1 sword or axe blade.

Blade venom is a highly volatile liquid and will have lost its potency by the end of 3 full turns (15 minutes). In combat, blade venom will stay on the weapon for 3 strikes against armor, or for 1 penetration. If even 1 point of damage is done to the target through its armor, if any, the blade venom will go into the wound and no longer be on the weapon.

SYSTEMIC POISON

This is often found in animal stings (scorpions, spiders, manticores). The effects are not immediate, and for game purposes can be said to take effect during the bookkeeping phase (see Chapter III) of the second melee round after injection of poison. Thus, if a character is hit in the first round of a combat, the poison takes effect during the bookkeeping phase of the third round of the combat, approximately ½ minute later.

There are 6 types of systemic poison. They are:

1. MANTICORE VENOM—The type of poison injected by manticores, scorpion men, and scorpions.
2. POISON GAS—The poison breathed by dream dragons, waktapi, and serpent guardians.
3. WYVERN VENOM—Injected by a wyvern's sting or a snake's bite.
4. SPIDER VENOM—From the bites of spiders, whether large or small.
5. HERBAL POISON—Made from poisonous plants.
6. MINERAL POISON—Made from non-organic materials.

Ingredients for herbal and mineral poisons are generally available, but the others usually have to be requested for, since they and their antidotes require a base of the appropriate poison.

HOW POISON WORKS

The effectiveness of a poison is found by comparing the potency of the poison to the CON of the victim. This is done in the same way that an attack's POW is compared to the target's POW in a magic attack. Thus, a potency 8 poison will have a 50% chance against an 8 CON, a 30% chance against against a 12 CON, and a 70% chance against a 4 CON.

If the poison successfully overcomes the CON of the victim,

ALCHEMIST SKILLS TABLE

<i>Skill</i>	<i>Cost of Training</i>	<i>Ingredient Cost per Dose</i>	<i>Potion Cost</i>
Acid Making	500 L/Potency Level	5 L/Point of Potency	50 L/Point of Potency
Antidotes	As Cost of Countered Agent	As Cost of Countered Agent	As Cost of Countered Agent
Blade Venom	1000 L/Potency Level	10 L/Point of Potency	100 L/Point of Potency
Systemic Poison	400 L/Potency Level	4 L/Point of Potency	40 L/Point of Potency
Battle Magic	2000 L/Point of Spell	20 L/Point of Spell	200 L/Point of Spell
Healing	2000 L/Hit Point Healed	20 L/Hit Point Healed	200 L/Hit Point Healed
Power Restoring	2000 L/Point of POW	20 L/POW Point Restored	Only Used by Maker

ALCHEMIST SKILLS TABLE

All alchemist skills are of the type which are learned totally or not at all.

COST—The number of Lunars it costs to learn to make a particular stage of potion. Thus it costs 500 L to learn to make a

potency 1 acid and 10,000 L to make a potency 20 acid.
INGREDIENT COST—The cost of the ingredients for 1 dose of a potion. Note that 1 dose is 1/10 liter.
POTION COST—The normal over the counter cost of one dose of the potion from an alchemist.

the victim takes as many points CON damage as the poison has potency. This damage cannot be healed by ordinary Healing spells. The effects heal naturally at a rate of 1 point of damage per game week.

If the character resists the poison, he takes as damage to his CON $\frac{1}{2}$ of the poison's potency and, if survives the fight, heals at the usual rate for poison, 1 point per game week. Again, a Healing spell will not heal this damage.

EXAMPLE

Oshkosh the Odorous finds himself fighting a manticore. The manticore hits with its first strike, penetrating Oshkosh's breastplate and injecting its poison. In the same round, Oshkosh also hits, but does not manage to penetrate the manticore's tough skin with his broadsword, coated with blade venom.

In the second round, Oshkosh lands again, inflicting 4 points of damage and blade venom of potency 10 to the manticore. The manticore has a 12 CON so Oshkosh's player has a 40% chance of succeeding with his roll. He rolls a 47, so the manticore only suffers 5 additional points of damage. This is still 9 points of damage to its right leg and it is unable to use it. However, it stands 3-footed and continues the fight.

In the third round, Oshkosh lands again, doing a total of 7 points to the beast, finally killing it. There was no more poison damage because the blade venom was used up in the penetration of the previous blow. Before he can appreciate his victory, he reels from the effects of the poison which hit him in the first round.

Is Oshkosh dead? He has a CON of 14. The poison in the sting equalled the beast's CON of 12, so the poison has a 40% chance of working. The roll is 58 so Oshkosh only takes 6 points of damage.

Note that his CON is temporarily reduced 6 points. His hit points and hit points per hit location should be refigured until he recovers.

example, manticore poison will not be alleviated by snake bite antidote no matter how potent the antidote is.

However, some antidotes are $\frac{1}{2}$ effective (always round up) against other certain poisons. These are:

Spider Venom
Wyvern Venom
Scorpion Venom
Poison Gas

Mineral Antidote
Gas Antidote
Spider Antidote
Wyvern or Mineral Antidote

MAKING MAGIC POTIONS

So far we have dealt with the non-magical concoctions of the alchemists. They also make magic potions. Besides the ingredients, the cost of which is shown on the Alchemist Skills Table, a magic potion also requires POW to give the desired effect, and POW to keep that effect in the potion.

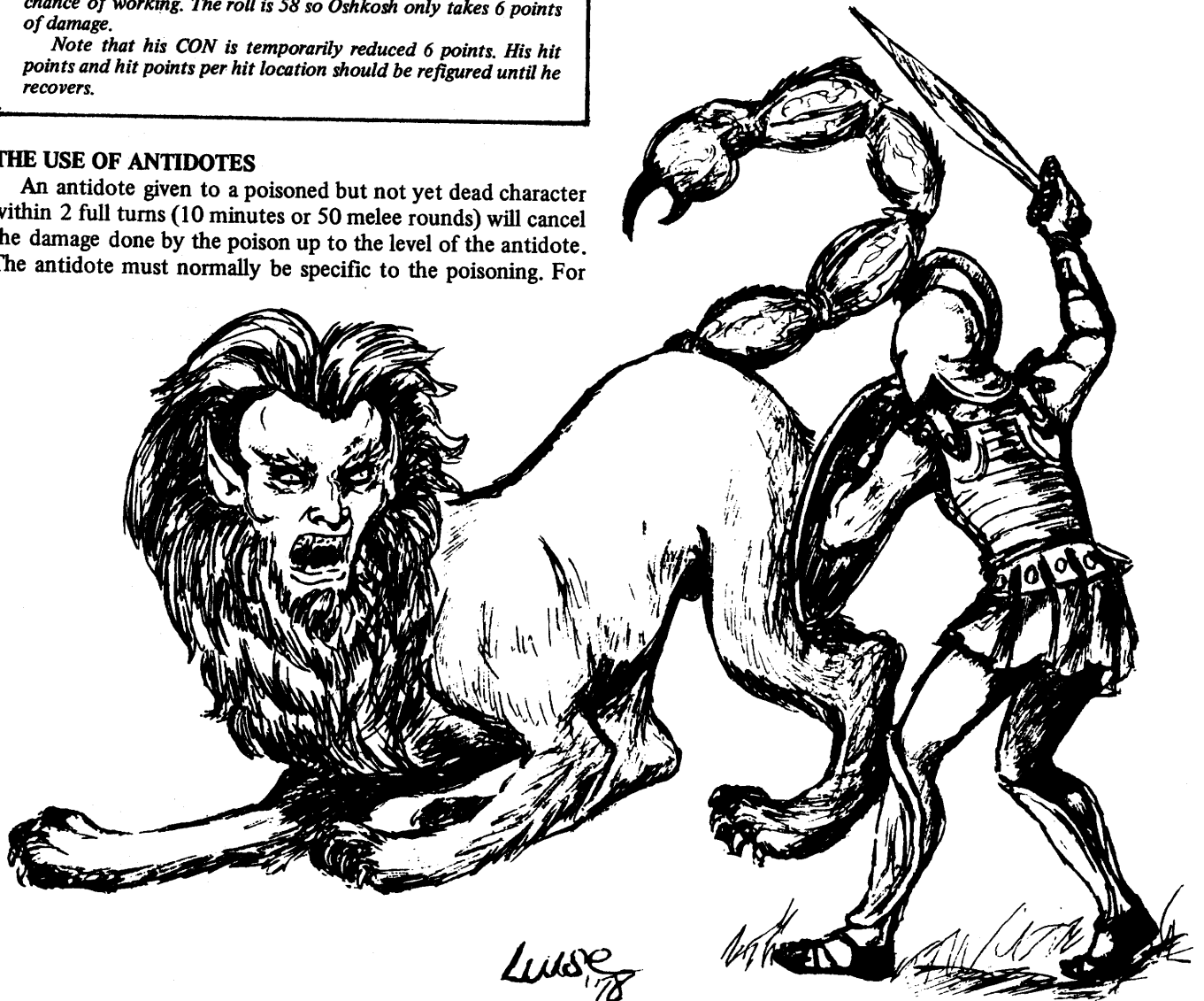
BATTLE MAGIC SPELL POTIONS

When ingested, this kind of potion allows the casting of 1 spell once in a 2 hour period. The potion contains both the POW for the spell and the knowledge of how to cast it once at the normal strike rank. If it is not used within the 2 hour period, it is eliminated from the body and cannot be used. Use of the spell from the potion does not subtract POW from the user or require a memorization of the spell.

To create a battle magic spell potion, the maker must put in twice the number of POW points needed to use the spell. Thus,

THE USE OF ANTIDOTES

An antidote given to a poisoned but not yet dead character within 2 full turns (10 minutes or 50 melee rounds) will cancel the damage done by the poison up to the level of the antidote. The antidote must normally be specific to the poisoning. For



for a 2 point **Bladesharp**, 4 points of **POW** must be put into the potion to fuel the spell and hold it in the potion.

To make a battle magic spell potion for a particular spell, a character must know how to cast the spell. This means that a character who knows no **Bladesharp**, or only 1 point of it, cannot make a 2 point **Bladesharp** potion.

The **POW** loss from making battle magic spell potions is not permanent. It will come back to the maker at the usual rate for regaining **POW** points.

HEALING

To make a healing potion requires the same amount of **POW** as the battle magic spell potion. It acts just as a Healing spell of the same number **POW** points would. This potion differs from a battle magic spell potion with the Healing spell in it. A character need not know the Healing spell to make it. It heals the character who takes it in.

POTION OF POWER RESTORING

To make this potion, a character must put in twice the number of **POW** points the potion will restore. When used, it will restore the number of **POW** points in the potion to the Adventurer up to his current maximum **POW** points. Taking a **POW** 3 restoring potion when the character is only down 2 **POW** points will restore the 2 points but the third will be wasted.

FINAL NOTES ON POTIONS

1. Potion refers to a variety of actual forms and shapes capable of similar effects. Herb packets, salves, pills, biscuits and other shapes and sizes will all serve the same function. They are all about 1/10 liter in size.
2. If a character ingests 2 or more magical potions, neither will work and they will combine, producing unpredictable, usually unpleasant, effects in the ingesting character's body. A character only benefits from the effects of 1 magical potion at a time. It is possible to wait for 2 hours, till a character has eliminated a potion from his system and then drink another.
3. Magical potions often spoil if left unused for more than 2 months after making. Spoilage may have a number of effects, as shown in Chapter IX.

FREE SAGES

The sages teach all the other Knowledge skills. One goes to the brotherhood to learn to speak foreign languages, read and write, make maps, evaluate treasure, etc. The sages can cut across cult lines as can the alchemists. Like the alchemists, the sages do not grant credit to Adventurers. All abilities learned from this brotherhood must be paid for in advance.

EVALUATE TREASURE

This skill gives knowledge of what things are worth at a particular place. A successful roll on D100 indicates that the character knows approximately what the value of an item is. This must be controlled by the referee (who should roll the dice) as the character may learn what it is worth but not what it is for.

MAP MAKING

This is the skill of keeping proper referents and perspectives on a piece of paper without actually measuring the terrain meter by meter.

ORATORY

The ability to inspire emotional responses in people and sway their thoughts. The player states the response wanted and the referee rolls the probability, with any modifiers he feels the situation warrants. The basic chance is modified by **CHA**, **INT**, and **POW** as shown on the following table. Of course, one must speak the language.

Characteristic	Characteristic Roll					
	01-04	05-08	09-12	13-16	17-20	Each +4
INT	-05%				+05%	+05%
POW	-05%				+05%	+05%
CHA	-10%	-05%		+05%	+10%	+05%

SPEAK OTHER LANGUAGES

Speaking a foreign language. For further details, see the section of General Notes on Languages in this chapter.

READ AND WRITE OWN LANGUAGE

Basic reading and writing training.

READ WRITE FOREIGN LANGUAGES

Reading and writing a foreign language.

SAGE SKILLS TABLE

Skill	Type	Basic Chance	05-25	30-50	55-75	80-100
Evaluate Treasure	Knowledge	05%	400	800	1600	2400
Map Making	Manipulation	10%	100	200	400	800
Oratory	Special	05%	500	1000	3000	EXP
Read & Write Own Language	Knowledge	10%	200	400	800	1600
Read & Write Other Languages	Knowledge	00%	400	800	2000	4000
Speak Other Languages	Knowledge	00%	600	1200	2000	4000

EXPLANATION OF HEADINGS

TYPE—Gives the major category the skill falls into. Note that **Map Making** is a **Manipulation** skill. This is because of the control needed to draw an accurate map. For those with a basic chance of 0%, the **Knowledge** add or subtraction of a character only applies upon learning 5% of the skill.

BASIC CHANCE—The basic chance a character has to perform

a particular skill correctly, without training.

05-25/30-50/55-75/80-100—Cost in Lunars per 5% increase in ability with the skill up to the percentages shown. To learn **Map Making** from the 10% basic chance up to 25% costs a total of 300 L. From 30% to 50% will cost a total of 1000 L, etc. **EXP** means advancement in those ranges through successful experience rolls only.

GENERAL NOTES ON LANGUAGES

COMMUNICATION

Percentage chance to speak a language has the following effects:

<i>Ability</i>	<i>Meaning</i>
01-10	May only communicate simple things like "Please don't kill me!"
11-30	May get across simple requests and live day-to-day in the native country of the language speakers. "How much for the leg of lamb?"
31-50	Assured communication, one can speak like a dumb native, can take time to get ideas across. "Many horses ride by two days ago."
51-80	Allows one to tell stories, sagas, songs, etc. Can argue and bargain as well as any native speaker. "That junk isn't worth the Clacks it would take to sink it."
81-00	This is leaders, diplomats, emissary level speech. "Most beneficent greetings your most noble and pious highness."

EXPLANATION OF HEADINGS

ABILITY—Percentage chance of success in communication through training.

MEANING—Rough approximation of the level of communication.

LANGUAGE USE

Use of a language is done in one of two ways.

EAVESDROPPING OR READING

When a character is trying to listen in on another's conversation, his chance of understanding the conversation is his percentage chance with the language. This may be modified by distance, surrounding noise, thickness of the door he's listening through, etc.

The referee should roll this percentage and tell the eavesdropper the content of the conversation if the roll is successful. If unsuccessful, the character will not understand what is said. A fumble roll will mean the character will misunderstand what is said.

The same procedure applies to reading an item written in a language the character has not mastered, although he may come back to the item after learning more of the language and try again if he wishes.

CONVERSATION

Conversation is a give and take between two speakers. If both speakers have a proficiency level above 50% with the language, there is usually no problem in communication. When one or both members of a conversation have a proficiency level below 50%, the following system should be used.

Each member of the conversation has the combination of both speaking percentages as a chance of being understood and understanding the other. A roll should be made for each participant. If the two speaking skills add up to over 100%, there is still the 5% chance that a misunderstanding will occur.

In a conversation dealing with detailed information or uncommon words, a roll of the information giver's speaking ability alone must be made or the referee will determine what the information came out as.

Alternately, the referee can assign a difficulty level and subtract that from the combined speaking levels of the two conversants before the roll is made.

SIMILAR LANGUAGES

It is possible that a character may not know a language being spoken, but does know a similar one which can help him figure out what is being said, just as a Norwegian can puzzle out much of what a Dane is saying. A referee should have language "families" determined for his campaign, so he may decide whether a character from one country can generally understand a speaker from another. For those wishing to set your campaign in Glorantha, an article describing the Gloranthan languages is included in Chapter X of this book.

RURIK'S SAGA

Rurik, sneaking through the passages of Pavis Palace, listens at a door and hears a conversation inside. There are trolls on the other side of the door. Rurik knows Darktongue at 35% and the referee rolls 15. Rurik realizes that one of them saying that he is leaving, and the other troll is coming with him. He rapidly ducks around the corner, only to run into two dark trolls coming out of a door on the wall of the corridor he just ducked into. The trolls didn't say what door they would leave by.

Rurik immediately attempts to explain to the trolls that he is just passing through and is not at all belligerent. Noting that the dark troll has an INT of 10, the referee multiplies that by 5% and finds the troll has a language capability of 50%. Adding that to Rurik's 35% gives a total of 85% chance of successful communication.

Fortunately, the referee rolled 42 and the dark troll understands. Not being in the mood for a fight, he tells Rurik to get out immediately, adding quick directions. The referee divides this up into two instructions, "leave" and "go by this route." Rolling the dice for each, he gets a 53 on the first instruction, but a 00 on the second. Rurik leaves, but the directions given by the referee are not the ones which will get him out, and he finds himself going deeper and deeper.

MOTHER TONGUE

Characters from a particular background will speak their native language at their INT times 5%.

ALTERNATE SYSTEM FOR LEARNING LANGUAGES

Those without money to learn from the sages may:

1. Learn a language by spending a week at 4 hours a day, with 20 L expenses (the character bought a number of rounds of drinks, etc.), talking to people who naturally speak it. Note that this requires the presence of a fair-sized population of native speakers of the language in the area in which he is trying to learn it.
2. Hire a traveler or traveled person. Each 2 weeks costs 200 L for 4 hours a day and nets a 5% increase. Maximum from a non-player traveler is 2D6+3x5% (or a maximum of 75%).

THIEVES ASSOCIATIONS

One of the most important set of skills for an Adventurer are those known best by thieves. Many of the skills of thieves are duplicated by companies of entertainers and players, and some by other groups such as woodsmen. Master Thieves may offer credit to a likely candidate based on 100 L per point of DEX. Generally they demand some task or aid for initial training rather than charging interest. This demand may be held in abeyance for some years, but must be performed when requested.

Later training must be paid for, cash in advance, unless the Adventurer joins one of these bands, when he can learn them at ½ normal cost. In that event, he will be required to perform

THIEF SKILLS TABLE

Type	Skills	Basic Chance	05-25	30-50	55-75	80-100
Manipulation	Climbing	15%	200	400	800	1600
	Hide Item	10%	400	800	1600	3200
	Jumping	15%	100	200	400	800
	Lock Picking	05%	500	1000	2000	4000
	Trap Set/Disarm	05%	400	800	1600	3200
Perception	Listen	25%	200	400	800	EXP
	Spot Hidden Items	05%	200	600	1000	EXP
	Spot Trap	05%	200	600	1000	EXP
	Taste Analysis	00%	500	1000	2000	4000
Stealth	Camouflage	10%	200	500	1200	2600
	Hide in Cover	05%	200	500	1200	2600
	Move Quietly	05%	200	600	1200	EXP
	Pick Pockets	05%	400	800	1600	EXP

various tasks for the band. Such duties can be difficult in the extreme and make for interesting scenarios.

The heading for the Thief Skills Table are similar to those for the sage skills.

CLIMBING

The ability to climb walls, ropes, cliffs, and the like. It deals with things like center of gravity, position, hand and foot holds, and mental attitude. A successful roll on D100 allows the climbing of a normal obstacle. Especially difficult climbs should be adjusted downwards. Sheer walls cannot be climbed. A Master of the craft (90% ability) could climb a sheer wall using only a corner, whether angled in or out.

For silent climbing, take the percentage chance of Moving Quietly and multiply that by the chance of Climbing. Thus, if a character has a 50% chance to Move Quietly and a 60% chance for Climbing, he has a 30% chance (50% \times 60%) of Climbing Quietly. A character will presumably be concentrating first on Climbing, and only secondarily on Moving Quietly, so if the character rolls a number between the number necessary to Climb Quietly and the number necessary for Climbing, he will at least get up the cliff (or whatever he's climbing) even if he makes a dreadful racket. If the player of the aforementioned character rolls between 31 and 60, therefore, the character managed to climb but made noise in the process.

HIDE ITEM

Allows one to secretly pocket, cover over, or make inconspicuous items under 75 mm in each dimension. Useful when examining chests full of treasure, or after successfully picking a pocket.

JUMPING

The ability to jump for height or distance or over obstacles, such as bodies in melee. Generally speaking, a successful roll on D100 allows the character to jump twice his height horizontally or up to his height vertically with a running start. Armor, heavy loads, or a standing start reduce the distance jumped. An unsuccessful roll means that the distance was not traveled.

A system for using the SIZ of a character to determine his height is given in Chapter X. Referees may wish to devise their own system in line with their picture of the usual sizes of peo-

ple in their worlds.

LOCK PICKING

The skill of opening locks without the proper key. A successful roll opens the lock. If the lock was made by someone with over 100% ability in building locks, the character's chance of picking the lock is reduced by the amount of the builder's ability over 100%. Thus, a character with a 30% chance of Lock Picking faced with a lock built by a Master with a 120% ability has only a 10% chance of picking it.

In short, a lock made by a lockmaker with 120% ability could be said to have a 20% "defense" against the "attack" of the lock picker.

TRAP SET/DISARM

A successful roll on D100 means that the set trap will work as designed. When disarming a trap, a successful die roll on D100 disarms the trap. It is possible to fumble while trying to disarm a trap. The chance of doing so is the same as the chance of a fumble in combat and depends on the ability of a would-be disarmer (see Chapter IV). If a character fumbles while attempting to disarm a trap, he is caught by it. As with Lock Picking, a trap set by someone with over over a 100% ability in Trap Set will reduce the would-be trap disarmer's chance of success by the amount over 100% to which his ability extends.

This ability encompasses all types of mechanical traps.

LISTEN

The ability to listen at doorways, down corridors, etc., to get an idea of what, how many, what size, etc., about anything making noise. However, even 4 trolls in armor may be fairly quiet.

Generally, a successful Listen ability roll will take precedence over a character's Move Quietly (explained later) except in unusual circumstances such as thickness of doors, loud background noise, or a recent history of explosions near the listener's ear.

SPOT HIDDEN ITEMS

The skill of being able to find things that are hidden. It ranges from spotting secret doors to what kind of armor a man is wearing under his tunic to finding the secret compartment in a chest full of bones. It will give no indication of the contents

of the compartment, a character's pockets, etc.

SPOT TRAPS

A specialized form of Spot Hidden Items. Allows the character to spot the signs of a trap, or detect the workings of it or its trigger, before being caught in it.

TASTE ANALYSIS

The ability to tell from only a drop or crumb whether a substance is harmful or wholesome, and give the taster an idea of what the sample is. This is only an idea, not a description. Smell can also be used. Useful in discovering that a potion is potency 20 acid before a character drinks it.

CAMOUFLAGE

The ability to use materials either from the immediate area or brought into the area to disguise oneself or other objects to look like part of the terrain. Also applies to such things as blackening the face for nighttime movement, etc. A successful roll for Camouflage means that no one without a successful roll on Spot Hidden Items will notice the camouflaged item or character.

HIDE IN COVER

The skill of using natural cover to hide oneself. Differs from Camouflage in that it can be used instantly and lets one hide behind or among things rather than use them to cover yourself. Cover must be available. It is possible to hide in a room full of furniture. It is not possible to hide in an empty room or a smooth walled corridor, unless there are deep shadows present.

It is possible to move and stay hidden at $\frac{1}{2}$ the die roll on D100 needed for simple Hide in Cover.

MOVE QUIETLY

The ability to move quietly for purposes of sneaking up on opponents, game animals, etc. On a successful roll an opponent will be surprised unless he is using the Listen ability and makes a successful roll.

This ability is reduced by wearing of armor (see Chapter IV for details). If several different types of armor are worn, the noisiest should be used for modification purposes. Note that there is still a 5% chance of being quiet.

PICK POCKETS

This ability includes both picking pockets and slitting purses. It also includes the removal of jewelry such as brooches and badges. Items in direct contact with the skin, such as rings, cause the ability to function at $\frac{1}{2}$ its normal level.

NOTES ON THIEFLY SKILLS

1. As has been noted in the descriptions, Perception skills take precedence over other skills. A successful roll with the appropriate Perception skill will always spot what was hidden, camouflaged, etc. However, to be used, a Perception skill must be declared at the start of a round or turn, and no other skill may be used, spell cast, or weapon used during that period.
2. Except in obvious cases, two skills cannot be combined. One obvious case is Moving in Cover ($\frac{1}{2}$ the chance of Hiding in Cover) and Moving Quietly. When computing a character's chance of doing both of these at once, multiply the probability of Moving Quietly by the probability of Moving in Cover.

In the event that it matters which of the two skills the

character fails at (Climb and Move Quietly near the top of a 13 meter cliff, for example) the player must pick one of the skills as the one on which his character concentrates. If the roll is between the number needed to succeed at both and the roll needed to succeed at the one on which the character is concentrating, the character succeeded with the one concentrated on and failed with the other.

EXAMPLE

Ariella has noticed that her side, including Rurik, seems to be losing in a battle with some trolls. Since the battle is taking place in an irregularly shaped, dimly lit cave, there is ample cover. She decides to try to both Move in Cover and Move Quietly to get around to the rear of the trolls fighting Rurik, and reduce the odds against him with Befuddle spells. Ariella kills the troll facing her (a new first for her) and is now free to try her strategem. She has a 25% chance of Moving Quietly, which would have been higher if she weren't wearing ring mail, and a 40% chance of Moving in Cover. Since $25\% \times 40\% = 10\%$, she has a 10% chance of success. Her player rolls 08 and she succeeds.

3. Success in most thieflly skills should be determined by the referee's roll on D100. While a player might roll to see if his character has successfully picked a pocket, the referee should roll to see if he has spotted a trap, or done anything else that might affect how the characters move through the scenario. The referee should make a practice of rolling the dice whether there is something for the character to detect or not.

NOTE—An experienced band of Adventurers could be expected to have a set series of Perception skills ready to use for every occasion. The players should make up such a "battle plan" and give it to the referee for his reference whenever the occasion demands. However, new Adventurers should be expected to declared their intent to use a Perception skill.

OTHER GUILDS AND BROTHERHOODS

There are a number of other guilds and brotherhoods, none of whom grant credit for the teaching of skills. Each description of an ability lists the guild where it may be learned. Some guilds protect their secrets by requiring all who wish to learn from it to join as full or associate members. Others require high fees for what they have to teach. Some, of course, do both.

PLAYERS AND MINSTRELS

Players and minstrels teach the thief skills of Hide Item, Listen, Camouflage, Hide in Cover, Move Quietly, Pick Pockets, and a combination of Climbing and Jumping known as Tumbling. These are taught at normal prices, with the Tumbling skill taught at the combined price of Climbing and Jumping. Thus, to go from 15% to 20% in Tumbling would cost 300 L ($200+100=300$). They also teach sage skill of Oratory.

They also teach such skills as Singing and Acting, skills which would use the same bonuses as Oratory, and the Manipulation skills of Playing Instruments and Dancing. These are skills which are not usually important to the Adventurer and we leave it to the referees of various campaigns to determine the costs of these skills and in what manner the character would progress with and use them in his adventuring career.

MARITIME BROTHERHOOD

The mariners will teach swimming to anyone who pays the fee. Anyone wishing to learn how to sail and navigate must

ARMORER SKILLS TABLE

<i>Skill</i>	<i>Type</i>	<i>Basic Chance</i>	<i>05-25</i>	<i>30-50</i>	<i>55-75</i>	<i>80-100</i>
Armor Making	Manipulation	00%	500	1000	2000	4000
Weapon Making	Manipulation	00%	500	1000	2000	4000
Shield Making	Manipulation	00%	500	1000	2000	4000

join as an apprentice (see Chapter X).

MARINER SKILLS TABLE

<i>Skill</i>	<i>Swimming</i>
<i>Type</i>	<i>Manipulation</i>
Basic Chance	15%
05-25	100
30-50	200
55-75	300
80-100	400

SWIMMING

The ability to stay afloat and move in a desired direction. The roll must be made every 2 full turns, or the character starts to drown.

This is also a measure of the ability of the character to get out of armor when he hits the water. Again, failure to make the roll means a drowning character.

A swimming character has only ½ his normal ENC ability. Thus, a 12 STR character would have a maximum ENC of 6 in the water. For every "thing" he carried over that 6, he would be reduced 5% in every DEX based skill, including swimming.

FORESTERS

The foresters teach several skills at the same rate as the thieves. These include Camouflage, Hiding in Cover, Moving Quietly, Climbing, and Trap Set/Disarm. They also teach Tracking.

FORESTER SKILLS TABLE

<i>Skill</i>	<i>Tracking</i>
<i>Type</i>	<i>Perception</i>
Basic Chance	10%
05-25	200
30-50	400
55-75	800
80-100	EXP

TRACKING

The ability to follow a track through normal terrain and pick it up again if it is interrupted by a river, etc.

Reduce the chance of success for each day passed since the trail was made. The referee may wish to add other modifiers.

Of course, if there are no tracks to be found, tracking is impossible.

ARMORERS GUILDS

To learn the skills of armoring, this guild requires a person to become an associate member, or join as an apprentice (see Chapter X). Associate membership costs a character 5000 L, which is separate from the costs of learning skills.

EXPLANATION OF SKILLS

These skills are based on the percentage chance that an Adventurer will make an item correctly, so that it can be used.

Improperly made shields and weapons will break. Improperly made armor will not fit the one it was made for. This is why few people will buy arms and armor from ranks less than Masters (90%+ ability).

THE HORSEMASTERS

Horsemasters are in every village, town, and tribe, ready to teach riding and horse training to anyone willing to pay the money. The Beast Masters of the animal nomads of Prax are the equivalent of Horsemasters.

These Masters have ties with all cults (see Chapter VII) which insist on riding ability as one of the masteries of their Rune Lords. Most Horsemasters are at least lay members (see Chapter VII) of a Sun or Sky related cult, for horses are the gift of the Sun.

LEARNING TO RIDE

Riding a horse (or other riding animal) is simple, as long as the animal goes no faster than a walk and is trained to accept a rider. To compel a horse to go any faster than a congenial amble for the horse, one must learn to ride.

Learning Riding gives a character the ability to stay on a horse in any gait, if he is supported by a saddle with stirrups. If a horse does something unexpected (bolt, shy, etc.), the rider will lose control and must make a Riding ability roll each melee round until the roll is successful, at which time he regains control of the horse. A fumble roll during this attempt to regain control means that the character will fall off.

HORSEMASTER SKILLS TABLE

<i>Skill</i>	<i>Riding</i>
<i>Type</i>	<i>Manipulation</i>
Basic Chance	05%
05-25	100
30-50	500
55-75	1000
80-100	EXP

Ability in Riding also serves as his percentage chance of making a horse do something it isn't trained for, such as jumping a barrier.

If a character falls off his riding animal the referee should roll hit location and 1D6 damage. If the animal is running or jumping, damage is 2D6. Protection and Shield spells will count for absorbing the damage. Armor will count if a luck roll is made (POWx5 or less on D100).

If the horse dies or falls suddenly, the player must:

1. Make a luck roll (POWx5) to see if caught totally by surprise.
2. If the luck roll is successful, make a Riding percentage roll.

If the luck roll fails, the character is pinned by his riding animal. Roll hit location to see what part of the body is pinned. That part of the body takes the damage bonus of the riding animal as damage. Both armor and the spells Protection and Shield will help absorb this damage.

If the luck roll succeeds and the Riding roll fails, the character has still been pinned.

If both rolls succeed, the character is not pinned but has been thrown. Refer to the rules on being thrown above.

FIGHTING FROM HORSEBACK

A character can fight with weapons, or use magic, while on horseback. His effectiveness with weapons is equal to either his riding ability or his ability with the weapon, whichever is lower. Unless the horse is a trained warhorse, it will not fight in a battle.

There are two modes of fighting which are particularly useful from horseback.

1. **THE LANCE**—A lance can be used in a charge, which is defined as a straight run of 20 meters or more. If a target is hit during a charge, the damage bonus of the animal ridden is used, not that of the rider.

If the character using the lance has had no training in its use, he can use it at ½ his normal attack chance with a one handed spear, unless his Riding ability is below that. It can also be used as a one handed spear if the character has the necessary STR and DEX to use a long spear one handed.

2. **HORSE ARCHERY**—There is no extra penalty for shooting from a moving horse. A moving target at the same speed and direction will also be treated as being a standard target. All other modifiers to archery fire shown in Chapter IV still apply to the horse archer.

A light crossbow can be shot and reloaded on horseback. Heavier crossbows cannot be reloaded unless the horse is brought to a full stop until the device is reloaded.

CONTROLLING A HORSE DURING BATTLE

When a character is riding a horse untrained for battle, his player must roll his Riding ability or less every melee round and at any time the horse is damaged. If the roll is unsuccessful, the character must spend the next melee round calming the horse down to the exclusion of all else by making a Riding ability roll. If he does not attend to his horse, or fails the roll, the animal will bolt away from the excitement. If this happens refer to the rules above on unexpected actions by the horse.

Controlling a horse during battle requires concentration. An active spell, such as Fireblade, is impossible to maintain due to the concentration the spell needs.

A cavalry horse is trained to remain under control in combat, and Riding ability rolls are not needed and active spells can be maintained.

A trained warhorse will fight for itself and the rider need only sit on the animal and take care of himself, so that Riding rolls are not necessary and active spells can be cast.

TRAINING THE HORSE

Any character with 50% or greater Riding ability can train a horse to the saddle and bridle. Each game week, the player attempts to roll his percentage. When successful, he has the horse for riding.

Cavalry horses and warhorses are another matter entirely. They can only be trained by Horsemasters. Warhorses must first be trained as cavalry horses. To become a Horsemaster (and learn how to train warhorses), a character must attain 90% Riding ability. A cavalry horse trained by a Horsemaster will remain under control in battle and a warhorse trained by a Horsemaster can be trained to attack at the Horsemaster's Riding ability, minus 50%. Therefore, a basic Horsemaster, with a 90% capability, can train a warhorse up to 40% ability with each of its three attacks; the bite, the kick, and the rear and plunge. For further details on how a warhorse attacks, see Chapter VIII.

LEARNING FROM EXPERIENCE IN RIDING

A character may attempt an experience gain roll in Riding ability when:

1. He has successfully lived through a melee in which he at least started on horseback (he may realize why he fell off).
2. He has made a horse do something he never made it do before.
3. He has completed a journey of at least a week through difficult terrain.

HORSEMASTER SERVICES COST TABLE

Warhorse Training Per Type of Attack	
05-25	200
30-50	400
55-75	800
80-100	EXP
Cavalry Horse Training	
Flat fee	1000

4. He has successfully trained a horse to saddle and bridle.

CHOOSING A HORSE

A character's Riding ability percentage is also his chance of finding what he wants in a horse. Such a roll should be made by the referee so the player cannot see it. Once the character has bought the horse, the player can be told whether or not the character got what he wanted. If the character didn't get what he wanted, characteristics are rolled randomly, but it is very unlikely that a character will do better than he wanted.

Naturally, very strong, large warhorses are at a premium. Referees should raise the price shown on the basic cost list by several hundred percent for such animals and they may not be available.

VII

RUNE MAGIC

MASTERING THE RUNES

The universe is divided into two planes; the spirit plane and the physical plane. Mana is to the spirit plane what matter is to the physical world. POW is the capacity to collect mana. Spells then shape the mana to attain a particular effect.

RUNES

The Runes are symbols which have power inherent in them. They serve as aids in manipulating the universe. However, merely looking at a Rune is not sufficient to use its power. A character must know how to use it as a symbol to gain any benefit from it. In practice, this means being a priest or shaman.

Not much is known about the Runes themselves, although they have been known to change over time. Whether the Runes reveal a deep harmony in the universe, to which even the gods must conform, or whether the gods produced the Runes and they are manifestations of the gods is question of much dispute, even among the gods, from whom it is difficult to get a straight answer, anyway.

To the practical minded character, interested mostly in the uses of power, it doesn't matter. The Runes are there, and they work.

TYPES OF RUNES

Runes fall into the following four classes; Elements, Forms, Conditions, and Powers. Each god has one or more specialties within the forces described by the Runes. These are the areas in which the particular god, and therefore his priests, are most effective and versatile. To say that a god is a Fire Rune god, an Illusion god, or whatever, is to say that priests of that god will specialize in that area. The specific Runes, in order of class, are as follows:

ELEMENTS

The Elements are what Glorantha is made of. During the Hero Wars period in Dragon Pass, and for some centuries before and after, six elements were recognized (one grudgingly).

● **DARKNESS**—The most ancient Rune, the First Born, from whom all other Elements were born or descended. Darkness was the first Element to arise out of the primal chaos.

⚡ **WATER**—Water was born of Darkness. As an Element, it is called Son of Darkness, Pathway to the Underworld, and Supporter of the Earth.

☐ **EARTH**—Earth is the third Element, Daughter of the Seas (though the dwarves think of Earth as male), Mother of the Sky, Wife to Many, Supporter of All. At least half the

cults in Glorantha include the Earth in some manifestation or other, as Life-Giver, Stone-Father, Shaker, or Primal Ancestress.

⊙ **AIR**—Air is next, though actually Fifth Born, the Son of Earth and Sky (Sky was also the son of Earth). He is the Breaker of Laws, Destroyer of Heaven, Fighter against Darkness, and Liberator of the Sun. He is usually manifested as a storm god, such as Orlanth in Sartar or the Storm Bull of Prax.

⊙ **FIRE/SKY**—The Sky is different from the Air, for Air separates the Sky and the Earth. After his defeat by his son, the Sky has been aloof from mankind, although vestiges of his worship, such as the Sun Dome Temple, are still present in the land.

⊙ **MOON**—Moon is the Sixth Element, and little accepted amongst her peers. Outside the Lunar Empire, she has hardly any presence at all, though the Moon is sometimes considered a Condition Rune.

FORMS

These are descriptive Runes. A god is usually described as being of a particular Power or Element, and the form determines how its Power or Elemental force is expressed. There are actually many subrunes to each of the following basic ones, but these cover the ground adequately for the purpose of these rules.

♁ **PLANT**—The symbol of the first life upon Glorantha. It is said to symbolize the first Plant god, a son of the Earth and Sea. Many cults have a connection with the Plant Rune, one being the Aldryami cult, a combination of Earth, Plant, and Power Rune of Fertility.

⚔ **BEAST**—This Rune is also called the Dragon's Eye, and is supposed to represent the armor plate over a dragon's eye. Dragons are thought to be the progenitors of all beasts (at least those with four or more legs) though no one has had the nerve to ask a dragon about it. It is thought to have originally been a dragonewt Rune, and its complexity would indicate this.

♁ **MAN**—This Rune represents the humanoid shape and is common among all humanoid races. Some other races interpret it as "slave" or "food." It is said to represent Grandfather Mortal, and numerous folktales are told about him.

⚔ **DRAGONEWT**—As exotic as the race it represents, it is found only in the Dragon Pass area. Unlike most of the other Form Runes, it cannot be used with an Elemental Rune, though there are several Dragonewt Power cults, all modified by the Dragonewt Rune.

⚔ **SPIRIT**—This Rune describes the spirit aspect of the universe. Shamans are always tied to the Spirit Rune, since it is by dealing with this Form that they gain their power.

CHAOS—Descriptive of those who are descended from the entropy of that Form. They are usually bound to some Form, since even Chaos must obey the Laws of Time, but it might be combined with any other Rune. Nothing is totally safe from the taint of Chaos.

CONDITIONS

There are three main conditions. They modify by showing what aspect of an Element, Form, or Power is served by a cult.

M **MASTERY**—The all purpose Rune, it can be shown as a symbol of Mastery of Men, of Magic, or of Elements. As master of men, it describes a Hero. As master of magic, it symbolizes any cult of reasonable power. The use of such Condition Runes usually masks the true identifying Runes of the cult or person described, although it may also signify the independence of a Hero or magician from cult ties.

R **MAGIC**—Almost redundant in this magic-rich world, this Rune describes how a cult or individual deals with the power of another Rune. Since it is impossible to deal with Runes without magic, it means much.

∞ **INFINITY**—The mark of the gods. He who possesses the Infinity Rune is almost a god himself. This is not used lightly as it implies total control of the power flow around the user, making him invulnerable to almost all magic, among other abilities. It's characteristic of gods, superheroes, and dragons only.

POWERS

Said to symbolize the members of the celestial court, the Power Runes are unique in that they are formed in mutually antagonistic pairs. Opposing cults often have opposing Power Runes as part of their identities. A cult of great power may be able to worship gods of two non-paired Powers, but it will very rarely have more. Cults rarely have access to two paired Powers.

III **HARMONY**—Said to represent the Divine Harp with which Order was separated from Chaos. It is quite ancient and revered throughout Glorantha.

⌘ **DISORDER**—Directly derived from Chaos. Anarchistic cults claim that this was the first step of creation from Chaos, therefore, Disorder is the First Born of the Powers and the foundation of the universe.

⌘ **FERTILITY** (Plenty, Giving, Love)—Symbolizes the Ancient Cup from which the whole world was poured at the dawn of creation. The symbol of growth and life.

† **DEATH** (Separation)—Known to be the First Sword, the immortal and cursed weapon which the god Humakt used to bring death to the world. Others claim this to be the first of the Runes, citing the separation of the world from Chaos as the first action in creation.

D **STASIS** (Immobility, Solidity, Stone)—The various names for this Rune are the ideas behind it. This Rune is closely connected with the art of alchemy, and the dwarves. They claim that this is the First Rune, for it provided the foundation from which all else was created.

∞ **MOVEMENT** (Mobility, Change)—Denotes the ancient wheel. As usual, there are claims for it to be the First Rune, for without it, there would have been no growth from Chaos, folktales speak of the World Bird who escaped from the Maws of Chaos upon this wheel.

Y **TRUTH**—A Rune of the ancient, all seeing sky gods. Said to represent the torch which the grey ones used to escape from Chaos. Yet another candidate for First Rune, for its constancy and order set creation apart from random, unset-

led Chaos.

• **ILLUSION**—The Puppeteer Troupe, the major cult of the Father of Illusion, always claimed that this was the First Rune, for without Illusion, there would be none of us to think we ever were. They refuse to explain further.

Λ **LUCK** (Chance)—Thought to be both an expression of Chaos, and yet the stamp of approval of the gods. It is little used, except in the Holy Country, where the Masters of Luck and Death proudly display the symbol of the chance they take with every breath.

***** **FATE**—A very few cults use this as an expression of the way of the world. Used by most loser cultures with no other explanation for their status in the world, and by those at the top, to justify their position.

RUNE CULTS

As stated before, a Rune cult can be involved in the worship of deities, such as Orlanth, minor ancestor spirits, or anything in between. A cult consists of worshippers and a hierarchy. The hierarchy officiates at sacrifices and acts as the intermediaries between the worshippers and the deity. The hierarchy gains magical power (and a good living), the god gains power from the sacrifices, and the worshippers get whatever the hierarchy feels obliged to give them.

The way to join the hierarchy of a cult is to become an initiate. An initiate who progresses in physical skills such as fighting may eventually become a Rune Lord. An initiate who gains a POW of 18 may eventually become a Rune Priest. It is possible in most cults to become both a Rune Lord and Rune Priest.

As stated previously, the object of *RuneQuest* is for an individual to acquire mastery of one or more Runes. Success in this is marked by a person becoming a Rune level character, which means that they have acquired the status of Rune Lord or Rune Priest. When they are a Rune Lord, they have proved their right to the Mastery Rune, while a Rune Priest has proved his affinity with the Magic Rune. From these bases, individuals may continue their spiritual and magical development to include whatever Runes their cult is associated with.

The next three sections describe initiates, Rune Lords, and Rune Priests, and how to become each.

BECOMING AN INITIATE

To become an initiate, the character must be a worshipper of the god of the cult. He must swear to follow the commands of the god as expressed by the priests of the cult. He must observe the cult holy days and is expected to tithe to the cult, and lead occasional minor services.

Candidates will usually have to pass a test to become initiates. The referee may provide a suitable test, or he may use the following formula: Add the POW and CHA of the character. To this total add 1 for every 100 L the character gives to the cult as an offering. Divide this total by 3 and multiply by 5.

RURIK'S SAGA

After several game years of play, Rurik finds himself with a POW of 16 and a CHA of 14. He decides that he wants to join the Sun Dome Temple. Taking 3000 L, which he has managed to save out of many adventures, he goes to the temple and puts himself before the examiners. He has a chance of [16 (INT)+14 (CHA)+30 (for 3000 L)]/3=20, 20x5=100% chance of acceptance. (No one ever said Rurik was dumb.)

However, as usual, Rurik still has a 5% chance (roll of 96-00 on D100) of being blackballed.

The player should attempt to roll this result or less on D100. If successful, the character is an initiate.

In return for his services to the cult the initiate get the following three benefits:

1. DIVINE INTERVENTION

An initiate may attempt divine intervention once per week. To succeed he must roll his current POW or less on D100. If the roll is successful, the god intervenes in accordance with the description of divine intervention later in this chapter, and the character loses permanently as many points of POW as was rolled on the dice. If the player rolls exactly the current POW of his character, then the character's soul becomes a spirit in the service of the god. However, the requested effect will occur. On unsuccessful rolls nothing happens; no POW is lost.

EXAMPLE

Rurik's band of adventurers is assaulting a ruined castle inhabited by trolls. While rushing the main gate, Oshkosh the Odorous suddenly disappears from sight. He has stepped through the covering of a long disused well. Oshkosh is an initiate in the Orlanth cult. As he falls he calls upon his god to get him out through divine intervention. Oshkosh has a POW of 14. His player rolls a 14 on D100. Because it is a successful roll, Orlanth intervenes and lifts Oshkosh out of the well with a great rush of air. However, because the player's roll was equal to the POW of Oshkosh, the spirit of Oshkosh is taken to Orlanth and his body lies by the well. If the player had rolled 03, Oshkosh would still be alive but would now have a POW of 11. However, he would be able to regain the POW through the usual process of POW gain rolls.

2. LIMITED USE OF RUNE MAGIC

Initiates may be able to obtain a cult Rune Magic spell for one use. To obtain this spell, the initiate must permanently sacrifice POW points equal to the POW point cost of the spell for a Rune Priest. Most cults restrict this to initiates going on cult missions, or as a reward to trusted and long-standing members. Again, he can regain this sacrificed POW through the usual POW gain rolls.

EXAMPLE

Horus the Hairy, an initiate of Humakt, has just reached a POW of 17. He wants to become a Rune Lord and is not yet qualified. He asks the local priest of his cult for 3 points of Shield, based on his long standing service to Humakt. The request is granted. Horus now has 3 points of Shield and a POW of 14. He can only use each point of Shield once.

3. SPECIAL TRAINING

If there are any special cult skills or battle magic spells, an initiate can learn them at special cult prices. The exact skills, magics, and prices vary with the cult.

BECOMING A RUNE LORD

Any cult may have a Rune Lord or Lords, though not all cults have them at any given time. All cults are anxious to induct Rune Lords, but the candidate must meet the criteria given below.

MINIMUM ABILITIES FOR A RUNE LORD CANDIDATE

1. **AT LEAST 90% ABILITY IN FIVE SKILLS**—These skills must be in fighting or in other skills, though there is usually a minimum requirement of two 90% fighting skills. Which skills are necessary depends on the cult. The Sun Dome Temple, which makes its living in part by selling mercenaries, demands five fighting related skills, of which at least two must involve the spear, and one the bow, which are the traditional weapons of the Sky Rune. On the other hand, the Black Fang Brotherhood, a small cult of assassins devoted to a manifestation of the Death Rune, puts much emphasis on hiding and moving skills, and the making of poisons. The only weapon requirement is dagger.
2. **A POW OF AT LEAST 15**—Basically, he has to have enough POW to attract a god's attention.
3. **PROVE HIS DEDICATION**—The cult will usually insist a candidate be an initiate for a period of at least one year.

COMBAT BENEFITS

As a Rune Lord, an Adventurer may extend his ability past 100% by making an experience roll of his INT or less on D100. Extending one's ability past 100% has a number of benefits, though the character still has no better than a 95% chance of actually hitting.

1. If an opponent has the defense ability (see Chapter II) the 100%+ ability gives a greater chance of hitting him. A defender with a 35% defense, facing a Rune Lord with a 120% chance of hitting, will be hit by the Rune Lord on a roll of 01-85 (120-35=85). If the Rune Lord has only a 100% ability, he would have to roll 65 or less to hit.
2. An opponent's parry is also reduced against a 100%+ attack. Thus a character with a normal parry of 75%, fighting a Rune Lord with a 120% attack, has only a 55% chance of parrying the Rune Lord (120-100=20, 75-20=55).
3. While the actual chance of hitting remains no better than 95%, the chance of an impalement or critical hit continues to increase. Thus our Rune Lord with a 120% attack with a spear has a 24% chance of impaling, and a 6% chance of a critical hit, which is better than the 20% chance of impaling, and 5% chance of a critical hit possessed by the character with only a 100% chance to hit.
4. The ability to split attacks or parries also increases so that a character with a 120% chance of parrying with his shield, could make two 60% parries, one 70% and one 50% parry, or any other combination as long as no parries are reduced below 50%.

If the Rune Lord increases to 150% ability with attack and/or parry, he can split his attacks or parry among three enemies instead of two. Note that to be able to attack three opponents in one melee round, a character must be able to strike at strike rank 4 or less with the weapon he is using. The prohibitions against further attacks if an impale or critical hit is scored still apply. He cannot attack or parry the same enemy 3 times.

NON-FIGHTING SKILLS BENEFITS

The Rune Lord may also advance in non-fighting skills on the same basis as fighting advancement. The advantage of this becomes obvious when the Rune Lord with the 120% chance of Hiding must escape the notice of a guard with a 55% chance of Spot Hidden. The guard's chance of finding the Rune Lord is only 35%. Note that if the Rune Lord rolls 96-00, he has failed to Hide, and the guard will see him whether or not he Spots Hidden.

OTHER BENEFITS

There are five other benefits to being a Rune Lord.

1. DIVINE INTERVENTION

The same effect as the Rune Magic spell described later.

When a Rune Lord appeals for divine intervention, his player rolls D100 and consults the following table. Note that unless the player rolls 96-00, the Rune Lord will always receive divine aid. The Divine Intervention Table gives how many POW points he loses permanently as the price for this aid. However, he can eventually regain the POW through normal POW gain rolls (see Chapter V).

DIVINE INTERVENTION TABLE

<i>D100</i>	<i>POW Lost</i>
01-05	0 Points
06-10	1 Point
11-20	2 Points
21-30	3 Points
31-40	4 Points
41-50	5 Points
51-60	6 Points
61-70	7 Points
71-80	8 Points
81-90	9 Points
91-95	10 Points
96-00	No Effect/No Loss

Because of his direct tie with his god, the Rune Lord may even call upon his god after death, calling for one favor, as described in the description of divine intervention found in the section on Rune Magic. Certain death gods, of course, will not answer a call for renewed life, but may answer a call to bring the Rune Lord's party out of difficulty. The call for divine intervention must be made immediately (the next melee round) after death, or the spirit of the Rune Lord will join his master's entourage and be unable to call on such intervention.

If the Rune Lord has insufficient POW to meet the demands of the god, he ceases to exist, and his spirit is drawn into the entourage of his god.

2. BOARD AND SUCCOR

A Rune Lord always has free room and board at any temple or other establishment of his cult. Also, his cult will usually try to get him out of any imprisonment he may have gotten himself into. The method may differ with the cult. The Sun Dome Temple, and other major cults, will usually pay a ransom. The Black Fang Brotherhood might organize a rescue mission, or take a hostage in the hope of an exchange.

The cult will usually handle any other needs of their Rune Lords, including supplying them with the price of such things as warhorses and other tools of the trade. The referee of a full campaign should figure out the monetary resources of each cult, so that this ability is not overused.

3. ALLYING A SPIRIT

The cult will assist a Rune Lord in obtaining an allied spirit to inhabit one of his weapons (see below). Attempting to ally a spirit resembles attempting to bind it, but involves persuasion rather than combat.

The priests of the cult can call up a spirit allied to their god. In effect, the god details one of its dependant spirits to negotiate with the Rune Lord. This spirit will have an INT of 3D6 and a POW of 3D6+6. To determine whether the attempt works, the following procedure is used: The Rune Lord adds his POW and CHA and compares it to the POW plus INT of the spirit. He then makes an "attack" on the spirit, as if he were trying to overcome its magic resistance, basing the attack on his total versus the spirit's.

If the attempt is successful, the spirit is the Rune Lord's ally as long as it exists. Unlike a bound spirit, it can cast spells. An allied spirit is in Mind Link (see the section on Rune Magic spells) with the Rune Lord, and is also capable of anything a bound spirit is capable of. It perceives the world through the Rune Lord's senses.

A Rune Lord can only have one allied spirit at a time.

GENERAL NOTES ON ALLIED SPIRITS

Allied Spirits in Weapons — While the Rune Lord's allied spirit is usually put into a weapon, many Rune Lords and Rune Priests use items of armor, shields, and other artifacts such as medallions for this purpose.

Broken Spirit Objects — If the artifact, or Rune Priest's animal familiar, is broken or killed, the allied spirit loses its ability to perceive the physical world. It can still be used as a reservoir of INT and POW, like a bound spirit. It can be put into a new artifact or animal after a week-long cleansing ritual of atonement.

Spirits as "Priests" — An allied spirit whose POW is above 18 can also gain Rune magic spells like a priest of his god, without other benefits or responsibilities.

POW Gain Rolls for Allied Spirits — An allied spirit has exactly the same chance as any other spirit of getting a POW increase roll. This is a POW gain roll of 05 or less on D100. It can get this chance from throwing spells or being engaged in spirit combat.

4. USE OF IRON

The cults have the secret of enchanting iron so that weapons and armor can be made of it. The enchanting process is magical, and keys the item created to the character it was created for. If the character dies, the enchantment dies with him, and the metal must be re-enchanted to be used by another. The enchantment also suppresses the magic dampening effect iron and other Rune metals have on battle magic, so that the Rune Lord can use battle magic as well as his weapons.

Rune metals are an added complication discussed in Chapter X, Referee Notes. However, the use of iron weapons is important to a Rune Lord, as the added durability of these weapons is an immense aid in his adventures and progression toward Herodom.

Among many other rituals, 1 point of divine intervention is necessary for enchanting iron or Rune metals. This point of divine intervention will enchant one weapon, one shield, and one full set of armor for a Rune Lord or Priest. If one or more of the components of this set are missing at the time of the ritual, they can be enchanted later, at the cost of another point of sacrificed POW. This suppresses the magic dampening effect upon spells cast by the individual it is being enchanted for.

However, the god will only demand 1 point of divine intervention for this set and the tempering will almost always (96-00 is still a failure) work. The point of divine intervention must come from the receiving Rune Lord or Priest.

RURIK'S SAGA

Rurik has become a Rune Lord of the Sun Dome Temple.

Having gained a POW of 19 in a recent adventure, Rurik decides to ally a spirit. The cult priests call, and a spirit of INT 18 and POW 17 appears. Rurik's total is CHA 14 plus POW 19, or 33. This gives him a 40% chance of allying this spirit, which has a total of 35. He rolls 38, and has gained the spirit Sunfist for an ally. Even had he failed, the spirit would merely have gone away.

NOTE—A Rune Lord cannot refuse a spirit his god sends him, even if it is POW 9, INT 3.

If the character wishes to enchant further items beyond his basic set of weapon, shield, and armor, and the original set is still available, he must make another divine intervention sacrifice.

Large or old established cults generally have iron or Rune metal armor and weapons available for reenchanted. Small, nomadic, or fugitive cults usually do not, and the new Rune Lord must quest for his iron or Rune metal. Each separate campaign must determine the availability of the materials for each cult separately.

DURABILITY OF IRON ARMOR AND WEAPONS

Iron weapons will not take any damage from bronze weapons unless the attacker rolls a critical hit. The total points absorbed by an iron weapon are 1½ times the total absorbed by the bronze equivalent.

Iron armor will take 1½ times the usual damage bronze armor will take before letting damage through. Thus iron plate will absorb 9 points, not 6. Iron chainmail will absorb 8 points (in this situation, round up), iron ring mail will absorb 6 points.

ENCUMBRANCE PENALTY FOR IRON ARMOR

As well as being stronger than bronze, iron armor and weapons can be made lighter. To account for this, an item of iron weighs one "thing" less than its bronze equivalent. Iron plate thus weighs two "things." If the bronze equivalent weighed only one "thing," the iron item must still weigh at least one "thing."

5. IMPROVED RESISTANCE TO MAGIC

A Rune Lord always resists magic and spirit combat with his maximum POW. Even if Rurik (with a POW of 19) were to cast 18 POW points worth of spells, leaving him with a POW of 1, he would still defend against magic with a POW of 19. His god makes up the difference, out of concern for the safety of the sacrifices Rurik will make to him in the future.

RESPONSIBILITIES OF BEING A RUNE LORD

A Rune Lord has responsibilities to his cult. There are two principle responsibilities, common to all cults.

1. ACCOUNTABILITY

The Rune Lord is accountable to his cult, and must come at its call. He has a fair measure of independence under normal circumstances, but if a message must be carried across a thousand kilometers of wilderness inhabited by hostile natives he will be appointed to lead the expedition.

2. SUPPORT

As the Rune Lord is supported by the cult, so he must support the cult. 90% of his income, and all magical items he cannot use personally, must be donated to the temple treasury. However, this donated portion of his income can be used to



buy training and spells provided by the cult. Any ransoms paid for the Rune Lord will also be taken from this donation, if it is available. If it is not available, the Rune Lord's future donations will be used to pay back the cult, before they can be used for further training and spells.

Only the largest cults can provide training in all skills. The campaign referee must establish which skills are available to the Rune Lord from his cult.

RUNE LORD-PRIESTS

A Rune Lord with a POW of 18 or higher may become a Priest of the cult he is associated with. He cannot go up in combat skills, but his god helps him remember what he knows

already, so that he does not lose combat abilities the way a normal character becoming a Priest might. He keeps any benefits he has already gained from his Rune Lordship. Even a combination Rune Lord and Priest can only have one allied spirit at a time. A Rune Lord of one cult cannot become a Priest of another. A Rune Lord serving as a Priest cannot appeal for divine intervention as a Rune Lord. If the god took enough POW from him, he would go below 18 POW, voluntarily reducing his maximum POW below the 18 minimum for a Priest, which a Rune Priest is forbidden to do.

LEAVING THE RUNE CULT

A Rune Lord could become a rogue, leaving the cult and losing the benefits of divine intervention and the allied spirit. His former god might impose further penalties. He would retain the iron weapons and 100%+ abilities he already had.

Less drastically, he may ask for a leave of absence. This may not be done immediately after his cult has asked him to perform a dangerous mission. This will involve persuading the high priest of his temple to let him go, in a manner similar to that which got him into the cult. He must use his own money, not the cult's 90% share, when asking for a leave of absence.

His reasons for leaving by either fashion vary, but include going on a quest, which if he is skillful and the gods are kind, may make him into a Hero. Of course, many cults encourage and support such quests.

BECOMING A RUNE PRIEST

Magic in Glorantha today is very much like the art of building bridges before Newtonian physics. Bridges were in fact built, and there were certain rough and ready rules for what was possible, but much of the theory is not worth reading. It is known that battle magic is done by the spirit of the mage, while Rune magic is done with the aid of a deity. Beyond that, ignorance reigns.

A Priest is a specialist in using magic. The only way to learn the inner secrets of magic, known as Rune magic, is to become a Priest of a particular god. Also, even if a character knew the inner secrets, he would still need the assistance of a god in casting the spells.

BECOMING A RUNE PRIEST

Becoming a Priest is not easy. To be a Priest in a cult, the character must:

1. BE AN INITIATE OF THE CULT.
2. HAVE A POW OF 18 OR HIGHER.
3. KNOW HOW TO READ AND WRITE HIS NATIVE TONGUE.
4. CONVINCING THE EXAMINERS OF THE CULT of his dedication to the cult and its goals. This could be done by letting the player (as the character) try to convince the referee (as the examiners) of his dedication to the cult and its

EXAMPLE

Ariella wants to join the priesthood of Orlanth. She has a CHA of 16 and a POW of 19, which total 35. Divided by 3, that yields 12 (35 is closer to 36 than 33), which multiplied by 5 gives her a 60% chance. She would gladly donate some money to the temple to improve her chances, but her last expedition was not a great success, so she hasn't got any. This leaves a choice between a 60% chance, and honest work, patience, etc. Her player decides for the dice and rolls 27. Ariella is now a priestess.

goals, or use the same formula used when the character became an initiate.

Add the POW and CHA of the character. Then add 1 point for every 100 L the character donates to the temple as an "offering." Divide the result by 3 (i.e., average POW, CHA, and offering). Then multiply the result by 5 and have the player try to roll that number or less on D100.

BENEFITS OF BECOMING A RUNE PRIEST

There are five benefits of becoming a Rune Priest.

1. BOARD AND SUCCOR

The mage is fed and boarded at any refuge of the cult (and some allied cults as well) and the cult will usually do whatever is in its power to get him out of captivity. As with Rune Lords, the cult provides a horse and armor, etc.

2. FURTHER TRAINING

The Priest will be trained in the Knowledge skills of the cult and in Oratory. The cult will pay for this training and the Priest is expected to repay the cult out of his later contributions.

3. EASIER POW GAIN ROLL

Since the Priest concentrates on learning magic and contact with his god, he needs to roll only $(25 - \text{his POW}) \times 5$ or less on D100, rather than the usual $(\text{species maximum} - \text{his POW}) \times 5$. Thus, Ariella, with a POW of 18, only needs to roll 35 or less on D100 to gain POW, where a normal character would need to roll 15 or less.

4. ACCESS TO RUNE MAGIC

The Rune Priest gains the power to use Rune magic. These spells give a big edge in adventuring, which is one of the major reasons people more interested in power than religion become Priests. For more details on Rune spells, consult the section on Rune magic.

5. ALLYING A SPIRIT

The Rune Priest may ally a spirit, just as a Rune Lord does. He usually puts the spirit either into a staff or the body of an animal familiar.

RESPONSIBILITIES OF BEING A PRIEST

The Priest has responsibilities to his cult. There are three principle responsibilities, common to all cults.

1. ACCOUNTABILITY

A Priest is a representative of his deity, and his cult forms the focus of his life. He has certain freedoms in most cults, but emergencies will supercede his personal plans, and he must come at its call.

2. SUPPORT

The Priest, like the Rune Lord, must give all but 10% of his income to the temple. He must also donate to the temple any magic items he cannot use himself.

3. DUTY

The Rune Priest must do as the high priest of his temple commands. His normal duties are long and time consuming. He has no time for the intense training necessary to maintain DEX based skills such as fighting. Therefore, his ability with weapons falls to his $\text{DEX} \times 5$, if he was that good in the first place. This also affects all other DEX based skills. There is no time

for training or practice in these skills, so they will not get better as long as the character is a Priest, except through experience.

Also, there is no time for rigorous exercise courses and the like, so the character cannot increase his STR, CON, or DEX. Only POW and CHA may be improved, as increasing them requires no specialized training.

A Priest cannot voluntarily reduce his basic POW below the 18 necessary to become a Priest. If it happens to him involuntarily, treat the result as an involuntary leave of absence, except that the Priest cannot regain Rune magic spells until after he has a POW of 18 or higher.

LEAVING THE CULT

A Priest may abandon his vows and leave the service of the cult at any time. He cannot come back. The god(s) of the cult will not be pleased, and all Rune magic will be lost.

Alternately, he may apply for a leave of absence, to build up his DEX based skills. To do so, he applies to his high priest and attempts to make the same sort of roll he made to be accepted by the cult. If he makes it, well and good, he's free. In applying for a leave of absence, the character must use his own money.

A leave of absence is for a stated period, never more than a game year. A Priest on leave retains the ability to use the Rune magic he has acquired, but counts in all other ways as a normal Adventurer. He loses the Priest's bonus in gaining POW but can improve characteristics, fighting ability and other DEX based skills.

BECOMING A HIGH PRIEST

There are two ways to become a high priest.

1. TAKE OVER A VACANT HIGH PRIESTHOOD

This has problems, mainly because the second most experienced Priest takes over when a high priest dies, and the character is likely to be the junior-most priest.

Murdering the high priests until it's your turn is frowned upon, and thanks to divination, a character has a good chance of being caught. If the character waits until it's his turn, he will probably be at least 50 game years old. The leaves the other method.

2. QUALIFY TO FOUND HIS OWN TEMPLE OF THE CULT

To do this, a Priest must have minimum of 15 sacrificed points worth of reusable Rune magic spells, at least 5 of which must be divination, and 90% ability with three cult Knowledge skills. He must also have the permission of his high priest, which is easy to get if he goes somewhere else to set up his temple, and has sufficient funds to build the new temple.

The chief advantages of being a high priest are: he need not obey the orders of another high priest; he need no longer pay 90% of his income into the temple treasury; he may have initiates of the cult to obey him.

RUNE PRIEST-LORDS

A Priest who qualifies as a high priest with 15 or more points of reusable Rune magic spells sacrificed for has another alternative to becoming a high priest. He may take leave from the humdrum duty of the cult and begin training his characteristics and skills toward becoming a Rune Lord of the cult. He still retains all privileges of his status as Priest.

JOINING MORE THAN ONE CULT

To become an initiate or Priest of two or more cults, an Adventurer must first be an initiate or Priest of one cult. He must

then persuade his high priest to let him join the next cult (possibly only if it is friendly) by making a roll similar to that he made to become an initiate in the first place. After that, he must try to join the new cult by making a roll similar to that he needed to become an initiate in the first cult. NOTE—The Priest trying to get his superiors to let him go on leave of absence or join other cults must use his own money, not the 90% he owes the temple.

If the candidate Priest manages to persuade a second cult to take him in, he is not obligated to give it 90% of his income. He is an associate Priest and will simply buy abilities outright from the new cult. The new cult will provide him with food and board, but it will not ransom or rescue him. Learning a specialty spell of the new cult must be accompanied by a donation of 1000 L per POW point of the spell. As an associate Priest, an Adventurer need not appeal to his high priest to go on leave, though an Adventurer must still get leave from the first cult.

RUNE MAGIC

A Rune Priest can cast Rune magic spells. He relies on power supplied by his god to cast the spell. Gods are usually unwilling to grant humans use of their power unless they get something out of it. A Priest must permanently sacrifice characteristic POW to his god in order to acquire the right to cast Rune magic spells. Of course, he can get this POW back eventually through normal POW increase rolls.

A character makes this sacrifice by taking the characteristic POW above 18 and sacrificing it to his god at a religious ceremony. The cost in characteristic POW sacrificed to learn any particular Rune magic spell is given in each of the spell descriptions following. Learning a Rune magic spell does not require money, only the sacrifice of characteristic POW.

The Rune association of his god will affect the powers of the Priest, making him better at using the elements or powers his god is associated with. However, there are many spells common to most cults because of their wide usefulness and lack of association with any specific Rune. These are listed in the Standard Rune Magic Spells Table and described in the following pages.

The god does not care how many times any particular spell is sacrificed for or which spell is selected, although the cult may have its own guidelines. The god is concerned solely with gaining the POW sacrificed to it.

EXAMPLE—GETTING A RUNE MAGIC SPELL

Ariella, having become a Priestess of Orlanth, was almost immediately sent out by the temple on an adventure. She not only survived but got a POW gain roll. Making that, her player rolls 15 of the POW increase roll, so she gains 2 points of characteristic POW. Her player looks over the Rune magic spells available to an Orlanth Priest. In light of recent unfortunate experience, Dismiss Elemental looks attractive, but the player finally decides that Shield would be more generally useful. Ariella, who would have a characteristic POW of 20 if she kept the results of her POW increase roll to herself, has a POW of 19 after buying 1 point of Shield. After her player decides she could use another point of Shield, she has a POW of 18. Her player would love to reduce her characteristic POW to 15, and get Dismiss Elemental III, but as a Rune Priestess, Ariella is obliged to maintain a POW of at least 18, so that she can officiate in ceremonies.

CASTING A RUNE MAGIC SPELL

After learning a Rune magic spell, it may be cast by reciting a formula to which the spell is keyed, either aloud or in the

mind, after which the spell will take effect. Rune magic spells always take effect at strike rank 1.

Casting a Rune magic spell prevents a character from casting any other Rune magic or battle magic spells. The sole exception is Extension (see Spell Descriptions) which is cast at the same time as the spell it is intended to extend.

Casting a Rune magic spell does not reduce a character's current POW. If, in the example above, Ariella had a POW of 18 and cast 2 points of Shield, her POW would still be 18 when she casts Befuddle one round later.

Once cast, a Rune magic spell cannot be cast again until the Priest spends a day of quiet worship at a temple or holy place of the Priest's cult. This compensates the god for the POW he used in casting the spell, and deters Rune Priests from casting Rune magic frivolously. Rune Magic is regained at the rate of 1 point a day so if a Rune Priest casts 15 points of reusable Rune magic, it will take him 15 days of quiet worship to get it all back. Some Rune magic spells, notably divine intervention, cannot be regained, but must be sacrificed for again. If a spell is of this type, it will be noted as being "non-reusable" in the spell description.

The Priest can use his characteristic POW to "back up" a Rune spell. For instance, a Black Fang Brotherhood Priest, wishing to attack Ariella but knowing she may have both points of Shield up (for 4 points of Countermagic) can use 4 points of his own characteristic POW to help the 1 point Rune magic Shatter go through the Countermagic and attack Ariella.

STACKABLE RUNE MAGIC

Battle magic spells cannot be combined with themselves to

STANDARD RUNE MAGIC SPELLS TABLE

ONE POINT MINIMUM

1	Absorption	Stackable
2	Discorporation	Stackable
3	Dismiss Elemental 1	Non-Stackable
4	Divination	Stackable
5	Divine Intervention	Stackable
6	Extention 1	Non-Stackable
7	Matrix Creation	Stackable
8	Mind Link	Stackable
9	Multispell 1	Non-Stackable
10	Reflection	Stackable
11	Runepower 1	As Per Spell
12	Shield	Stackable
13	Spell Teaching	Non-Stackable
14	Spirit Block	Stackable
15	Warding	Stackable

TWO POINTS MINIMUM

16	Concealment	Non-Stackable
17	Dismiss Elemental 2	Non-Stackable
18	Extention 2	Non-Stackable
19	Multispell 2	Non-Stackable
20	Runepower 2	As Per Spell
21	Vision	Non-Stackable

THREE POINTS MINIMUM

22	Dismiss Elemental 3	Non-Stackable
23	Extention 3	Non-Stackable
24	Multispell 3	Non-Stackable
25	Runepower	As Per Spell

increase the total effectiveness of the spells, but some Rune magic can be. These spells are known as "stackable" spells. If a spell is stackable, it will be mentioned in the spell description. As an example, if Ariella were to decide she needed another point of Shield to add to one she already cast, or that the situation is desperate, enough to use both her points of Shield at once, the 2 points of Shield would give twice as much protection as one. On the other hand, casting Protection 1 (a battle magic spell discussed in Chapter V) twice is not equivalent to casting Protection 2 once.

The Priest may sacrifice for as many points of the spell as he wishes, even though some stackable spells may only be used in increments of 4 in any one period of time.

CHARACTERISTICS OF RUNE SPELLS

Unless the spell description says otherwise, all Rune magic spells are passive with a duration of 15 minutes and a range of 160 meters. A Rune magic spell will always be twice as strong as a battle magic spell of the same POW. Thus, it takes 2 points of Dispel Magic to dispel a 1 point Rune magic spell.

RUNE MAGIC SPELL DESCRIPTIONS

ABSORPTION	Cost—1 POW point
Range—160 meters	Duration—15 minutes
Stackable up to 4 points	Reusable

This spell absorbs the POW points of any enemy's battle magic spell and makes them available to the caster while screening out the intended effect of the spell. It works only on spells with twice as many or fewer POW points behind them as those sacrificed for the Absorption. Spells with more than twice as many POW points behind them than the Absorption will get through to the protected target without loss of POW. However, the Absorption spell will remain to absorb any future spells of the correct POW, unless dispelled by the proper size Dispel Magic.

The caster of this spell may put it on someone else, but the caster of the spell will get the absorbed POW. This spell can protect anything, even a sword or a spirit.

The POW points gained through this spell are stored in the spirit plane, held by the god for the character's use in casting battle magic spells. These points are not added to the current characteristic POW of the character, but are used instead of his own POW as fuel for battle magic spells.

As with most stackable spells, no more than 4 points of Absorption may be used concurrently. When the spell expires or is dispelled by Dispel Magic, any remaining stored POW is dissipated.

Absorption is incompatible with Reflection, Shield, or Spirit Block.

CONCEALMENT	Cost—2 POW points
Range—160 meters	Duration—15 minutes
Non-Stackable	Reusable

This is a combination of two battle magic spells, Invisibility and Silence, and has the added bonus of making the Invisibility passive. If the character protected by this spell attacks with missile, melee, or magic, he becomes visible in the first strike rank of the melee round in which he attacks and will disappear

again after the last strike rank of that round unless engaged in melee. In any round the character disengages from melee, he will disappear again at the end of the round of disengagement.

DISCORPORATION Cost—1 POW point
 Range—Touch Duration—15 minutes
 Stackable—No limit Reusable

The caster temporarily detaches his spirit from his body and reunites them at will, or after 15 minutes, whichever comes first. The body remains comatose until his return.

The ability to separate costs 1 point. The difficulty of maintaining the separation is directly proportional to the distance between spirit and body, costing 1 further point of the spell per 5 km of distance. Thus a Priest must have sacrificed 2 POW points before being able to travel more than 5 km from his body.

While in spirit form, the character may cast spells and teleport the spirit part to anywhere the character can maintain the separation.

A Discorporate character is treated in all respects like an ordinary disembodied spirit (see spirit rules, Chapter V). A Discorporate character will be returned to his body by the use of a properly powerful Dispel Magic spell, assuming the user of Dispel Magic can find the Discorporate character by means of the Detect Spirit spell or find the body.

While Discorporate, a character attempting an attack battle magic spell and rolling a 00 on the attack roll will be returned directly to his body.

While a character is Discorporate, his body is still vulnerable to all damage causing spells, weapons, diseases, etc. If the body dies, the character remains a spirit, showing no more interest in the material world than the spirit of a newly dead character usually shows.

DISMISS ELEMENTAL 1 Cost—1 POW point
 Range—160 meters Duration—Instantaneous
 Non-Stackable Reusable

This spell can dismiss any small elemental. The caster of the spell must overcome the magic resistance of the elemental for the spell to work. The dismissed elemental is gone, and cannot be summoned again until the spell used to summon it has been regained. The elemental cannot be dismissed until it is fully formed. When dismissed, the elemental will disappear at the end of the melee round during which the dismissal spell was cast, and gets to attack during that round.

DISMISS ELEMENTAL 2 Cost—2 POW points
 Range—160 meters Duration—Instantaneous
 Non-Stackable Reusable

This spell acts just like Dismiss Elemental 1 against medium and small elementals.

DISMISS ELEMENTAL 3 Cost—3 POW points
 Range—160 meters Duration—Instantaneous
 Non-Stackable Reusable

This spell acts just like Dismiss Elemental 1 against large, medium, and small elementals.

DIVINATION Cost—1 POW point
 Range—160 meters Duration—Permanent
 Non-Stackable Reusable

This spell allows the character to ask a question of his god. The answer will usually be a short sentence of up to seven words, though it may, at the referee's discretion, take the form of a vision.

The gods cannot see into the future, being bound by Time as the rest of Glorantha. The ritual takes 1 hour to perform, and must be done in a recognized holy place sacred to the god being questioned.

The probability that a character will correctly read the signs (necessary in this ritual) given by the god in answer is POWx5 or less on D100. No one is perfect, so there is always the 5% chance (96-00 on D100) that the character will read the signs wrong. The referee must then make up a misleading answer. As usual in such cases, the referee rolls the dice.

Each POW point of this spell used allows one question to be asked.

DIVINE INTERVENTION Cost—1 POW point
 Range—Unlimited Duration—Permanent
 Stackable—No limit Non-Reusable

May be used to pray for a miracle ("Oh Lord, bring sister Ariella back from the dead; Oh Lord, return us to your temple at Pavis; etc."). If the miracle is not too great (only one character may be reunited with his spirit, but a whole party of up to a dozen Adventurers may be teleported out of trouble), the character's chance of getting the request is 10% per point of spell used. This differs from the Rune Lord's divine intervention. When a Rune Lord asks for divine intervention, he will usually get it, but he will lose a certain amount of POW. When a Priest calls for divine aid, the POW has been already allocated for it, and Priest loses no other POW.

If the god hears the plea and gives the miracle, the character will have to sacrifice new POW points to receive the spell again. Miracles take up a lot of godly energy, and have to be paid for. Thus, Divine Intervention is not a reusable spell.

A given character can ask his god for a given miracle only once. If he doesn't get it then, he never will. If a god does not grant a miracle that his Priest has requested, the Priest will keep the POW points he has in Divine Intervention, and if he survives, may use them to ask for another miracle later.

Divine Intervention also has the property of helping the caster but not harming anyone else. It cannot be used to strike an enemy dead, for example. If the gods allowed their powers to be used in this fashion, they would soon be in direct conflict. This would defeat the whole purpose of the proxy wars between mortals, and threaten the world with direct conflict between gods.

In certain special circumstances, such as the enchanting of iron or Rune metal armor, only 1 point of Divine Intervention is expected by the god, and no more need be cast.

Divine Intervention cannot foretell the future or change the past. Also, Divine Intervention cannot be substituted for learning by experience or training.

EXTENSION 1

Cost—1 POW point

Range—160 meters

Duration—Instantaneous

Non-Stackable

Reusable

This spell extends the duration of a temporal battle magic spell to 1 hour, and makes it passive, if it wasn't already. It has no effect on Rune magic. Unlike all other Rune magic, it must be cast with the spell it is extending.

EXTENSION 2

Cost—2 POW points

Range—160 meters

Duration—Instantaneous

Non-Stackable

Reusable

This spell increases the duration of a temporal battle magic spell to 6 hours. It will also extend the duration of a temporal Rune magic spell to 1 hour.

EXTENSION 3

Cost—3 POW points

Range—160 meters

Duration—Instantaneous

Non-Stackable

Reusable

This spell increases the duration of a temporal battle magic spell to 1 week, and a temporal Rune magic spell to 6 hours.

MATRIX CREATION

Cost—1 POW point

Range—Touch

Duration—Permanent

Stackable—No limit

Non-Reusable

This spell is used to create a battle magic spell matrix (see Chapter IX). The number of POW points normally needed to cast the spell must be sacrificed for Matrix Creation to create a matrix for that spell. Thus, to make a sword into a Bladesharp 1 matrix needs 1 point of Matrix Creation. Making a Bladesharp 3 matrix takes 3 points of Matrix Creation. A spell matrix may have only 1 spell in it, unless a successful Divine Intervention is used for each additional spell. If the spell is a variable spell, however, the strength of the matrix can be increased over time. Thus a 1 point Bladesharp matrix could be built up into a 4 point matrix by later use of further Matrix Creation spells.

The matrix can also be created a part at a time, so that a Fireblade matrix, needing 4 points of sacrificed POW, can be done over the course of several weeks. Of course, it will not have the spell until the entire sacrifice is made.

A Rune Priest cannot make a matrix for a spell he does not know.

MIND LINK

Cost—1 POW point

Range—160 meters

Duration—15 minutes

Stackable—No limit

Reusable

This spell allows the participants to communicate telepathically and use each other's magical abilities, such as knowledge of spells and POW. Any participant in a Mind Link may use the spell knowledge and POW of other participants without their consent.

NOTES

- 1 A character must allow himself to be included in the link.
- 2 Morale affecting spells, such as Demoralize, cast against one member of a link attack all characters linked with the target with the same attack roll. Thus, an attacker with a POW of 12 attacking a target with a POW of 14 needs a roll of 40 and gets 37. The target is Demoralized. However, the target's bound spirit, with a POW of 15, is not. Also, the Rune mage with the POW of 18 the target is in Mind Link with is also unaffected.
3. While all participants in a link have the magical knowledge of the others, characteristics, such as INT and POW, remain the same for each.
- 4 Characters defend against magical attack with their own POW, and cannot draw upon the POW of others for defensive purposes.
- 5 If character A is linked with character B and C, characters B and C are not linked.
- 6 Any participant may leave the link at any time.
- 7 Only the knowledge from conscious communications, as are communicated by the battle magic spell Mind Speech, are retained after the link is gone. It cannot give permanent knowledge of a spell.
- 8 Once a voluntary Mind Link has been established, there is no limit on the range of the participants' communications.

MULTISPELL 1

Cost—1 POW point

Range—160 meters

Duration—15 minutes

Non-Stackable

Reusable

This spell allows the user to combine two battle magic spells and cast them at once. These will be resolved as separate attacks. The only exception to this is the Disruption spell, which can be combined with itself and resolved as one attack doing 2D3 damage to one hit location.

Multispell can be used to cast two different spells at the same time, or to cast spells at two different targets at the same time. This spell does not decrease the cost in current POW of the spells to be combined, so the user loses the total amount required to cast them separately off his current POW. Multispell will not override the usual limitations on how much of a variable spell can be used. Also, it cannot be used to cast incompatible spells on the same target. Thus, Multispell cannot be used to create a single sword with Bladesharp 8 on it, or put Countermagic and Protection on the same character. An attack using Multispell will take effect at the highest strike rank of any spell included in the combined attack. Thus, if Ariella tried to Harmonize one enemy and Befuddle another, both at the minimum cost to cast, it would come off at her Harmonize SR of 3, not her Befuddle SR of 2.

MULTISPELL 2

Cost—2 POW points

Range—160 meters

Duration—15 minutes

Non-Stackable

Reusable

Like Multispell 1, but 3 spells can be thrown at once, combined, or whatever.

MULTISPELL 3 Cost—3 POW points

Range—160 meters Duration—15 minutes

Non-Stackable Reusable

Like Multispell 1, except that 4 spells can be thrown at once, combined, etc.

REFLECTION Cost—1 POW point

Range—160 meters Duration—15 minutes

Stackable up to 4 points Reusable

This spell reflects spells which fail to overcome the magic resistance of the protected character. The reflected spells then attack their caster at his current POW after casting the reflected spell. The spell attacks with the POW it was cast with.

The spell will not work if the attacking spell is of more POW points than the Reflection spell. Because battle magic is only ½ as strong as Rune magic, a Reflection spell stacked to 2 points would not affect a battle magic spell with 5 POW points behind it, but could reflect anything less powerful, if the spell failed.

The reflected spell will hit the caster at the caster's strike rank, plus one.

This spell will last for 15 minutes unless dispelled with the appropriate strength of Dispel Magic.

Reflection is incompatible with Absorption, Shield, or Spirit Block.

RUNEPOWER 1 Cost—1 POW point

Range—As per spell Duration—As per spell

Stackability—As per spell Reusability—As per spell

This spell is Rune magic which is a specialty of a given cult. It is usually associated with the Runes of a cult. Two different gods, even of the same Runic association, may develop entirely different arrays of spells for their Priests. Some examples of Runepower spells are given in the section on cults later in this chapter, and in the *RuneQuest* playing aid *Cults of Prax*. The referee wishing more variety in his universe is encouraged to develop his own cults. The elemental summoning spells described later are examples of Runepower spells.

RUNEPOWER 2 Cost—2 POW points

Range—As per spell Duration—As per spell

Stackability—As per spell Reusability—As per spell

Like Runepower 1, save that 2 POW points are put into a specific Runepower, such as summoning a medium elemental.

RUNEPOWER 3 Cost—3 POW points

Range—As per spell Duration—As per spell

Stackability—As per spell Reusability—As per spell

Like the previous spells, save that 3 POW points are sacrificed toward a Runepower, such as summoning a large elemental.

EXAMPLE

Ariella has learned 2 points of Reflection since the last example. She goes on an adventure with Rurik and his followers. As usual, Rurik chooses to attack the first army of trolls he meets, about 20 of them. Ariella casts Shield on herself and the Reflection on Rurik, since she cannot cast both on herself. Rurik closes with the trolls and at strike rank 2, is hit with a pair of spells, Befuddle and Disruption, 1 point of each. Neither spell works, and the spells are reflected back at their casters. The dark troll who threw the Befuddle cast it with his POW of 9, leaving him a POW of 8. The reflected spell hits him at strike rank 3 (one after he threw it) and has a 55 chance of Befuddling him. The referee rolls 37 on D100 and curses as the dark troll is befuddled.

The dark troll casting disruption had a POW of 13 when he cast the spell, and took the POW for the spell from his bound spirit. Thus, he still has a POW of 13 when the spell is reflected at him. The referee rolls 42 and the dark troll is Disrupted, taking 2 points of damage in his left leg.

In the next round, the troll who cast Disruption before, realizing he is facing Rune magic, robs his bound spirit of the 5 remaining points of POW the spirit has available and puts them behind a Demoralize spell. Once again, Rurik's high POW keeps the spell from working, but because the 5 points of POW were behind the spell, it is not reflected back.

In the next round, two trollkin hit Rurik with Disruption and Befuddle. The Disruption spell user's attack roll is 02! Rurik is hit for 1 point in the right arm. The Befuddle spell is a failure and is reflected but fails to affect its caster. In strike rank 8, the dark troll decides to rid the nuisance of this reflecting capacity and uses his own POW to send a Dispel Magic 8 at Rurik, knowing that this is enough to knockdown even 4 points of Reflection. His attack roll is not 96-00, so the spell works, and the Reflection spell is dispelled.

SHIELD

Cost—1 POW point

Range—160 meters

Duration—15 minutes

Stackable up to 4 points

Reusable

Each point of this spell serves as a 2 point Protection (even over and above the normal 4 point limit) and a 2 point Countermagic. This spell is cumulative with either Protection or Countermagic.

To get past a Shield spell, a battle magic spell must have 1 more point behind it than twice the number of points of Shield in effect. Thus, if 2 points of Shield are in effect, a Demoralize spell would have to have 5 points of POW behind it to get through. A Rune magic spell needs one more point than the number of points of Shield that are in effect.

Shield does not go away if it is breached. It remains in effect for 15 minutes, or until dispelled with the appropriate strength of Dispel Magic.

Shield is incompatible with Absorption, Reflection, and Spirit Block. If Shield and Countermagic are stacked together, and a spell which would normally knock down a Countermagic spell of their total strength is put against this, the Countermagic will go down, but the Shield will stay. Thus, if Ariella put up both points of her Shield spell, and added 2 points of Countermagic (a total Countermagic effect of 6 points), and a foe put 5 points behind a Demoralize spell thrown at her, the Demoralize spell would fail, but the 2 points of Countermagic would also be blown down and she would only have her Shield spell left for magic protection.

SPELL TEACHING

Cost—1 POW point

Range—Touch

Duration—1 week

Non-Stackable

Reusable

This spell allows a Rune Priest to teach any battle magic spell the Priest knows to any character. The teacher and student are in a specialized mind link which allows for the impressing of the specific battle magic spell on the subconscious of the student, with none of the other normal effects of a Mind Link. This occupies a week of ritual and training during which nothing else may be done except for eating and sleeping. This spell must be taught in a holy place of the cult.

Because this is one of the main sources of income for the cult, a Priest sacrifices for it early in his career.

SPIRIT BLOCK

Cost—1 POW point

Range—160 meters

Duration—15 minutes

Stackable up to 4 points

Reusable

This spell blocks 10 points of an attacking spirit's POW if cast before spirit combat begins. Thus, a spirit with a POW of 24 attacking a Priest protected by this spell would only be able to use 14 points of POW in spirit combat.

If, through spirit combat with the protected character, the spirit is brought down to a POW of 10 or below, the two combatants can no longer interact. Of course, a spirit attacking a character protected by 2 points of this spell would lose the use of 20 points of POW in spirit combat and would not be able to interact with the character after its POW was brought down to 20 or less.

This spell is incompatible with Absorption, Reflection, and Shield.

VISION

Cost—2 POW points

Range—160 meters

Duration—15 minutes

Non-Stackable

Reusable

This spell gives a viewpoint which may be up to 240 meters away from the spirit of the recipient of the spell. Looking from this viewpoint is approximately like looking through the character's eyes, but it gives a 180 degree view. After this spell is cast, the viewpoint can be moved at a speed of 3 meters a melee round, and turned 180 degrees in a melee round. The

EXAMPLE

Ariella has just learned the Vision spell and is ordered to check out a castle, reported to be inhabited by trolls. (As usual, Rurik is giving the orders, but he's grown slightly more cautious after the last affair.) She puts her viewpoint 10 meters from the near gate, facing back toward the gate, and sees 2 dark troll guards sleeping, and 10 trollkin avidly rolling dice. Wondering about the rest of the castle, she turns the viewpoint around and sees about a dozen defenders starting to put their armor on, etc. At the same time, she hears a number of snarls. Wanting to know whether she's about to be eaten alive, next round she switches her viewpoint back to her bodily surroundings. Rurik and about 4 others are hotly engaged with 2 werewolves. Trusting Rurik against werewolves, next round she switches back to her viewpoint so that, after the werewolves have been disposed of, Rurik can be given a complete account of the castle defenses.

two motions can be combined.

While using Vision, the character cannot use his own eyes. However, he can switch back and forth between the spell viewpoint and his own from one round to the next.

WARDING

Cost—1 POW point

Range—Special

Duration—Permanent

Stackable up to 4 points

Reusable

This spell requires 4 wands as "props." They must be exactly 15 cm in length, and may be made of light wood. It protects an area of 81 square meters or less from spells cast into it from outside, attacking spirits, or attempts to enter it from characters outside the Warded area. The spell also protects the air space above the area for a height of 3 meters, effectively creating a cube of protection.

The area protected is defined by extension from the positioning of the wands. Each point of Warding functions as 1 point of Countermagic against spells cast from outside the lines of the Warding, 1 point of Spirit Shield against enemy spirits crossing the lines of the Warding, 1 point of Disruption against all enemies crossing the lines of the Warding, and a Detect Enemies spell to determine whether the above spirits and enemies are enemies of the caster.

If the Warding is stacked to more than 1 point Warding, treat the Disruption spell attack as if Multispell had been cast with it and combine the attacks into one attack and multiple damage value to one hit location.

Any attack spell cast across the lines of the Warding, or any attempt to cross the Warding by an enemy of the caster, will also start an intense keening noise, which should wake all within. The warning noise is not necessary and can be suppressed by the conjuring Priest if he covets sleep more than life.

Multiple point Warding can be used to double or triple the area covered by the Ward, if the user would rather cover area than increase the power of the Countermagic and Disruption. NOTE—The mage with 3 points of Warding can put 1 extra point into the expansion, covering thereby 162 square meters and 1 extra point into the Warding effects, giving the effect of 2 point Countermagic and Disruption.

The Warding spell lasts until the wands are removed and any attempt to remove the wands by anyone other than the caster will trigger the defenses.

It can also be dispelled with the appropriate strength of Dispel Magic.

ELEMENTALS

An elemental is the union of a not very bright spirit, supplied by the Rune Mage's god, and a particular physical form, supplied by the local environment. There are 5 major types of elementals: Darkness, Water, Earth, Fire, and Air, corresponding to the associated Elemental Runes.

There are also Lunar elementals, but since the Lunar element is not present in most areas of Glorantha, they are not described here.

GENERAL PROPERTIES

The spirit portion of an elemental consists of an INT of 1D6 and a POW equal to 3D6+6.

An elemental, having both physical and spirit aspects, is vulnerable to both magical and physical attacks.

SUMMONING ELEMENTALS

The Elemental Rune cults can summon elementals of their Element. Elementals usually come in 3 sizes, small, medium, and large. The elemental will fight for the summoning character until it is physically destroyed, or the 15 minute time limit is up, whichever comes first.

Having sacrificed for an elemental, a character will get the same elemental every time he summons it. Its characteristics will never change, even if it is physically destroyed. However, if its POW is reduced to 0, it will never return, and the character must resacrifice if he wants another elemental.

It takes an elemental 1 melee round to form, and 1 melee round to receive orders. While the summoner is giving the elemental orders, neither the elemental nor the summoner may do anything else (such as parry the blow the giant is getting in). Since no elemental has more than 1D6 INT, complicated orders are likely to be mixed up. However, the summoning character is in Mind Speech with the elemental and may change its orders at any time. An elemental may be summoned to appear anywhere within 60 meters of the summoning character. Note the difference from the usual range limit for Rune magic spells.

An elemental will not move unless ordered to do so. However, an elemental automatically attacks anything caught within or on top of it. Of course, this can include the summoning character.

Any number of elementals may be summoned at one time, controlled by one character, as they fight independently. An elemental cannot be summoned without at least some of that



element present. It need not be anywhere near the amount actually used in the elemental, but when a character is out of water in the desert, he cannot summon a water elemental for drinking purposes.

DARKNESS (SHADE)

<i>Characteristics</i>	<i>Type</i>		
	<i>Small</i>	<i>Medium</i>	<i>Large</i>
Attack chance	20%	40%	60%
Size in cubic meters	27 (3x3x3)	54 (3x6x3)	81 (3x9x3)
Hit points	1D6+6	2D6+12	3D6+18
STR	1D6+6	2D6+12	3D6+18
Movement class	12	12	12

The shade is a tall, cloaked, human sized figure in a pool of darkness the size shown above. It engulfs characters in the pool of darkness and attacks then with fearshock, filling them with such terror that they cannot move. It uses its POW against the CON of the victim(s) as if it were a POW versus POW magical attack.

The shade attacks with this fearshock on the first round a character is engulfed. The attack roll is compared against the CON of each person caught in the darkness. As long as that character is engulfed, he cannot be affected by the shade's fearshock after the first round. However, if he or the shade leaves and returns, he will be attacked again. Unconscious characters cannot be affected by a shade's fearshock.

If the shade's attack is successful, roll for the result on the Shade Attack Table.

SHADE ATTACK TABLE

<i>D100</i>	<i>Result</i>
01-05	Victim dies of fear.
06-35	Victim collapses for 20 minus CON full turns. Must roll CONx5 or less or die as above.
36-65	Collapses for 20 minus CON melee rounds.
66-95	Victim cowers in fear for 20 minus CON melee rounds, acting in all other ways as demoralized.
96-00	Victim runs in fear for home for 20 minus CON melee rounds. Will attack fanatically if no place to run to.

If the shade's attack is unsuccessful, roll as above but add 50 to the roll. If the result is 101-150, there is no effect.

Characters making the roll of their INTx5 or less on D100 can attack or cast spells at the shade each round they are inside and make the roll. The shade will strike back, doing 1D6 plus any damage bonus based on its STR. The attack chance shown above is its chance of hitting.

As with a magical attack, the appropriate amount of Countermagic or Shield will stop the effects. Because this is summoned by Rune magic, 1 point of Countermagic is needed to temporarily stop the effects of a small shade, 3 points a medium shade, and 5 points a larger shade.

FIRE (SALAMANDER)

<i>Characteristics</i>	<i>Type</i>		
	<i>Small</i>	<i>Medium</i>	<i>Large</i>
Size in cubic meters	27 (3x3x3)	54 (3x6x3)	81 (3x9x3)
Hit points	2D6+12	4D6+24	6D6+36
STR	1D6+6	2D6+12	3D6+18
Movement	6	6	6

The salamander engulfs its victims, attacking their CONs directly with 3D6 heat shock. The roll of 3D6 is matched against the CON of the victim on the Magical Resistance Table (Chapter V) and, if the attack is successful, the character takes the full damage rolled on 3D6 directly to his CON, as with a poison attack. If unsuccessful, ½ the amount rolled is applied against the victim's CON.

Armor will not protect against this damage, but Protection and Shield spells will.

WATER (UNDINE)

<i>Characteristics</i>	<i>Type</i>		
	<i>Small</i>	<i>Medium</i>	<i>Large</i>
Size in cubic meters	27 (3x3x3)	54 (3x6x3)	81 (3x9x3)
Hit points	2D6+12	4D6+24	6D6+36
STR	1D6+6	2D6+12	3D6+18
Movement class	6	6	6

The undine attacks by engulfing its opponents. Characters caught within it must make a die roll of their INTx5 or less on D100 or suffer 1D8 points of damage from inhaling water each melee round they are caught within.

If they make the INT roll, the player can try to roll the character's DEXx5 or less on D100 to escape from the grasp of the undine.

An undine can move away from a victim at any time. Anyone attempting to block the path of an undine will be engulfed automatically. It is usually possible to run away from an undine. Physical and magical attacks can damage the creature, breaking up the cohesiveness of its physical structure, and possibly "killing" it.

When found on or under rivers, lakes, or oceans, an undine can attack like an air elemental.

EARTH (GNOME)

<i>Characteristics</i>	<i>Type</i>		
	<i>Small</i>	<i>Medium</i>	<i>Large</i>
Size in cubic meters	27 (3x3x3)	54 (3x6x3)	81 (3x9x3)
Hit points	3D6+18	6D6+36	9D6+54
STR	2D6+6	3D6+12	4D6+18
Movement class	3	3	3

A gnome opens a pit under the feet of anyone standing on top of it. He falls into the depth of about a meter. The elemental then closes the sides of the pit in on him, doing 4D6 damage to each leg (armor will absorb this damage). If the character survives, he must make his STRx5 or less on D100 to climb out of the grip of the elemental. The gnome can only attack once by this method in a given area because the pulverized dirt is too fine for another attack.

This elemental cannot be used in areas floored by quarried stone, or solid rock. However, it likes very rocky soil just fine.

AIR (SYLPHS)

Characteristics	Type		
	Small	Medium	Large
Size in cubic meters	27 (3x3x3)	54 (3x6x3)	81 (3x9x3)
Hit points	1D6+6	2D6+12	3D6+18
STR	1D6+6	2D6+12	3D6+18
Movement class	12	12	12

A sylph attacks by taking a character caught within it and throwing him to the top of the elemental, and then dropping him. Damage done is 1D6 per 3 meters of fall. Thus a small sylph can do a maximum of 2D6 damage, but by making the elemental 6 meters high, a medium sylph can do 3D6 damage, etc. (See Chapter X, Falling Rules)

An Adventurer may try to resist by pitting his STR against that of the elemental. This should be resolved as if the elemental were attacking the character by magic, except that it pits STR against STR, rather than POW against POW. If the character resists, he stays on the ground.

If there is more than one target within the area covered by the elemental, it may divide its STR equally among the targets and overcome each STR on an individual basis. Thus, a large sylph with a STR of 30, having three targets within one area, can attack each target with a STR of 10. If it works against one, but not against the others, then one victim goes flying while the others stay on the ground. If so commanded, it will attack only one target, leaving the others alone.

Characters may choose to attack or cast spells at a sylph instead of resisting, in hopes that the sylph will be destroyed in mid-toss, causing only ½ damage for the toss. The characters will be tossed, however.

A sylph can also be used to fly characters around. A small sylph can lift one man sized (SIZ 20 or smaller) being, a medium sylph two man sized or smaller beings, and a large sylph, three. The sylph must be ordered to do this, and cannot do anything else while doing it. If one wants to try to lift a giant, or other large creature, divide its SIZ by 20. A sylph that can carry the resultant number of men can carry the monster.

SAMPLE CULTS

DEITIES

Gods are the most potent beings in the universe. The most powerful of them are far older and stronger than any other spirits around.

There is a hierarchy among deities, ranging from old gods like Orlanth (the Sartar Storm God) down to tribal ancestors, wood nymphs, and ancient chieftains. Any of these may be the object of a cult, though a powerful god can lend far more power to its priests than a weak one can.

Gods pay attention to their worshippers because they make sacrifices, which add to the god's power. A deity will thus respond to requests from his priests, shamans, and initiates who officiate at sacrifices.

A god will usually ignore requests made by his ordinary worshippers because (1) they do not officiate at sacrifices, (2) they should be kept in line by the clergy anyhow, and (3) a god with decent sized cult has not the time to deal with all of his worshippers on an individual basis.

GENERAL

Cults may be divided into three classes, depending on how widely worshipped the god is and how powerful he/she is.

These are actually interrelated factors, as a god draws power from being worshipped.

The first and most powerful type of cult is that of a major deity. The major deities of Glorantha include the Seven Light-bringers, as well as many others. These gods usually have subsidiary deities associated with them and their Priests have access to Runepower spells of several Elemental Runes, and one, or perhaps more, Power Runes as well. One example of this sort of cult is the Orlanth cult of Sartar, which is described below.

A major cult like this will have more than half a million worshippers and a large hierarchy with many temples. They are quite formalized, and shamans have little to do with them.

The second type of deity is a medium power deity, with anywhere from fifty thousand to five hundred thousand worshippers. There are usually no associated minor deities. The Priests of such a deity have one Elemental Rune and a modifying Power Rune though perhaps the only modifier will be one of Form or Condition. The Darkness Rune cult of Kyger Litor, Mother of Trolls, described below, is an example of this type.

The third class of cult is composed of minor deities, subsidiary deities such as mentioned above, and powerful spirits who have not managed to make the jump to godhood. Most of the spirits in the board game *Nomad Gods* are in this class. They often have only shamans interrelating with them, and no actual priesthood. If they have Priests, they can only give then 1 or 2 point Runepower spells and they often have only part of the Rune magic described earlier available. The Black Fang Brotherhood described below is an example of this class of cult.

ORLANTH

MYTHOS AND HISTORY

Orlanth was one of the many sons of Umath, the Primal Air. His mother was a mountain goddess named Kero Fin, and because of this he has always been associated with mountains.

The most famous struggle of Godtime was the rivalry between Orlanth and Yelm, the sun god. It is known in mythology which do not even worship these two gods.

In their own myths, the contest is central to worship. There are many tales telling of one or the other god's victory. One such contest is when the gods made weapons.

Yelm made the silent and far-shooting arrow, inspired by the piercing effect of his rays. Orlanth got the sword which was inspired by the slicing of the wind through the world. Later the duel grew more serious and Orlanth used the new power, Death, to kill Yelm. This brought the Lesser Darkness upon the world.

During the Lesser Darkness, Orlanth led a strong army of immortals with many allies.

Then Chaos crept into the world upon the trail made by Darkness. Monsters and demons scouted through the cosmos, preparing the way for the Devil. Gods whose names are lost to us now died. Realms of beauty were lost, and there was fear among the gods when Flesh Man gibbered his visions of the future to them. Orlanth found his mother dead, saw his father suffering and chained between the earth and sky, and took upon himself the task to right the wrongs which had brought such disaster about.

He took what tools and weapons he could, called some friends and met others along the way, and thereby joined the Lightbringers who searched unknowable paths to rescue the world.

For his leadership of the Lightbringers and his acknowledged superiority over Yelm, Orlanth was confirmed as chief of the air gods. He also took the title of King of the Gods. That

title is recognized by Lightbringers and some others, but not by all of the deities of the world.

Orlanth's cult is extensive, and it is understandable that such diversity would spawn some differences of worship. In general, three forms of the god are recognized. Orlanth Adventurous is the most widespread, for this god-form appeals to those who wander and adventure. Orlanth Thunderous is the weather god aspect and is worshipped where people commune with the violent storms of nature. Orlanth Rex is the King of the Gods, and is worshipped by chieftains and nobles and poets.

Orlanth Adventurous is the subject of this writeup.

RUNIC ASSOCIATIONS

The primary runes of Orlanth Adventurous are Air/Storm, Motion, and Mastery. As is normal with major cults, there are numerous other affiliations.

ORGANIZATION

There is no permanent structure of Orlanth Adventurous cults. Each high priest runs an independent and separate "ministry" for his worshippers. There are occasional Orlanth Rex priests present, and they may command respect and hospitality from the high priests, but there is no fealty or permanent command between them. The individual high priests of the cult work together as need be, but may remain independent.

Organization below the high priest is arbitrary and depends only on the whim or nature of the priest. Priests and Rune Lords will normally report to one or another high priest, though this can change at need. It is very easy to get a leave of absence from an Orlanth high priest.

Whenever a priest reaches the high priest stage, they may set up their own ministry if they wish, or remain with their high priest. A priest might also take over an ongoing-ministry whose priest is incapacitated, has died, has transferred to a temple in Dragon Pass, or otherwise retired.

REQUIREMENTS TO JOIN AS LAY MEMBER

Orlanth welcomes almost all beings who breathe air. This includes all the elder races (yes, trolls too). Lay members must have reached their maturity (between 16 and 20 for humans) and must make the choice to join by their own free will.

INITIATE MEMBERSHIP

REQUIREMENTS FOR INITIATION

The prospective initiate of Orlanth must have belonged to the cult for at least a year as a lay member, and must make a formal rejection of former cult ties and swear to devote himself "to the winds." He pledges himself to follow his priest and his god. He must have a sponsor who is already an initiate. He must pass a test given by the priest. This test can be abstracted

EXAMPLE

Jarang Bladesong wishes to become an Orlanth initiate; his sponsor is his priest, Argrath Dragonspear, whom Jarang has faithfully served for 6 years. Jarang has INT 12, POW 14, CHA 11, and will donate 2000 L to Dragonspear's cult. Recently Jarang killed a Lunar priest intent on Argrath's life, and the priest declares the act worth an additional 20%.

For Jarang to gain initiate status (and also get protection from the Red Moon), his player must throw (12+14+11+6+20+20=) 83 or less. He rolls an 03, critical acceptance! Argrath returns the 2000 L as partial gratitude and greeting. Jarang now is a very loyal member of Argrath's Orlanth cult.

to be the sum of his INT, POW, and CHA, added to the number of years he served as a lay member, with an additional point for each 100 L donated to the cult. The total is the number needed on D100 acceptance. The priest may choose to take into account great deeds done for the god.

REQUIREMENTS TO REMAIN INITIATED

Initiates must tithe 10% of their income, including income made while on leave.

Initiates are required to spend at least 6 weeks a year aiding in the defense of their priest and in performing tasks for him. This is on a rotating basis and determined by the priest.

During cult holy days, initiates must give up 2 points of POW in their prayers. They are bound to the cult likes and dislikes.

MUNDANE BENEFITS

Initiates who are captured will be ransomed by their own priests if possible, or by friends. Rescue is as likely as ransom. Circumstances will determine which option is used.

Orlanth Adventurous initiates may receive cult training in the following skills at ½ price. Some of these are received from associate cults. Evaluate Treasure, Climbing, Jumping, Trap Set/Disarm, Listen, Spot Hidden Item, Spot Trap, Hide in Cover, Move Quietly, Storm Speech, Read/Write Own Language, any sword.

Initiates of Orlanth Adventurous have the usual opportunities for purchasing Rune magic.

They may learn Bladesharp and Farsee at ½ price.

RUNE LORD MEMBERSHIP

GENERAL STATEMENT

Rune Lords of Orlanth Adventurous are called Wind Lords, and are the embodiments of the Adventurer. His life task is to perform deeds to honor his god, and so he roams the world seeking danger and strife, impetuously taking up quarrels and fearlessly defending his friends. He has no permanent allegiance to any "ministry" but simply moves from one to the other, serving as he can and being served by priests and initiates in turn.

Rune Lords are urged to become Priests as well, when they meet proper requirements.

REQUIREMENTS FOR ACCEPTANCE

Candidates for Wind Lord who fulfill the minimal requirements and have been initiates for at least a year will be accepted by the priests almost automatically. Only a roll of 96-00 on D100 will cause rejection. Even then the candidate can try again next season.

Candidates may also attempt to become a Wind Lord even if they have not previously been initiates. They must prove their sincerity (which the priest will check through a Divination spell), make a contribution of at least 1500 L in cash or kind (which does not aid in his acceptance roll), and pass an exam which is abstracted into POW+CHA+INT divided by 3 and multiplied by 5 on D100.

All candidates for Wind Lord must have 90% proficiency with any sword weapon, plus 90% proficiency with any 4 of this list: another weapon, Oratory, Riding, Climbing, Shield Parry, Mapping, Spot Hidden, Hide, Move Quietly, and Storm Speech.

BENEFITS

A Wind Lord has the immense benefit of being called upon

for many dangerous tasks and trying to outshine his contemporaries in feats of glory and prowess. He is the subject of awe, admiration, and many poems. Stranger Wind Lords are treated with respect by almost everyone they meet, and given food and shelter if they ask. Familiar Wind Lords who have proved themselves to their tribe live like khans on the gifts which they receive from friends or people thankful or hopeful of their help. They have their choice of booty taken on raids by them and their followers, and so get to keep the best 10% for themselves.

Iron weapons and armor are rarely available to present to a Wind Lord upon his accession to the rank. He may receive one piece of iron to mark his status, but it is often the first quest for the new Wind Lord to gain his whole regalia of iron accoutrements.

RUNE PRIESTHOOD: WIND VOICES

GENERAL STATEMENT

The Wind Voice of Orlanth Adventurous is the vessel for the magics of his god to come to the world. They are responsible for the spiritual health of their entire ministry. Note that Priests must spend much of their time performing proper rites to keep the winds blowing and to bring the blessings of Orlanth Adventurous to the widespread worshippers who do not have the benefits of a priest's presence.

Those many tasks make it impossible for a Wind Voice to keep in shape by training. Thus he must be limited to an ability of DEXx5 for all DEX based skills. They may, of course, continue to advance toward and up to their maximum DEX limits by experience, though not by training, and still know Knowledge skills appropriate to the cult up to the maximum possible.

REQUIREMENTS FOR ACCEPTANCE

Priests of Orlanth Adventurous must be able to speak their native tongue and Storm Speech at least 80%, have a POW of 18 or more, and convince the examiners in the usual fashion. This is abstracted as a die roll of POW+CHA+number of 100s of Lunars divided by 3 and multiplied by 5 on D100.

They must also have been initiates for at least 2 years.

RESTRICTIONS

Wind Voices must never fail to succor a member of their congregations.

They must eat eggs once a week (a sign of contempt for Yelm) and can never use birds as familiars (because of the sky connection). Cats are the preferred familiar.

BENEFITS

Wind Voices attached to tribes or clans are revered for having their exotic powers of Rune magic. Although they have no official status in tribal affairs, they are usually allowed to sit in on council meetings and voice their opinions to the elders.

Priests of Orlanth are always given preferential treatment when becoming associate members of other Lightbringer cults.

Priests are allowed to initiate new members, as usual, and to keep the money given as part of their examination.

RUNE SPELL COMPATIBILITY

Priests of Orlanth Adventurous may get any standard Rune spell. Since the cult emphasizes Mobility more than Storm, members may summon only small and medium sylphs, but may dismiss any size of elemental.

SPECIAL CULT RUNE SPELLS

TELEKINESIS

Cost—1 POW point

Range—160 meters

Duration—15 minutes

Non-Stackable

Reusable

The caster may transport one object weighing no more than SIZ 20 through the air for up to 15 minutes. In this situation, 5 points of encumbrance equal 1 point of SIZ.

With this spell, one can pick up anything not nailed or glued down. To move something nailed or glued down, the player rolls his current POW against the STR of the nails or the glue (which must be determined by the referee). This is the same procedure as in overcoming magical resistance. The maximum speed of the object so moved is movement class 12.

WIND WORDS

Cost—2 POW points

Range—160 meters

Duration—15 minutes

Non-Stackable

Reusable

If downwind, the caster can cause the wind to bring in conversations within range to his ears as if standing next to the speakers.

GUIDED TELEPORTATION

Cost—3 POW points

Range—Anywhere in Glorantha

Duration—Instantaneous

Non-Stackable

Reusable

This non-stackable spell always will return the caster to a specific spot which has been made sacred to Orlanth through a complicated week long ritual connected with acquiring the spell. Only a priest can cast the spell, and only on himself.

TELEPORTATION

Cost—3 POW points

Range—160 meters

Duration—Instantaneous

Non-Stackable

Reusable

Sighting for this spell must be done visually. The caster can teleport to any spot he can see, either on his own or through the eyes of a familiar or through a Mind Link or Vision spell. He cannot teleport to any place he cannot thereby see. The spell carries the caster and all his body gear but will not carry any other living thing, even should the caster wrap his arms around it. A stackable spell, it can be used to teleport someone else, within the same limitations.

SUBSERVIENT CULT—SANDALS OF DARKNESS

This cult is one of the four magic weapon subcults of Orlanth, and is the only one available to Orlanth Adventurous. He stole this from Kyger Litor in the Darkness. One Rune spell is available from this for the Wind Voice.

DARK WALK

Cost—1 POW point

Range—160 meters

Duration—15 minutes

Non-Stackable

Reusable

This spell allows the user to be totally invisible and soundless in darkness and shadow to anyone within the stated range. Blend-in is total.

KYGER LITOR

MYTHOS AND HISTORY

BEFORE TIME

Kyger Litor is one of the old Dark Deities, but one whose importance was not possible until the creation of the Man Rune. From the vague and unknown spirits of the Old Dark, she stepped forth to mate with the Man Rune for her mistress, Subere, also called Hell Darkness. There, in the lightless world, the Men of Darkness were made, and so was spawned the race of trolls.

The troll races first lived within the bowels of the Underworld, and it was a satisfying, though primitive, life for them. Kyger Litor walked freely among all living trolls, and she founded many houses of noble trolls to rule over the lesser breed. These ancient beings are called the Mistress Race Trolls.

When Yelm the sun god came to Hell after being killed, Kyger Litor was among those Darkness deities who fought against him. Like the others, Kyger Litor was defeated, and so Yelm earned his place as a God of the Dead. But the bright death was too much for the dark troll races to bear, and they fled in fear and anger from their birthplace. Kyger Litor led them by secret ways to the surface world where Night already hid, and so began the Great Darkness. Trolls and their Dark God allies fought against the forces of the Surface World, where all was already well-disintegrated in the Gods War. Many spirits were killed trying to fight the exiled trolls, who still were very powerful.

The trolls ruled much of the surface world during the Great Darkness, but they also bore the brunt of the fighting against the things of Chaos which swarmed upon the world with the Devil. Islands of life clung precariously to their questionable existence through the war against Chaos, and were often led by trolls and their gods. Of those gods, Kyger Litor was the most popular.

During this war against Chaos, Kyger Litor built the legendary Castle of Lead in the region of the Rockwood Mountains near Dragon Pass and Prax. This region, a center of troll population called Dagori Inkarth, attracted the greatest amount of enemies of Chaos, and aided all nearby center of population by doing so. Kyger Litor also aided Waha once, and she was once saved by Arroin the Healer. Also, trolls from there fought in the I Fought We Won battle where Chaos was defeated in the Great Darkness.

SINCE TIME BEGAN

Kyger Litor was one of the more powerful deities at the Dawning. She had to be consulted in the Great Compromise which made Time, and she agreed to it as did all the gods. Many of her minions were frightened again by the orb in the sky, but it was much weaker this time, so many could withstand it. Even so, trolls prefer to act during the comfortable darkness hours.

At the end of the Dawn Ages, the trolls were the first to quit the Second Council which was performing a massive ritual to try to create a god. The trolls all claimed this was too close to Chaos. The dragonewts eventually agreed and were the second to withdraw, as well as most of the priests of the Old Gods. The Council continued its experiment and spawned the god Gbaji, who deluded and seduced the world and was responsible for the Chaos Wars which destroyed the Dawn Ages.

In that time, the Broken Council (those who remained of the Second Council) cursed the troll race, and despite the best defenses of Kyger Litor and her followers, the curse struck and worked. Trolls call this the Great Woe, or Trollkin Curse.

The Great Woe did not destroy the trolls, but merely stunted their growth. Not all the race was affected, so some always bred true, but almost $\frac{3}{4}$ of all births after the curse were of stunted things called trollkin. It was almost obscene that these creatures lived, but they did, and soon represented the bulk of troll population. Their inferior status always was accepted by trolls; trollkin rarely have the mental, magical, and physical abilities to think otherwise.

Several attempts to break the curse have been unsuccessful. One attempt resulted in litters of trollkin being born rather than single ones. Breaking this curse is the prime interest of Kyger Litor, who wishes to cleanse her race.

Trolls continue to be strong in Dagori Inkarth, and from that area, they have often travelled to plague other races. One army marched out and managed (with great magic) to defeat the plains nomads and occupy the city of Pavis. Also, after the Dragonkill War (c. 1100 S.T.), much of Dragon Pass was occupied by trolls. In the Legends of the Hero Wars, several troll armies are noted, either for hire or as invaders.

RUNIC ASSOCIATIONS

Kyger Litor has two Runes: Man (Form) and Darkness (Element).

NATURE OF THE CULT

REASON FOR CONTINUED EXISTENCE

Kyger Litor is the ancestress of the races of trolls, and as such forms the root of all their beings. She is very popular with her children and so continues to exist.

Also, she is one of the primary fighters against Chaos. This fact is begrudged by humans and troll-haters, but undeniable. Her importance in this is enough to prompt an occasional human to join.

SOCIAL/POLITICAL POSITION AND POWER

Human cults of Kyger Litor are never powerful. Among trolls, though, it forms the very fabric of their society and permeates everything they do. Cult positions are in many ways the same as social positions. Thus, the goddess, through her priests, is extremely important in determining troll behavior.

PARTICULAR LIKES AND DISLIKES

Kyger Litor has a working relationship with all cults of the Darkness as neutral parties and potential friends. Kyger Litor dislikes all gods of Light and Fire. Trolls rarely befriend members of Light or Fire cults, and more often are downright fearful of their powers. This is most noticeable among the weaker races.

Kyger Litor dislikes the Lightbringers for many reasons. They were among those deities which Kyger Litor fought when she first led her children to the surface world, and they deserted the defense of the cosmos when they left on their quest. Even though their quest saved the cosmos, Kyger Litor feels that she could have done well without them and she is very resentful that they brought back Light.

Kyger Litor dislikes Mostal and Aldrya, god of dwarves and goddess of Aldryami, respectively. Both feuds started in god-time, and have harried the races like plague in Time. In the Second Age, there were great wars in which the trolls lost territory, wealth, and thousands of lives to their foes. Especially disliked are the dwarves, who invented iron, which trolls (and

elves) cannot use at all.

ORGANIZATION

The cult of Kyger Litor is widespread but has no set structure for determining any single head except for the goddess herself. The conditions of determining supremacy among trolls is that of might makes right.

Tribes are run by priestly hierarchies which form the social superstructure of the troll communities. They are matriarchal in structure, with the priestesses being the leaders of the community. However, trolls are never one to disavow simple strength, and it is always possible for a male troll to be a "priestess" too, or for a female troll to be a warrior.

If there is ever a mistress race troll present, then she always will be the head of the community hierarchy. Without one of these dominant creatures, the high priestess will be the most powerful of the priestesses present.

Any number of priestesses may report to the high priestess and they may be chief priestesses, with their own holy hierarchy, as well. The ruling factor is personal loyalty of the followers.

LAY MEMBERSHIP

Lay membership is granted to all trolls and trollkin who reach their fifth birthday without dying. They remain lay members until they attain status to become initiates.

Non-trolls may join the cult, but to become even a lay member, they must pass an examination which is the same as that of becoming a Rune Lord. Remember that CHA is reduced for being a foreign species. A non-troll passing this exam will undergo a ritual rebirth ceremony and afterwards be addressed as a troll by cult members. They will have no more special exams other than those required of all members.

Lay members may purchase any standard battle magic spell except Fire Arrow, Fire Blade, Ignite, Light, and Lightwall. There are no special spells.

INITIATE MEMBERSHIP

REQUIREMENTS FOR INITIATION

Candidates for initiation must know one weapon at least 40%, a weapon or shield parry at least 40%, speak Darktongue at least 80%, and have POW of 10 or more. The POW requirement effectively denies initiation to most trollkin.

Candidates must take a pro forma examination by a priest; passing marks are automatic unless the member has performed hostile or questionable acts. Initiation is thus a matter of course for most dark trolls of 14 years or more.

BENEFITS

Initiates operate on a working relationship with their priestesses similar to that of all warriors to their chieftains. Favored initiates will receive whatever they can earn or get by cheating. The best initiates will be chosen for the personal band of the of the priestess and receive full board, armor, weapons, and training. Others, less fervent in their religion, will receive round-headed maces, medium shields, and a minimal militia training.

Initiates may purchase all skills at normal prices. It is possible that their priest may purchase some for them as well, if they are among the chosen.

There are no special skills available to initiates.

Darkwall and Bludgeon spells may be purchased at ½ price.

RUNE LORD MEMBERSHIP—KARRG'S SONS

GENERAL STATEMENT

Rune Lords are warrior leaders of the community. The priestesses are powerful, but have many important functions and duties beside that of war. War is a special matter, and Kyger Litor prefers to leave it to the Rune Lord sub-cult of one of her sons, called Karrg, who started the class. Attaining Lordship in the cult is the same as joining it.

REQUIREMENTS FOR ACCEPTANCE

To become a Rune Lord, a member must have been an initiate for at least 1 full year. They must know Darktongue at 80%. They must also have at least 90% in two weapons plus a weapon or shield parry, and have at least 90% in any two of these skills: Climbing, Jumping, Set Trap, Listen, or Camouflage.

They must also meet other normal requirements.

RESTRICTIONS

Rune Lords of Kyger Litor are not allowed to speak directly with trollkin, and require underlings to act as intermediaries. They must ritually eat a large quantity of some vegetable matter. (Elves are considered vegetable matter.)

Rune Lords must always let a musician finish a song or tune before he praises or condemns it. (Kyger Litor loves music.) Rune Lords must own slaves (to show the superiority of trolls) and are urged to own non-troll slaves.

Rune Lords favor black clothing, but are allowed to trim or decorate it as they wish. They must never travel about unarmed, even in their own dwelling.

BENEFITS

Rune Lords will be given a set of magically smithed lead armor upon attaining their status. This is equal to good bronze in point absorption and encumbrance. Expensive sets of armor are available, set with jewels and sculpture. Even non-troll Lords use this and not iron, which trolls cannot touch.

Rune Lords will normally bind their allied spirits into their weapons. Hafted weapons can be made of lead and treated, so they won't break as easily, giving 5 additional damage points.

Rune Lords have the honor of leading armies in battle, and of leading small parties on specialized missions. Even priests must defer to their command when in the field with them.

RUNE PRIESTHOOD

GENERAL STATEMENT

The priestesses of this cult are the social leaders as well, forming a theocratic hierarchy based on family ties. That is, the communities are run by noble families who also control the priestesshood. The mingling of their rudimentary religion with their primitive way of life makes the two facets indistinguishable at times, and the members of the priestesshood are revered, but with reverence mingled with superstitious awe, familial loyalty, and political necessity.

REQUIREMENTS FOR ACCEPTANCE

Candidates must meet the normal requirements. Their language is Darktongue, an ancient tongue with a history of written documentation from before the Darkness.

Candidates must have been initiates for at least 2 years. They must also know Mindspeech.

RESTRICTIONS

Priestesses of the cult actually have few restrictions, save

that they make no compromises in maintaining the cult needs, likes, and dislikes. Also, they must accept responsibility for their followers' welfare, and provide them leadership. Even a troll populace will accept only limited tyranny.

Their DEX based skills are limited to DEXx5 as a percentage, as with most priests.

BENEFITS

Priestesses are allowed to extract as much as they can from their followers, and are treated with all the dignity and honor of the community. They have earned the right of speaking for their followers in higher councils, or with outsiders.

This dealing with outsiders includes trade benefits, diplomatic missions, and so on.

RUNE SPELL COMPATIBILITY

All standard Rune spells are available from the cult of Kyger Litor. They may summon shades as their elementals.

SPECIAL CULT RUNE SPELLS

DARKSEE Cost—1 POW point

Range—160 meters Duration—15 minutes

Non-Stackable Reusable

Allows creatures which see best in full daylight to see in the dark as if it were full daylight. Creatures which are primarily nocturnal can see in full daylight as if it were the dark to which they are accustomed. It also negates the effects of sunlight on trollkin and cave trolls. It negates Blinding.

BLINDING Cost—1 POW point

Range—160 meters Duration—15 minutes

Stackable Reusable

Blinds the target entity. The chance of the target hitting or parrying with a weapon goes down to the basic 5% and visually targeted spells cannot be cast (Detect Life or Healing still could be). Every extra Rune point use of this spell adds 25% to the chance of it working. Thus, if the caster had a POW of 18, it would attack as if he had a POW of 23, if he cast 2 points of it instead of 1.

COUNTER CHAOS Cost—2 POW points

Range—160 meters Duration—15 minutes

Non-Stackable Reusable

Shields the character on whom it is cast against the effects of any special ability a monster may get from its connection with Chaos (see Chapter X, Chaotic Features for Chaotic Creatures).

Thus, if a chaotic creature has a POW of 6D6, it becomes a POW of 3D6 against spells cast by the protected character. The chaotic creature cannot regenerate from wounds made by the protected character, etc. The priest may cast this spell on himself or another.

THE BLACK FANG BROTHERHOOD

The Black Fang Brotherhood was formed some 200 years after the troll invasion of the Pavis Rubble, when a human shaman met Black Fang on the spirit plane. Black Fang was a leg-

endary bandit of approximately 100 years before who had raised everyone inside the Rubble irrespective of race.

Black Fang's spirit serves an unnamed god and can dispense Rune magic to worshippers.

NATURE OF THE CULT

This is a small cult, whose 300 or so worshippers are assassins and cutthroats. It is organized as a large extended family with initiates being "adopted" into the family.

INITIATES

Initiates are found by being known to the shaman-priests of the cult. They must work on cult missions before being accepted. Black Fang does not accept worshippers who are not initiates.

The prospective initiate need not meet the qualifications given in the basic rules for initiation. Instead, the candidate must convince a controlled spirit of the high priest of the cult by making the same roll against the spirit as he would have to make as a Rune Lord allying a spirit. If the roll is unsuccessful, the spirit will engage the candidate in spirit combat, because he will know too much to be let free. If the roll is successful, he has convinced the spirit and becomes an initiate and one of the family. The spirit does not become his ally.

RUNE LORDS

A candidate for Rune Lord must be an initiate who can brew a poison of potency 20 and Hide in Cover, Camouflage, Move Quietly, and Climb at 90% each. He must also be at least 50% with dagger and Evaluate Treasure. All of these skills are taught to initiates at ½ price.

RUNE PRIESTS

Priests of Black Fang are shamans, too. Like most shaman-priests, they have the ability to sacrifice the POW they have stored on the spirit plane for the cult's Rune magic. Because this is a small cult, only the following standard Rune magic spells are available to the priests.

Concealment	Divination	Divine Intervention*
Extention 1	Mind Link	Multispell 1
Shield	Spell Teaching	Spirit Block
Vision		

* The shamans of Black Fang have the special ability to use 1 point of Divine Intervention to keep an activity of one of the cult's members from being discovered by Divination.

SPECIAL CULT RUNE MAGIC

SHATTERING Cost—1 POW point

Range—160 meters Duration—Instantaneous

Non-Stackable Reusable

This Rune spell acts as 4 Disruption spells at once, all directed at one target. As it does an average of 8 points of damage when it hits, all to one area, it is a very lethal spell. The target will resist.

MISCELLANEOUS NOTES

Membership in the cult is dangerous, as there are many who will put to death anyone suspected of being a member. However, they are often useful to the powers that be, so they are tolerated unofficially and even encouraged, as long as they serve the ends of the authorities.

VIII

MONSTERS

CREATURES OF GLORANTHA

Glorantha is a world with many races other than mankind. Many different gods have created intelligence in their own image, and the images have not always been humanoid.

Due to the constant contact between different species, xenophobia among the common races is virtually unknown on Glorantha. Specific races, such as dwarves and elves, dwarves and trolls, and elves and trolls, are engaged in constant warfare, but the reasons are based on ancient treacheries and religious differences.

The most prevalent race on Glorantha is mankind. Men are prolific, and they have spread throughout the world. The reincarnating dragonewts are slowly dying through evolution, the elves are too tied to their forests, and the surface world holds no appeal for the dwarves. The ancient curse resulting from the Dragonkill Wars has turned the slow-breeding trolls into a fading race. Into this vacuum, mankind has stepped. Human philosophers theorize that only humanity has truly adapted to the onset of Time and made the full transition from the God Time before the Great Darkness.

Yet, during the time of the Hero Wars, there were still many strange intelligent beings on Glorantha. For convenience, they have all been lumped together in this chapter. Many of them can be played as player characters.

NOTES ON THE USE OF INTELLIGENT CREATURES

Many monsters should not be played as characters immediately. Players should accustom themselves to the play of human characters before branching out into the exotics. Many of the races described have clear advantages over the human. Referees desiring a certain reality in their campaign should realize that these are mostly very reclusive or rare races who stick to their own and rarely venture out amongst humanity, unless it is to fight it. Thus, the adventuresome dragonewt, ogre, or morokanth is a rarity and a campaign in which every player chose to be an exotic would be very strange indeed.

However, the occasional dragonewt, ogre, baboon, or newtling makes a refreshing change, lending an enjoyable whimsical quality to the game play.

It is not suggested that players play the subgroups amongst the races with intelligences of less than 3D6. However, if one wishes to play a dumb character, he may do so, always remembering that this is a role-playing game. Dumb monsters should be played dumb.

Species maximum amongst the various races portrayed is the maximum dice roll plus number of dice, as with humans. If the characteristic concerned has an add, such as 2D6+6, the remaining addition is considered to be one die. Thus, a characteristic of 3D6+3 has a species maximum of 21+4 or 25. This

also applies to additions of 12 or 18 or 24. They all count as one additional die.

All CHA given for the individual monsters apply to their charisma among others of the same race type. When dealing with other races, especially for the purpose of joining cults dominated by another species, the character's CHA score is reduced by 10. Many cults have no such restriction on other beings, or have them for only certain other beings, but this must be established per cult.

Thus, if Rurik, with a CHA of 16, attempted to join the troll cult of Kyger Litor, his CHA would be considered as 6 for the purpose of persuading the examiners. It is quite possible for a cross-racial aspirant to have a negative CHA for the purposes of joining a cult.

Unless otherwise specified, assume that a beginning character version of one of these monsters starts out with about 25% capability in the skills shown. The percentages given herein are for monsters encountered by adventurers.

It is always possible to increase the monster's chance of hitting by assuming they are more experienced. This keeps them from pushovers once the player characters have developed. Eventually, player Rune Lords and Rune Priests will run into monster Rune Lords and Rune Priests.

Build up to this slowly so that everyone can have a good grasp of the basics before risking encounters between minor godlings.

NON-HUMAN RACES

Many non-human races are divided into several sub-groups with different characteristics. The following are descriptions of attributes common to each of these races. Specific characteristics of each sub-group will be given in the individual monster descriptions.

The six largest groups are: the Aldryami, Beast Men (and Man Beasts), dragonewts, lycanthropes, Praxian riding animals, and trolls.

THE ALDRYAMI

The race known as the Aldryami consists of elves, dryads, pixies, and runners. Like their eternal enemies, the trolls, the Aldryami are vulnerable to iron, the "new metal" and cannot handle it. Any damage from an iron weapon penetrating their armor will do twice normal damage. The Runes of the Aldryami cult are the Elemental Rune of Earth, the Power Rune of Fertility, and the Form Rune of Plant.

BEAST MEN (AND MAN BEASTS)

In Glorantha, the Beast Men and Man Beasts live mostly in Beast Valley. They worship at the Wild Temple and their king

is the centaur Hero, Ironhoof, son of the Mistress of Animals. There are many forms of these strange hybrids, but we will deal with the principle varieties of centaurs, manticores, and minotaurs. The Runes of the Beast cult are the Power Runes of Fertility and the Form Rune of Beast.

DRAGONEWTS

The dragonewts are an incredibly ancient race, so ancient as to have their own Rune. They are warm-blooded reptiles but humanoid in shape, with differing appurtenances (wings, tails, etc.) appearing and disappearing, depending on their stage of development. Even among those of the same stage of development, their skin colors may be different, although it is suspected that this may be simple paint or tattoo.

When a dragonewt dies, whether in battle or otherwise, he is reborn, with all memories or experience intact. However, a dragonewt must go through the stages described later, in order, and are far more regimented than humanity or most other humanoid species.

All dragonewts are left handed. If they die, they are reborn in the "nests" of their own home city.

LYCANTHROPE

Shape changers are a lonely breed, tainted with Chaos, and disdainful of civilization. Few know whether they are animals who can take on human shape, or humans capable of assuming the shape of an animal. In either case, they can assume the strength and senses of the animal form at the expense of some intelligence (varying as to species). In animal shape they are immune to the effects of bronze weapons, which bounce off. Only pure, Runic, metals can harm them, as well as magic. Thus, they will be affected fully by a Fireblade put on a bronze weapon, or the 3 points of damage from Bladesharp 3 put on a weapon. This damage will be absorbed by their skin armor.

Poison will affect a lycanthrope, if the skin of the creature is penetrated.

Lycanthropes are a very rare breed, no matter what sort of animal they become. The genes for lycanthropy are recessive, so that only matings between lycanthropes will breed true. Most children of two lycanthropes are either animal or human without shapechanging ability.

Lycanthropes can change form at will, taking 1 melee round to accomplish the change. On nights of the full moon, which happens once a week in Glorantha, the lycanthropes must change to its beast form and roam the countryside.

Their Chaotic nature gives them their abilities of shape change and invulnerability to impure metals. They do not receive any of the Chaotic features shown in Chapter X.

Contrary to popular folklore, the bite of a lycanthrope does not transmit the shape-changing ability.

The lycanthropes include bearwalkers, tiger sons, tusk brothers, and wolfbrothers.

PRAXIAN RIDING ANIMALS

The nomads of Prax each ride distinctive animals, whose attributes are similar in some ways to horses, but in other ways are quite different. Only a Praxian nomad could ride the animal of his tribe, and one would never touch a horse, not even to eat it. Horses are taboo on the Plains of Prax.

The statistics are given for Adventurers running into Praxian nomads, who will not get off their animals if at all possible, and for the occasional Praxian Adventurer.

The riding animals of the nomads of Prax are the bison, the bolo lizard, the high llama, the impala, the rhino, the sable, and the unicorn.

TROLLS

The troll race is sometimes called the dark men, or Men of Darkness. It is an ancient race, tied to the Darkness Rune (see Chapter VII), and was old in Godtime, when age could not be measured. Since the coming of Time to Glorantha, the race has withered. Since the time of the Broken Council, when the combined curses of the humans and elves assailed both dragonewt and troll for their supposed treason, the trolls have suffered. The dragonewts could ignore such cursing, but as a result of the curse, the trollkin appeared, stunted progeny of the mighty troll frame.

After the Dragonkill War, trolls took refuge in Dragon Pass and Shadows Dance, retreating into Shadows Dance when more humans moved back into the pass. They are now principally a mountain-dwelling race, at perpetual war with elves and dwarves, and dealing with man as the occasion demands. The initial dispersion of trolls was so great after the Dragonkill Wars that several distinct breeds arose, as well as one blasphemous crossbreed with men.

All trolls have the same aversion to the "new metal" iron, as elves, refusing to handle it and taking double damage if hit with a weapon made of it.

Trolls are able to move in the darkest night, due to their stygian origin. They have a perception, "dark sense," not available to other races. Dark sense combines hearing, smelling, feeling, and some non-specific sensing abilities, and allows trolls to maneuver as though humans in sunshine.

Though trolls hate the light, that element does no direct harm to most trolls. Cave trolls and trollkin, however, are affected by light.

NON-INTELLIGENT MONSTERS

Besides the usual wild animals and trained animals, there are a number of strange and exotic creatures in Glorantha to bedevil and destroy the unwary Adventurer. Unless used as guard animals, they rarely carry treasure, but treasure factors (see Chapter IX) are given for them anyway.

The characteristics for the beasts will be a bit different. There will be no INT or CHA rolls. When trying to determine combat adds for unintelligent monsters, ignore INT for attack and defense, because these creatures work on instinct, not intelligence.

Also, if a monster is shown to have more than one attack, it can use both at once, instead of working under the guidelines for two-weapon combat shown in Chapter IV. Some intelligent monsters also have this ability, and this will be shown in their descriptions.

MONSTER DESCRIPTIONS

KEY TO DESCRIPTIONS

Each monster will be described, then a set of statistics will be given after the description.

CHARACTERISTICS—This is the description of what dice to roll, for each characteristic, if the monster is to be created from scratch as a player character, and gives the possible range for encountered monsters.

AVERAGE—These are the average dice roll results, for use in creating average monsters for quick play.

WEAPON—Describes the types of weapons or the mode of attack commonly used.

SR—This is the average strike rank of the monster with the weapon. An especially dextrous or large monster might have a quicker strike rank.

ATTACK—This is the basic attack percentage of a just-grown

monster. Some monsters will be considerably more dangerous. Again, this basic information is a convenience for quick stocking of scenarios.

DAMAGE—This is usually expressed as a basic damage for the weapon (such as 1D4 for a claw) plus any STR/SIZ adds the average monster would have. Some may do far more, or less, damage.

PARRY—Again, the chance an average monster has to parry with weapon or shield.

POINTS—How many points of damage the weapon can take before breaking, or how many points a shield will absorb before the bearer takes damage.

ARMOR—Either the basic armor a creature will have or the value of its skin as armor.

SPELLS—What spells the average being knows.

OTHER SKILLS—An indication of any other specialties the creature might have, due to its unique upbringing and background.

BABOONS

Baboons are intelligent animals who dwell in plains and hilly areas. They are the victims of a curse. Like their unintelligent cousins, they travel in family groups of 15 to 20 individuals, including males, females, and children. Their weapon use is limited to slings and spears, but they are proficient with claws and teeth. They may wear armor, but must buy it from humans.

They can use all normal battle magic.

They are beasts, and any Rune magic they use will be slanted toward the Beast Rune. They are said to have cult worshipping a monkey god with all the usual cult attributes. Baboons rarely enter other human cults since it is a rare temple which will accept a baboon as a member.

To become a Rune Lord, a baboon would need skills of 90% in fighting with claws, teeth, spear, and sling. He would also need skills at 90% in Tracking, Trap Set/Disarm, and Spot Hidden Items.

<i>Characteristics</i>		<i>Average</i>			
STR	3D6+6	16-17	Move	10	
CON	3D6	10-11	Hit points average	10-11	
SIZ	3D6	10-11	Treasure factor	8	
INT	3D6	10-11	Defense	05%	
POW	2D6+6	13			
DEX	2D6+6	13			
CHA	3D6	10-11			

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>	<i>Parry</i>	<i>Points</i>
Claw	8	35%	1D6+1D4		
Teeth	8	25%	1D8+1D4		
Spear	4	35%	1D6+1+1D4	35%	15
Sling	2	35%	1D8		

NOTE—Common technique is to stab with a spear and close to use claw or bite.

ARMOR—1 point skin.

SPELLS—Ironhand; Protection; Speedart.

OTHER SKILLS—Tracking 30%; Spot Hidden Item 25%; Spot Traps 25%; Move Quietly 25%.

BASILISKS

Unnatural creatures created by magic, Basilisks partake of the Death Rune modified by Chaos and can only be created by priests of such cults. The secret of their creation is not in any

spell, but in knowing the right time and invocations to perform the various rituals. They are produced from the egg of a cock hatched by an adder.

They have a rooster's head with a black feathered neck and the body of a small dragon with scales and a spiny crest down the back.

The main attack of a basilisk is in its glance. It does not have to catch the eye of a victim. It must only concentrate on a target over a course of a melee round and, if it can overcome the target's POW in a straight magical attack, the target dies. It does not lose POW in these attacks. The gaze of the basilisk acts as a 3 point Rune magic spell for purposes of Countermagic.

Being engaged in close melee cannot stop a basilisk from looking at its opponent. The rituals of creation constrain a basilisk from looking at its creator, but the power of the creature is such that no mage can control more than one at a time.

<i>Characteristics</i>		<i>Average</i>	
STR	2D6	7	Move 4
CON	3D6	10-11	Hit points average 9-10
SIZ	2D6	7	Treasure factor 10
POW	1D6+12	15-16	
DEX	2D6	7	

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Glance	1	100%	Death
Claw	10	25%	1D3

ARMOR—2 point skin.

BEARWALKERS

This is a breed of naturally large and strong men and women who can change to bear shape. They are very solitary folk, usually living quite alone in the woods at all times. They are capable of retaining a large share of their human intellect while in bear form.

They cannot use offensive magic in bear form and, since they do not change anything they are wearing when they make the change to bear shape, they do not usually wear clothes, armor, nor weapons. As human shape, they can learn anything a regular human does.

<i>Characteristics</i>		<i>Average</i>	
STR	2D6+6 (x2)	13 (26)	Move 8 (10)
CON	3D6	10-11	Hit points average 11-12
SIZ	1D6+12	15-16	Treasure factor 11
INT	3D6 (x2/3)	10-11 (6-7)	
POW	3D6	10-11	
DEX	3D6	10-11	
CHA	3D6	10-11	

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Claw*	8	40%	1D6+2D6
Bite*	8	30%	1D10+2D6
Hug*	8	20%	4D6

* Can only attempt one a melee round.

ARMOR—1 point skin.

OTHER SKILLS—Track by Smell 50%; Hide in Cover 40%; Move Quietly 50%; Spot Traps 50%; Spot Hidden Items 50%.

BISONS

Resembling the North American bison, this is a surly and intractable beast, save in the presence of its rider. Its thick skin gives it some protection and its basic attack is the charge.

<i>Characteristics</i>		<i>Average</i>		
STR	3D6+24	34-35	Move	12
CON	3D6	10-11	Hit points average	16-17
SIZ	3D6+24	34-35		
POW	3D6	10-11		
DEX	2D6	7		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Butt*	8	50%	2D10+3D6
Trample*	8	50%	6D6 to downed foe

* A bison cannot butt and trample in the same melee round.

ARMOR—3 point skin.

BOLO LIZARDS

These are large dinosaur-like creatures which run on their two hind legs, bearing a small rider. The lizards will avoid direct combat whenever possible.

<i>Characteristics</i>		<i>Average</i>		
STR	2D6+12	19	Move	12
CON	3D6	10-11	Hit points average	12-13
SIZ	2D6+12	19		
POW	3D6	10-11		
DEX	1D6+12	15-16		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Bite*	7	25%	1D6+1D6
Kick*	6	25%	1D8+1D6

* A bolo lizard attacks with both bite and kick in the same melee round.

ARMOR—1 point skin.

BROOS

Human-bodied and goat-headed, the broos (or goatkin) are tied irrevocably with the Rune of chaos. They are given to atrocities and foul practices, and carry numerous loathsome diseases.

They will hire out for pay, but tusk riders are more desired as mercenaries, and that is saying something. They are immune to all poisons and diseases.

Their usual armor is generally cuirboilli, though they will wear metal if they can scrounge or steal it. Human and dwarf smiths will not sell them armor or weapons.

<i>Characteristics</i>		<i>Average</i>		
STR	2D6+6	13	Move	9
CON	1D6+12	15-16	Hit points average	16-17
SIZ	2D6+6	13	Treasure factor	12
INT	3D6	10-11		
POW	3D6	10-11		
DEX	3D6	10-11		
CHA	2D6	7		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>	<i>Parry</i>	<i>Points</i>
Club	8	25%	1D8+1D4	25%	15
Spear*	5	25%	1D6+1+1D4	25%	15
Butt	9	35%	1D6+1D4		

* Usually a stick with a fire-hardened point.

ARMOR—Cuirboilli body (3 points); leather limbs (2 points); natural head (3 points).

OTHER SKILLS—Tracking 40%.

CHAOTIC FEATURES—There is a chance of a broo's POWx3 or less on D100 that a broo will have a chaotic feature of the list in Chapter X.

DISEASE—There is a 50% chance a broo will carry a random disease.

CENTAURS

Centaur are the leaders among the beasts, known for their musicianship and archery. They are also formidable when charging with lances.

<i>Characteristics</i>		<i>Average</i>		
STR	3D6+6	16-17	Move	12
CON	3D6	10-11	Hit points average	14-15
SIZ	4D6+12	26	Treasure factor	11
INT	3D6	10-11		
POW	3D6	10-11		
DEX	3D6+3	13-14		
CHA	3D6	10-11		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>	<i>Parry</i>	<i>Points</i>
Bow	2	40%	1D6+1		
Lance	2	30%	1D10+1+2D6		
Broadsword	4	25%	1D8+1+2D6	20%	20
Hoof*	6	30%	1D8+2D6		
Medium shield				25%	12

* Can kick with hoof at the same time as striking with a broadsword.

ARMOR—Leather body and legs (2 points); Composite helm (3 points).

SPELLS—Healing 2; Mobility; Binding.

OTHER SKILLS—Play Lyre 75%; Tracking 50%.

CLIFF TOADS

Usually found in areas where there are large rocks, such as the ruins of old fortresses, and in rocky wilderness areas such as mountains or canyons. Being of a grey and pebbled appearance, they like areas where they can blend into the surroundings.

The small young ones are only a nuisance, going after provisions and small edible items (such as familiars). The larger, very old, adult cliff toads are known for hanging onto the side of a cliff with their sucker-tipped feet and grabbing up a large warhorse or its rider with their tongue. They then swallow the prey whole.

The tongues of cliff toads can attack at a 3 meter range for each D6 of SIZ. They grow throughout their lives.

<i>Characteristics</i>		<i>Average</i>		
STR	2-12D6	7-42	Move	Walk 1/Hop 3 per D6 of SIZ
CON	3D6	10-11	Hit points average	8-20
SIZ	2-12D6	7-42	Treasure factor	5-15
POW	3D6	10-11		
DEX	3D6	10-11		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Tongue	4	35%	1-4D6
Swallow	4	80%	4-24 points

On the turn after the tongue hits, it will zip the target into its mouth 80% of the time. As the tongue sticks to the victim, a "miss" in swallowing means the victim takes 1D6+damage bonus in constriction damage, with an 80% chance of being swallowed next time.

Digestive acid has 2 levels of potency per D6 of SIZ.

COCKATRICES

They are very similar to a basilisk, and are created by Stasis Rune mages with a taint of Chaos. They are similar to basilisks in shape, but have more feathers. The feathers are also brown-er.

The cockatrice is different from the basilisk in that he turns victims to stone, instead of killing them. Only a divine intervention or some obscure form of Stasis (or perhaps Mobility) Rune magic can free a character once he is stoned. The manner in which a character can become a statue is shown below.

Characteristics		Average		
STR	2D6	7	Move	8
CON	3D6	10-11	Hit points average	9-10
SIZ	2D6	7	Treasure factor	10
POW	1D6+12	15-16		
DEX	2D6+6	13		

Weapon	SR	Attack	Damage
Peck	8	30%	1D10+petrifies

The peck injects a poison into the body of the victim. This poison is just a conductor for the "attack" of the cockatrice's POW versus the victim's. If the cockatrice is successful, the victim turns to stone.

ARMOR—2 point skin.

DEMI-BIRDS

The mount of the dragonewts, they are in perpetual Mind Link with their riders and follow their every order. They look like great flightless birds, resembling an ostrich. This gives them the name "demi-birds."

Characteristics		Average		
STR	3D6+18	28-29	Move	12
CON	2D6+6	13	Hit points average	16
SIZ	3D6+12	22-23		
POW	3D6	10-11		
DEX	2D6+6	13		

Weapon	SR	Attack	Damage
Peck*	6	45%	1D8
Kick*	6	45%	1D12

* A demi-bird will peck and kick one or two foes at the same time.

ARMOR—2 point feathers.

DRAGONS

The dragons for which Dragon Pass is named are immense creatures whose main occupation is sleeping, dreaming of greater days during the Godtime, and entertaining emissaries of the warring factions of the area. If the dragon likes an emissary, he joins its side. If he doesn't, he eats him.

True dragons cannot be bothered by individual Adventurers or small bands. And since they are above such things as the collection of gold, they have no hoards to tempt the unwary.

However, the mind of a dragon is a powerful thing. While it dreams, its baser nature, the suppressed desires for blood and gold, comes out. The dreaming thought of a dragon can wander about the entirety of Glorantha at will, and when blood and gold are available to those thoughts, a dragon may stir. His dreams take tangible form as a sort of "mind child" of the dragon.

DRAGONS—DREAM

The dream dragon has physical form, created by the mind of the true dragon. Its INT and POW are taken from the subconscious mind of its creator, and cannot match the true magnitude of those of an awake dragon. The full dragon thinks of its creation as a dream, of course, but dragons have traditionally been unable to separate dream from reality.

Like a human dream, the dream dragon may manifest all the unfortunate subconscious traits of its creator, expressed in greed and bloodthirstiness. They are usually found alone, sitting on a heap of money and gems. Their usual form is serpentine with four legs and a pair of wings. They often have a fiery or poisonous breath, as shown below. There is no way to tell just what a particular dragon can or cannot use as a "breath weapon," as each is individually created at the whim of a full dragon's subconscious.

They are called dream or pseudo dragons by sages acquainted with their origins. Others call them serpentine dragons, or just dragons.

Characteristics		Average		
STR	6-20D6	21-70	Move	7/12
CON	3D6	10-11	Hit points average	13-26
SIZ	6-20D6	21-70	Treasure factor	14-31
INT	4D6	14		
POW	4D6	14		
DEX	3D6	10-11		
CHA	3D6	10-11		

Weapon	SR	Attack	Damage
Claw	7	40-100%	1D6+2D6 to 1D6+8D6
Breath	3	40-100%	see below*

* A jet of flame or gas 1 meter wide by 15 meters long. The POW/potency of the flame/gas is equal to the dragon's POW.

Flame does point damage to armor and body on hit location.

Gas is a systemic poison which is matched versus CON of the victim.

ARMOR—4 to 10 point skin, determined randomly.

DRAGON SNAILS

Created in the Great Darkness of the God's War when the Spire of Law exploded and the Devil was pinned in the Plains of Prax beneath the fragment known as The Block. These are giant, dragon-headed snails, often having two heads. They are found in marshes and watery areas and will eat anything organic. These are Chaos creatures with many individual characteristics which can be found on the Chaotic Features Table in Chapter X. They are known as a piece of the "Parts of the Devil."

Characteristics		Average		
STR	4D6+12	26	Move	3
CON	3D6	10-11	Hit points average	14-15
SIZ	4D6+12	26	Treasure factor	13
POW	3D6	10-11		
DEX	2D6	7		

Weapon	SR	Attack	Damage
Bite*	8	40%	1D6+2D6

* If two heads, each will bite a different target at the same time.

ARMOR—8 point shell; 4 point body.

DRAGONEWTS—FIRST STAGE: CRESTED

Missile users and skirmishers, they apprentice in the philosophy of dealing with problems, and adversaries, by avoiding them.

Characteristics		Average		
STR	2D6	7	Move	7
CON	3D6	10-11	Hit points average	9-10
SIZ	2D6	7	Treasure factor	7
INT	3D6	10-11	Defense	05%
POW	2D6	7		
DEX	2D6+6	13		
CHA	3D6	10-11		

Weapon	SR	Attack	Damage	Parry	Points
Bow	2	25%	1D6+1		
Sling	2	25%	1D8		
Javelin	2	25%	1D10		
Short sword	7	25%	1D6+1	25%	20
Small shield				25%	8

ARMOR—1 point skin.

SPELLS—Healing 2; Disruption; Mobility; Shimmer; Speedart.

OTHER SKILLS—Hide in Cover 25%; Move Quietly 25%; Camouflage 25%.

DRAGONEWTS—SECOND STAGE: BEAKED

When the crested dragonewt has increased its ability with a weapon to 50%, increased its other skills as far, and built up its POW to over 12, it is reborn as a beaked dragonewt.

Characteristics		Average		
STR	as was +12	19	Move	7
CON	as was +6	16-17	Hit points average	18-19
SIZ	as was +12	19	Treasure factor	15
INT	as was	10-11	Defense	05%+
POW	as raised	12-14		
DEX	as was	13		
CHA	as was	10-11		

Weapon	SR	Attack	Damage	Parry	Points
Klanth*	5	25%	1D10+1+1D6	25%	20
Spear	4	25%	1D6+1+1D6	25%	15
Medium shield				25%	12
Sling	2	50%	1D8		
Bow	2	50%	1D6+1		
Javelin	2	50%	1D10		
Short sword	6	50%	1D6+1+1D6	50%	20

* Klanth is an obsidian-edged bastard sword.

ARMOR—3 point skin (armor worn if found).

SPELLS—Healing 2; Disruption; Mobility; Shimmer; Speedart; Bladesharp; Repair; Binding; Fireblade.

OTHER SKILLS—Hide in Cover 50%; Move Quietly 50%; Camouflage 50%; Ride Demi-Bird 75%.

The beaked dragonewt earns a fighting demi-bird and is placed into a perpetual Mind Link with it. The beaked dragonewt is an embodiment of the philosophy of assailing all problems and brushing them out of the way.

DRAGONEWTS—THIRD STAGE: TAILED PRIEST

When the POW of the beaked dragonewt reaches 18+, he is next reborn as a tailed priest, the initiate into the Dragonewt Rune cult. As such, his DEX based skills, such as fighting, are reduced to a level of DEXx5 and most other results are similar



to those affecting a human Rune Priest (Chapter VII). However, he is taught the use of a long, double-bitted ax as his priestly weapon up to the aforementioned DEX limit.

Characteristic	Average		
STR as was -6	13	Move	8
CON as was	16-17	Hit points average	17-18
SIZ as was -6	13	Treasure factor	25
INT as was	10-11	Defense	05%+
POW as raised	18+		
DEX as was	13		
CHA as was	10-11		

Weapon	SR	Attack	Damage	Parry	Points
Pole Axe	5	65%	3D6+1D4	65%	15

Others as beaked dragonewt but at 65% attack.

ARMOR—2 point skin.

SPELLS—1D10 Rune magic spells plus those under beaked dragonewts.

OTHER SKILLS—All those under beaked dragonewts.

DRAGONEWTS—FOURTH STAGE: FULL PRIEST

When the tailed priest has accumulated 20 or more points of sacrificed POW, he will next be reborn as a full Priest. His POW suddenly jumps another D6 and his maximum possible POW gain rises proportionately, to 28.

At this point, he once again begins to gain in fighting skills, attempting to bring himself to the level of a dragonewt Rune Lord. Once reaching this level, the dragonewt Rune Lord begins his progression towards Hero status.

Due to the nature of dragonewt existence, a dragonewt will not attempt to gain Rune mastery in any Elemental Rune, though a particular adventurous dragonewt may seek associate status with the cult of a Power Rune, such as Death or Harmony.

Characteristics	Average		
STR as was x2	26	Move	10
CON as was	16-17	Hit points average	20-21
SIZ as was x2	26	Treasure factor	25
INT as was	10-11	Defense	10%
POW as was +D6	21-22		
DEX as was	13		
CHA as was	10-11		

Weapon	SR	Attack	Damage	Parry	Points
Klanth	4	90%	1D10+1+1D6	90%	20
Pole Axe	3	90%	3D6+2D6	90%	15
Javelin	2	90%	1D10	90%	15
Medium shield				90%	12

Other weapons as under beaked dragonewts except at 65%+ abilities.

ARMOR—Scale armor over 5 point skin (total 10 points).

SPELLS—20+ POW points of Rune magic spells plus battle magic spells as under beaked dragonewts.

OTHER SKILLS—As beaked dragonewts at 90% range.

DRAGONEWTS—FINAL STAGE: INHUMAN KING

When the full Priest has attained Hero status, he will be reborn as the Inhuman King, of which only one is awake and alive at any time. A slain Inhuman King is reborn as a dragon, and flies off to join the ancestral dragons, wherever they may

be. At that time, one of the reserve eggs, containing a full Priest/Hero, in the Dragon's Eye (capitol of the dragonewts) is hatched and the occupant stands revealed as the Inhuman King, gaining wings and, again, a tail.

It is necessary that a replacement for the Inhuman King be hatched very soon, for as long as there is no Inhuman King, dragonewts will not be reborn, and their spirits will leave the cycle, never to be reborn.

Also, if the egg nests of the dragonewt's home city are destroyed, he will not be reborn until the full Priests go through a long (months long) ritual to cleanse and recreate the nest. Both home city and Inhuman King must be present upon Glorantha for a dragonewt to be reborn.

DRYADS

A totally female race which breeds with elves for continuance. They form the core of the priests for the Aldryami cult. They specialize in magic, having little inclination toward fighting. Due to their high POW at birth, they are usually members of the Rune cult very shortly.

They are always tied to their tree of birth, and any affliction suffered by the tree is felt by them, and vice versa. They are rarely found as Adventurers, preferring to remain in the forests.

Characteristics	Average		
STR 2D6	7	Move	9
CON 3D6	10-11	Hit points average	9-10
SIZ 2D6	7	Treasure factor	9
INT 4D6	14	Defense	10%
POW 2D6+8	15	Attack	10%
DEX 2D6+6	13	Parry	05%
CHA 3D6	10-11		

SPELLS—Healing 4; Vigor; Strength; Harmonize; Detect Life.
OTHER SKILLS—Camouflage 40%; Hide in Cover 40%; Move Quietly 40%; Listen 40%; Spot Plant 80%.

DUCKS

This is a race cursed by the gods during the Great Darkness for not joining them versus the forces of Chaos. It is unknown whether they were originally human and became feathered and web-footed, or originally ducks cursed with flightlessness and intelligence. They reside mostly in Duckpoint (in Sartar) and must, due to their small strength, use weapons such as short swords, slings, etc.

For arcane reasons, they are allowed to join certain Death Rune cults at full CHA value, but all others deal with them at the usual -10 from CHA for being of a different race.

They come in a variety of different colored feathers and are excellent swimmers, though they cannot fly, having arms instead of wings. Most armor is too heavy for them.

Characteristics	Average		
STR 2D6+1	8	Move	5
CON 2D6+6	13	Hit points average	12
SIZ 1D6+2	5-6	Treasure factor	6
INT 3D6	10-11	Defense	10%
POW 3D6	10-11		
DEX 2D6+6	13		
CHA 2D6	7		

Weapon	SR	Attack	Damage	Parry	Points
Sling	2	30%	1D8		
Short sword	8	30%	1D6+1-1D4	30%	20
Small shield				30%	8

ARMOR—Cuirboilli body (3 points); Composite helm (3 points).

OTHER SKILLS—Swimming 90%; Hide in Cover 40%.

DWARVES

Also called Mostali, the dwarves are underground dwelling artificers. They are continually at war with the elves and no friend to trolls. The enmity between elf and dwarf is long standing and reaches back to their separate creations. However, both are basically worshippers of Earth (though in two entirely different aspects) and will combine against the forces of Darkness, as represented by trolls. The byword of their relationships at all times is mutual distrust.

The dwarves have the ability to see in the dark. They were the discoverers of iron and were the first to learn to work it. Dwarves are welcome in almost any Earth Rune cult (the Aldryami is an obvious exception) as well as their own Earth/Stasiry Rune cult. They can join the other Earth cults without the -10 CHA loss for trying to persuade members of other races.

However, since they dislike the surface world, they will rarely join any other Earth cult. They will often journey to the surface to gain experience and bring back to the Earth some of his plundered treasures.

Dwarves are notoriously avaricious and like money to stay in their halls once it has entered them. A beginning character dwarf will have no more money than a human townsman, though he will be well equipped with fighting gear.

Characteristics	Average		
STR 4D6	14	Move	6
CON 2D6+6	13	Hit points average	12
SIZ 2D6	7	Treasure factor	10
INT 3D6	10-11		
POW 3D6	10-11		
DEX 3D6	10-11		
CHA 3D6	10-11		

Weapon	SR	Attack	Damage	Parry	Points
Ax	7	25%	1D8+2	25%	15
Warhammer	8	25%	1D6+2	25%	15
Crossbow	3	25%	1D8		
Small shield				25%	8

ARMOR—Scale hauberk (5 points); Cuirboilli limbs (3 points); Open helm (4 points).

SPELLS—Detect Magic; Detect Gems; Detect Silver; Detect Gold; Bladesharp; Disruption.

OTHER SKILLS—Armoring 40%; Evaluate Treasure 50%; Spot Hidden Item 25%; Spot Trap 50%; Disarm Trap 50%.



Elves and other Aldryami might search underground to kill trolls and dwarves, their racial enemies, but will never live there.

Characteristics	Average		
STR 2D6+2	9	Move	9
CON 3D6	10-11	Hit points average	10-11
SIZ 2D4+4	9	Treasure factor	14
INT 4D6	14	Defense	10%
POW 2D6+6	13		
DEX 3D6+3	13-14		
CHA 3D6	10-11		

Weapon	SR	Attack	Damage	Parry	Points
Bow*	2	35%	1D8+1	30%	6
Spear	5	35%	1D6+1	30%	15
Javelin	2	35%	1D10		15
Short sword	7	35%	1D6+1	30%	20
Small shield				30%	8

* Special elf bow, will wither in any but elf hands.

SPELLS—Healing 2; Speedart 1.

OTHER SKILLS—Hide in Cover 35%; Move Quietly 35%; Camouflage 35%; Listening 35%; Spot Hidden Item 30%.

GARGOYLES

Gargoyles are strange creatures, seemingly made of stone. When resting, they are like statues, and can be treated as such, but when active they are very deadly.

Characteristics	Average		
STR 1-5D6+12	15-32	Move	5/9
CON 3D6	10-11	Hit points average	8-13
SIZ 1-5D6	3-20	Treasure factor	11
INT 1D6	3-4		
POW 3D6	10-11		
DEX 3D6	10-11		

ELVES

These are the Aldryami most often seen by other races. They are still tied to their forest in ways incomprehensible to other races. It is possible that certain trees must live for the elves to live. It is also possible that they are the mobile guardians and gardeners for the mysterious forest deities. Except in cases where their homes have been utterly devastated, elves do not migrate from their forests, although individuals seem free to come and go at will.

Elves with the proper POW (18+) automatically become priests of the Aldryami Rune cult, a combination of Earth and Fertility/Life Runes, modified by the Plant Form Rune. Those wishing to join other Fertility and Plant Form cults can go about it as humans do; with no restrictions as to race. Those wishing to join any other cults must take the usual reduction of CHA by 10 for being of another race.

Weapon	SR	Attack	Damage
Javelin	3	25%	1D10
Claw	8	35%	1D6-3D6

ARMOR—6 point skin.

SPELLS—Very bright gargoyles may know spells like Speedart, but they are rare.

GHOSTS

Spirits of the dead, they are specially bound as guardians of a specific area or thing. As such they have special characteristics not found in the usual run of spirits.

1. Entering the area they guard is equivalent of challenging them to spirit combat. Combat will commence after 1 melee round of warning from the spirit. Some will not give warning.
2. The spirit is bound to a particular area or thing. However, if the character facing a ghost attempts to go through a guarded entryway, or take the treasure being guarded, the ghost will continue to engage, only returning to its area after the combat is over.
3. Guardian spirits will almost never (95% of the time) attempt to possess their opponent. Instead, they will attempt to reduce their opponent's POW until his spirit is completely destroyed.
4. Because they are already effectively bound to the area they guard, guardian spirits cannot be bound or allied by characters. They must be destroyed in spirit combat or avoided.

Spirit characteristics are given in Chapter V, Basic Magic.

GHOULS

Half-dead creatures who maintain their status by eating the dead. They look as if they have stepped from a week-old grave. Any armor they may have is looted from graves, and they usually fight with claw and their own poison bite.

Characteristics	Average		
STR	4D6	14	Move 8
CON	3D6	10-11	Hit points average 10-11
SIZ	3D6	10-11	Treasure factor 9
INT	2D6	7	
POW	2D6+6	13	
DEX	3D6	10-11	

Weapon	SR	Attack	Damage
Claw	9	25%	1D6
Bite*	9	25%	1D6
Howl	3	as Demoralize spell	

* Bite injects a paralyzing poison of potency equal to the CON of the ghoul. If successful versus CON of victim, he will be paralysed until counteracted by an antidote. Spider antidote will counteract the poison of the ghoul. Victim will live as many days as he has points of CON, losing 1 each day.

GIANTS

An extremely surly and untrustworthy Chaotic race. They have a fondness for human flesh. At full growth of 15 meters, a SIZ roll of 22D6+18, the giant is a truly formidable creature. Fortunately, most giants are not that large. Giants grow at the rate of 1 point of SIZ per game year. For STR and SIZ, roll 3D6 for every 2 meters of height and add 18.

They often use great clubs or even tree trunks in battle. Human sized opponents should subtract 10 from all hit locations

when attacking giants unless the giant stoops to their size.

Giants are so naturally contrary that any magical attempt to influence their actions or emotional response (such as the spells of Demoralize, Harmonize, and Befuddle) have only a 05% chance of working on them, no matter what POW the spell user may have.

A giant has a chance equal to its POW as a percentage or less on D100 of having a Chaotic feature.

Characteristics	Average		
STR	3D6 (per 2 meters) +18	28-102	Move 12
CON	1D6+12	15-16	Hit points average 19-39
SIZ	3D6 (per 2 meters) +18	28-102	Treasure factor 14-68
INT	3D6	10-11	
POW	3D6	10-11	
DEX	3D6	10-11	
CHA	3D6	10-11	

Weapon	SR	Attack	Damage	Parry	Points
Maul	3	40%	2D8+2D6	40%	15
		to 110%	to 2D8+12D6		

ARMOR—6 point skin. May wear leg armor of plate for an extra 6 points (total 12 points).

GORPS

An amorphous blob of protoplasm. Anyone caught by the gorp must make a roll of his DEXx5 on D100 or be enmeshed and a hit location eaten at 8 points a melee round. Armor will protect the character until it is eaten away.

Gorp can only be killed by fire or magic. Weapons will just pass through it, taking damage from its digestive juices. Because of its acidic nature, acid has no effect on it at all.

Characteristics	Average		
STR	not applicable		Move 1-5
CON	3D6	10-11	Hit points average 13-14
SIZ	6D6	21	Treasure factor 10
POW	3D6	10-11	

Weapon	SR	Attack	Damage
Envelop	1	100%	8 points acid

Gorp attacks by moving next to a victim during movement phase. If the victim fails a DEX roll, the Gorp has enveloped it. If the character can still move after the first round, the player may try a second DEX roll.

A gorp has a chance of its POW or less on D100 of having a Chaotic feature as described in Chapter X.

GRIFFINS

An ancient and powerful race, rarely mixing in the affairs of men. They know battle magic, but have no wish for Runic progression. They have the heads, wings, and forelegs of eagles, and the body and hind legs of a lion, a combination of all that is regal in both breeds.

Griffins will leave anyone alone unless he tries to take the griffin's hoard of gold. Its favorite mode of attack is a swoop down from above. They are found in family "prides" of as many as a dozen, of which half will be immature.

<i>Characteristics</i>	<i>Average</i>		
STR 8D6	28	Move	8/12
CON 2D6+6	13	Hit points average	17
SIZ 8D6	28	Treasure factor	18
INT 2D6+6	13		
POW 2D6+6	13		
DEX 3D6	10-11		
CHA 3D6	10-11		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Claw*	7	50%	1D6+2D6
Peck*	7	50%	1D8+2D6

* A griffin can claw and peck at three or fewer foes at the same time.

ARMOR—4 point skin.

SPELLS—13 points of battle magic.

HIGH LLAMAS

These Praxian animals look like Peruvian llamas, but are of great height, giving their riders an edge in combat by allowing them to strike down at opponents. This is simulated by allowing a llama rider striking a non-llama riding foe to roll hit location by rolling 1D10+10, giving a target area of the abdomen up to the head and doubling the chance of hitting chest or head.

<i>Characteristics</i>	<i>Average</i>		
STR 2D6+24	31	Move	12
CON 3D6	10-11	Hit points average	16-17
SIZ 3D6+24	34-35		
POW 3D6	10-11		
DEX 2D6	7		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Bite*	8	25%	2D8
Kick*	8	45%	2D6

* A high llama will bite and kick one or two foes at the same time.

ARMOR—2 point skin.

HORSES

A horse, even the best of them, can politely be described as dumb, and those of extreme stupidity are very common.

Horses with the SIZ, STR, and skill of a trained warhorse are few and far between. They are also quite expensive. An Adventurer seeking a mount will have to make a compromise, usually in favor of a sturdy but dumb animal.

For the purposes of the game, there are four basic types of horses; the cart horse, the cavalry horse, the riding horse, and the war horse. Most of the other riding animals discussed can be considered to be in the war horse category due to their select, specialized, breeding.

When fighting on horseback against unmounted foes, the hit location struck should be found by rolling 1D12+8. This gives a hit location range of 9-20.

CART HORSES

The cart horse includes all animals used as beasts of burden. They may or may not be usable as riding animals, but their training is such that they may not be compelled to much more than a broken trot, and that over a very short period.

Their main function in a battle would be to run away as

fast as possible, and no one with any knowledge of horses would think of riding one into battle.

CAVALRY HORSES

The cavalry horse is trained to stay calm in battle and carry its rider where he wants to go amidst the noise and hubbub of a battle. They are not trained to fight in battle and because of this, they cost less to train (see Chapter VI). A cavalry horse can be trained to fight, at which time it becomes a warhorse (see below). However, as a cavalry horse it is not trained to fight in coordination with its rider, and a rider would have to make Riding rolls and do nothing else if the horse commenced fighting for any reason. A cavalry horse can be depended on to stay steady in the face of most monsters.

RIDING HORSES

The riding horse includes nearly everything we think of today as being a horse. It can carry a rider and gear for a goodly distance during any given period if it is given adequate care and feeding. Any horse (or any of the other vegetarian riding animals mentioned later) is an inefficient fuel engine when working on grass. Oats and other high energy grains will keep a horse used to them going longer, but this usually has to be carried. A riding horse will not fight unless cornered or engaged in a territory fight with another horse. They almost never fight to kill another horse.

WAR HORSES

The war horse is a highly specialized animal, trained to respond absolutely to the demands of its rider and ignore outside influences. They are also trained to fight on their own. A war horse is almost always a gelding. Despite all the adventure novels, stallions are totally unreliable as war horses because they are far more interested in mares. Mares can be used for war horses, but are usually too small to be used for the kind of close-in fighting a war horse is used for.

A war horse, or similarly trained mount, will not panic and bolt at the sight and/or smell of a monster, or other form of riding animal.

The single most important cost factor in a war horse is training. A horse has a natural attack ability of 25% in each of its attacks, but must be trained to coordinate these attacks with its rider. A good trainer (see Horsemasters Guild, Chapter VI) can take a horse up to 75% ability. It does not have the mentality to go beyond the limit of training.

As shown below, a war horse can be trained to do three types of attacks: kick with the foreleg; bite with the teeth; and rear and plunge. It will attack whatever is in front of it that it is either directed to attack or which attack it. Unless specifically directed, it will not attack another mount.

The zebras used by the people of Pavis are in all ways like the horses described above.

A referee may take the range of STR and SIZ shown below and divide it into subgroups to provide "breeds" of horses for the campaign.

<i>Characteristics</i>	<i>Average</i>		
STR 3D6+18	28-29	Move	12
CON 2D6+6	13	Hit points average	18
SIZ 4D6+12	26		
POW 3D6	10-11		
DEX 3D6	10-11		

Weapon	SR	Attack	Damage
Bite*	7	05%	1D10
Kick†	7	05%	1D8+2D6
Rear and plunge**	7	05%	2D8+2D6
Trample††	7	25%	4D6 to downed foe

* Will never bite the head or body of a target, just the limbs, wings, tails, etc.

† There is a 65% chance the blow will knock down a target of SIZ 12 or less, with 10% less chance for every 6 points of SIZ larger.

** There is a 10% chance for every 6 SIZ points over 12 that the target will not fall down, if it is still alive and capable of standing. A horse which rears and plunges can make no other attack.

†† This will only happen to a foe who the horse has been directed to trample. They will ordinarily not do this. A trampling horse can make no other attack.

ARMOR—1 point skin.

IMPALAS

Small deer ridden by a tribe of pygmies, they will not fight unless cornered. They usually kick while running away.

Characteristics	Average		
STR 2D6+6	13	Move	10
CON 3D6	10-11	Hit points average	11-12
SIZ [†] 2D6+6	13		
POW 3D6	10-11		
DEX 2D6+6	13		

Weapon	SR	Attack	Damage
Kick	8	25%	2D4

ARMOR—None.

JACK O'BEARS

Humanoid in shape, this strange creature has what seems to be a pumpkin for a head and an exotic talent not to be sneered at.

The jack o'bear can ensnare another's mind in a version of the Harmonize spell, grabbing one victim a melee round up to a limit of one for every 2 points of POW it has. These victims whose magic resistance are overcome are frozen in place and helpless unless the jack o'bear dies or a 2 point Dispel Magic is used against the Harmonize.

The jack o'bear's Harmonize acts as a 1 point Rune magic spell, acting without draining the jack's POW.

Jack o'beards are basically Chaotic, and the Harmonize is the Chaotic feature they have as a result.

Characteristics	Average		
STR 3D6+6	16-17	Move	10
CON 2D6+6	13	Hit points average	15
SIZ 3D6+6	16-17	Treasure factor	10
INT 2D6	7		
POW 4D6	14		
DEX 3D6	10-11		
CHA 3D6	10-11		

Weapon	SR	Attack	Damage
Claw	8	30%	1D6+1D6

ARMOR—3 point fur.

OTHER SKILLS—Hide in Cover 50%; Move Quietly 50%.

There is a 05% chance a jack o'bear will have another Chaotic feature from Chapter X.

MANTICORES

Manticores are lion-bodied with a scorpion tail, topped off by a human-like head. They are a surly, independent lot, usually hiring out as bodyguards to humans and others, and having little to do with their fellow beasts. They rarely use magic, preferring strength.

Characteristics	Average		
STR 4D6+12	26	Move	9
CON 2D6+6	13	Hit points average	17
SIZ 4D6+12	26	Treasure factor	15
INT 2D6	7		
POW 3D6	10-11		
DEX 2D6+3	10		
CHA 2D6	7		

Weapon	SR	Attack	Damage
Claw*	7	35%	1D6+2D6
Sting*	7	35%	1D6+2D6

* A manticore will use both attacks at once, at one or two opponents. The sting has a systemic poison of potency equal to its CON, usually 13.

ARMOR—4 point skin.

MINOTAURS

These creatures have a large humanoid body with a bull's head. Will often go berserk in combat, striking at half-again normal attack ability, but ignoring parrying and any defense they may have. They normally disdain magic, except for Healing or Fertility spells.

Characteristics	Average		
STR 3D6+12	22-23	Move	10
CON 2D6+6	13	Hit points average	16
SIZ 3D6+12	22-23	Treasure factor	10
INT 2D6	7		
POW 3D6	10-11		
DEX 3D6	10-11		
CHA 2D6	7		

Weapon	SR	Attack	Damage	Parry	Points
Large ax	5	30%	1D8+2+2D6	25%	15

ARMOR—Leather body and limbs (2 points), no helm, plus 3 point skin.

MOROKANTHS

Intelligent, tapir-like creatures who live in marshes and plains, as in Prax. They can become Rune Lords and Rune Priests. Rune Lord morokanth have been known to replace their regular claws with iron ones.

They can use weapons, but get no benefit from their natural abilities or the usual basic chance in using them, being reduced to the basic 05% chance. This is because weapons are not an integral part of their culture and must be specially adapted to their claws, which are larger and clumsier than human hands.

They will try to purchase leather or even metal armor to cover their vital parts.

Morokanth relations with humans are formal and restrained at best. They herd men on the Plains of Prax. This is a necessary, accepted, tolerated, but not appreciated practice.

Characteristics	Average		
STR 3D6+6	16-17	Move	8
CON 3D6	10-11	Hit points average	12-13
SIZ 3D6+6	16-17	Treasure factor	13
INT 3D6	10-11		
POW 3D6	10-11		
DEX 2D6+3	10		
CHA 3D6	10-11		

Weapon	SR	Attack	Damage	Parry	Points
Claw	9	25%	1D6+1D4		
Spear*	6	05%	1D6+1+1D4	05%	15

* A morokanth found on an adventure will be more competent, but a player character morokanth will start at 05% with anything.

ARMOR—Leather on head and body (2 points) plus 4 point skin.

SPELLS—Healing 2; Ironhand; Countermagic; Mobility.

OTHER SKILLS—Tracking 75%; Hide in Cover 50%.

NEWTLING

Newtlings are a race similar to dragonewts, and thought to be related to them. However, the connection is remote, as the species is primarily amphibian rather than reptilian, storing water in their tails for use in dry territory. They do not have a reincarnating cycle like the dragonewts.

However, they are very like a crested dragonewt in stature and can be mistaken for one at a distance.

Characteristics	Average		
STR 3D6	10-11	Move	6
CON 3D6	10-11	Hit points average	9-10
SIZ 2D6	7	Treasure factor	5
INT 3D6	10-11	Defense	05%
POW 3D6	10-11		
DEX 2D6+6	13		
CHA 3D6	10-11		

Weapon	SR	Attack	Damage	Parry	Points
Trident*	5	30%	1D6+1	30%	12
Sling	2	25%	1D8		
Small shield				25%	8

* Use like a one handed spear.

ARMOR—Leather body and limbs (2 points); cap helm (2 points).

OTHER SKILLS—Swimming 80%; Tracking 50%; Spot Traps 40%; Hide in Cover 50%.

OGRES

Ogres look very human, generally passing for human in all walks of human civilization. They are thought to have originated as a human tribe which took the side of Chaos during the Great Darkness. They are quite rare. Their teeth are very sharp and they are very strong. They can look very handsome and beautiful.

They can join any Rune cult but their outlook on life is always tainted with Chaos.

They are known to be fond of human flesh. Other intelligent creatures of Chaos will recognize them by their aura and usually not attack them.

Characteristics	Average		
STR 2D6+12	19	Move	8
CON 2D6+6	13	Hit points average	13
SIZ 3D6	10-11	Treasure factor	10
INT 3D6	10-11		
POW 2D6+6	13		
DEX 3D6	10-11		
CHA 3D6	10-11		

Weapon	SR	Attack	Damage	Parry	Points
Any available	4+	35%	+1D4	30%	per wpn

ARMOR—Usually leather (2 points) to start with.

SPELLS—As for humans.

OTHER SKILLS—Disguise 50%; Move Quietly 35%.

There is a 05% chance an ogre will have a Chaotic feature from the list in Chapter X.

PIXIES

Diminutive elves capable of flight with small transparent wings. These imps tend to stick with magic and slings, with which they have the same capability as an elf with a bow. They are naturally invisible, although they become visible if they attack, and spend most of their time playing pranks on travellers in elf woods.

Characteristics	Average		
STR 2D4	5	Move	3/10
CON 3D6	10-11	Hit points average	8-9
SIZ 1D6	3-4	Treasure factor	13
INT 3D6	10-11	Defense	10%
POW 2D6+6	13		
DEX 4D6	14		
CHA 3D6	10-11		

Weapon	SR	Attack	Damage
Sling	2	30%	1D8

SPELLS—Befuddle; Disruption.

OTHER SKILLS—Move Quietly 50%; Spot Hidden Item 40%; Set/Disarm Trap 40%.

RHINOS

The juggernauts of Prax, these vicious creatures are fortunately rare in the wild. They have all the usual characteristics of the African rhinoceros, including bad vision and a penchant for the headlong charge.

Characteristics	Average		
STR 2D6+30	37	Move	8
CON 3D6	10-11	Hit points average	17-18
SIZ 2D6+30	37		
POW 3D6	10-11		
DEX 2D6	7		

Weapon	SR	Attack	Damage
Butt*	8	50%	1D10+4D6
Bite*	8	25%	1D10
Trample*	8	75%	8D6

* A rhino will only make one of these attacks per melee

round.

ARMOR—5 point skin.

ROCK LIZARDS

Rock lizards are found in the same habitat as cliff toads, and the two reptiles are thought to get along very well. Even though they eat the same sort of food, they have never been seen to fight.

Rock lizard skin looks like grey rock and is quite tough. Whenever one hits with a claw, it will hang on with that appendage and attempt to hit with the other one in the next round.

Characteristics		Average		
STR	2D6+6	13	Move	4
CON	2D6+6	13	Hit points average	14
SIZ	4D6	14	Treasure factor	8
POW	2D6+3	10		
DEX	2D6+6	13		

Weapon	SR	Attack	Damage
Claw*	8	25%	1D6+1D4
Bite*	8	25%	1D10+1D4

* Will strike with both claws at once until one hits, then hold with that one, strike with the other, and bite.

ARMOR—3 point skin.

RUBBLE RUNNERS

Picture a large, rat-shaped, creature about ½ meter long. Move the corners of the mouth back to the front shoulders and open the mouth about 60 degrees to reveal a row of sharp-pointed teeth. Cover the whole gruesome thing with armadillo-like scale. Realize that it is always hungry and runs in packs, and you have a rubble runner. They are usually only found in ruins and underground.

Characteristics		Average		
STR	1D6	3-4	Move	6
CON	3D6	10-11	Hit points average	8-9
SIZ	1D4	2-3	Treasure factor	5
POW	1D6+6	9-10	Defense	10%
DEX	2D6+6	13		

Weapon	SR	Attack	Damage
Bite*	10	10-25%	1D6

* When they hit with a bite, the rubble runner will hold on and continue to bite. Roll each round to see if the "hit" is critical and will get through armor.

ARMOR—2 point skin.

RUNNERS

Stunted and degenerate elves, the runners have their own culture in the trees of an Aldryami forest. They prefer missile weapons and the "whipstick," a club-like weapon which, in the hands of a runner, can be made to curl around and bind an enemy. They will not willingly leave the branches of the trees of the forest. They wear no armor or clothes, being covered by a very soft fur.

While they could learn magic if they wanted to, they rarely do. If they fight, it is with mass attacks of screaming runners, pouring out of the trees. It is thought that their dependence on trees is midway between that of the elves and the dryads.

Characteristics		Average		
STR	2D6	7	Move	5/9 in trees
CON	2D6+6	13	Hit points average	12
SIZ	2D6	7	Treasure factor	5
INT	3D6	10-11	Defense	05%
POW	3D6	10-11		
DEX	2D6+6	13		
CHA	3D6	10-11		

Weapon	SR	Attack	Damage	Parry	Points
Whipstick*	7	30%	1D6	30%	10

* Will bind a foe's limb or strangle through all but plate armor if it hits a head location.

OTHER SKILLS—Hide in Cover 30%; Move Quietly 30%; Camouflage 30%; Listen 30%; Spot Hidden Item 30%.

SABLES

Antelope also known as "Lunar deer" for the shape of their horns.

Characteristics		Average		
STR	3D6+12	21-22	Move	12
CON	3D6	10-11	Hit points average	12-13
SIZ	3D6+12	21-22		
POW	3D6	10-11		
DEX	2D6+6	13		

Weapon	SR	Attack	Damage
Butt*	7	35%	1D12+2D6
Kick*	7	35%	1D6+2D6
Bite*	7	25%	2D4

* A sable will either: butt; or bite and kick in a melee round.

ARMOR—1 point skin.

SCORPION MEN

More scorpion than men, they are a sort of man-scorpion centaur, with the chest, arms, and head of a man, but the abdomen, tail, and rear six legs of a scorpion. Not being fully mammalian, they are not considered to be among the beast men.

They are a Chaos breed, left over from the Great Darkness, and live in small villages in the high mountains. They know little magic, for no one will teach it to them. They make their living raiding and hiring out as bodyguards to optimistic employers who forget their essentially Chaotic nature.

Characteristics		Average		
STR	2D6+12	19	Move	8
CON	3D6	10-11	Hit points average	12-13
SIZ	2D6+12	19	Treasure factor	12
INT	2D6	7		
POW	2D6	7		
DEX	3D6+3	13-14		
CHA	3D6	10-11		

Weapon	SR	Attack	Damage	Parry	Points
Club*	6	35%	1D10+1D6	35%	12
Sling	3	35%	1D8		
Sting*	7	40%	1D6+1D6		

* A scorpion man can attack with club and sting at the same time. The sting injects a systemic poison equal to the CON of

the scorpion man in potency.

ARMOR—3 point skin.

OTHER SKILLS—Climbing 50%; Set Trap 40%.

A scorpion man has a chance equal to its POWx5 or less on D100 of having a Chaotic feature from the list in Chapter X.

SHADOW CATS

Varying in size from housecat to jaguar, usually of dark coloration, these beasties are very quick and quiet. Also known as shimmer cats because they have a natural defense of 20%, they are extremely hard to hit.

They rarely attack anything larger than themselves. They are given credit for keeping down the population of rubble runners. However, when cornered or threatened, they will attack, jumping onto a foe and holding with the forefeet while biting and ripping with both hind legs at once.

Characteristics	Average		
STR 2D6	7	Move	10
CON 2D6+6	13	Hit points average	11
SIZ 1D6	3-4	Treasure factor	6
POW 2D6+12	19	Defense	20%
DEX 2D6+12	19		

Weapon	SR	Attack	Damage
Bite	8	40%	1D6
Rip	8	80%	2D6

ARMOR—None.

OTHER SKILLS—Move Quietly 60%; Hide in Cover 50%.

SKELETONS

These are dead creatures animated by Rune magic. They will often be wearing armor for protection to their brittle bones. They are usually easily destroyed individually. They can be programmed to fight with a success equal to their DEX x5.

Characteristics	Average		
STR 1D4+8	10-11	Move	8
SIZ 3D6	10-11	Treasure factor	3
POW 1	1		
DEX 3D6	10-11		

Weapon	SR	Attack	Damage	Parry	Points
As given	6-8	45-60%	per wpn	45-60%	per wpn
Medium shield				45-60%	12

ARMOR—As given.

NOTE—A skeleton is so brittle that when a location is hit, it shatters. Thus, hit points and CON are irrelevant.

SKY BULLS

They are the offspring of the Storm Bull (Storm God of Prax) and mortal heifers. Large flying bulls, they are fierce vegetarians. They are prized by griffins as meat.

Characteristics	Average		
STR 4D6+12	26	Move	11/11
CON 2D6+6	13	Hit points average	20
SIZ 8D6+12	40	Treasure factor	12
POW 3D6	10-11		
DEX 2D6	7		

Weapon	SR	Attack	Damage
Butt	8	35%	2D10+3D6
Stomp*	8	35%	2D6+3D6

* Sky bulls will swoop down on a foe from above and stomp them into the ground. They only butt in air combat or if caught on the ground.

ARMOR—3 point skin.

SNAKES

While there are a number of the usual garden-variety snakes in Glorantha, one faction of the snake family was heavily influenced by Chaos during the great battle of Darkness against Chaos during the Gods War. Since then, strange sorts of belly crawling types have sprung up in ruins and waterways.

Characteristics	Average		
STR 1D6	3-4	Move	4
CON 2D6+6	13	Hit points average	11
SIZ 1D6	3-4	Treasure factor	6
POW 1D6+6	9-10	Defense	05%
DEX 3D6	10-11		

ARMOR—None.

These snakes seldom breed true, although several forms predominate. A mixed bag of the following snakes is the usual encounter.

For each snake in a group, roll 1D6. If it is a variety with different types of males and females, there is a 50% chance for each that they are male or female.

SNAKE TABLE

D6	Result
1-2	Weapon Snake
3-4	Fang Snake
5	Spit Snake
6	Stake Snake

WEAPON SNAKES

Weapon snakes have developed hard bone or horn tails, shaped into curved light broadswords (males) or maces (females), which they extend towards a foe to fight and parry with. They keep their heads as far from danger as possible, slightly swiveled to see the tail.

Weapon	SR	Attack	Damage	Parry	Points
Sword	9	25%	1D6+1	25%	12
Mace	10	25%	1D6	25%	12

FANG SNAKES

Fang snakes look like normal snakes. However, only one long sharp fang is visible as a weapon when they open their mouths. It does 1D4 damage but will also inject an ever-replenishable Blade Venom of 1D6 potency.

Weapon	SR	Attack	Damage
Bite	10	25%	1D4*

* Blade Venom of 1D6 potency range.

SPIT SNAKES

These are capable of ejecting a liquid from their throats. They look like stake snakes, though their skin is not as hard. The males spit a wad of acid of 1D6 potency, females spit a

wad of skunk-like acrid oil. Both have a range of 3 meters.

The female's acrid spit will keep anyone hit from sneaking up anything with a sense of smell for at least a week. Both males and females can spit a number of times equal to their SIZ.

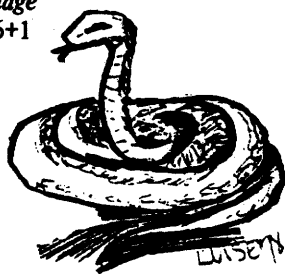
Weapon	SR	Attack	Damage
Spit	6	25%	Acid of 1D6 potency or acrid smelling oil
Bite	10	10%	1D4

STAKE SNAKES

Stake snakes have an incredibly hard, pointed, snout and a large body which can coil and launch like a spring. This lets the head hit like an arrow from a self bow, doing 1D6+1 damage and perhaps impaling or doing a critical hit.

After a hit, the snake always withdraws to try to hit again. It has a springing range of 3 meters.

Weapon	SR	Attack	Damage
Spring	6	25%	1D6+1



TIGER SONS

These weretigers are as much loners as bearwalkers, but they are organized loosely into a cult known as the Sons of the Tiger. The criteria for becoming a Rune Lord within the cult are unknown to the general run of Gloranthan citizens, but some have been seen with special iron claws attached to their paws.

Characteristics	Average		
STR	3D6 (x2½)	10-11 (25-28)	
CON	3D6	10-11	Move 8 (10)
SIZ	2D6+6	13	Hit points average 11-12
INT	3D6 (x½)	10-11 (5-6)	Treasure factor 8
POW	3D6	10-11	
DEX	2D6+6	13	
CHA	3D6	10-11	

Weapon	SR	Attack	Damage
Claw*	8	40%	1D6+1D6
Bite*	8	30%	1D10+1D6

* Will bite if a claw hits in the previous round. If bite connects with flesh, will hang on, continuing to bite while hind legs claw victim.

ARMOR—1 point skin.

OTHER SKILLS—Track by Smell 40%; Hide in Cover 50%; Move Quietly 50%; Spot Trap 40%; Spot Hidden Item 40%.

TROLLS—CAVE

A degenerate species of trolls, they are quite large, but have lost both intelligence and power. They have no tolerance for daylight and fire. They are not gregarious, living in no more than family groups.

In compensation for their loss of intelligence and power, they have developed the Chaotic ability of regeneration. They can Heal 1 point of damage in each hit location damaged per

melee round, unless the location is fully destroyed. Damage taken under sunlight or done by fire will not regenerate.

Characteristics	Average		
STR	3D6+12	22-23	Move 7
CON	2D6+6	13	Hit points average 17
SIZ	4D6+12	26	Treasure factor 12
INT	2D6	7	
POW	2D6	7	
DEX	2D6+3	10	
CHA	1D6	3-4	

Weapon	SR	Attack	Damage	Parry	Points
Club*	5	35%	2D8+2D6	25%	20
Claw†	7	35%	1D6+2D6		

* Equivalent to a maul.

† Usual tactic is to hit with the club then strike with the claw, but they cannot parry if they do so.

ARMOR—3 point skin.

TROLLS—DARK

Dark trolls are the current basic stock of trolls, deferring only to Mistress Race trolls for positions of authority. They are fully intelligent and use all weapons and magic. Thirty percent of any troll community will consist of dark trolls, with most of the rest being trollkin. Mistress Race and great trolls (and the occasional despised cave troll) make up no more than 3% of any community.

Characteristics	Average		
STR	3D6+6	16-17	Move 8
CON	3D6	10-11	Hit points average 12
SIZ	3D6+6	16-17	Treasure factor 12
INT	3D6	10-11	
POW	3D6	10-11	
DEX	3D6	10-11	
CHA	3D6	10-11	

Weapon	SR	Attack	Damage	Parry	Points
Any available	4+	25%	wpn+1D6	25%	per wpn

ARMOR—As worn plus 1 point skin.

SPELLS—Any battle magic, about 5.

OTHER SKILLS—As bought.

TROLLS—GREAT

This breed of trolls was created by Cragspider, the Fire-witch, for her personal bodyguard. At least half the great trolls alive on Glorantha are members of that organization.

They are larger than the parent breed, but have lost somewhat in intellect. Unlike cave trolls, they are capable of using weapons and armor, preferring chain mail and long weapons such as great swords and halberds. They can be taught battle magic, though their limited intelligence cuts down the number of spells they can memorize at once.

Characteristics	Average		
STR	4D6+12	26	Move 7
CON	1D4+14	16-17	Hit points average 20-21
SIZ	4D6+12	26	Treasure factor 16
INT	2D6+2	9	
POW	3D6	10-11	
DEX	3D6	10-11	
CHA	2D6	7	

Weapon	SR	Attack	Damage	Parry	Points
Greatsword	4	40%	2D8+2D6	25%	15
Poleaxe	4	40%	3D6+2D6	25%	12
Broadsword	5	25%	1D8+1+2D6	10%	20

ARMOR—Chainmail body and limbs (5 points); open helm (4 points); plus 2 point skin.

SPELLS—At least 1 battle magic spell.

TROLLS—MISTRESS RACE

These are the original trolls, from whom all others derive. Due to the Great Curse, their numbers have steadily dwindled, and only a few thousand are left in all of Glorantha. There are isolated hill tribes of trolls who have never seen a member of the Mistress Race. In any area where they do exist, members of this subgroup will hold as many positions of power as possible.

Characteristics	Average		
STR	4D6+6	20	Move 9
CON	2D6+6	13	Hit points average 17
SIZ	3D6+12	22-23	Treasure factor 20
INT	2D6+6	13	
POW	4D6	14	
DEX	2D6+6	13	
CHA	2D6+6	13	

Weapon	SR	Attack	Damage	Parry	Points
Any available	2+	75%	wpn+2D6	75%	per wpn

ARMOR—Any, plus 2 point skin.

SPELLS—Any battle magic, up to the INT limit. Also, if POW is above 18, 1D10 Rune magic spells.

OTHER SKILLS—Oratory 75%; Camouflage 75%; Set Traps 60%; Spot Hidden Item 60%; Spot Trap 60%.

The characteristics given above are for a young Mistress Race troll, a very rare event. However, the skill levels are for a Mistress Race personage whom a band of adventurers might be so unlucky as to meet.

TROLLKIN

The most degenerate of the trolls in size, these are, thanks to the Great Curse, the most numerous of the troll race. They are continually being born to other kinds of trolls as well as their own breed. Trollkin themselves normally breed true, but many are born dead.

They dislike sunlight and will avoid it whenever possible. They have the ability common to trolls and other Darkness creatures of guiding themselves in the dark with a radar-like sense of hearing. They are very loath to risk their skins in hand-to-hand combat, mainly because they are always forced to do so by their larger brethren.

Characteristics	Average		
STR	2D6+3	10	Move 6
CON	3D6	10-11	Hit points average 10-11
SIZ	1D6+6	9-10	Treasure factor 6
INT	2D6+3	10	Defense 05%
POW	2D6	7	
DEX	3D6+3	13-14	
CHA	2D6	7	

Weapon	SR	Attack	Damage	Parry	Points
Sling	2	30%	1D8		
Light mace	7	30%	1D6+2	30%	20
Spear	5	30%	1D6+1	30%	12
Small shield				30%	8

ARMOR—1 point skin.

SPELLS—1 battle magic spell.

OTHER SKILLS—Spot Hidden Item 45%.

TUSK BROTHERS (WERE PIGS)

These lycanthropes change into great boars. They are thought to be the product of matings between the feared Tusk Riders and their mounts, but others say this is impossible. Since no one knows where they do come from, it is as good a theory as any. Even more than any other lycanthropes, they are known for foul tempers.

Characteristics	Average		
STR	2D6+6 (x2)	13 (26)	Move 8 (12)
CON	3D6	10-11	Hit points average 11-12
SIZ	2D6+6	13	Treasure factor 8
INT	3D6 (x½)	10-11 (5-6)	
POW	3D6	10-11	
DEX	3D6 (x2/3)	10-11 (7-8)	
CHA	3D6	10-11	

Weapon	SR	Attack	Damage
Gore	10	30%	2D6+1D6
Stomp*	10	30%	1D6+2D6

* If a foe is knocked down, a tusk brother will stomp him with its very hard hooves in the next round.

ARMOR—1 point skin.

OTHER SKILLS—Sniffing Out Food 90%; Move Quietly 30%; Hide in Cover. 50%.

TUSK RIDERS (HALF TROLLS)

The actual origins of the tusk riders are unclear. That they have human ancestry is obvious, but the mark of the trolls is upon them as well. Their Cult of the Bloody Tusk demands blood drinking and further abominations.

The tusk riders ride tuskers.

Characteristics	Average		
STR	2D6+6	13	Move 8
CON	2D6+6	13	Hit points average 13
SIZ	3D6	10-11	Treasure factor 7
INT	3D6	10-11	
POW	3D6	10-11	
DEX	3D6	10-11	
CHA	1D6	3-4	

Weapon	SR	Attack	Damage	Parry	Points
Lance	3	25%	1D10+2D6		12
Spear	5	25%	1D10+1	25%	12

ARMOR—Leather body and limbs (2 points); Composite helm (3 points).

SPELLS—Healing 2; Demoralize.

OTHER SKILLS—Riding 90%; Tracking 50%; Camouflage 40%; Spot Traps 50%.

TUSKERS

Gigantic boars, ridden by tusk riders only. These beasts are fierce and ill-tempered, but love their masters beyond all comprehension.

Characteristics		Average		
STR	3D6+12	22-23	Move	10
CON	1D6+12	15-16	Hit points average	19-20
SIZ	4D6+12	26		
POW	3D6	10-11		
DEX	1D6	3-4		

Weapon	SR	Attack	Damage
Gore*	8	50%	2D6+2D6
Trample*	8	75%	4D6 to downed foe

* A tusk cannot gore and trample one opponent in the same melee round.

ARMOR—4 point skin.

UNICORNS

The unicorns ridden by the amazons of Glorantha have all the characteristics of war horses, plus the attributes of a unicorn. They will only obey a virgin. They can cure wounds with their horns, and will gore a foe at the same time the amazon is lancing it. When using their horn to cure, they must touch the wound with the horn. Each point cured takes 1 point from the POW of the unicorn as in a Healing spell.

Characteristics		Average		
STR	2D6+24	31	Move	12
CON	2D6+6	13	Hit points average	17
SIZ	2D6+18	25		
INT	3D6	10-11		
POW	2D6+12	19		
DEX	2D6+6	13		

Weapon	SR	Attack	Damage
Gore	6	50%	1D10+3D6
Bite	6	40%	1D10
Kick	6	40%	1D8
Rear and plunge	6	40%	2D10+3D6
Trample	6	75%	3D6 to a downed foe

All notes are the same as for horses.

VAMPIRES

This is the nobility of the undead. They are often a former or current Death Rune mage who has chosen to continue the work on the material plane. Usually humans chose this measure, although other races have been known to contribute to the vampire population.

Vampires have all the traditional powers and problems imputed to them. The cross being the symbol of the Death Rune (see Chapter VII), one tied to that Rune can gain protection from a vampire. They are twice as strong as a man. Its hit locations can take twice the normal amount of damage a human can. Once that amount has been passed, the vampire will turn into smoke at the end of that melee round and regain its hit points at a rate of 1 per melee round. If the vampire takes damage to exceed its hit points, although all hit locations are intact, it will again turn into smoke. It can do so at whim. It can change into also a bat or wolf. The smoke can move at 1 movement unit a melee round.

However, if the vampire's head has been hit beyond its hit points, the vampire falls and cannot turn into smoke. This is when a stake placed in the heart area is necessary to keep it from coming back once again. One must also cut off the head.

Characteristics		Amount		
STR	3D6x2	20-22	Move	race+2
CON	2D6+6	13	Hit points average	13
SIZ	3D6	10-11	Treasure factor	15
INT	3D6	10-11		
POW	2D6+6	13		
DEX	3D6	10-11		
CHA	3D6	10-11		

Weapon	SR	Attack	Damage
Touch*	9	50%	1D4+1D4
Bite†	9	50%	1D4

* The touch of a vampire will reach through armor and attack a character's POW, just as a ghost does. If the vampire wins, the character loses POW.

† If the bite of a vampire penetrates armor, it drains 1D6 in STR (blood) from the victim per melee round. It will stay attached until the victim is dead or vampire destroyed.

ARMOR—None usually, can wear any.

SPELLS—If the vampire can catch the glance of a character, it can attempt to Harmonize him with no loss of POW. A roll of the target's character's POWx5 or less must be made on D100 to see if he was lucky enough to avoid the glance at the vampire.

Unlike truly alive or dead creatures, vampires cannot regain POW after losing it with the use of battle magic or spirit combat. However, their POW drain ability takes the POW of their victim and transfers it immediately to their characteristic POW and increases it. This is the only way they can increase POW, as normal POW gain rolls and POW increase rolls are not available to them. The victim of POW loss to a vampire will get his POW back, just as he would normally regenerate it after spirit combat. Vampires are also limited to their pre-death species maximum for POW, so that a vampire human could not increase his POW through POW drain past 21. Any further energy drained is lost to the vampire, as well as his victim.

WALKTAPI

Man-like bodies with heads similar to a large octopus, an extremely Chaotic race, they can attack with all eight tentacles using the human arms as balance. They can attack as many as four foes at once, and also squirt out a poison gas cloud similar to the effect of an octopus squirting ink.

Walktapi also have the Chaotic ability to regenerate. Every portion of their body which is severed from the parent will grow into a new walktapus. Not even fire will permanently affect this, though it will slow down the growth rate by several days. Only Disruption spells and extremely powerful "exotic" Rune magic will permanently harm a walktapus.

However, its regrowth ability is only 1 hit point a full turn. One can be dismembered and the survivors can leave it behind. It will not bother them again unless they pass the same way after an hour. Walktapi have none of the other Chaotic features listed in Chapter X.

<i>Characteristics</i>		<i>Average</i>		
STR	2D6+18	25	Move	7
CON	2D6+6	13	Hit points average	17
SIZ	2D6+18	25	Treasure factor	15
POW	3D6	10-11		
DEX	3D6	10-11		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Tentacle*	7	40%	2D6
Constrict			4D6

* Can use four at once. If two have struck the same target, they will constrict every round. Armor will protect only until its absorption rate is overcome, then it is broken.

ARMOR—4 point skin.

SPECIAL—Gas cloud of systemic poison in 3 meter circle. Potency equal to CON.

WIND CHILDREN

Extremely humanoid except for the magnificent feathered wings they fly with. The wind children are tied to the Air Rune and disdain close combat and armor, using missile weapons and spells.

They are extremely claustrophobic and will not go underground. A very rare race, found only in Sartar and other areas around Dragon Pass. Wind children Rune Priests are particularly apt in the use of sylphs, or Air Elementals.

<i>Characteristics</i>		<i>Average</i>		
STR	2D6	7	Move	6/12
CON	3D6	10-11	Hit points average	9-10
SIZ	2D6	7	Treasure factor	6
INT	3D6	10-11	Defense	05%
POW	2D6+6	13		
DEX	2D6+6	13		
CHA	3D6	10-11		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>	<i>Parry</i>	<i>Points</i>
Sling	2	30%	1D8		
Rapier	6	30%	1D6+1	30%	15

ARMOR—None.

SPELLS—Healing 2; Disruption; Speedart.

OTHER SKILLS—Flight 90%.

WOLFBROTHERS

They are the classic werewolves.

<i>Characteristics</i>		<i>Average</i>		
STR	3D6 (x2)	10-11 (22)	Move	8(12)
CON	3D6	10-11	Hit points average	10-11
SIZ	3D6	10-11	Treasure factor	7
INT	3D6 (x½)	10-11 (5-6)		
POW	3D6	10-11		
DEX	3D6	10-11		
CHA	3D6	10-11		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Bite	9	30%	1D8+1D4

Basic tactic is to attempt to knock down foe and worry on the ground.

ARMOR—1 point skin.

OTHER SKILLS—Track by Smell 60%; Hide in Cover 50%;

Move Quietly 50%; Spot Trap 50%; Spot Hidden Item 50%.

WYRMS

The result of a misguided attempt by the Second Council to create new dragons after the ancestral dragons either went away or went to sleep. The result was much less than hoped for, and rapidly went its own way.

It is a great legless serpent with wings, high INT, and POW. A young wurm actually starts the SIZ and STR shown below at 1D6 per 20 years. They then continue to grow at 1D6 per 50 years until they die. They congregate in family groups of two adults and not more than two children.

<i>Characteristics</i>		<i>Average</i>		
STR	10D6	35	Move	10
CON	3D6	10-11	Hit points average	17-18
SIZ	10D6	35	Treasure factor	18
INT	3D6	10-11		
POW	3D6+6	16-17		
DEX	3D6	10-11		
CHA	3D6	10-11		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Bite	7	50%	1D10+3D6

ARMOR—8 point skin.

WYVERNS

No one can be sure of the origins of the wyvern. Dreams of immature dragons? Natural beasts? No one knows. They are rare beasts, but seem to breed and reproduce normally. They are somewhat dragonish in shape, but have only two legs.

<i>Characteristics</i>		<i>Average</i>		
STR	4D6+12	26	Move	6/10
CON	2D6+6	13	Hit points average	18
SIZ	2D6+24	31	Treasure factor	19
INT	2D6	7		
POW	3D6	10-11		
DEX	2D6+6	13		
CHA	2D6	13		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>
Bite*	6	40%	1D8+3D6
Sting*	6	60%	1D6+3D6

* A wyvern will bite and sting one or two foes at one time. The sting injects systemic poison equal to the CON of the wyvern in potency.

ARMOR—6 point skin.

ZOMBIES

Dead beings animated by Rune magic. Like skeletons, the 1 point of POW they have is what motivates them and keeps them going. It is supplied by the spell which created them.

They are programmed or even directed by the mage who created them, but cannot motivate themselves. The STR and CON of a zombie are multiplied by ½ again as part of the spell, up to species maximum. The zombie is a clumsy opponent, but capable of doing real damage when it hits.

The programming of a zombie is sufficient to let it hit at its DEXx5 as a percentage on D100. However, it can rarely parry at more than ½ that. They are usually equipped with two handed weapons and can wear any sort of armor.

A zombie must be destroyed by destroying every limb or its

chest or it will continue to fight. Destroying the head, of course, destroys its ability to see an opponent and it will cease action.

<i>Characteristics</i>	<i>Average</i>		
STR 3D6x1½	15-17	Move	6
CON 3D6x1½	15-17	Hit points	15-17
SIZ 3D6	10-11	Treasure factor	9
POW 1	1		
DEX 2D6	7		

<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>	<i>Parry</i>	<i>Points</i>
Maul	7	35%	2D8+1D4	20%	15

ARMOR—As provided, usually leather (2 points).

MORE MONSTERS?

The monsters listed in these pages are a partial listing of those which can be found in the world of Glorantha. With these, one can populate scenarios and keep the players guessing where the next attack is coming from. If response to these rules is sufficient, a supplementary volume will have specifics for the monsters of other worlds. Balrogs, orcs, hobbits, rocs, banths, all can be a part of the extended campaign.

NON-HUMANOID HIT LOCATION TABLE

BASILISKS/COCKATRICES/ GRIFFINS/SKY BULLS		CENTAURS		SCORPION MEN		CLIFF TOADS/ ROCK LIZARDS/ RUBBLE RUNNERS/ SHADOW CATS/ FOUR-LEGGED MOUNTS	
<i>Location</i>	<i>D20 Points</i>	<i>Location</i>	<i>D20 Points</i>	<i>Location</i>	<i>D20 Points</i>	<i>Location</i>	<i>D20 Points</i>
Right hind leg	01-02 5	Right hind leg	01-02 4	Right hind leg	01 3	Right hind leg	01-02 4
Left hind leg	03-04 5	Left hind leg	03-04 4	Right center leg	02 3	Left hind leg	03-04 4
Hindquarters	05-07 6	Hindquarters	05-06 6	Right fore leg	03-04 3	Hindquarters	05-07 6
Forequarters	08-10 6	Forequarters	07-09 6	Left hind leg	05 3	Forequarters	08-10 6
Right wing	11-12 4	Right fore leg	10-11 4	Left center leg	06 3	Right fore leg	11-13 4
Left wing	13-14 4	Left fore leg	12-13 4	Left fore leg	07-08 3	Left fore leg	14-16 4
Right fore leg	15-16 5	Chest	14 6	Tail	09-10 5	Head	17-20 5
Left fore leg	17-18 5	Right arm	15-16 4	Thorax	11-12 5		
Head	19-20 5	Left arm	17-18 4	Chest	13-14 6		
		Head	19-20 5	Right arm	15-16 4		
				Left arm	17-18 4		
				Head	19-20 5		
BOLO LIZARDS/ DEMI-BIRDS		DRAGONS/MANTICORES		SNAKES		GORPS	
<i>Location</i>	<i>D20 Points</i>	<i>Location</i>	<i>D20 Points</i>	<i>Location</i>	<i>D20 Points</i>	<i>Location</i>	<i>D20 Points</i>
Right leg	01-04 5	Right hind leg	01-02 5	Tail	01-06 5	Body	01-20 All
Left leg	05-08 5	Left hind leg	03-04 5	Body	07-14 6		
Abdomen	09-10 5	Hindquarters	05-06 5	Head	15-20 5		
Chest	11-13 6	Tail	07-08 4				
Right wing/arm	14-15 4	Forequarters	09-10 6	WALKTAPI			
Left wing/arm	16-17 4	Right wing	11-12 4	<i>Location</i>	<i>D20 Points</i>		
Head	18-20 5	Left wing	13-14 4	Right leg	01-02 5	Tail	01-04 6
		Right fore leg	15-16 5	Left leg	03-04 5	Abdomen	05-08 6
		Left fore leg	17-18 5	Abdomen	05 5	Chest	09-12 7
		Head	19-20 5	Chest	06 6	Right wing	13-14 5
				Right arm	07-08 4	Left wing	15-16 5
				Left arm	09-10 4	Head	17-20 6
				Tentacle 1	11 4		
				Tentacle 2	12 4	WYVERNS	
				Tentacle 3	13 4	<i>Location</i>	<i>D20 Points</i>
				Tentacle 4	14 4	Right leg	01-03 5
				Tentacle 5	15 4	Left leg	04-06 5
				Tentacle 6	16 4	Abdomen	07-08 5
				Tentacle 7	17 4	Chest	09-11 6
				Tentacle 8	18 4	Tail	12 5
				Head	19-20 5	Right wing	13-14 4
						Left wing	15-16 4
						Head	17-20 5

EXPLANATION OF HEADING

POINTS—This is the number of points each hit location would have if the monster has hit points of 13-15. Most are in this range, and it is a simple matter to add more to an area if the monster has more hit points. Use the Hit Location Table in Chapter IV for the progression of hit points per location per hit points of monster.

The hit locations have been so set up that if a long monster, such as a dragon, is approached from the front or rear, 6 can

be added or subtracted from the D20 roll to give correct location from the angle attacked.

HIT LOCATIONS FOR NON-HUMANOID MONSTERS

Naturally, hit locations for non-humanoid monsters are going to be different than those for humans. The above are hit locations for the non-humanoid monsters described before. Any monsters you wish to add should fit into one of the types in the Non-Humanoid Hit Locations Table. If not, the principles shown here should make the hit locations for new types of monsters fairly easy to invent.

IX

TREASURE HOARDS

The only reason anyone would go out and fight any of the monsters depicted in the previous chapter is reward. Some monsters may be terrorizing the countryside, and a desperate citizenry will pay to have a pest exterminator come in. Others may be natural enemies with whom one is feuding, and still others may have come hunting the characters! But the main reason to fight monsters is the probability that they have been gathering loot, just as you have.

We feel that each treasure should be unique, a carefully crafted reward for the intrepid Adventurer who has managed to overcome monsters and avoid traps to reach the final goal. However, we have also had to improvise treasures quickly. Accordingly, the following guidelines are suggested.

TREASURES

TREASURE FACTORS

A hoard should reflect the relative toughness and numbers of its guardians. The following list tries to show this by giving a treasure factor for a monster, based on its individual capacities. In Chapter VIII, individual minimum treasure factors appear for each creature, but anything in the way of additional expertise and abilities can boost this number.

A monster gets 1 treasure factor for each of the following.

1. Each 5 points of hit points or fraction thereof.
2. Each 25% chance to hit, or portion thereof (30% is 2 treasure factors).
3. Each extra die of damage done by the monster (+1D4 or +1D6 count as 1).
4. Each point of armor protecting the monster's whole body

(3 point skin would be 3 treasure factors).

5. Each combat spell possessed by the monster.
6. Each special power of the monster (like a jack o'bear's mind control).
7. Each 5 levels of poison potency used by the monster (a troll using a level 7 blade venom would have 2 treasure factors).
8. Each extra attack the monster has (a jack o'bear uses two claws, and thus gains 1 treasure factor).

The total is figured for each monster, then all totals are added together if there is more than one monster. The resulting total is the treasure factor of the group.

EXPLANATION OF TERMS

Treasure Table

(PERCENTAGES IN PARENTHESIS)—These are the numbers to be rolled or less on D100 for that type of treasure to appear. Thus, if the treasure factor is 35, there is a 95% chance of Clacks and Lunars, a 90% chance of Wheels (gold), a 90% chance of 1 gem or item of jewelry (see Gems and Jewelry Table), and a 20% chance there is an item of magic or a special item.

INDICATED DICE ROLLS—The dice rolls indicated give the amounts of the type of treasure which appears. If it is too much trouble to roll D100 ten times, roll it once and multiply the result by ten.

TREASURE FACTOR GREATER THAN 100

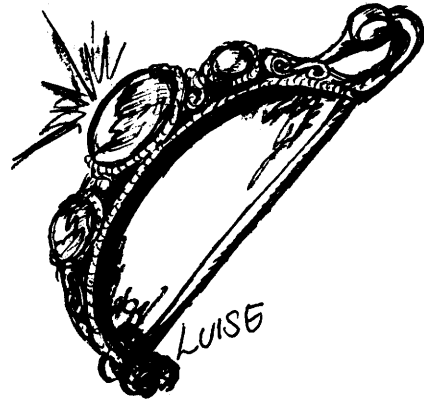
If the total treasure factor of a group of monsters is larger than 100, divide the treasure factor into groups of 100 and

TREASURE TABLE

<i>Treasure Factor</i>	<i>Clacks</i>	<i>Lunars</i>	<i>Wheels</i>	<i>Gems/Jewelry</i>	<i>Special Items</i>
01-10	(75) 1D100	(75) 1D10	(50) 1D6	(50) 1	(05) 1
11-20	(85) 1D100	(85) 1D100	(65) 1D10	(65) 1	(10) 1
21-30	(95) 2D100	(95) 2D100	(75) 1D10	(75) 1	(15) 1
31-40	(95) 4D100	(95) 3D100	(90) 1D20	(90) 1	(20) 1
41-50	(95) 8D100	(95) 4D100	(95) 2D20	(95) 1	(25) 1
51-60	(95) 10D100	(95) 5D100	(95) 3D20	(95) 1	(30) 1
61-70	(95) 10D100	(95) 6D100	(95) 5D20	(95) 2	(35) 1
71-80	(95) 20D100	(95) 10D100	(95) 2D100	(95) 2	(40) 1
81-90	(95) 20D100	(95) 10D100	(95) 3D100	(95) 2	(45) 1
91-100	(95) 30D100	(95) 20D100	(95) 4D100	(95) 3	(50) 1

GEMS/JEWELRY TABLE

D100	Type	Worth
01	Special Jewelry	Roll again on this table for worth and on the Special Item Table for type.
02	Magical Crystal	See Magic Crystal Table.
03	Ancient Treasure	1D20x10,000 L.
04-05	Heirloom Jewelry	3D6x1000 L.
06-10	Superb Gemstone	1D10x1000 L.
11-15	Excellent Jewelry	1D6x1000 L.
16-20	Excellent Gemstone	3D6x100 L.
21-30	Very Good Jewelry	12D100 L.
31-40	Very Good Gemstone	6D100 L.
41-50	Good Jewelry	10D20 L.
51-60	Good Gemstone	2D100 L.
61-70	Costume Jewelry	5D20 L.
71-80	Flawed Gemstone	1D100 L.
81-90	Trade Junk Jewelry	1D20 L.
91-95	Semi-Precious Stones	1D10 L.
96-00	Pretty Stones	Worthless.



whatever is left over, then roll for each group. Thus, if a treasure factor adds up to 236, roll twice on the 91-00 line and once on the 31-40 line. This can add up to an appreciable treasure, but 236 factors of monsters will make the characters fight for it.

EXAMPLE

Googab the dark troll has 16 hit points (4 treasure factors), and a 55% chance to hit (3). Being large, he has a 1D6 damage bonus (1). He wears chain mail (5) over his 1 point skin (1). He knows five combat spells (5) and has a 12th level potency blade venom on his sword (3). This gives him a total treasure factor of 22.

The dark troll is accompanied by three trollkin who have 12 hit points each (3 each). They do no extra damage, hit at 35% (2), wear leather (2) over their 1 point skin (1), and carry one combat spell each (1). Each has the same 12th level potency blade venom on their weapons (3). Each has a treasure factor of 11, for a total of 33 treasure factors.

Also working with them is a gargoyle, known as Rocky. He is large, with hit points of 20 (4 treasure factors), hitting at 60% (3) and doing a damage bonus of 2D6 (2). He has 6 point skin (6) and attacks with two claws (1 for an extra attack). His total is 16.

The whole motley band adds up to 71 treasure factors. Their treasure is rolled thusly.

CLACKS—The roll on D100 is 51. Rolling D100 and multiplying by 20, we get 49x20, or 980 Clacks.

LUNARS—The roll on D100 is 84. Rolling D100 and multiplying by 10, we get 39x10, or 390 L.

WHEELS—The roll is 85. Rolling D100 gives 30x2=60 Wheels. Note that 60 Wheels equals 1200 L.

GEMS/JEWELRY—The roll is 40. This gives 4 items. Remember that a roll of ½ the needed number means 2 times the usual result.

1st Item—Rolling 94 gives a semi-precious stone worth 4 L.

2nd Item—Rolling 87 gives trade junk, worth 12 L.

3rd Item—Rolling 74 gives a flawed gem, worth 98 L.

4th Item—Rolling 01 gives a magical jewelry! Rolling again, we get 14, so it is an excellent piece as well, worth 3000 L, just as jewelry. We also roll 28 for type of magic, which we will pursue when we get to special treasures.

SPECIAL ITEMS—The roll is 03. This is less than 1/10 of the needed roll, so the monsters have fallen heir to 5 special items.

ROLLING LESS THAN THE INDICATED PERCENTAGE

There is a chance that more treasure than the above minimum will be found. This is based on the percentage roll for each treasure.

1. If the number rolled is ½ the needed number, multiply the treasure of that type by 2.
2. If the number is ¼ the needed number, multiply by 3.
3. If the number is 1/8 the needed number, multiply by 4.
4. If the number is 1/10 the needed number, multiply by 5.
5. If the number is 1/20 the needed number, multiply by 10.

SPECIAL ITEMS

There are various types of magic and other items available. When special items show up on the Treasure Table, roll on the Special Item Table.

SPECIAL ITEM TABLE

D100	Item
01-35	Scroll
36-60	Potion
61-85	Battle Magic Spell
86-00	Magic Crystal/Matrix

Having determined the type of item found, the next step is to consult the appropriate table below. Note that there may be items other than those given in the following outline. If the referee wishes, there may be holy relics of power vastly greater than any magic given here. Harrek's cloak is a good example out of the Dragon Pass world. Stormbringer is another, out of the Elric of Melnibone books. They are not given on these tables because magic items of legendary power should not turn up in the casual tavern brawl, or even in a well-planned raid on a band of obnoxious trolls. Such items of legend and glory should be objects of epic quests, not a casual evening's entertainment. Such items do exist, but the finding of them is what makes Heroes.

SCROLLS

Scrolls can be almost any kind of written item, whether an actual scroll, a tablet of clay, a printed book, a few scattered pages, carved boards, or even a tapestry. It may be meaningless in the context of the game, or have a map to a treasure which may or may not still be there. Others will be inscribed with notes of "secret techniques" that might up a character's general abilities or individual skills. It might be notes on a lost technique or brand-new skill!

There might even be negotiable bonds, stamps, collector's item posters, or even deeds.

The Scroll table listing possible types of scrolls is a guideline, and campaign referees should feel free to change the frequency and nature of any item on it.

Several characters in the Pavis campaign, where these rules were playtested, made a bundle when they discovered a set of scrolls bearing the history of the Decline and Fall of the Empire of the Wyrms' Friends.

SCROLL TABLE

D100 Type

- 01 Special scroll, referee's discretion.
 02-15 Description of methods to increase certain characteristics by 1 point. These methods generally take 1D20 weeks to implement.

D4	Characteristic
1	STR
2	CON
3	DEX
4	CHA

A characteristic cannot be increased past normal racial or other maximums with this method.

- 16-30 Letter of credit, deed, valuable historical knowledge.
 31-50 Secret technique scroll, giving 1D4x5% increase in one of the weapons on the Weapon Training Table. A scroll cannot bring a character past the limit of normal training in a skill. Thus, a scroll of increase by 10% in one handed sword could not bring a character up to 80% from 70%, although it could bring him up to 75%.
 51-65 Secrets of general abilities scroll, giving 1D4x5% increase in the ability and all special skills tied to the ability.

D6	Ability
1	Knowledge
2	Perception
3-4	Manipulation
5-6	Stealth

Again, a skill cannot be brought up past the limit of training with one of these scrolls.

- 66-75 Map to an area which may still be interesting (treasure hoard, hideout, whatever).
 76-00 Seemingly useless and/or unreadable.

POTIONS

Potions will be diverse lot. Some potions will be found with extraordinary potencies. This may refer to the magic they contain. Then again, it may refer to the proof of the aging. . .

The Potion Table listing the possible types of potions is purely a guideline.

POTION TABLE

D100	Type
01-10	Healing Potion
11-25	Battle Magic Spell Potion
26-55	Systemic Poison
56-65	Blade Venom
66-80	Poison Antidote
81-90	Other
91-00	Spoiled Potion (possibly poisonous)

EXPLANATION OF TYPES OF POTIONS

HEALING—These are magic. Healing does 1D6 points of cure, going to the worst hurt area of the body.

BATTLE MAGIC SPELL POTIONS—Such potions give the use of the spell they are made for once. They do not require POW to use, since the POW of the potion is used to cast the spell. Memory of the spell is not retained after use. These potions wear off after 2 hours. To find which spell is in the potion, roll D100 and divide by 2. Then consult the Battle Magic Spell Table.

SYSTEMIC POTION/BLADE VENOM—Usually of a 2D6+3 potency. These potions are not magical.

POISON ANTIDOTES—Description of antidotes are found in Chapter VI. A spoiled potion might be an antidote which has degenerated into becoming the poison it is supposed to be an antidote for.

OTHER—These are special potions, such as POW restoring potion, which is useless except to the maker, or potions of water befouled by broo to cause disease to the drinker, or perhaps POW blasting potions. They might be beneficial, such as the rare permanent growth potion. A common type is the "tradeoff" potion, which has a beneficial result (such as 3 points of INT) at the permanent cost of 6 points of POW or an attack with systemic poison. The variations are endless.

SPOILED POTIONS—These are potions which have turned bad from age or improper manufacture. They are often poisonous, having a potency of 2D6+3, attacking the drinker's CON like systemic poison. They may also have odd side effects such as a Disruption spell potion that disrupts the user. Spoiled potions cannot be told from good ones until tried except by taste analysis (see Chapter VI).



For additional information on all types of potions, see Chapter VI, Other Skills. Also, note that potions are often mixed with wine and ale. It might take a lot of wine and ale sampling to figure out what kind of potion it might be. . . (hic)



SPELL MATRICES

A battle magic spell matrix stores the knowledge to cast a battle magic spell, but requires the user to supply the POW, just as if he were using the spell from his own memory. Thus, a matrix of Extinguish allows its carrier to use his own intelligence to remember other spells than Extinguish. However, if he ever casts Extinguish, he still uses 2 POW points.

To put one randomly in a treasure, roll D100, divide the result by 2, and look at the Battle Magic Spell table. Alternately, if the referee has a favorite, he should indulge himself.

Once the spell is determined, choose an item as the matrix. The following items have served as spell matrices: wands, swords, scabbards, gloves, torches, cloaks, rings, boots, pendants, and helms. Anything at all can serve as a battle magic spell matrix.

Any matrix yielding more than one spell is definitely special. It should really be preplanted, preferably being used by a "monster" rather than rolled randomly.

USING SPELL MATRICES

Note that a character can have only one battle magic spell matrix ready at a time. Foci for battle magic spells cannot be carved on a matrix without destroying it. However, it would be possible to carve the foci first and then create, or have created, the matrix in the carved object. Switching spell matrices, or switching from matrix to spell or weapon adds 5 points to the strike rank of the character making the switch.

In all other respects, a spell from a matrix is exactly the same in its effect as the same spell from the head of the magician.

Spell matrices can be made by a Rune mage (see Chapter VII).

OPTIONAL MATRICES

The referee may want to spice things up by setting up "flawed" spell matrices. One relatively mild version of this is a wand of disruption. It does 1D10 points of damage (a definite improvement) but takes 4 POW points to run.

MAGIC CRYSTALS

Just as the bones of dead gods provided Glorantha with bronze, the blood of dead and wounded gods provided crystals. These are marvelous items, and are being found all the time. Magic crystals, being of the blood of the gods, are not subject to the effects of Divine Intervention spells. They are also indestructible.

They come in two varieties, POW storing or powered.

DETERMINING THE NATURE OF A CRYSTAL

The only way to tell if a crystal is powered is by attempting to attune it as described below. If the crystal is only a POW storing crystal, the character will find he has just stored a point of POW. If it is a powered crystal, he must overcome its POW as described above.

To attempt this attunement, a character must give up the attunement of any crystals he may have already attuned, because the attunement attempt will not work otherwise. If he then finds that the new crystal is a POW storing crystal, he can reattune his old crystal, with no chance of failure but no chance of a POW gain roll. He may also abandon attunement of a new crystal and reattune the old one.

There is no limit to the number of POW storing crystals a character may have, although he may have only one attuned powered crystal.

The Crystal Table determines the nature of a crystal.

SPIRIT TRAPPING/POW STORING CRYSTALS

About 70% of the magic crystals are "empty." They have no intrinsic power of their own. Yet, they can be used to either contain a spirit or to store POW for a character, in effect giving him an additional source of POW which he can "charge" out of his own POW.

Each of these "storage" crystals has a limit to the POW it can store. This found by rolling 2D6+3. This limit does not apply, however, to the POW of a spirit contained within a crystal.

BINDING A SPIRIT—If one does not wish to put a bound spirit into an animal as a familiar, one must find or buy a spirit trapping crystal. Once a spirit has been bound within such a crystal, the POW of the spirit is available for the use of the binder. The spirit may not throw spells itself or take other independent action unless the binder is attempting to control more spirits than his CHA will allow (see Spirit Binding, Chapter V). If the bound spirit's POW is reduced to zero, the spirit is destroyed. Note that gods and demigods may not be bound.

POW STORAGE—The owner of a POW storing crystal may store his POW within it, up to the limit it will accommodate, for use on call. This POW can only be used once. Then it is gone until the character replaces it again. The POW in a storage crystal can be used to cast spells, but it does not count in magic resistance. It also cannot be used to replace POW that a character has used from himself to cast spells.

A magic crystal can be used to do only one of the two things listed. It cannot be used to store a spirit and POW as well under any circumstances. Binding a spirit into a crystal with POW in it will force the POW out. It cannot be tucked in-

to "corners" the spirit doesn't fill.

If a character owning a crystal with a spirit bound in it is killed, the spirit returns to the spirit plane immediately.

POWERED CRYSTALS

Some of the crystals formed from the blood of the gods retain a certain potency. They possess various abilities and each also has a POW. A character wishing to use a powered crystal must first attune the crystal.

ATTUNING A POWERED CRYSTAL

To attune a crystal, a character must overcome the magic resistance of the crystal by application of his POW against the POW of the crystal. This takes 1 week. The attack is resolved as if the character had thrown a spell at the crystal. If the attack is successful, the character has attuned the crystal. If he fails in the attempt, he will lose POW as in the POW Loss Table.

POW LOSS TABLE

D100	POW lost permanently
01-60	1 point
61-90	2 points
91-00	3 points

Attuning a crystal also counts as a successful use of magic for the purpose of getting a POW gain roll (see Chapter V). As soon as a crystal is attuned, it glows. Unfortunately, it is only possible to be attuned to one crystal at a time.

ATTRIBUTES OF A POWERED CRYSTAL

The power of most of these crystals cannot be used directly by a character. The power in the crystal serves to amplify and modify the power in the spells a character casts through them. Each powered crystal has a specialized function which it makes available to the attuning character. This special function is not known until the crystal is attuned.

CRYSTAL TABLE

D100	Type
01	Combination crystal, roll twice and combine*
02	Extra power crystal, roll again and add 1D6 POW†
03-05	Healing focussing crystal, 1D8 POW
06-08	Sensitivity crystal, 1D8 POW
09-11	Twice POW yielding crystal, 1D8 POW
12-14	Power enhancing crystal, 1D8 POW
15-16	Spell reinforcing crystal, 1D4 POW
17-18	Spell strengthening crystal, 1D4 POW
19-20	Spell resisting crystal, 1D4 POW
21-22	Spirit supporting crystal, 1D4 POW
23-24	Spell storing crystal, 1D4 POW
25-30	Flawed
31-00	POW storing/spirit trapping crystal, 2D6+3

* Roll D100 and divide by 4, rounding up. A powered crystal cannot be combined with a POW storing crystal.

† This additional 1D6 can be added to the POW storing in a POW storing crystal.

TYPES OF CRYSTALS

COMBINATION—Roll twice and combine. Add the POWs to obtain the total POW of the crystal for attunement, but treat the two POWs separately in figuring capability. Thus, a POW 4 sensitivity/POW 3 Healing focussing crystal has a POW of 7 for attunement purposes but can only double 3 points of Healing and aid 4 detection spells.

EXTRA POWER—This indicates a crystal which has an extra dose of POW.

HEALING FOCUSING—These crystals double the effect of Healing and Xenohealing spells cast by the attuned character. Thus, a 3 point Healing spell does 6 points of cure. Note that a crystal will only double as many points of Healing as its POW. In other words, a 1 point crystal will only double 1 point of Healing.

SENSITIVITY—These crystals make 1 point detection spells free of any POW cost to cast. They also allow the casting of 2 point detection spells for the cost of 1 point of POW. Of course, the character must know the spells that he wishes to cast. The crystal can aid in the casting of detection spells the number of times a day equal to its POW. In other words, a sensitivity crystal of POW 7 would allow a character to cast seven 1 point detection spells per day for no cost in POW or seven 2 point spells at a cost of 1 point each, or any combination of the above.

TWICE POW YIELDING—The POW of these crystals can be used by the owning character to cast whatever spells he knows. The crystals yield twice their POW per day for a character's use. The crystal regains POW separately from the character at the same speed as do humans, i.e., ¼ of their POW per 6 hours. If the POW of such a crystal is reduced to zero by misuse or emergency, the crystal is effectively destroyed, becoming only a dull pebble.

POWER ENHANCING—These double the effectiveness of variable strength spells (except for Healing and Xenohealing) cast by the attuned character. Thus, a 2 point Bladesharp becomes a 4 point Bladesharp at the cost of 2 POW points instead of 4. This ability will not surpass the normal limits of such variable spells, so a 3 point Bladesharp will become a 4 point Bladesharp, not a 6 point one. However, it would be possible to use a 3 point crystal to cast two 3 point Bladesharps on two weapons.

SPELL REINFORCING—Adds 1 point of POW per point of POW of the crystal to the characteristic POW of the user when he uses an attack spell against the POW of a target. This even allows a character to attack as if he had a POW over his species maximum. Thus, a Rune Priest with a POW of 18 and a 4 point spell reinforcing crystal could attack as if he had a POW of 22. This POW cannot be drawn on to cast spells, and cannot be used to defend against a magical attack or spirit combat.

SPELL STRENGTHENING—For every point of POW used in a spell, this crystal will add 1 up to its limit in POW. This is used for getting past Countermagic and Shield spells. Thus, a character with this crystal of a POW of 4 could put 4 points of his own POW behind a Disrupt and get another 4 from the crystal, which will get past most Countermagic spells. This does not drain the POW from the crystal, it will always have a POW of 4.

SPELL RESISTING—This crystal is the opposite of the spell reinforcing crystal. It adds its POW to the magical defense of a character, giving a character with it extra POW to defend with. It cannot be used for anything else, including a defense against spirit combat.

SPIRIT SUPPORTING CRYSTAL—Like the spell resisting

crystal except that every point of the crystal's POW acts as 2 extra points of POW to the user for the purpose of spirit combat. This can be used by shamans for spirit combat, but cannot be used either as POW to sacrifice to a spirit or POW to keep control of a spirit.

SPELL STORING—Each point of this crystal counts as 1 INT point for memorizing spells. If the crystal is not attuned, even temporarily, all knowledge of the spells is lost. It takes 1 day to store 1 point of battle magic in such a crystal.

FLAWED—Looking for all the world like one of the above,

these crystals have a taint of Chaos to them. One might be impossible to attune, whatever its ostensive power, or a POW decreasing crystal, or be impossible to unattune once attuned. Each type should be different. That's what Chaos is.

A flawed crystal may not be wholly bad. It may simply take a permanent POW drain of 1D4 points from a character and bestow a worthwhile power on him, or be one of the others shown above.



EXAMPLE—GOOBAG'S HOARD

When last seen, Goobag and company had rolled a piece of magical jewelry, then rolling a 28 for type of magic. Consulting the Special Item Table, we find that 28 is a scroll! Looking at the Scroll Table, we find that a scroll can really be most anything, so let us assume that the jewelry is inscribed with something. Being rushed, the referee simply rolls D100 on the Scroll Table and gets 14, seemingly useless and/or unreadable. Whew! He can pass it off as unreadable for the moment and decide what it really is later...

Goobag and company also had 5 magical items in their hoard. The referee commences rolling.

FIRST ROLL—A roll of 57 gives a potion. The referee assumes means they have a supply of the blade venom they use and rolls again.

SECOND ROLL—93, a magic crystal! Another roll gives up a 67, so we know it's probably a POW storage crystal. Rolling 2D6 gives 11, and adding 3 gives a crystal with a POW storing ability of 14. We can assume that it will serve as extra POW for Goobag to throw spells with.

THIRD ROLL—55, another potion. To save time, the referee assumes that Goobag has thoroughly stocked up on blade venom.

FOURTH ROLL—84, a battle magic spell matrix. Another roll of 30 is divided by 2 and compared against the list of spells. The spell is Detect Silver. It is assumed that this is a wand carried by Goobag.

FIFTH ROLL—30, another scroll. The referee assumes this is a basic vellum scroll and rolls on the table for scrolls, getting 84, a valuable document. The referee assumes that Goobag has an interest in the history of his race and has a scroll of the history of the cult of Kyger Litor squirreled away in his personal chambers. This could very valuable to human authorities wanting to know more about the motivations of the troll race.



X

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A. CHARACTERISTICS

CHARACTERISTIC ROLLS

In the course of play, players may find themselves in situations for which there are no clear guidelines in the rules. Our all-purpose solution to this problem is the characteristic roll. Depending on the complexity of the situation, the player rolls a percentage on D100. If the percent is less than the applicable Characteristic times 5, he has succeeded. For more complex situations, a character might have to roll the Characteristic times 4, 3, 2, or even 1. This last possibility is usually referred to in the rules as *rolling the Characteristic as a percentage*.

For instance, a character trying to get away from Gorp rolls his DEX times 5 or less. If successful, he escapes the Gorp. If not, he is minus 8 points in some hit location.

POWER

This characteristic measures how well the character relates to the gods, so it can be used to give a luck roll for times when a character suddenly finds himself in a deadly situation. One situation in play-testing involved characters trapped in a pit who were suddenly inundated with water. Those who made a characteristic roll on POW were lucky enough to have their mouths closed when the water came in. Those who didn't were drowned.

CONSTITUTION

All CON rolls in this game are measured within a 3D6 range, or some other combination which cannot exceed 18. It is possible for Constitution to go up to 21, through various types of exotic intervention, but basic Constitution cannot exceed 18.

The one exception is a chaotic monster with the proper roll on the Chaotic Features table. But then, you can't expect a chaotic character to follow the rules.

DEXTERITY

The maximum DEX in this game is 28, the species maximum for a creature with 4D6 as a Dexterity roll. There is no faster reaction time. If a characteristic roll is necessarily based on Dexterity, a 28 DEX is always treated as a 19 DEX, because 96-00 is always a miss. Note that there is a species maximum for every race. For humans it is 21.

SIZE—SOME SPECIFICS

Giving an absolute value for SIZ rolls is hard, because average height and weight differs from century to century and culture to culture. Should an average be based on the Roman average height of perhaps 5'2", or the Germanic 5'8"? The following tables tries to equate SIZ in height and weight to modern norms, yet still account for the proper size of Pixie or Dark Troll.

SIZ rolled	Height Range	Weight Range
1	0-40 centimeters	0-10 kilograms
2	30-80	5-15
3	70-100	10-20
4	80-120	15-25
5	90-125	20-30
6	100-130	25-35
7	110-135	30-40
8	125-140	35-50
9	135-150	40-60
10	145-155	50-70
11	150-160	60-80
12	155-165	70-90
13	160-170	80-100
14	165-175	90-110
15	170-180	100-120
16	175-180	110-130
17	180-190	120-140
18	185-195	130-150
19	190-200	140-160
20	195-205	150-170
21	200-210	160-180
etc.	etc.	etc.

For those who prefer English measurement, 2.5cm equals 1 inch, and 1kg equals 2 pounds approximately.

One might roll height and weight independently on the above chart, and this will give much more variety in size. The Referee should evaluate the normal SIZ rolls for some monsters with regard to how much they should weigh in relation to their height. The following lists which game mechanics depend on which aspects of the SIZ roll.

height	weight
Strike Rank	Damage Bonus
Defense	
Parry	
Stealth	Stealth

[Optional] HAZARDS OF CHARACTERISTIC TRAINING

A campaign whose characters find large amounts of treasure can result in adventurers pushing their trainable characteristics up to the limit. A campaign in which virtually every character has a DEX of 21 will grow dull quickly. The following rules can be used separately or together to limit breakneck characteristic training.

ONE—any kind of physical training program will be exhausting and have a chance of hurting the character. Every character attempting to extend a characteristic through training must roll his CON x 5 or less

on D100 or he will collapse for D6 weeks and be unable to finish the training. All money spent is lost. One roll is made for each attempted point.

TWO—it is also possible to train and not gain an increase thereby. The training character's player must make a roll of the character's species maximum minus his current Characteristic $\times 5$ or less on D100. Thus a character with a DEX of 12 must have a roll made of $21-12=9 \times 5$, equalling 45 or less on D100, or he will not benefit from the training he has purchased. This roll must be made for every point trained for (if a character wishes to gain 5 points at once, he must make 5 rolls) and any successful rolls must be taken into account when figuring the number needed for the next roll.

THREE—individual cults may have strictures on the abilities their members are allowed to train in, and this applies to characteristic training as well. The referee should determine the prejudices of the characters' cults before allowing characteristic training.

ALTERNATE SYSTEMS OF CREATING CHARACTERS

RuneQuest is a game of extraordinary characters. While it is possible to enhance an Adventurer's characteristics through training, it takes a long time and much money to buy. But a character with every characteristic at average or below has little chance of survival.

The authors do not feel that a player should be penalized because he cannot roll dice for characteristics. Therefore, we state officially that it is Perfectly All Right to:

- (1) throw out any character whose characteristics average 9-12 or less;
- (2) roll again for a characteristic if it is 6 or lower and none of the other characteristics are above 15;
- (3) roll characteristics on D20, or 2D10;
- (4) roll all characteristics as $2D6+6$, though (1) and (2) above would not apply in this case;
- (5) assume all characteristics have a basic value of 8, then take 20 more points and assign them to characteristics, so that no characteristic is below 8 or above 18;
- (6) use some other combination of dice and free will.

The idea of the game is to have fun with characters who have a chance of survival in normal circumstances. Characters should die because their players did something wrong, not because they didn't stand a chance due to bad characteristic rolls.

B. WEAPONS DEFINITIONS

The question of just what is meant by "broadsword" or "flail" always comes up. The following definitions are meant purely for the purposes of *RuneQuest*. Other places and times may have other names for the same items, or apply the same names to different implements.

ARBALEST—a crossbow with a windlass device to cock it, for it is too hard for anyone to cock manually. It is slow to fire, but relatively easy to learn, and deadly when it hits. As all crossbows, it came as a Dwarf gift.

AXE, GREAT—a large, two-handed axe which may be either single or double-bitted.

AXE, LARGE—depending on its origin, this axe will be double- or single-bitted. It can be used one-handed by a strong fighter, but it is really intended for two-handed use. It is not meant for throwing.

AXE, SMALL—similar to the Frankish *francisca* in that it can be thrown as well as used by hand, and it may be one-edged or two. Note that throwing training is entirely separate from in-hand training.

AXE, THROWING—see **AXE, SMALL**

BASTARD SWORD—see **SWORD, BASTARD**

BLOWGUN—a hollow tube 1 meter long, used to deliver small darts by blowing through the tube.

BOW, COMPOSITE—an archery bow made of wood and horn to give it more rigidity but retain some flexibility. It requires more strength to use this than does a self-bow. It is popular in wood-shy regions.

BOW, ELF—a bow which is grown by elves from special seeds. Only the elf who planted the seed can use the bow. To another member of the Aldryami cult who uses it, the bow will be a self-bow. A non-Aldryami who tries to use it will cause it to wither and die. These bows are sometimes used by Priest and Lords of the cult to house their allied spirit.

BOW, LONG—there are no bows in this part of Glorantha comparable to the Welsh yew longbow. References to such in various texts are actually to the composite bow.

BOW, SELF—a basic bow, made of one or two pieces of wood, against which all other bows compare favorably.

BROADSWORD—see **SWORD, BROAD**

CESTUS, HEAVY—metal boxing gloves similar to those used in ancient Greece and Rome. These have a weight nestled within the glove for more impact.

CESTUS, LIGHT—metal boxing gloves which depend on the impact of metal, like brass knuckles, for their damage.

CLAW—a metal device which allows the user to claw like an animal. They are most used by intelligent animals wishing to improve their natural weapons but also by humans wishing to imitate animals.

CLUB—a natural weapon made from a piece of wood, often with minimal treatment. They may be Heavy or Light, and in either case are treated as Maces in this game.

CROSSBOW, HEAVY—this crossbow must be cocked by a lever apparatus. It is easier to load than an arbalest, but has correspondingly less impact power.

CROSSBOW, LIGHT—this would actually be a Medium crossbow historically, but a truly light crossbow which can be hand-cocked has no practical use except as a fowling piece. Our Light crossbow is cocked by hooking one end with a foot and using this as leverage in cocking.

CROSSBOW, REPEATING—special Mostali weapons which will self-destruct in the hands of any non-Mostali cultist. These are treated as Light crossbows, but they may fire once per melee round, up to their 5-round clip.

DAGGER—a short-bladed weapon no more than 40cm long. Daggers can be sharp on one or both edges, or be triangular in their cross-section if intended only for stabbing.

DAGGER, PARRYING—a standard dagger whose hit points have been increased by the addition of an elaborate guard. Because of the guard it is usable only in the hand it was made for. Its specialization makes it cost twice normal dagger costs.

DAGGER, THROWING—a throwing dagger is useless against most armor but it is still very useful to assassins. It is specially balanced and so costs twice normal dagger prices.

DART—a short, weighted point suitable for throwing. These may be kept clipped on the inside of a Large shield for convenience.

FLAIL, GRAIN—the agricultural implement which the War Flail is based upon. It is included for scenarios where grain threshers may be attacked.

FLAIL, MILITARY—this is a flail head mounted on the end of a short chain on a haft about 2 meters long.

FLAIL, WAR—a handle with a couple of links of chain which attaches to the equivalent of a mace head.

GREATSWORD—see **SWORD, GREAT**

HALBERD—see **POLEAXE**

HAMMER, WAR—a weapon designed after a hammer which often has a spike at the impact point rather than a flat head at one end, and so is used as a pick instead. A very nasty weapon, ideal for punching through armor.

JAVELIN—a short spear suitable for use one- or two-handed, or for throwing.

KNIFE—a tool or utensil suitable for eating, light work, desperate defenses, or impromptu assassinations. It is similar to a dagger but takes much less damage before breaking.

MACE, HEAVY—a haft with a heavy weight at one end; the weight may be spike or flanged.

MACE, LIGHT—a haft with a weight at one end suitable for bashing and crushing.

MAUL—a macehead on a long shaft, usually about 1.5 meters long.

MORNING STAR—a medieval weapon we could not resist adding; in this case we speak of the weapon known as a "chain flail" or as a morning star flail. It is a handle, a length of chain, and a spiked ball at one end. Without the chain it is a simple mace.

PEASANT WEAPONS—people attacked at work can snatch tools with which to resist. Some are mentioned here, like Grain Flail, Knife, Sickle, Hammer, and Pick. Others, such as hoes and rakes, should be Light Maces or Quarterstaffs, while shovels should be Heavy Maces, and cattle goads are useful as short spears.

PICK, WAR—a weapon designed after a digging pick. Its pointed head or heads are capable of punching through armor. Often it is blunt at one end and so treated as a Hammer.

PIKE—a special weapon used by the Sun Dome Temple and some other sky cults. It is an overlong spear ranging from 3.5 to 5 meters in length, and was called a *sarissa* in ancient Greece.

POLEAXE—an axe head on a long shaft, very useful against mounted foes who think they are out of reach. About 2 meters long.

QUARTERSTAFF—a long wooden stick often used as a walking staff. They are not exactly like the other weapons with which they are listed, but the basic style is similar.

RAPIER—this is not the overlong, laborate weapon of our Renaissance but it instead a basic cut-and-thrust weapon. Lighter than broadswords.

RHOMPHEA—a crescent-bladed Great Axe used by the Lunar Empire in Glorantha, and by the ancient Thracians in Greece.

ROCK—natural weapon of the first order. Small rocks, capable of being hurled, do little damage to one in armor, but larger rocks dropped from a height do somewhat more.

SPEAR—a length of wood between 1.5 and 3 meters, with a point at one end. Long ones reduce strike rank but must be used two-handed, while the shorter ones may be used one-, two-handed, or be thrown.

STAFF—see **QUARTERSTAFF** or **SINGLESTICK**

SCIMITAR—a single-edged and slightly curved sword used by the Lunar Empire in lieu of the broadsword. Otherwise like the broadsword.

SHORTSWORD—see **SWORD, SHORT**

SICKLE—a curved Lunar dagger based on the agricultural implement. It can be used to impale but cannot be thrown.

SINGLESTICK—a short, all-wood stick similar to a modern police billy-club.

SLING—the weapon which David used to kill Goliath. It is a leather thong with a cup to hold a rock. A sling stone can get incredible velocity in the hands of an expert. There is a minimum range of 5 meters.

SLING, STAFF—a sling mounted on the end of a stick. The added leverage increased the range and impact of whatever is thrown. The minimum range is 10 meters.

SWORD-AND-A-HALF—see **SWORD, BASTARD**

SWORD, BASTARD—also known as the Sword-and-a-half, this weapon is slightly longer than a broadsword and has sufficient space on the handgrip to be used two-handed if desired. A strong warrior can use it one-handed.

SWORD, BROAD—a generalized term for a sword with a blade about one meter long and double-edged. It has a point but cannot impale.

SWORD, GREAT—the basic two-handed sword, two-edged, which cannot be used one-handed at all. The use of the two-hander is an art, and despite popular belief it is not necessary to have great amounts of room to do full damage. It is about 1.5 meters long.

SWORD, SHORT—this is based on the Roman *gladius*, and is a short sword about 80cm long which can be used for slashing or stabbing to impale.

WARHAMMER—see **HAMMER, WAR**

less, and the blow is not parried, it lands in that location specified. The reduction in chance of hitting affects all other combat chances, including impales and fumbles.

Players should note that these rules are strictly for use with hand-to-hand combat and missile combat, not with spells.

THE KNOCKBACK

In the course of a combat, a character may wish to knock an opponent down or force him back. This is accomplished with a Knockback.

An attempt at a Knockback must be stated at the start of a melee round, at least as an alternate. A player may say, "Bergan the Bold will fight the troll if the troll attacks him, but if the troll fights Cormik, he will attempt a knockback on the troll." The character must then make an attack with the weapon, shield, or part of his body he is intending to knockback with. If the attack is successful, compare the STR and SIZ of the attacker against the SIZ and DEX of the target and make an attack on the Resistance table. If this knockback roll succeeds, the target is knocked back 1D3 meters. If 20% or less of the roll needed on the table is rolled, the target is knocked down. If 5% or less of the needed roll is made, the target lets go of any weapons he holds. In no case will the target take damage from the knockback itself.

If the knockback roll is not successful, the attacker must make a roll of DEX x 5 or less on D100 or fall. If he does not fall, he bounces off his target and is knocked back 1D3 meters himself. A fumbled attempt at a knockback has the normal fumble penalties.

An attempt at a knockback always happens on strike rank 12. The attacker may not attack in any other way, but may defend and parry normally during this round.

SHIELD ATTACKS

It is possible to attack with a shield, giving up all chance of parrying that round with the shield. Training in this technique is rare, and should be limited by the Referee of a campaign. The costs of learning this technique are entirely separate from learning to parry with a shield.

type	basic chance	05-25%	30-50%	55-75%	damage
Small	05%	200 L	400 L	800 L	1D4
Medium	05%	300 L	600 L	1200 L	1D6
Large	05%	400 L	800 L	1600 L	1D8

SLASHING

Any cutting weapon has the chance to slash.

A slash takes place if the attack roll is 20% or less of what is needed for success. Thus if a swordsman with a 40% chance of success rolls an 8 or less on D100 he has made a slash. A slash does two things:

(1) The weapon damage should be rolled normally twice and the two results added together. Damage bonuses for SIZ and STR are rolled only once. The total of the above is the damage done by the weapon.

(2) The weapon is stuck in the body of the target. To be extracted in that melee round, the attacker must make a roll of half his normal attack chance with that weapon. If this roll is not made, the weapon remains where it is and the attacker can try again next melee round at his normal strike rank for attacking. If a fumble is rolled, the weapon is jerked out of the attacker's hands.

CRUSHING

Any smashing weapon has the chance to crush.

A crush takes place if the attack roll is 20% or less of what is needed for success. Thus, if a maul wielder with a 60% chance of success rolls a 12 or less on D100, he has made a crush. A crush has one effect.

The weapon damage should be rolled normally and the regular damage bonus for SIZ and STR (if any) should also be rolled normally. The maximum damage bonus from STR and SIZ, if any, should then be added to the result. If the character making the crush has no damage bonus, the effect of the crush is lost.

USE OF NEW WEAPONS

To every campaign there comes the player who is sure that a *katan* is the ideal weapon, and insists on his character being allowed to use one. There are those who are gung-ho for *shuriken* and *pandybats* too. The referee can refuse to let any weapon but the ones on the Weapons Training list into the game. However, if the referee feels that *nunchaku* will lend the game a needed air of bizarre whimsy, he should do the following.

(1) Work out with the player just what the weapon can do in game terms. Note to referees without much weapons experience: look it up. don't take anyone's word for it.

(2) Allow the character to invent, or to find the weapon. That character now has a 5% + natural ability adds and subtractions to Parry and Attack with that weapon. He can continue to gain in the use of it

C. OPTIONAL COMBAT RULES

AIMED BLOWS

A character can affect the hit location struck by delaying his attack and waiting for an opening. The following gives two different rules for doing so. Referees should experiment with each rule and decide which one they like best.

(1) For each strike rank a player delays attacking after his normal strike rank, the player can adjust the die roll for hit location by one.

Thus a character with a normal strike rank of 4 can delay to strike rank 9, and be able to add or subtract up to 5 points to the hit location he rolls on D20. If the roll is 15, the character can hit anything from hit location 20 (Head) to 10 (Abdomen). He must, however, state the hit location before rolling damage dice.

(2) A character who wishes to hit a particular location must state where he desires to hit. He then waits until strike rank 12, when he attacks with ½ his normal effectiveness. If he is successful his blow hits where he wishes.

Thus a character with a 65% ability with a sword can wait until strike rank 12 and declare that he is going to try to hit his opponent in a specific location. He has a 32% chance of so doing (round down). His opponent, of course, may parry the blow. If the character rolls a 32 or

through experience. When he has reached the 90% level, he can become a Master of the weapon and begin teaching other player characters. At that point, the player and referee should work out just how much the character must charge for the privilege of learning it and how long it will take to teach each 5% increment of weapon mastery.

This is a relatively painless way of introducing new weapons into the game. Note, however, that there are no super-weapons. Our own experiences and many a conversation with martial arts teachers and students confirm that, after a certain level, it is the man (not the weapon or system) that is important.

ENCUMBERANCE

Encumbrance is a controversial subject. Here are two suitable additions to your rules which you may use, depending on the style of your game. We expect that you will use, modify, or reject them as you see fit.

The Swenson Variant gives additional bonuses for lightly or unencumbered characters. For each point of ENC less than full, the character gets 5% additional bonus in one of the following DEX-based skills: Attack/Parry (treated as one skill here), Defense (for those characters with no natural Defense), Stealth, or Manipulation. All bonus points must be applied to one of the skills so that a character with 3 points less ENC will go up 15% in one skill category, not 5% in three.

Finally, a character carrying less than ½ maximum ENC adds one to his movement rate, even if it goes faster than normal.

The Sapienza Variant gives penalties for the more a character carries. The first ¼ ENC is free. When a character carries between ¼ and ½ his full ENC, he loses one movement point. When he carries between ½ and ¾ full ENC, he loses 2 movement points. At ¾ full ENC to full ENC, he loses 2 movement points and 5% to Defense.

D. RUNE IDENTITIES

Each elemental Rune has certain things identified with it in the mythology of Glorantha.

RUNE	COLOR	METAL	WEAPON	PHYLA
Darkness	Black	Lead	Club/Rock	Insect
Water	Blue	Aluminum	Whip/flail	Fish
Earth	Green	Copper	Axe	Reptile
Fire/Sky	Yellow	Gold	Spear/Arrow	Bird
Lunar	Red	Silver	Sickle	—

EFFECTS OF IDENTITIES

Color — Rarely has any effect on the world, save that the Priests of an elemental Rune cult usually wear the appropriate color.

Metal — Rune Priests of a particular element have the ability to harden that element's metal into weapons with strength equal to bronze. However, iron is preferred by these races which can handle it due to its greater durability and absorption of damage.

Weapon — Rune Lords of a particular elemental cult will usually specialize in the cult-identified weapons.

Phyla — Members of the particular phyla often make excellent familiars for Rune levels of that Rune. However, they are not limited to that type of animal. Note that the Lunar "element" arose too late to acquire a phyla identification.

E. NATURAL DAMAGES AND CONDITIONS

FIGHTING IN THE DARK

If caught in darkness against foes who can maneuver in it, such as dwarves and trolls, a character without this ability has a basic chance of Attacking and Parrying equal to his normal ability minus 75%. If this results in a negative number, he will still have the usual 5% chance of success. All possibilities such as impaling, crittalling, and fumbling are included in this reduction, so that a Master with a 100% chance of hitting with his spear is reduced to a 25% chance, his impaling chance is reduced to 5%, and his critical is reduced to 1%.

A torch or lamp cannot be held in one's shield hand while fighting unless the shield is not used for parrying.

CANDLES, TORCHES, LANTERNS

A candle is a stick of wax with a wick which burns. A candle illuminates a 1 meter radius and will go out in very little breeze. If dropped, it goes out when the referee rolls 06-00 on D100.

Torches are sticks which burn on the end, usually due to some more flammable substance on the end of the stick, possibly presoaked in oil. A torch held at shoulder height illuminates a 12 meter radius, while one on the ground reaches only 3 meters. If dropped, a torch will go out when the referee rolls 96-00 on D100.

A lantern is a device with reflectors and a shutter which allows a beam to be directed. Such a beam can reach up to 18 meters. These may use candles for a light source, which will have a 75-00 chance going out in a strong wind, or use burning oil wicks. These latter will not go out except in a major gale, but also have a danger if they are dropped. Use this table in case of a drop:

01-30 lamp goes out completely.

31-70 lamp burns on, unbroken; roll for beam direction if dropped.

71-85 lamp breaks and spreads oil over the floor, leaving a very slick surface.

86-00 lamp breaks and spreads burning oil over floor; treat flames as a small fire (see below).

FIRE AS A WEAPON

A torch damages a target like a light mace if it is used to strike something. If the target is readily flammable, it might also catch fire, but this is a matter of referee's judgment.

However, if a torch is held next to a target for an entire melee round, the target will take fire damage. If the torch or similar flame source is being palced against an unresisting target, the target will take 1D4 damage directly to the specific hit location the first melee round.

If the placement of the flame is by chance or the target is resisting by attempting to ward off the flame and misses any parry he may have, the target has a chance of its current POW x 5 or less on D100 of putting any available armor in the way of the flame. Protection or Shield spells automatically protect against the flame.

The flammability of the target must be decided by the referee. If the target is flammable, and takes initial damage as described above, it may continue to burn on its own at 1D6 a melee round in the affected hit location, with a referee-determined chance of it spreading to another hit location. If the target does not catch fire, it ceases taking damage when the flame is removed.

A being's skin and body are not readily burnable; body hair is.

AREAS AFFECTED BY FIRE

A torch affects a single hit location.

A small fire, less than 1 meter square, affects each hit location entering it. This is usually the legs, but can include other areas of a victim who falls into it.

A large fire, more than 1 meter square, affects the hit locations entering it and may do damage to the chest through flame inhalation.

This is done in the same fashion as damage from drowning. Only large burning fires have this effect. A large bed of burning coals would only have the effect of a small fire.

PUTTING OUT A FIRE

To put out a fire by dousing it with water or smothering it, first roll the fire damage for each hit location, then roll D6 for the extinguishing attempt against each hit location affected. If the extinguish roll is not as high as the damage roll, the difference between the two is the damage taken that round. If the extinguish roll is higher, the flame is put out and the victim takes no damage in that hit location. A successful extinguish roll for each burning hit location must be made before the fire is totally out.

DROWNING

This rule can be used for both missed swimming rolls and immersion in an Undine or water trap. It can also be adapted to poison gas attacks.

If the character was expecting the immersion, he can hold his breathe the first melee round of his immersion. For each of the second through the fifth melee rounds, the player must roll the character's CON x 5 or less on D100 to maintain the held breath. For each melee round after this, the CON roll is reduced by one multiplier. Thus, on the sixth round the roll must be CON x 4, the seventh would be CON x 3, etc. After the ninth round, the player must make CON as a percentage (CON x 1) until after the 15th round. The chance is then reduced to 5% unless the CON is lower than 5.

Once one of these rolls is missed, the character takes D8 points of damage to the chest each round, except for any round in which a roll of CON as a percentage is made.

If the character is taken by surprise by the immersion, the player must determine by a roll of POW x 5 or less on D100 whether the character had taken a breath. If yes, then follow the above procedure entirely. If not, go directly to the drowning procedure with a damage roll of D8 in the first round.

FALLING

This rule covers damage taken from falling down a shaft or pit or being tossed by a horse or sylph.

Damage from a fall is doubled for every three meters a character falls. The following table shows the result.

fall	damage to hit location
0.1 - 1 meters	no effect
1.1 - 3 meters	1D6
3.1 - 6 meters	2D6
6.1 - 9 meters	3D6
9.1 - 12 meters	4D6
etc.	etc.

Because of the shock of landing, the normal limits to what damage a limb can take do not apply. Thus a 3 point leg on a character with 9 hit points would not have a maximum of 6 points of damage taken to the hit points, but would take all which were rolled, which could kill the character.

Forward velocity is also counted in determining damage. A fall from a horse is in the 1-3 meter range, but being thrown effectively converts it to the 3.1 - 6 meter range. Likewise, a Large Sylph tossing a character 9 meters is giving him the equivalent of an 18 meter fall.

Referees should make any adjustment necessary for relative softness of the objects landed upon. Armor will protect against damage in some instances (referee discretion as to which), but Protection and Shield spells will always protect the falling character.

This falling damage should be considered as the "damage bonus" to any stakes or other pointed objects at the bottom of a pit trap. Normal stake damage is that of a two-handed spear. Armor will always count against this damage unless the referee rolls 01-05.

A falling character whose player makes a successful jumping roll can specify the hit location the character lands on.

THROWN OR SHOT OBJECTS

While thrown or slung rocks are taken into account in the combat rules, this rule deals with the missiles slung by a giant or engine.

DAMAGE DONE BY LARGE OBJECTS

For every 3 kilograms an object weighs, add 1D8 to the damage it does (round down). Also, in the case of a manually-thrown object, add ½ the normal damage bonus of the thrower to the damage.

An object can be effectively thrown by a character if it weighs no more kilograms than the character has STR points. Basic range is 9 meters. Add 3 meters for every point of difference between the weight and the STR. A referee should take any awkwardness or aerodynamic qualities of the object into account.

Assume that 1 ENC equals 3 kilos for the purpose of this rule.

MACHINE THROWERS

Missiles for engines should be based on the above damage plus an STR rating for the engine. Referees should determine the STR of the engine to determine what size object they can throw as shown above. Also, the engine would get a damage bonus based on ½ the engine's STR, rather than ½ the average of the engine's STR and "SIZ".

DROPPED OBJECTS

In cases where the object is dropped, consult the falling rules. The damage from the falling object is taken from that table, with any necessary alteration depending on the size of the object dropped. If the object is flung downward, the ½ damage bonus is added. The weight of the object has little to do with the damage in this case.

THROWING

Throwing accurately depends upon the character's percentage skill level. In throwing there is no equivalent to the parry. There are two ways to throw: the Pitch and the Lob. Skill at both comes under the same experience category. The pitch is a direct-fire attempt to hit a standing target; the lob is an indirect-fire attempt to hit a point on the ground.

Accurate throwing is possible to a range equal to DEX x 3 meters. Damage from missile impact comes only from pitched missiles.

Missing the target places the missile off-target a distance equal to the difference between the percentage needed to hit and the number rolled, time the range from thrower to target. In the case of a lob, one would roll for direction using a D6 or D8 (depending on battle-board configuration) to indicate major compass points. For a pitch, a missed shot goes to the left or right (50% each) and carries on to the limit of the thrower's range.

Example: Gworch the Trollkin lobs a rotten egg at Ruric the Runelord, who is in a parade with many Pavis notables. Gworch can throw at 70%—unfortunately his player rolled a 75%, and so the egg misses by 5% times the range, which was 40m, or 2 meters. Rolling for direction, the referee discovers that Gworch has actually hit Angerbad, an important Great Troll....

REFEREE NOTES

THE RESPONSIBILITY OF THE REFEREE

Referees may run elaborate campaigns or individual scenarios. The scenarios can be simple adventures or involved quests. They can take place above and below ground, and they can include any type and degree of character interaction.

There are two evident campaign styles popular among *RuneQuest* players we know. Both depend upon the scenarios mentioned as the basic focus for action. The styles differ mainly in the off-stage activities of the characters.

EPISODIC CAMPAIGNS

This refers to those games in which the regular characters adventure in pre-set locales, usually starting near the objective, and spend their "between game time" in an unspecified world with spell and skill training costs equal to those given in the rules.

FULL CAMPAIGNS

These require more commitment to characters and to the world in which they live. Characters must take care what city they sleep in, which cults they are friendly with, or whose family they can trust. The characters may have to spend game time on worldly duties, may find themselves embroiled in a cousin's feud, or have to hide for months without play because of a government enquiry or purge. Players can find themselves on long "talking adventures," without a spell cast or a weapon bared.

Most campaigns are a blend of both types. The key is to find the style which best suits the referee and the players.

A new referee should begin simply. Plan to have a couple of beginning players, monsters, and few opportunities for error. Test a few rules at a time, and be prepared to check the book as necessary, and always discuss rules questions with the players—it's their game, too! Working together, a few trial attempts will instill you with confidence (or convince you that you don't want to referee).

BUILDING SCENARIOS FOR CAMPAIGNS OR FOR INDIVIDUAL ADVENTURES

The referee must devise the floor plans of any building, dungeon, or cave the adventurers enter. There are ready-made plans available in most game stores for those who don't like to draw. A detailed map of the surrounding countryside, so that the players know where they are, is also necessary.

That's the easy part. These areas, above and below ground, must be stocked with monsters. The referee should think in terms of believability and consistency. A complex of caves stocked with a different monster in each cave, all of whom are mutually antagonistic, may prove exciting for the moment, but will quickly pall into boredom.

An adventure area, whether it be section of forest, cave, old ruin, river, etc., should provide the player with the following opportunities:

- experience in the use of his skills
- opportunity to obtain treasure and thereby purchase further training
- the chance to die in pursuit of the above
- enjoyment while doing all of the above.

The principal idea in setting up scenarios is balance. Large give-away treasures which can be had with no effort, or the slaughtering of inadequate guardians, will become boring. Scenarios which slaughter 90% of the party for a reward which doesn't meet expenses will become frustrating. And, of course, scenarios where the monsters are too tough to beat, no matter what the skill of the attackers, will rapidly turn off players.

This is not to say that beginning characters shouldn't run encounter defenses too tough to crack. There is no point in a world where the monsters can always be beaten, no matter who opposes them. In such world the monsters would not survive, much less accumulate treasure. But hard nuts should not sit squarely across every path which beginning Adventurers take to progress in the world.

The referee running an ongoing campaign must have a mix of hard and soft menaces for his players to meet, and some they can't take until they've made the final steps to Rune Lord and Rune Priest. Major menaces should be adequately marked, too, to warn the wary. If a party of beginners insists on taking on the famous Troll Bridge, where parties of experienced Adventurers have failed to return, one must let them go. You never know—they might surprise you.

It cannot be too strongly stated that a referee should not become emotionally involved in the scenarios he builds. The twin banes of FRP games are angry players and angry referees.

POPULATING YOUR SCENARIO

Referees designing cave complexes and other underground areas should concentrate on small, integrated complexes, rather than sprawling mazes full of random monsters. Even in sprawling mazes, the monsters will tend to organize themselves into spheres of influence.

An underground hideaway should be the home of an organized group of opponents with ready plans of defense and attack. This does not mean that they are all of the same race, just that they cooperate.

On the other hand, it makes an interesting scenario to have the area the scene of a struggle between two or more groups, with the Adventurers drawn into the middle. Which side will they favor?

TREASURE

An Adventurer with a couple of successful scenarios under his belt should have accumulated sufficient Lunars to get himself out of debt to the guilds and cults. The Treasure Charts in Chapter IX are indications of what an individual monster could be expected to have. They can be easily adjusted to the whim of the referee.

There is nothing to say that the treasure must be in plain sight. It may be tucked away around corners, hidden behind secret panels, buried in the bedding, or occupying the monster's stomach—a few of the possible hideaways. If the monster is a guardian for someone else, the treasure also may be trapped. Give your players a chance to use their abilities to Spot Hidden, Spot Traps, and Remove Traps. Of course, if they don't succeed, no treasure.

STARTING NEW PLAYERS

Experienced referees and players often forget how confusing and difficult a role-playing game is for beginners. Referees especially should make an effort to teach their players the easy way to do things, enforce the proper sequences, and answer questions which disrupt the game. If you are a beginning referee, it can be very difficult.

We advise that the referee prepare some simple scenarios using these guidelines. First, make them easy to follow for newcomers. Take them through familiar terrain, not the Riddle Maze of Elder Wisdom. Second, give the players plenty of opportunity to use many of their non-combat skills early in the game to illustrate the D100 resolution system. Make them track, climb, roll a rock aside (thus use the resistance table) and so on. Finally, make the combat simple and use beginning types of monsters. A couple of trollkin or shadow cats are real menaces to beginning parties, while a large band of rubble runners make them both fight and think. A band of skeletons is a good morale booster for a discouraged party. But not too many!—superior numbers always tell in *RuneQuest* combat.

G. LANGUAGES OF GLORANTHA IN THE DRAGON PASS REGION (THIRD AGE)

HUMAN LANGUAGES

ESROLIAN

A language used in the Holy Country land of Esrolia. It is related to the "earth speech" of the spirits worshipped in that country. Esrolians generally learn Tradetalk as a second language. Speakers also know Earthtongue at a ratio of 1% Earthtongue per 10% Esrolian.

GRAZELANDER

This is the remnants of a language once known as "Pure Horse Tongue." It is spoken only by the Grazelanders as a primary language, but is very similar to the language of the horse barbarians of northern Peloria. The natives use it only among themselves, preferring Tarshite, Esrolian, Sartarite, or Tradetalk with outsiders.

LUNAR

LUNAR

This is also called "New Pelorian" and has many similarities to Tarshite. It originated in Peloria with the Empire of the Red Moon and has altered that old tongue. It is spoken by all Lunar natives, who will ordinarily know Tarshite, Tradetalk, Grazelander, or another foreign tongue as their second language. Speakers understand Tarshite at ½ x their Lunar ability.

OLD PAVIC

Some 500 years before, this now nearly-dead language was spoken in the Empire of the Wyrms Friends. The Empire ruled Old Pavis in that age when the huge ruins were cut off from the outside world, and the native humans still speak it. Now that the city is reopened, it is again known to the outside world. It is also used in ancient religious ceremonies at Adari, but not spoken by the populace there. Speakers of this language also know Draconic at ¼ x their Old Pavic ability.

PRAXIAN

The Prax animal nomads use this language. It is spoken by all of the tribes there, including the nonhuman Morokanth, and has also been adopted by the non-herding peoples such as the Men-and-a-half, or the local Basmoli Berserkers.

SARTARITE

The primary language for all of the natives of the kingdom of Sartar, it was imported from the region of the Hendrikei in the Holy Country when the Sartarites moved northwards, and they speak it there as well. It is the second language of the peoples of Alone and Alda-chur, which joined the kingdom later than the other cities. Speakers are likely to know Tradetalk as a second language. Speakers will know Stormtongue as well, at 1% Stormtongue per 10% ability in Sartarite.

TARSHITE

The native tongue for the regions of Tarsh and the Tarsh Exiles around Wintertop in the Far Place cities, the speech was imported when natives from Peloria (to the north) moved into Dragon Pass. It is sometimes called "Old Pelorian" for that reason. A speaker of it can speak Lunar to ½ his Tarshite language ability.

TRADETALK

The cult language of the Issaries trader cult, Tradetalk has been taught by them all across the world. It is the closest thing to a common tongue which Glorantha has, and may be learned almost anywhere, including non-human areas. It is the widest-known second language.

NON-HUMAN LANGUAGES

ALDRYAMI

The language of elves and their kin: since the separation of the elf nations across the world, the different forests have developed some local variations of Aldryami, but these are more like accents than different dialects. All Aldryami prefer to use Tradetalk to communicate with non-elves, even if the non-elves show off their knowledge of Aldryami.

BEASTSPEECH

The language of animals and half-animals, such as beastmen and baboons, is very difficult for people to speak it, but it is easier for people to learn it if they can find a teacher.

DARKTONGUE

Creatures of darkness, such as trolls, giants, shades, and their ilk, speak Darktongue. It is very ancient, and writings in it exist from before the Great Darkness.

DRACONIC

Dragons and their kin, especially the dragonewts, wyrms, and such creatures, speak it. Dream Dragons almost always speak it, rarely knowing another language due to their peculiar origin. It is difficult for non-draconic types to learn, though dragonewts seem to have little problem learning other tongues. Speakers of Draconic also know Old Pavic at ½ their Old Pavic ability.

EARTHTONGUE

The speech of gnomes, earth cults, reptiles, and other earth-related creatures; the language has a few affinities with Aldryami.

FIRE SPEECH

Fire-worshipping or constructed creatures such as salamanders, and birds and more obscure races speak it.

MOSTALI

The tongue of Mostali, dwarves, and their minor created races is little-used, though some miners use it as a "secret language" to confound their overseers or other foreigners.

SEATONGUE

The watery races, including all Triolini (merpeople, intelligent beasts such as dolphins, and undines) speak this.

SPIRITSPEECH

This is a common tongue for spirits when they do not communicate by Mind Link. It is made of parts of all the divine languages, but especially Stormtongue.

STORMTONGUE

Native talk of sylphs, mammals, and other air spirits and cults.

H. PREVIOUS EXPERIENCE

Player characters are assumed to be full grown and have attained their majority by age sixteen, and hence are ready to play. However, referees may allow players to build up their characters before they enter active play by using Previous Experience. This presumes that characters survive another five years beyond their sixteenth birthday.

INCREASE IN CHARACTERISTICS

Characters may improve in several different areas, discussed separately below. All characters, though, have the same chances of increasing their personal characteristics. Roll D100 once for each of these characteristics: STR, CON, DEX, POW, and CHA.

01-03	characteristic increased by 3.
04-10	characteristic increased by 2.
11-25	characteristic increased by 1.
26-00	characteristic increased by 0.

If the result on this table would take a character past a normal species limit, then the result should be reduced to the maximum possible. Thus if a character would normally be restricted to an STR of 12 due to his CON and SIZ, then rolling on this table could not take to 13 or higher.

AVAILABLE EXPERIENCE

Most cultures restrict social mobility and general chances of self-progress or improvement. Such restrictions vary widely; the charts in this section offer suggestions usable in the Dragon Pass region as well as many other campaigns.

Players are presumed to already have rolled up their character's basic background on the chart in Chapter II. At the age of sixteen they may then choose to try any of the possibilities offered here. Except for militia training, the choices are mutually exclusive.

PEASANTS

The tillers of the soil, and depending on their nation and province they may be free farmers, sharecroppers, serfs, or slaves. An adventurer coming from a culture where peasants are slaves may be either freed or escaped. Peasants are the largest percentage of any civilized populace but their relative numbers among adventurers is much smaller. Most peasants spend their lives on the land with little chance to break away for adventure or for training, and their opportunities are fewer. They may, however, attempt to join mercenaries, militia, or to apprentice themselves to thieves, mariners, foresters, players, or horsemasters.

TOWNSMEN

They are the tradesmen and craftsmen. Peasants or nobles may live in a town, but they are excluded from the classification as used here. It also includes the extensive merchant class which exists in Glorantha. The crafts are divided into guilds or brotherhoods, and are represented in these rules under Other Skills (Chapter VI). Townsfolk may join mercenaries. Otherwise, they must join the militia, and will be able to join an apprenticeship program 95% of the time.

NOBLES

These are the leaders of the communities. They may inherit their position, receive it as a grant from a king, or be elected, depending on the region and time. Their position usually includes wealth, and they are the fortunate few of their worlds who have fame, money, and power at their disposal. Noblemen may join mercenary bands, but even if serving with a foot regiment they will get cavalry experience instead. Nobles would never think of apprenticing themselves, and they are generally the ones who train the militia, not learn from it.

BARBARIANS

Classically defined, they are people who do not speak the way you do. In *RuneQuest*, we use the term for a wide spectrum of nomadic herdsmen, primitive villagers, hunter-gatherers, and idyllic rural or pastoral herdsmen. They are less likely to live in towns and are forbidden to learn apprentice skills. They may join mercenaries.

MILITIA

Militia training varies widely through time and space. In the Dragon Pass area there are many societies, but none of the dominant ones disarm their peasantry. All able-bodied free men (and women, in some places) are required to show up for muster and training for the defense of their community.

To join the militia, a character must have the minimum STR and DEX requirements to handle the basic militia weapons of one-handed spear and medium shield. They are expected to supply these weapons themselves and are allowed any sort of armor which they can afford and can carry.

Militia training through the year, including possible time spent in wars or in fighting outlaws, is free. It will be equal to 900 Lunars worth of training for the first five years, split between the militia weapons of one-handed spear and medium shield. A militiaman will also have 1D4 opportunities to fight and will get that many chances to go up in his spear and shield parry through experience. Thus an average character with no bonuses will be 25% with the one-handed spear and medium shield through training only.

Each year after the first five spent in the militia will get a further 200 Lunars per year of spear or shield training.

Another weapon should be added to militia armament. This is traditionally a sword, axe, or mace type. Just what type is left to the discretion of the referee, but it might depend on local usage (such as the Frankish preference for axes) or might be totally uncontrolled. Such secondary weapons are also called weapons of desperation, and are not intended for long use in combat if possible. Hence there is no training in this for militia.

APPRENTICESHIPS

Not anyone can be accepted for apprenticeship. Foreign barbarians are out of the question, and no master could trust a nobleman who lowered himself to this work. Some crafts accept peasants, but the more specialized among them often do not. These attitudes are reflected in the list below.

There usually are no physical requirements needed to become an apprentice. Slow or unfit workers simply advance slower. Nor it is necessary to have equipment.

Apprentices are expected to work for their master in return for teaching. They may also live and board there. They will also be required to join the militia and will get appropriate experience from that. They cannot join mercenaries and be an apprentice.

Townsfolk wishing to join a guild may do so on a roll of 01-95 on D100.

Peasants wishing to join have a more difficult time, and must make a roll depending on the type of guild they wish to join. To join the Horsemaster's guild, a peasant must roll his Horsemanship ability as a percentage. To join the Maritimer, Forester, or Player guilds, peasants must roll 01-70. To join the Thieves, they must roll luck (POW x 5), to be contacted by a secretive master thief. Armorer guilds take peasants on a roll of their STR + CON divided by two and multiplied by five, as a percentage. Free Sages require a roll of a peasant's INT x 5 as a percentage to join. Alchemists allow peasants to join if they roll INT x 3, plus each 100 Lunars given gets an additional 5% to their roll.

Barbarians may join their own tribe's Horsemaster's guild if they have one. They may not join any town guilds.

EXPERIENCE GAINED

In the course of a year an apprentice will be trained 12 hours per week and work for his master the rest of the time. This amounts to 100 Lunars a week times 40 weeks (Glorantha years are 40 weeks long) for a total of 4000 Lunars worth of training in the guild skills per year of service. For most guilds, an apprentice will be trained in all the skills of the guild, and this means that he cannot learn more than 4000 Lunars worth of any one skill.

Sages are an exception. The Sages guild only insists that its apprentices split this training between at least two of the available skills. Thus they can become specialists in a few skills.

Armorer's are another exception. The Armorer's traditionally train an apprentice in only one of their skills, leading to an apprentice with a 75% level in one of their skills when the five year period is over.

EXAMPLE: DEVORA THE THIEF

Devora was fortunate enough to be contacted shortly after her sixteenth birthday and be asked to join a local band of burglars. After five years she has spent her equivalent of 4000 L of training thusly:

SKILL	% ABILITY	COST
Climbing	60%	4000 L
Jumping	80%	4000 L
Trap Set/Disarm	40%	4000 L
Move Silently	50%	3800 L*
Spot Traps	50%	3800 L*

*The cost of individual skill cannot exceed 4000 L, and Lunars lost cannot be used elsewhere.

LEAVING APPRENTICESHIP

Apprentices who leave their teachers may retain associate status in guild without paying a fee for it. They will have to pay for any continuing education with their earned money. They can receive no credit for further training.

Most masters are also tight-fisted, but may help out favored students. To find out how much money apprentices leave their craft with, the player multiplies the character's CHA times a roll of D100 to find the number of Lunars saved or given to him as a gift. Even thieves must do this, yielding up their loot to their masters while apprenticed.

BARBARIANS

Previous experience for barbarian tribes is differently handled. Rather than assuming that a beginning character has had wide exposure to many weapon types and customs and cults, it presumes that the barbarian has been raised in a strict and somewhat primitive environment. This gives him some advantages of training, but shorts him in others.

Experience is the most obvious difference. For example, when a beginning character starts out from a barbarian tribe he will know only his tribal weapons (as outlined below) and he will know these at an ability of 15% plus his personal attack and parry bonus. All other weapons will be treated as 5% ability, though, and any training must be begun at that level despite any attack bonuses.

Previous experience for the barbarians who choose to stay with tribe and learn tribal skills is also different. They will be trained for free up to the percentages cited below rather than any set cash amount. All unnoted skills are at their basic chance + natural ability.

BASIC TYPES

In the Dragon Pass area the following tables can be used to give an approximate division between the nomadic animal or horse-riding nomads and the mountain or forest-dwelling hunter/farmer.

D100	Type
01-60	Foot Barbarian
61-00	Mounted Barbarian

FOOT BARBARIANS - WEAPONS

Each tribe will have its own specialized weapons. On the following lists roll twice for column A and once for column B. If the same weapon is rolled twice, or both shields are rolled, then roll one die again until a different result is obtained.

1D6	A	B
1	one-handed mace	sling
2	large shield	two-handed spear
3	one-handed axe	two-handed axe
4	one-handed sword	javelin
5	one-handed spear	thrown axe
6	medium shield	bow

Characters gaining previous experience from a foot barbarian tribe will know one weapon at 40% plus natural ability, and the other two at 20% plus natural ability bonus.

FOOT BARBARIANS - SPELLS

These people have a full range of spells. A character with foot barbarian background will have 1D6 points of battle magic, taken from the following list:

<i>Bladesharp 2</i>	<i>Detect Traps</i>	<i>Ignite</i>
<i>Bludgeon 2</i>	<i>Detect Undead</i>	<i>Ironhand 2</i>
<i>Countermagic 2</i>	<i>Detection Blank 2</i>	<i>Light</i>
<i>Detect Detection</i>	<i>Dispel Magic 2</i>	<i>Mindspeech 2</i>
<i>Detect Enemies</i>	<i>Disruption</i>	<i>Multimissile 2</i>
<i>Detect Gems</i>	<i>Dullblade 2</i>	<i>Protection 2</i>
<i>Detect Gold</i>	<i>Extinguish</i>	<i>Shimmer 2</i>
<i>Detect Life</i>	<i>Fanaticism 2</i>	<i>Silence</i>
<i>Detect Magic</i>	<i>Farsee</i>	<i>Speedart</i>
<i>Detect Silver</i>	<i>Glue 2</i>	<i>Spirit Shield</i>
<i>Detect Spirit</i>	<i>Healing 2</i>	<i>Xenohealing 2</i>

Old warriors who've stayed with the tribe would have larger complements of spells at the rate of 1D4 points per five years of service with the tribe.

FOOT BARBARIANS - OTHER SKILLS

Beginning characters will have all of the listed skills here at a flat 30% despite any natural bonuses, plus any three chosen at 50% plus natural bonus. These skills are available to foot barbarians:

<i>Camouflage</i>	<i>Jumping</i>	<i>Set/Disarm Traps</i>	<i>Spot Traps</i>
<i>Climbing</i>	<i>Move Quietly</i>	<i>Spot Hidden</i>	<i>Tracking</i>
<i>Hide in Cover</i>	<i>Oratory</i>		

MOUNTED BARBARIANS - WEAPONS

Mounted barbarians have little available variety of weapons because of the inefficiency of many weapons from animal-back. Roll 1D8 until three different weapons are chosen for the tribe. Choose only one shield.

1D8	weapon	1d8	weapon
1	one-handed sword	5	lance
2	one-handed axe	6	javelin
3	one-handed spear	7	small shield
4	bow	8	medium shield

Characters from these tribes will know one weapon at 40% ability plus their natural ability, plus two other weapons at 20%. All other weapons are at 5%.

MOUNTED BARBARIANS - SPELLS

The spells available are the same as those for foot barbarians.

MOUNTED BARBARIANS - OTHER SKILLS

Mounted barbarians with previous experience start at 70% Riding ability, plus natural ability, and two other skills at 50% each plus natural bonus. All others listed begin at 30%, without bonus. Skills available are:

<i>Camouflage</i>	<i>Oratory</i>	<i>Spot Traps</i>	<i>Tracking</i>
<i>Hide in Cover</i>	<i>Spot Hidden</i>	<i>Riding</i>	

MISCELLANEOUS

(1) Armor for barbarians is presumed to be leather and cuirboilli. In a group which is encountered, 30% may have metal armor, and these will also likely be the experienced warriors or adventurers.

(2) Money for barbarian characters should be treated as in Chapter II, with each character beginning with D100 Lunars.

(3) Defense should also be checked for all characters with experience. Due to the constant conflict he lives in, a player character should be allowed 1D4 defense experience rolls (INT as a percentage on D100) as part of his prior experience. This applies to characters who start out with a defense bonus, of course.

MERCENARIES

The constant friction at the edges of the Lunar Empire fosters companies of mercenaries. These mercenaries hire out to various employers throughout Glorantha. They constantly recruit to replace losses from death or resignation. These companies often become incorporated into a national force on a temporary basis.

These mercenaries resemble the *condottieri* of medieval and renaissance Italy, or the Greek hoplites under Xenophon who were employed by Persian emperors.

The referee should determine how many mercenary companies are in the area of the campaign and what sort of company each is. These companies can provide prior experience for characters, employers for characters, or opponents.

TYPES OF COMPANIES

Basically, a mercenary company will be either infantry or cavalry. Infantry in turn divides into Heavy, Medium, and Light, as determined by weapons and armament; cavalry divides into Heavy and Light. To randomly determine the available regiments, use this chart:

D100	Type
01-20	infantry, heavy
21-50	infantry, medium
51-75	infantry, light
76-85	cavalry, heavy
86-00	cavalry, light

INFANTRY - SKILLS

The following list shows what skills can be increased by serving as a mercenary. Two of these may be chosen by player characters as their preferred skills, and when they leave the mercenaries they will have these at a 50% ability plus natural bonus, and all the others will be at 30%. Available are:

<i>Camouflage</i>	<i>Hide in Cover</i>	<i>Spot Hidden</i>
<i>Spot Traps</i>	<i>Tracking</i>	

INFANTRY - SPELLS

A player character coming from a mercenary infantry company will know 4000 L. worth of the spells on the list following, gained as part of their experience. Available are:

<i>Bladesharp</i>	<i>Detect Enemies</i>	<i>Protection</i>
<i>Countermagic</i>	<i>Healing</i>	<i>Repair</i>
<i>Demoralize</i>	<i>Mobility</i>	<i>Speedart</i>

INFANTRY - WEAPONS

Weapons vary according to the type of company.

Heavy Infantry—this unit specializes in heavier weapons and armor, sacrificing speed for staying power. The following combinations of weapons are available to heavy infantry mercenaries, and the referee is always free to add more or change the combinations.

roll of D6	weapon combination
1-2	one-handed spear, shortsword, large shield
3-4	two-handed spear, one-handed sword, small shield
5	javelin, one-handed axe, large shield
6	two-handed axe, one-handed sword

Heavy Infantry Armor: heavy or light scale hauberk, plate greaves and vambraces, closed helm.

Medium Infantry—medium infantry moves faster and lighter, and has a greater variety of weapons than does a heavy infantry unit.

roll of D6	weapon combination
1	one-handed spear, one-handed sword, medium shield
2	two-handed spear, one-handed axe
3	crossbow, one-handed sword, medium shield
4	javelin, one-handed axe, medium shield
5	two-handed axe, one-handed sword
6	javelin, two-handed spear, shortsword

Medium Infantry Armor: ring mail hauberk, cuirboilli greaves and -braces, open helm.

Light Infantry—these are the skirmishers and missile users, the scouts and foragers. Roll for a particular company combination.

roll of 1D6	weapon combination
1	bow, one-handed sword, small shield
2	javelin, sling, small shield
3	javelin, short sword, small shield
4	sling, one-handed sword, small shield
5	javelin, one-handed spear, small shield
6	crossbow, one-handed sword

Light Infantry Armor: leather hauberk, pants, vambraces, and composite helm.

CAVALRY - SKILLS

When a character leaves the mercenary cavalry, he will have a Riding skill at 80%, including natural bonuses, plus any one other skill at 50% plus natural bonuses, and all others at 30% or natural ability, whichever is larger. Available are:

<i>Camouflage</i>	<i>Riding</i>	<i>Spot Traps</i>
<i>Hide in Cover</i>	<i>Spot Hidden</i>	<i>Tracking</i>

CAVALRY - SPELLS

The character finishing a stint with a mounted mercenary company will know 2500 Lunars worth of spells from the list which follows, in addition to Xenohealing 2. Available are:

<i>Bladesharp</i>	<i>Detect Enemies</i>	<i>Protection</i>
<i>Countermagic</i>	<i>Healing</i>	<i>Repair</i>
<i>Demoralize</i>	<i>Mobility</i>	<i>Speedart</i>

CAVALRY - WEAPONS

Heavy Cavalry—used for the charge, meant to break up infantry formations and ride them down. Roll for the particular company.

roll of D6	weapon combination
1	bow, lance, one-handed sword
2-5	lance, one-handed sword, medium shield
6	javelin, one-handed spear, one-handed axe

Heavy Cavalry Armor: heavy or light scale hauberk, plate greaves and vambraces, closed helm; horses may have leather barding.

Light Cavalry—used much the same way as light infantry. Some are missile users, some are used to harry retreating foes and scout. Roll 1D6 for the weapon combination of a particular company.

roll of D6	weapon combination
1	bow, one-handed sword, small shield
2	bow, lance, one-handed sword
3	crossbow, one-handed sword, small shield
4	javelin, one-handed sword, medium shield
5	lance, one-handed axe, small shield
6	lance, one-handed sword, medium shield

Light Cavalry Armor: cuirboilli cuirass, greaves, vambraces, leather skirt, and open helm.

The player character starting out as a graduate of one of these mercenary companies will be at 50% plus natural ability bonus with one of the weapon skills of his company, and 30% plus natural ability bonus with the others. All other weapons present the usual basic chance use.

MISCELLANEOUS

(1) Mercenaries have many opportunities for looting, and as many chances for losing the loot again. Roll D100 and multiply the result by the INT of the character. The result gives how many Lunars the mercenary left his last service with.

(2) A mercenary player character may attempt D6 defense experience rolls (INT as a percentage on D100) as part of his experience. This only applies if the character starts out with a defense bonus.

(3) A referee may wish to base a series of scenarios around the adventures of a mercenary band. There is no reason that a character must leave his mercenary company to become an adventurer.

(4) Nobles who become mercenaries will probably become officers of the company. As such, their best weapon will be whatever one-hand weapon the company specializes in, and their other skills use will be that of a cavalry mercenary, if their company is infantry or is cavalry.

(5) Mounted barbarians will only join cavalry companies. If none are available, they will not join a mercenary company. Foot barbarians will only join infantry companies.

I. DISEASE

There are five main Gloranthan diseases:

Wasting Disease — this disease steals STR points. When all of a character's STR is gone, he is helpless and soon will die.

Brain Fever — this assaults the mind, the INT of a character. When all INT is gone, the character is in a coma and will soon die.

Soul Waste — a disease which attacks in the spirit plane, attempting to destroy the victim's POW. A character without POW has totally ceased to exist.

Creeping Chills — attacks the CON of a character. When the character's CON reaches 2 or 1, he is unconscious; when it reaches zero, he is dead, and his spirit has departed.

The Shakes — steals DEX until the character is a mass of uncontrolled motor nerves.

CONTRACTING A DISEASE

A character can be exposed to disease in many ways. Broods are constantly carrying one disease or another, and some areas such as swamps and some old ruins are plague spots. During wars, long sieges often provide breeding grounds for disease.

One of the cults of Glorantha is that of Malia, Mother of Disease. Her priests have many ways of creating and encouraging disease.

DISEASE EFFECTS AND RESISTANCE TO DISEASE

When a character contacts a disease, the player must make a roll of D100 of his current hit points times 5 or less. If the roll is successful, the character has not contracted the disease.

If the roll is unsuccessful, the player tries the same roll again. If it is successful this second time, the character has contracted the chronic stage of the disease. He will lose a point of the characteristic affected each game month (every 4 game weeks). Each game month, the player will try to make the roll again. Once he is successful, the character has recovered from the disease, but the loss of characteristic is permanent until trained up again. The first point off the characteristic is lost at the time of contracting the disease.

While suffering from the chronic form of the disease, the character can continue with his daily routine and operate as usual, except for the effects of the slow erosion of the characteristic.

If the second roll is unsuccessful, the player rolls again to try to make the needed roll. If he is successful this time, the character has contracted the acute form of the disease. He loses 1 point of the characteristic every game hour.

Every game hour the player may attempt to make the hit point roll again, but only if the character has been totally resting the previous game hour.

Thus, if Horus the Hairy is hit by the creeping chill in the acute form, he loses 1 point of CON an hour as his friends get him back to town (a 5-hour trip). After 1 hour of bed rest, Horus' player attempts to make the hit point roll. Horus has 12 points of CON and was of average SIZ. After 5 hours of travel and an hour of bed rest, he has 6 points of CON left. Computing $6 \times 5 = 30$, but Horus' player rolls a 40, so HORUS loses another point of CON, giving him a 25% chance. The player rolls 04 on D100, and HORUS starts to recover. However, Horus now has a CON of 4.

If the player fails the third roll, the character has contracted the terminal form of the disease. He loses 1 point of the characteristic every full turn (5 minutes) and only divine intervention can halt (not reverse) the course of the disease.

OTHER DISEASES

The diseases given here are sample diseases. There are many more in Glorantha, often comparable to those found on 20th century Earth. The ones described are easy to keep track of, but those referees wishing more variety are encouraged to create new diseases and effects.

J. SAMPLE ENCOUNTER CHARTS

What enemies are met and when they are met is a subject of much debate. One school of thought believes that pre-set scenarios with deliberate construction and residential populations presented in a logical and realistic order is the best way to play FRP. The other school says that a randomized encounter chart full of vagaries and whimsical chance must be followed to avoid referee involvement or favoritism. A wise referee uses both methods, tailoring them to suit the players, the scenarios, and the mood of the moment.

The following encounter charts are offered as a general introduction to types available and as a suggested method of presentation. After terrain is discussed, the first chart is the Chance of Encounter chart, which includes the number of times per day to roll. If something is encountered, then the referee should roll on any of the appropriate Regional Encounter charts. If there is not an automatic result from said encounter (such as elves being met by dwarves), then the referee may use one of the Response tables to see what the encountered beings do.

TERRAIN TYPES

The different types of terrain are self-descriptive; combined with this list and the maps in Chapter I, they give a fair idea of the countryside.

Towns – towns on the coast or on major roads will be larger than those on smaller roads or in isolated areas.

Cultivated Areas – this means a farmed area with relatively dense populations.

Open Country – this includes fertile lands suitable for hunting, hiding, herding, and so on. Land will include some trees, occasional villages, and so forth.

Prax – the wide chaparral area of the right-hand map in Chapter I. It is an open plain useful only to herdsmen and their beasts.

Woods – forested areas where trees are the dominant vegetation, though such areas will include open areas of ground, as well.

Elf Woods – the forests inhabited by the Aldryami. There is little doubt of being found in these places.

Mountains – the bleaker and more rugged slopes and hills are intended her, not the foothills which are included in Open Country.

Dwarf Mountains – an area which is known (at least by the referee) to be inhabited by Mostali.

River – includes the banks, lakes, islands, and streams too small to be put on the maps. Be sure to integrate this chart with areas it flows through, thus using Forest/River charts, for example.

Marsh – this includes large swamps, like the Upland marsh, or smaller bogs tucked away and forgotten in many other terrain types.

Ruins – Glorantha has many ruins. The Big Rubble is a huge one, while Prax is dotted with remnants of the Gods War civilization.

Chaos Nests – these foul places are where things of chaos have been allowed to gather and grow; they are festering places worth destroying just for the sake of sanity and the universe.

Troll Areas – shadowy lands wisely ignored by most of mankind.

SAMPLE TERRAIN ANALYSIS OF MAPS ON FOLLOWING PAGES

place on map	terrain type	place on map	terrain type
Better Place	open country	Orani's Mistake	Prax
Caravan Alley	Prax	Sacred Ground	open country
Dagori Inkarth	troll area	Sartar	cultivated
Esrolia	cultivated	Shadows Dance	mountain
Far Point	cultivated	Snakepipe Hollow	chaos nest
Good Place	open country	Stinking Forest	elf woods
Grazelands	open country	Sun Dome	cultivated
Head Acres	open country	Troll Woods	troll area
Hendrekei	cultivated	Upland Marsh	marsh
Long Dry	Prax	Vale of Flowers	open country
Lunar Tarsh	cultivated	Wintertop	mountain

CHANCE OF ENCOUNTER CHART

To determine whether or not the party meets someone as they pass through a region, the die should be rolled an appropriate number of times. The number of rolls per day is determined by the relative density of the areas.

terrain type	rolls	%chance enc.	terrain type	rolls	%chance enc.
town	1/hr.	01-85	dwarf mt.	1/6 hrs.	01-80
cultivated	1/hr.	01-75	river	1/6 hrs.	01-30
open country	1/6 hrs.	01-60	marsh	1/3 hrs.	01-45
Prax	1/6 hrs.	01-40	ruins	1/3 hrs.	01-85
woods	1/12 hrs.	01-30	chaos nest	1/6 hrs.	01-85
elf woods	1/6 hrs.	01-80	troll area	1/6 hrs.	01-80
mountain	1/day	01-80			

RESPONSE CHARTS

The following chart is presented for referees to use when they must determine outlook and attitudes of a group of randomly encountered beings during an adventure. They are divided into three types, and are based on the predispositions of one party towards the other.

NEUTRAL PARTIES

Some parties have no predispositions. Two groups of adventurers are neutral, as might be a band of centaurs meeting a party of dwarfs.

HOSTILE PARTIES

Some parties are prejudiced against each other, such as elves and trolls or trolls and dwarfs. Creatures which catch Adventurers lurking around their home territories also are likely to act hostile.

FRIENDLY PARTIES

There are parties whose characters are expected to be friendly by nature, such as elves meeting satyrs, or a Lunar party meeting another Lunar party. As the table indicates, even friendly parties may hold ugly surprises and the nastiest trolls provide a friend in the wilderness.

Referees are urged to use these tables as guidelines and prevent themselves from using them as an excuse to dump another batch of monsters on an already exhausted party "because the tables said so."

hostile	neutral	friendly	response
01-05	01-10	01-15	encountered creature is extremely friendly to party, and very amenable to suggestions
06-15	11-30	16-75	encountered creatures are willing to let the party go its own way; they will go theirs
16-25	31-70	76-85	encountered creatures are unsure and will stall for time, or for something significant or telling to occur
26-85	71-90	86-95	encountered creatures take an active dislike to the party, just short of blind hatred
86-00	91-00	96-00	encountered creatures cannot conceal their contempt and/or hatred for the party

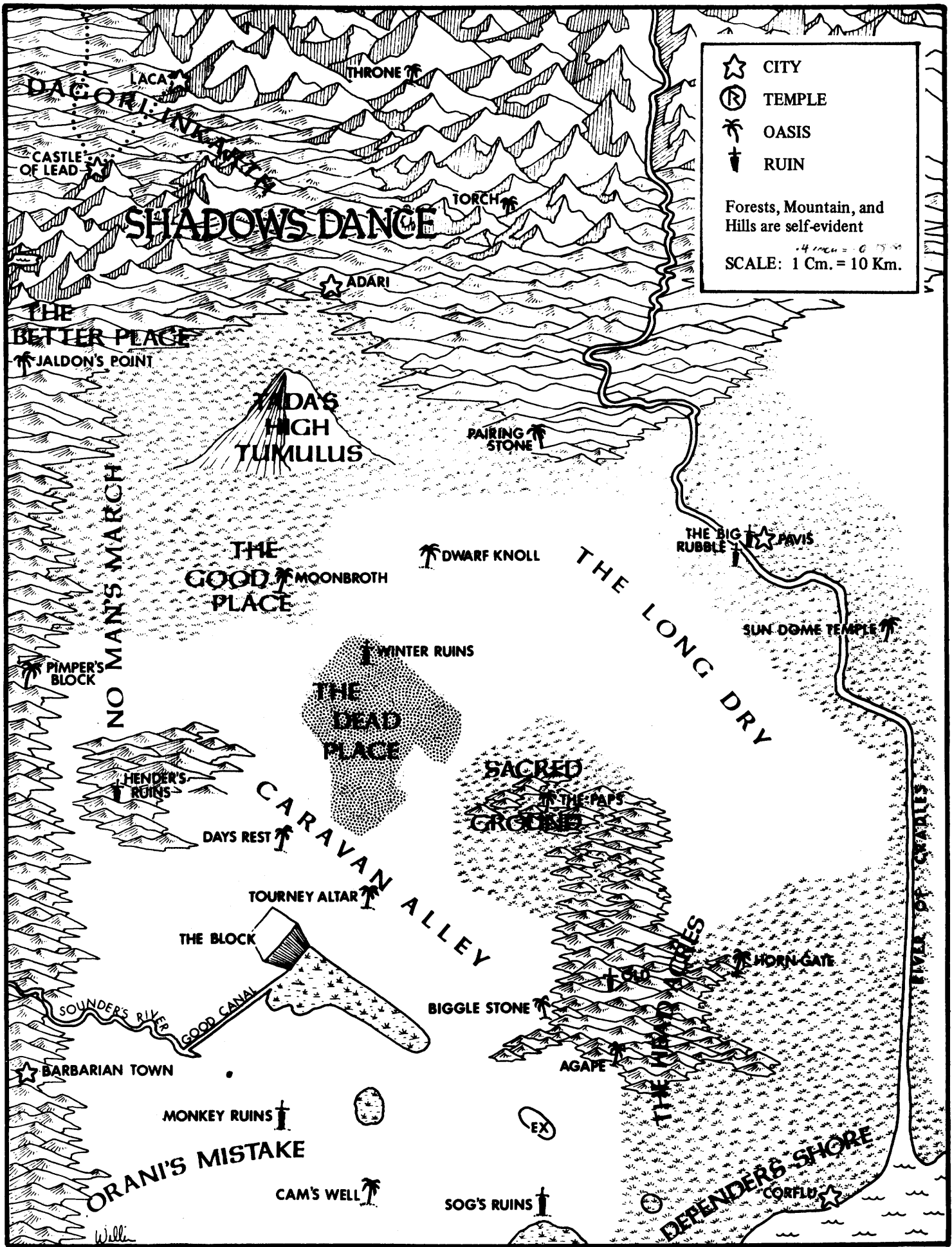
REGIONAL ENCOUNTER CHARTS

The following charts are given as suggestions, divided into the land types already mentioned. Referees should take these as examples and feel free to alter them as they see fit.

Referees are also urged to pay attention to the size of the party and to use this encounter chart as an indicator of the type of monster encountered, not the number. Monster party sizes should be adjusted to be a challenge to the players. One interesting, and often illuminating, method of determining appropriate monster parties is to figure out your players' treasure factor and match it against a comparable monster group's treasure factor.

		TERRAIN TYPE	
ID20	Town	Cultivated	Open Country
1	residents at work	residents at work	baboons
2	residents at work	residents at work	centaurs
3	residents at work	residents at work	minotaurs
4	residents at work	residents at work	Adventurers
5	residents at work	residents at work	other thieves
6	residents at work	residents, militia	ogres
7	residents at work	residents, militia	morocanth
8	residents at work	local soldiery	crested dragonewt
9	local rowdies	Adventurers	beaked dragonewt
10	non-local rowdies	snakes	dragonewt priest and party
11	constabulary	rubble runners	residents
12	constabulary	rubble runners	residents
13	priest & company	centaurs	residents
14	priest & company	ogre	residents
15	NPC friend	raiding elves	werewolf
16	hold-up man	raiding elves	Sky Bull
17	assassin	raiding trolls	giant
18	pickpocket	thieves	manticore, griffin
19	tiger-sons	highwayman	wyrm, wyvern
20	vampire	wyrm	dragon





☆	CITY
Ⓡ	TEMPLE
🌴	OASIS
⚰	RUIN

Forests, Mountain, and Hills are self-evident

SCALE: 1 Cm. = 10 Km.

DAAGON

LACA

THRONE

CASTLE OF LEAD

SHADOWS DANCE

TORCH

ADARI

THE BETTER PLACE

JALDON'S POINT

TADA'S HIGH TUMULUS

PAIRING STONE

NO MAN'S MARCH

THE GOOD PLACE

DWARF KNOLL

THE LONG DRY

THE BIG RUBBLE

SUN DOME TEMPLE

PIMPER'S BLOCK

WINTER RUINS

THE DEAD PLACE

HENDER'S RUINS

SACRED GROUNDS

DAYS REST

CARAVAN ALLEY

THE PAPS

TOURNEY ALTAR

THE BLOCK

BIGGLE STONE

THE WINDY ACRES

HORN-GATE

RIVER OF CHARLES

SOUNDER'S RIVER

GOOD CANAL

AGAPE

BARBARIAN TOWN

MONKEY RUINS

ORAN'S MISTAKE

CAM'S WELL

SOG'S RUINS

DEFENDERS SHORE

CORFLU

Willie

1D20	Prax	Woods	Elf Woods
1	wild herd	pixie	pixies
2	baboons	runner	pixies
3	morocanth	elf	runners
4	morocanth	cockatrice	runners
5	newtling	dryad	runners
6	rhino riders	trollkin	elves
7	horse barbarians	jack-o-bear	elves
8	zebra people	dark trolls	elves
9	sable people	Adventurers	elves
10	sable people	outlaws	elves
11	impala people	tusk riders	dryads
12	impala people	crested dragonewt	dryads
13	high llama people	beaked dragonewt	elf warparty
14	high llama people	priest dragonewt	elf warparty
15	bison people	shadow cat	ghost
16	bison people	tusk brothers	raiding dwarfs
17	centaurs	bear walker	raiding trolls
18	griffin	baboons	raiding Adventurer
19	wyvern	wolf brother	bear walker
20	dragon, wyrm	snakes	centaur

1D20	Mountains	Dwarf Mountains	River
1	dwarf	dwarfs	fishermen
2	dwarf	dwarfs	fishermen
3	dwarf	dwarfs	fishermen
4	ghost	dwarfs	duck
5	Adventurers	dwarfs	duck
6	trollkin	dwarfs	snakes
7	trollkin	dwarfs	snakes
8	dark trolls	dwarfs	giant toad
9	dark trolls	dwarfs	small toad
10	great trolls	dwarfs	cave trolls
11	rock lizards	rock lizards	dragon snails
12	cliff toad	cliff toad	Adventurers
13	wyvern	wyvern	dragonewts
14	wind children	wind children	dragonewts
15	sky bull	sky bulls	dragonewts
16	griffin	griffins	newtlings
17	gargoyle	gargoyles	newtlings
18	giants	giants	newtlings
19	giants	raiding elves	newtlings
20	broos	raiding trolls	wyrm

1D20	Marsh	Ruins	Chaos Nests
1	duck	baboons	skeleton
2	duck	rock lizard	ghoul
3	snake	snakes	zombie
4	snake	rubble runners	vampire
5	snake	shadow cats	ghost
6	skeleton	cave trolls	broos
7	zombie	dark trolls	broos
8	ghoul	gargoyle	scorpion man
9	vampire	Adventurers	scorpion men
10	dragon snail	weretiger	scorpion men
11	gorp	scorpion men	werebear
12	giant toads	werewolf	weretiger
13	lizards	broos	werepig
14	beaked dragonewt	dragon snail	werewolf
15	newtlings	skeletons	ogre
16	walktapi	zombies	basilisk
17	ghost	ghouls	jack-o-bear
18	ghosts	vampire or ghost	dragon snail
19	wyrm	wyrm or manticores	dragonewt party
20	dragon	gorp	walktapi

1D20	Troll Area	1D20	Troll Area
1	misstress race troll	11	cave troll
2	great troll	12	cave trolls
3	great troll	13	dark troll warparty
4	dark troll	14	dark troll warparty
5	dark trolls	15	cliff toad
6	dark trolls	16	jack-o-bear
7	trollkin	17	wyrm
8	trollkin	18	raiding Adventurers
9	trollkin	19	raiding dwarfs
10	trollkin	20	raiding elves

M. CHAOTIC FEATURES (for chaotic creatures)

Many creatures of chaos lack the usual consistency within a species. One two-headed dragon snail is not necessarily like another. Chaotic creatures should therefore receive one special roll from the following table whenever they are encountered. It is perfectly all right if you replace this table with one of your own, or give some unusually powerful creatures two or more rolls, etc.

This is an optional table.

D100	chaotic feature
01-03	Power +1D6
04-05	Power +2D6
06	Power +3D6
07-09	Dexterity +1D6
10-11	Dexterity +2D6
12	Dexterity +3D6
13-14	Strength +2D6
15	Strength +4D6
16-17	Constitution +2D6
18	Constitution +4D6
19-20	never surprised
21-22	absorbs any 1-point spell cast at it, giving it 1 point of POW
23-24	spits acid of 2D10 potency 1D6 times per day with 6 meter range
25-26	breathes 3D10 fire 1D6 times per day: single target, 3 meter range
27-28	reflects 1 point spells back at user
29-30	highly flammable: if ignited, burns all within 3 meter radius
31-32	hypnotic skin (INT x 5 or less on D100, otherwise stand still till it eats you)
33-35	appearance confusing—treat as 20% defense
36-37	valuable gem (treat as die roll 04) visible on body
38-40	regenerates 1 hit point per round in location of choice until dead
41-42	befuddles one opponent per turn in addition to other attacks
43-45	apparently invincible; no visible damage till it falls over dead
46	invisible till it attacks
47-48	appearance very confusing (treat as 30% defense)
49-50	poison touch, 2D10 potency—must get through armor to work
51-52	Constitution minus 2D6 but regenerates 3 points per melee round in location of choice until dead
53-54	6 point skin (treat as armor)
55-56	movement class 12
57-58	absorbs 1 and 2 point spells cast at it with no damage, adding the Power of these spells to its Power
59-60	its spirit attacks the character who killed it in spirit combat after it is dead
61-62	explodes when it dies, doing 3D6 damage to all within 3 meters—armor helps against this damage
63-65	appears extremely dangerous
66-67	can go invisible at will
68-70	reflects 1 and 2 point spells back at caster
71-72	8 point skin (treat as armor)
73-74	10 point skin (treat as armor)
75-76	12 point skin (treat as armor)
77	appears to be a harmless creature until engage in melee
78-80	regenerates 1D6 hit points per melee round in hit location until dead
81-82	capable of leaping up to 10 meters
83-84	undetectable by use of magic
85	appearance extremely confusing (treat as 40% defense)
86-87	valuable gem (treat as roll of 03) inside the beast
88-90	agonizing screams when moving
91-92	stench overpowering: make Constitution x 5 or less on D100 or lose consciousness
93-94	can reflect spells up to 1D6+2 Power back at caster
95-96	this hideous beast demoralizes all who gaze upon it—like a spell but as if cast with a POW of 36
97-98	Size +2D6
99	roll twice
00	this endearing beast has a Charisma of 5D6, and it attacks via Charisma vs. Intelligence. If it succeeds, the character will try to make friends with it, accompany it in the future on adventures, and act as its bodyguard. It already has 1D6 bodyguards. Treat the attack as magical, except that Charisma is used. You will fight with it against your friends if they attack.

N. BIBLIOGRAPHY

A complete bibliography of our favorite fantasy and historical books would be too extensive for this column. This list contains those which we felt exemplary or exceptional.

Bibby, George. *4000 Years Ago* — check your library for other titles as well; anything by Bibby is recommended.

Byfield, Barbarbara N. *The Book of Weird* (formerly *The Glass Harmonica*) — a delightfully-written and illustrated encyclopedia of things fantastical.

Coles, John. *Archeology by Experiment* — excellent description of the practical side of archeology, easily relatable to FRP games.

Conally, Peter. *The Greek Armies, The Roman Army, and Enemies of Rome* — three educational picture books of incredible detail and content.

Draeger, Donn F., and Smith, Robert W. *Asian Fighting Arts* — an excellent survey of what it really takes to master a weapon.

Foote, Peter (ed.). *The Saga of Grettir the Strong* — one version of the making of a hero, direct from the Age of Heroes of Iceland.

Funcken, Lillane and Fred. *Arms and Uniforms: Ancient Egypt to the 18th Century* — first-class illustrated book of historical costumes and weapons.

Howard, Robert E. *Conan* (and others) — the archetypical noble and savage barbarian written with muscle and guts; his notes have been finished with less gusto by other writers as well.

Keegan, John. *The Face of Battle* — the descriptions in this book are a must for anyone wanting to know some truth in grisly detail about ancient and medieval warfare.

Leiber, Fritz. *Swords in the Mist* (and others) — a basic source of modern fantasy; the stories about Fafhrd and the Grey Mouser are classics.

Magnusson, Magnus (ed.). *Njal's Saga* — an excellent look at a Dark Ages culture, and some rousing fighting besides.

Malory, Thomas. *Le Morte d'Arthur* — more information on heroic actions, though of a limited cult. Useful too for inspiration on possible events for FRP.

Moorcock, Michael. *Elric* (and others) — a basic source of modern fantasy.

Smith, Clark Ashton. *Hyperborea* (and others) — more standards of fantasy fiction, which everyone should at least taste.

Stone, George Cameron. *A Glossary of the Construction, Decoration, and Use of Arms and Armor* — heavy emphasis on Japanese fighting gear, but worth it anyway.

Sturlasson, Snorri. *King Harald's Saga* — a superb epic tale by Iceland's most famous saga writer, proving you do not need fantasy to create legend.

Tolkien, J. R. R. *Lord of the Rings* — a modern fantasy classic. Tolkien is rightfully accorded as the Master of fantasy, and if you have not yet read *LotR*, please do yourself a favor. Of his other works, see also *The Silmarilion* — notes of the Master compiled posthumously by his son, Christopher. These are a chronicle of the earlier ages of Middle Earth.

OTHER FANTASY ROLE-PLAYING GAMES

Chivalry & Sorcery; Bunnies & Burrows; Flash Gordon & the Warriors of Mongo; Starships & Spacemen — all from Fantasy Games Unlimited, PO Box 182, Roslyn NY 11576.

Empire of the Petal Throne; Knights of the Round Table; Space Patrol; Superhero 2044 — all from Gamescience (Lou Zocchi & Associates), 1956 Pass Rd., Gulfport MS 39501.

Advanced D&D; Dungeons & Dragons; Gamma World; Metamorphosis Alpha; Star Probe; Star Empires — all from TSR Hobbies, Inc., PO Box 756, Lake Geneva WI 53147.

Bushido; Space Quest — Tyr Gamemakers Ltd., PO Box 414, Arlington VA 22210.

The Fantasy Trip (includes *Wizard and Melee*) — Metagaming, PO Box 15346, Austin TX 78761.

Tunnels & Trolls; Monsters! Monsters!; Starfaring — all from Flying Buffalo, Inc., PO Box 1467, Scottsdale AZ 85252.

Traveller; En Garde! — Game Designers' Workshop, 203 North St., Normal IL 61761.

Legacy — Legacy Press, 217 Harmon Rd., Camden MI 49232.

Arduin Grimoire; Welcome to Skull Tower; Runes of Doom — all from James E. Mathis, 2428 Ellsworth (102), Berkeley CA 94704.

Star Trek — Heritage Models, Inc., 9840 Monroe Dr. (Bldg. 106), Dallas TX 75220.

FOR LIVING IN THE PERIOD

The Society for Creative Anachronism. Write to Society of Creative Anachronism, Inc., Office of the Registry, PO Box 594, Concord, Calif. 94522.

FOR MULTI-SIDED DICE

Write for prices to Lou Zocchi & Associates, 1956 Pass Rd., Gulfport MS 39501, or see your local hobby or game store.

O. OTHER GLORANTHAN MATERIAL

Glorantha is the discovery of Greg Stafford, who has accumulated that universe's myths, legends, history, and other lore since 1966. In that time he has written over a million manuscript words about that subject. Some material has appeared previously in fanzines, but they now are out of print and no longer available. Other material has appeared since 1975 in various Chaosium publications. This appendix is a guide to those sources.

Following a listing of the published sources are sketches of proposed publications on the subject. If you are interested in the prices of this material or in joining the mailing list to keep up on new releases, please send your name and address to the Chaosium, P.O. Box 6302, Albany CA 94706.

PUBLISHED SOURCES

WHITE BEAR & RED MOON

This game started it all. A boardgame based on Dragon Pass and the wars fought between Prince Argrath of Sartar and the Lunar Empire. It includes more than the rules and the game components: there are brief histories of the many non-human races native there, and the colorful heroes/superheroes of the age. By Greg Stafford.

NOMAD GODS

The second boardgame published. This one deals with the Animal Nomads of Prax and Pavis. Compatible with WB&RM, but it deals with a different type of magic system and has new victory conditions. By Greg Stafford.

RUNEQUEST

The basic FRP system for Glorantha. There is light background material for Glorantha contained in it. By Steve Perrin and Ray Turney.

CULTS OF PRAX

Extensive mythical, magical, and social notes on the religious systems of Prax and Pavis. A deep look at the lifestyles of some of Glorantha's more primitive residents. By Steve Perrin and Greg Stafford.

SNAKEPIPE HOLLOW

A very dense Scenario Pack, including the toughest and grossest monsters and treasures in Dragon Pass. Scenarios, NPCs, and background add to the lore of this dangerous region in Dragon Pass. By Rudy Kraft and Greg Stafford.

APPLE LANE

Scenario Pack with adventures for beginning characters and/or referees. Depicts a Sartarite hamlet, its residents, and includes local background for the area. By Greg Stafford.

BALASTOR'S BARRACKS

Scenario Pack of an unexplored ruin in the Big Rubble of Old Pavis, searching for the long-lost axe of Balastor, last Champion of Pavis. By Steve Henderson.

THE WYRMS FOOTNOTES

Chaosium house organ, a periodical containing pre-publication notes on many Chaosium items, Runequestions (by Steve Perrin), and regular features on Glorantha, such as "Gods and Goddesses" which appears each issue.

THE WILD HUNT

This is an Amateur Press Association zine which occasionally includes a section by Greg Stafford called "Son of Sartar," which are notes from his personal Dragon Pass campaign. Also has excellent material by other contributors on *RuneQuest* and related subjects. (For this one contact Mark Swanson, 71 Beacon St., Arlington, Massachusetts 02174.)

DIFFERENT WORLDS

A general FRP magazine which includes Glorantha data such as new cults, HeroQuest previews, and designers' notes. Edited by Tadashi Ehara.

SOURCES TO BE PUBLISHED

The following are planned for publication, but no particular date of publication has been set for any item below.

MASTERS OF LUCK AND DEATH

The third boardgame in the Dragon Pass trilogy. This one is not going to be a wargame per se, but instead is a heroquest to become the ruling deity on the board. This is done through various magical alliances and rites, dealing with various parts of the spirit plane. It covers the tide-wracked Holy Country. By Greg Stafford.

THE HERO WARS

A history of the world of Glorantha. Sets down the background of the world, including mythical, historical, and geographic sections, concentrating on Peloria's Third Age, the Lunar Empire, and on Dragon Pass, which staunchly rose to fight the Empire. Profusely illustrated, with many maps. This also will provide many specific heroquest paths for the Third Age. By Greg Stafford.

HEROQUEST

An FRP game wherein the mighty of Glorantha may enter into the lands of legend and myth, penetrating the immortal stories to participate in the Gods War, fight against chaos in the Great Darkness, or aid in the trials of the Lightbringers or the Protectors. A revolutionary concept and approach to myth, magic, and role-playing. By the Chaosium.

THE PAVIS CAMPAIGN

Maps, personalities, histories, local cults, and other material centering on the city of New Pavis and the extensive ruins of the Big Rubble, or Old Pavis. Material drawn from the campaign of Steve Perrin.

THE SARTAR CAMPAIGN

Maps, personalities, histories, local cults, and other material about the storm Kingdom of Sartar. Includes tribal specifics, extensive Road Encounters section, and a full explanation of the Orlanth cult. Based on the campaign led by Greg Stafford.

And More—

The following includes items planned but not yet being worked on: Cults II, the Dark Troll Campaigns, the Elf Campaigns, the Mostali Campaigns, the Lunar Cults, the Grazelands Campaign, the Fronel Campaign, Ships and Islands, etc.

P. THE SAPIENZA CHARACTER SHEETS

John Sapienza created the following sheets. They are useful for keeping track of your characters and the monsters they face.

RUNEQUEST CHARACTER SHEET (mk 4) — the basic sheet for control of your humanoid character.

RUNEQUEST CHARACTER SHEET (mk 4a) — this sheet controls non-humanoid characters, such as centaurs. Each hit location has a range of numbers. Mark the number showing the hit points of the character in that location and use the range to determine the total damage taken in the location.

RUNEQUEST LEADER AND FOLLOWER SHEET — controls monster leaders needing a lot of detail, and their less detailed followers.

RUNEQUEST SQUAD SHEET — this controls squads of monsters, most of which are identical, with 1-2 more individual leaders.

RUNEQUEST SNAKE SHEET — Snakes have many traits in common. This sheet presents up to 24 snakes with a minimum of creative effort.

RUNEQUEST GAME MASTER'S PLAYER-CHARACTER SHEET — a sheet to be filled out by the players, so that the referee can determine the capabilities of characters, and thereby not run them into problems too strong or too weak for them.



RuneQuest Snake Sheet

permission granted to photocopy as needed for personal use

All snakes move 4, have a normal defense factor of 5, and usually no armor; treasure factor is 6.

Roll 1D6 for each snake in a group to determine its type:

- 1= Weapon snake (sword)
- 2= Weapon snake (mace)
- 3= Fang snake

- 4= Spit snake (acid)
- 5= Spit snake (slunk)
- 6= Stake snake

WEAPON SNAKES

1. SWORD 1D6+1 Hit 25% S/R 9
Parry 25% Sword HP 12
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
2. SWORD 1D6+1 Hit 25% S/R 9
Parry 25% Sword HP 12
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
3. SWORD 1D6+1 Hit 25% S/R 9
Parry 25% Sword HP 12
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
4. MACE 1D6 Hit 25% S/R 10
Parry 25% Mace HP 12
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
5. MACE 1D6 Hit 25% S/R 10
Parry 25% Mace HP 12
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
6. MACE 1D6 Hit 25% S/R 10
Parry 25% Mace HP 12
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18

FANG SNAKES

1. BITE 1D4 +1D6 Blade Venom
Hit 25% S/R 10
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
2. BITE 1D4 +1D6 Blade Venom
Hit 25% S/R 10
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
3. BITE 1D4 +1D6 Blade Venom
Hit 25% S/R 10
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
4. BITE 1D4 +1D6 Blade Venom
Hit 25% S/R 10
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
5. BITE 1D4 +1D6 Blade Venom
Hit 25% S/R 10
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
6. BITE 1D4 +1D6 Blade Venom
Hit 25% S/R 10
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
Mk 2 Sheet by John T. Septenza, Jr.

SPIT SNAKES

1. ACID 1D6 Hit 25% S/R 6
BITE 1D4 Hit 10% S/R 10
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
SPITS 1 2 3 4 5 6
2. ACID 1D6 Hit 25% S/R 6
BITE 1D4 Hit 10% S/R 10
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
SPITS 1 2 3 4 5 6
3. ACID 1D6 Hit 25% S/R 6
BITE 1D4 Hit 10% S/R 10
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
SPITS 1 2 3 4 5 6
4. SKUNK OIL Hit 25% S/R 6
BITE 1D6 Hit 10% S/R 10
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
SPITS 1 2 3 4 5 6
5. SKUNK OIL Hit 25% S/R 6
BITE 1D6 Hit 10% S/R 10
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
SPITS 1 2 3 4 5 6
6. SKUNK OIL Hit 25% S/R 6
BITE 1D6 Hit 10% S/R 10
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
SPITS 1 2 3 4 5 6

STAKE SNAKES

1. SPRING 1D6+1 Hit 25%
S/R 6 Range 3m
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
2. SPRING 1D6+1 Hit 25%
S/R 6 Range 3m
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
3. SPRING 1D6+1 Hit 25%
S/R 6 Range 3m
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
4. SPRING 1D6+1 Hit 25%
S/R 6 Range 3m
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
5. SPRING 1D6+1 Hit 25%
S/R 6 Range 3m
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
6. SPRING 1D6+1 Hit 25%
S/R 6 Range 3m
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18

Q. A PRICE LIST OF GOODS

The following is not an exhaustive list of items which can be bought in Glorantha. The prices do indicated item comparative costs purchased in the Dragon Pass area. The list is generalized: for example, Cooking/Eating gear could be broken down into individual pots and eating utensils. Referees wishing to do so are encouraged to do so.

LIVING COSTS WHILE STAYING AT AN INN

FOOD

cheap meal – 2 C good meal – 5 C
banquet – 1 L trail provisions – 5 L weekly

DRINK

mug of ale/beer – ½ C mug of wine – 2 C
cask of ale/beer – 5 C cask of wine – 20 C (2 L)
keg of ale/beer – 15 C keg of wine – 6 L

(NB – a cask equals 5 liters; a keg equals 15 liters.)

ROOM (per day)

common room floor – 1 C private room – 2 L
dormitory – 5 C hot water – 2 C
shared room – 1 L each

CLOTHING

The figures encompass replacements over the period shown. Nobles will include extras necessary for their status as well.

Peasants – 2 L yearly Adventurers – 10 L monthly
Townsmen – 5 L yearly Nobles – 20 L monthly

STABLE COSTS (by day)

stall – 1 C stall and feed – 5 C special care – 1 L

TRAIL FODDER

oats – 2 L weekly

GENERAL COSTS

The figures represent the average weekly expenses for a person staying in regular, non-inn lodgings (a rooming-house, etc.), including some bought meals, small-scale spending, and such: Adventurer, 5 L weekly; Noble, 10 L weekly.

EQUIPMENT AND TRANSPORTATION

TRANSPORTATION

Average Cart Horse – 50 L (average hit points: 18)
Average Riding Horse (untrained) – 100 L (average hit points 18)
Average Cavalry Horse (battle-trained) – 1500 L (20 average hit points)
Average War Horse (attack-trained) – 5000 L (25%, all attacks; average hit points: 22.
Two-Wheeled Cart – 35 L
Four-Wheeled Cart – 85 L

TOOLS

Hammer – 2 C Mallet – 5 C Climbing Pack – 20 L
Fish Hooks – 2/C Writing Tools – 10 L Papyrus, Vellum – 5 C (per sheet)

CAMPING GEAR

Cooking/Eating Gear – 2 L Large Tent (5 men) – 40 L
Small Tent (1 man) – 10 L Fire Starter (bow & block) – 1L
Medium Tent (3 men) – 25 L Back Pack – 1 L
“Adventurer’s Pack” – 25 L (includes pack, waterskin, 30m rope, peasant clothes, hand axe, hammer, stakes, fishhooks, line, sack, cheap knife, bandages, cooking gear, and blanket). **67472**

EXPEDITION GEAR

15m Rope – 5 L 10 Wood Spikes – 1 L 3m Pole – free
Lamp – 5 L Lamp Oil – 5 C/load Large Sack – 5 C
Small Sack – 2 C Torches – free

RIDING GEAR

Saddle – 20 to 200 L Barding – 5X Equivalent Human Armor

WEAPONS AND ARMOR – see lists in book

CONTAINERS

Wine/Water Skin – 1 L Jug (2 liter) – 2 L Keg (15 liter) – 15 L
Flask – 1 L Cask (5 liter) – 5 L Barrel (50 liter) – 25L

INSTRUMENTS

Lur Horn – 25 L bugle – 5 L Harp – 10-50 L
Lyre – 20-100 L Reed Pipes – 1-5 L Bagpipes – 10-25 L



XI

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A. CHARACTER CREATION

EFFECTS OF CHARACTERISTICS ON ABILITIES

ABILITY	CHARACTERISTIC	CHARACTERISTIC ROLL					Each +4
		1-4	5-8	9-12	13-16	17-20	
Attacking:	Strength	-5%	-5%	-5%	+5%	+5%	+5%
	Intelligence	-10%	-5%	+5%	+5%	+10%	+5%
	Power	-5%	-5%	+5%	+5%	+10%	+5%
Parrying:	Dexterity	-10%	-5%	+5%	+5%	+10%	+5%
	Strength	-5%	-5%	+5%	+5%	+10%	+5%
	Size	+5%	-5%	+5%	+5%	+10%	+5%
Defense	Power	-5%	-5%	+5%	+5%	+10%	+5%
	Dexterity	-10%	-5%	+5%	+5%	+10%	+5%
	Size	+5%	-5%	+5%	+5%	+10%	+5%
Hit Points	Intelligence	-10%	-5%	+5%	+5%	+10%	+5%
	Power	-5%	-5%	+5%	+5%	+10%	+5%
	Dexterity	-10%	-5%	+5%	+5%	+10%	+5%
Knowledge	Size	-2	-1	+1	+1	+1	+1
	Power	-1	-1	+1	+1	+1	+1
	Intelligence	-10%	-5%	+5%	+5%	+10%	+5%
Manipulation	Power	-5%	-5%	+5%	+5%	+10%	+5%
	Strength	-5%	-5%	+5%	+5%	+10%	+5%
	Intelligence	-10%	-5%	+5%	+5%	+10%	+5%
Perception	Power	-5%	-5%	+5%	+5%	+10%	+5%
	Dexterity	-10%	-5%	+5%	+5%	+10%	+5%
	Intelligence	-10%	-5%	+5%	+5%	+10%	+5%
Stealth	Power	+10%	+5%	+5%	-5%	-10%	-5%
	Intelligence	+5%	-5%	+5%	+5%	+10%	+5%
	Dexterity	-10%	-5%	+5%	+5%	+10%	+5%
Oratory	Power	-5%	-5%	+5%	+5%	+10%	+5%
	Intelligence	-5%	-5%	+5%	+5%	+10%	+5%
	Charisma	-10%	-5%	+5%	+5%	+10%	+5%

EXPERIENCE ROLLS - To see if a character has learned from experience by succeeding at something, subtract the character's current chance to succeed from 100. Adjust the result by +3% for every INT point above 12, or -3% for every INT point below 9. This adjusted number or less must be rolled on D100; a successful roll means the character's ability has increased by 5% with that weapon, shield, or skill.

SPECIAL BASIC CHANCES

10% chance	15% chance	20% chance
Axe, thrown*	Axe, 2-handed	Axe, 1-handed
Bow*	Flail	Crossbow*
Head Butt	Javelin/Dart thrown	Hammer, 1-handed
Medium Shield	Knife, thrown*	Large Shield
Pike	Maul	Spear, 2-handed
Pole Axe	Shortsword	Staff
Sling	Stick	
Spear, 1-handed		
Sword, 1-handed.		
25% chance	Club/Mace, 1- or 2-handed	Dagger
	Fist*	Grapple*
	Kick*	Thrown Rock*

*The above asterisked weapons are not parrying weapons.

POWER GAIN ROLLS - To see if a character can increase POW after overcoming a foe's resistance to magic, subtract the character's current POW from 20, and multiply the result by 5. This number or less must be rolled on D100; for a successful roll, roll again on D100 for the amount of POW increase achieved:

Power Increase Roll:	01-10	11-40	41-00
	+3 to POW	+2 to POW	+1 to POW

STRIKE RANK TABLE

Readiness	SR	SIZ	DEX	SR	Weapon Length	SR	POW Used	SR
prepared spell/missile	0	22+	19+	0	2+ meter	0	1 point	0
unprep. spell/missile	5	15-21	16-18	1	1.5-1.9 meters	1	2 points	1
Surprised	3	07-14	13-15	2	1.0-1.4 meters	2	3 points	2
		01-06	09-12	3	0.5-0.9 meters	3	4 points	3
			06-08	4	0-0.4 meters	4	5 points	4
from 4 to 9 meters	1		01-05	5			each +1	+1
Movement								
each 3 meters	+1							

HUMANOID HIT POINTS PER LOCATION TABLE

Location	Total Hit Points						
	01-06	07-09	10-12	13-15	16-18	19-21	Each +3
Each Leg	2	3	4	5	6	7	+1
Abdomen	2	3	4	5	6	7	+1
Chest	3	4	5	6	7	8	+1
Each Arm	1	2	3	4	5	6	+1
Head	2	3	4	5	6	7	+1

DAMAGE DONE

average of STR and SIZ	
1-6	7-12 13-16 17-20 each +8
-1D4	normal +1D4 +1D6 +1D6

BACKGROUND TABLE

D100	Background	Money
01-25	Peasant	D100 L
26-60	Townsmen	2D100 L
61-85	Barbarian	D100 L*
86-95	Poor Noble	5D100 L/game year**
96-99	Rich Noble	D100x10 L/game year**
00	Very Rich Noble	D100x20 L/game year**

* A barbarian can be expected to have a riding animal (20% chance he doesn't), leather armor and basic weapons.

** A noble with an income must return to a specific spot each campaign year to obtain the money. Otherwise, it just piles up, collecting no interest. The specific spot may be determined by agreement between player and referee. The poor noble's money is usually cut off around his 21st year. The rich noble can usually keep drawing his stipend. This depends on Fate, as ruled by the referee.

B. COMBAT TABLES

MELEE SEQUENCE

1. Statement of Intent.
2. Movement of Non-engaged Characters.
3. Resolution of Attacks.
4. Bookkeeping.

COMBAT SEQUENCE

1. Lowest Strike Rank: roll 1D100 for chance of hitting;* roll D20 for hit location.
2. Higher Strike Rank: roll D100 for parry chance.
3. Switch roles.

*if defender has Defense Ability, then subtract it from attacker's chance of hitting.

COMBAT RESULTS

attacker	defender	result
hits	misses	defender takes damage.
hits	parries	defender's weapon/shield takes damage.*
misses	parries	attacker weapon takes damage.*
misses	misses	no damage.

*No weapon takes damage if the other weapon was a hafted weapon or was dagger-sized.

DIVINE INTERVENTION TABLE

D100	POW Lost	D100	POW Lost
01-05	0 points	51-60	6 points
06-10	1 point	61-70	7 points
11-20	2 points	71-80	8 points
21-30	3 points	81-90	9 points
31-40	4 points	91-95	10 points
41-50	5 points	96-00	no effect/ no loss

PROBABILITY CHART

% needed to hit	critical chance	fumble chance	impale chance
00	05-01	00	20-01
95	04-01	00	19-01
90	04-01	00	18-01
85	04-01	00	17-01
80	04-01	99-00	16-01
75	03-01	99-00	15-01
70	03-01	99-00	14-01
65	03-01	99-00	13-01
60	03-01	98-00	12-01
55	02-01	98-00	11-01
50	02-01	98-00	10-01
45	02-01	98-00	09-01
40	02-01	97-00	08-01
35	01	97-00	07-01
30	01	97-00	06-01
25	01	97-00	05-01
20	01	96-00	04-01
15	01	96-00	03-01
10	01	96-00	02-01
5	01	96-00	01



HIT LOCATION CHART

die roll on D20	location of hit	notes on hit locations and damage
1-4	right leg	an arm or a leg taking 6 more points than it has is severed.
5-8	left leg	
9-11	abdomen	
12	chest	
13-15	right arm	an arm or leg cannot take more off of hit points than twice value.
16-18	left arm	
19-20	head	

A head, chest, or abdomen hit for more than 6 points above its value is an instant death.

DEFINITIONS

"critical hits" – if the attack or parry roll is less than 5% of that needed, it is a "critical hit," and either (1) the weapon or shield takes 2x damage, or (2) the defender is struck as if he had no armor. Defenders with no armor or thick skin protection receive double damage.

"fumbles" – if the attack roll is less than 5% of that needed to miss, it is a fumble. Refer to the Fumble Chart.

"impale" – if an attack with a thrusting weapon is rolled at the 20% or less level, the weapon impales. Damage done equals the total possible weapon damage plus a regular roll, e.g., a dagger would do 6 plus a roll of 1D4+2 damage.

RESISTANCE TABLE

		POW of Attacking Force																				
		01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21
POW of Defending Force	01	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-	-	-	-	-	-
	02	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-	-	-	-	-
	03	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-	-	-	-
	04	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-	-	-
	05	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-	-
	06	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-
	07	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-
	08	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-
	09	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-
	10	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-
	11	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-
	12	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
	13	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
	14	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
	15	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
	16	-	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75
	17	-	-	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70
	18	-	-	-	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65
	19	-	-	-	-	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60
	20	-	-	-	-	-	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55
	21	-	-	-	-	-	-	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50

The number indicated is the percentage needed for success.

C. ARMOR

ARMOR STATISTICS TABLE

Area Protected	Type	Material	Absorbs	ENC	Cost	Silent
Legs	Greaves†	Leather*	1	0.25	15	0
		Cuirboilli	3	1	40	0
		Plate	6	2	120	-15
Abdomen and Legs	Pants/Trews	Leather*	1	0	10	0
		Leather*	2	1	20	0
		Chainmail	5	3	120	-15
Abdomen	Skirts	Leather*	1	0.5	10	0
		Leather*	2	1	20	0
		Light Scale	4	2	30	-35
		Heavy Scale	5	3	60	-30
		Chainmail	5	3	100	-25
Chest and Abdomen	Hauberk	Linen (Skirt)	3	1	20	-5
		Leather*	1	0.5	20	0
		Leather*	2	1	40	0
		Linen	3	2	30	-5
		Ring Mail	4	2	80	-15
		Light Scale	4	2	40	-30
		Heavy Scale	5	3	60	-25
		Chainmail	5	2	200	-20
Chest	Byrnie	Leather*	1	0.5	10	0
		Leather*	2	1	20	0
		Ring Mail	4	1	50	-5
		Chainmail	5	1	120	-15
	Cuirass	Cuirboilli	3	1	40	-5
		Linen	3	1	35	-5
		Heavy Scale	5	3	40	-25
		Brigandine	5	2	175	-15
		Plate	6	3	200	-15
		Chainmail	5	2	75	-15
Arms	Sleeves Vambrace†	Leather*	1	0.25	10	0
		Cuirboilli	3	1	30	0
		Plate	6	2	100	-10

* Can be worn under any other armor, with a cumulative encumbrance penalty. Instead of leather, this could also be quilted or thick cloth. It has the same qualities as described for leather.

† For game conventions, these are considered to cover the entire limb, although the actual armor which goes by these names only covers the area between elbow and hand (vambraces) and knee and foot (greaves).

SHIELD STATISTICS TABLE

Size	STR	Absorbs	Base Chance	05-25	30-50	55-75	Price	ENC
Small	5+	8	05%	200	400	800	15	1
Medium	9+	12	10%	100	200	400	30	2
Large	12+	16	20%	50	100	200	50	3

HELMET STATISTICS TABLE

Type	ENC	Absorbs	Cost	Description
Hood	0.25	1	3	Leather hood; can be worn as padding under a helmet.
Cap	0.5	2	5	Hard leather with metal plates riveted on to it.
Composite Helm	0.5	3	10	Cuirboilli with metal plates riveted on to it.
Open Helm	1	4	15	Metal helm with cheek and back plates; similar to Roman legionaire helm.
Closed Helm	1	5	30	Metal helm like the above but with eye and nose protection as well.
Full Helm	2	6	50	A solid metal helm with total coverage of head and neck except for eyeholes.

D. OTHER SKILLS

ALCHEMIST SKILLS TABLE

<i>Skill</i>	<i>Cost of Training</i>	<i>Ingredient Cost per Dose</i>	<i>Potion Cost</i>
Acid Making	500 L/Potency Level	5 L/Point of Potency	50 L/Point of Potency
Antidotes	as cost of countered agent	as cost of countered agent	as cost of countered agent
Blade Venom	1000L/Potency Level	10 L/Point of Potency	100 L/Point of Potency
Systemic Poison	400 L/Potency Level	4 L/Point of Potency	40 L/Point of Potency
Battle Magic	2000 L/Point of Spell	20 L/Point of Spell	200 L/point of Spell
Healing	2000 L/Hit Point Healed	20 L/Hit Point Healed	200 L/Hit Point Healed
Power Restoring	2000 L/Point of POW	20 L/POW Point Restored	only used by maker

COMBINED SKILLS TABLE

<i>Association</i>	<i>Type</i>	<i>Skill</i>	<i>Basic Chance</i>	<i>05-25</i>	<i>30-50</i>	<i>55-75</i>	<i>80-100</i>
Sages	Manipulation	Map Making	10%	100	200	400	800
		Knowledge	Evaluate Treasure	05%	400	800	1600
	Read/Write Own Lang.		10%	200	400	800	1600
	Read/Write Other Lang.		00%	400	800	2000	4000
	Speak Other Languages		00%	600	1200	2000	4000
	Special	Oratory	05%	500	1000	3000	EXP.
Thieves	Manipulation	Climbing	15%	200	400	800	1600
		Hide Item	10%	400	800	1600	3200
		Jumping	15%	100	200	400	800
		Lock Picking	05%	500	1000	2000	4000
		Trap Set/Disarm	05%	400	800	1600	3200
		Perception	Listen	25%	200	400	800
	Spot Hidden Items		05%	200	600	1000	EXP.
	Spot Trap		05%	200	600	1000	EXP.
	Taste Analysis		00%	500	1000	2000	4000
	Stealth		Camouflage	10%	200	500	1200
		Hide in Cover	05%	200	500	1200	2600
Move Quietly		05%	200	600	1200	EXP.	
Pick Pockets		05%	400	800	1600	EXP.	
Armorsers	Manipulation	Armor Making	00%	500	1000	2000	4000
		Weapon Making	00%	500	1000	2000	4000
		Shield Making	00%	500	1000	2000	4000
Mariners	Manipulation	Swimming	15%	100	200	300	400
Foresters	Perception	Tracking	10%	200	400	800	EXP.
Horsemasters	Manipulation	Riding	05%	100	500	1000	EXP.

HORSEMASTER SERVICES COST TABLE

warhorse training per type of attack:

05-25	200
30-50	400
55-75	800
80-100	EXP.

cavalry horse training (flat fee): 1000

E. TREASURE

SCROLL TABLE

d100	Type
01	Special scroll; referee's discretion.
02-15	Description of methods to increase certain characteristics by 1 point. Takes 1D20 weeks to implement; good for STR, DEX, CON, or CHA.
16-30	Letter of credit, deed, valuable historical knowledge.
31-50	Secret technique scroll, giving 1D4x5% increase in one of the weapons on the Weapon Training Table.
51-65	Secrets of general abilities scroll, giving 1D4x5% increase in the ability and all special skills tied to the ability.
66-75	Map to an area which may still be interesting (treasure hoard, hideout, whatever).
76-00	Seemingly useless and/or unreadable.

POTION TABLE

D100	Type
01-10	Healing Potion
11-25	Battle Magic Spell Potion
26-55	Systemic Poison
56-65	Blade Venom
66-80	Poison Antidote
81-90	Other
91-00	Spoiled Potion (possibly poisonous)

CRYSTAL TABLE

D100	Type
01	Combination crystal, roll twice and combine*
02	Extra power crystal, roll again and add 1D6 POW†
03-05	Healing focussing crystal, 1D8 POW
06-08	Sensitivity crystal, 1D8 POW
09-11	Twice POW yielding crystal, 1D8 POW
12-14	Power enhancing crystal, 1D8 POW
15-16	Spell reinforcing crystal, 1D4 POW
17-18	Spell strengthening crystal, 1D4 POW
19-20	Spell resisting crystal, 1D4 POW
21-22	Spirit supporting crystal, 1D4 POW
23-24	Spell storing crystal, 1D4 POW
25-30	Flawed
31-00	POW storing/spirit trapping crystal, 2D6+3

* Roll D100 and divide by 4, rounding up. A powered crystal cannot be combined with a POW storing crystal.
 † This additional 1D6 can be added to the POW storing in a POW storing crystal.

TREASURE TABLE

Treasure Factor	Clacks	Lunars	Wheels	Gems/Jewelry	Special Items
01-10	(75) 1D100	(75) 1D10	(50) 1D6	(50) 1	(05) 1
11-20	(85) 1D100	(85) 1D100	(65) 1D10	(65) 1	(10) 1
21-30	(95) 2D100	(95) 2D100	(75) 1D10	(75) 1	(15) 1
31-40	(95) 4D100	(95) 3D100	(90) 1D20	(90) 1	(20) 1
41-50	(95) 8D100	(95) 4D100	(95) 2D20	(95) 1	(25) 1
51-60	(95) 10D100	(95) 5D100	(95) 3D20	(95) 1	(30) 1
61-70	(95) 10D100	(95) 6D100	(95) 5D20	(95) 2	(35) 1
71-80	(95) 20D100	(95) 10D100	(95) 2D100	(95) 2	(40) 1
81-90	(95) 20D100	(95) 10D100	(95) 3D100	(95) 2	(45) 1
91-00	(95) 30D100	(95) 20D100	(95) 4D100	(95) 3	(50) 1

ROLLING LESS THAN THE INDICATED PERCENTAGE

- If the number rolled is $\frac{1}{2}$ the needed number, multiply the treasure of that type by 2.
- If the number is $\frac{1}{4}$ the needed number, multiply by 3.
- If the number is $\frac{1}{8}$ the needed number, multiply by 4.
- If the number is $\frac{1}{10}$ the needed number, multiply by 5.
- If the number is $\frac{1}{20}$ the needed number, multiply by 10.

SPECIAL ITEM TABLE

D100	Item
01-35	Scroll
36-60	Potion
61-85	Battle Magic Spell
86-00	Magic Crystal/Matrix

GEMS/JEWELRY TABLE

D100	Type	Worth
01	Special Jewelry	Roll again on this table for worth and on the Special Item Table for type.
02	Magical Crystal	See Magic Crystal Table.
03	Ancient Treasure	1D20x10,000 L.
04-05	Heirloom Jewelry	3D6x1000 L.
06-10	Superb Gemstone	1D10x1000 L.
11-15	Excellent Jewelry	1D6x1000 L.
16-20	Excellent Gemstone	3D6x100 L.
21-30	Very Good Jewelry	12D100 L.
31-40	Very Good Gemstone	6D100 L.
41-50	Good Jewelry	10D20 L.
51-60	Good Gemstone	2D100 L.
61-70	Costume Jewelry	5D20 L.
71-80	Flawed Gemstone	1D100 L.
81-90	Trade Junk Jewelry	1D20 L.
91-95	Semi-Precious Stones	1D10 L.
96-00	Pretty Stones	Worthless.

TREASURE FACTORS

A monster gets 1 treasure factor for each of the following considerations:

- each 5 points of hit points, or fraction thereof;
- each 25% chance to hit, or portion thereof (thus 30% is 2 treasure factors);
- each extra die of damage done by the monster (+1D4 or +1D6 count as 1);
- each point of armor protecting the monster's whole body (3 point skin would be 3 treasure factors);
- each combat spell possessed by the monster;
- each special power of the monster (like a jack-o-bear's mind control);
- each 5 levels of poison potency used by the monster (a troll using a level 7 blade venom would have 2 TF from that);
- each extra attack the monster has (a jack-o-bear uses 2 claws, and thus gains 1 treasure factor).

F. WEAPONS

WEAPONS STATISTIC TABLE

Type	Name	STR	DEX	Damage	HP	Cost	ENC	Length (Range)	SR (Rate)	Basic	05-25	30-50	55-75
Axe, 1H	battle axe	13	9	1D8+2	15	40	2	0.8	3	20	300	500	1000
	hatchet	7	7	1D6+1	15	25	1	0.4	4	20	300	500	1000
Axe, 2H	battle axe	9	7	1D8+2	15	40	2	0.8	3	15	300	600	1200
	great axe	11	7	2D6+2	15	50	2	1.2	2	15	300	600	1200
	pole axe	13	9	3D6	12	75	3	1.6	1	15	300	600	1200
	rhomphia	11	9	2D6+2	12	50	2	1.2	2	15	300	600	1200
Butt	butt	-	-	1D4	head	0	0	0	4	10	100	500	1000
Dagger	dagger	-	-	1D4+2	12	20	0	0.2	4	25	100	300	600
Fist	fist	-	-	1D3	arm	0	0	0	4	25	200	400	800
	claw	7	9	1D4+1	5	50	1	0	4	25	200	400	800
	hvy. cestus	11	-	1D3+2	10	40	1	0	4	25	200	400	800
	lt. cestus	7	-	1D3+1	5	25	0	0	4	25	200	400	800
Flail, 1H	grain flail	9	-	1D6	8	10	1	0.5	3	15	300	600	1200
	war flail	11	-	1D6+2	12	75	2	0.7	3	15	300	600	1200
Flail, 2H	military flail	9	-	2D6+2	15	75	3	2.0	0	05	400	800	1600
Grapple	grapple	-	-	special	-	0	0	0	4	25	200	500	1200
Hammer, 1H	w. hammer	11	9	1D6+2	20	50	1	0.8	3	20	200	500	1000
	war pick	11	9	1D6+2	20	50	1	0.8	3	20	200	500	1000
Hammer, 2H	grt. hammer	9	9	2D6+2	15	75	3	1.5	1	05	300	600	1200
Kick	kick	-	-	1D6	leg	0	0	0	4	25	200	400	1000
Mace, 1H	heavy mace	13	7	1D8+2	20	40	2	0.8	3	25	200	400	800
	light mace	7	7	1D6+2	20	15	1	0.6	3	25	200	400	800
	singlestick	-	9	1D6	10	10	0	0.4	4	25	200	400	800
Maul	heavy mace	9	7	1D8+2	20	40	2	0.8	3	20	200	600	1500
	maul	11	7	2D8	15	40	3	1.5	1	20	200	600	1500
	qtr. staff	9	9	1D8	15	10	2	2.0	0	20	200	600	1500
Morning Star	Flail	11	7	1D10+1	12	100	2	1.0	2	05	400	800	1600
Pike	pike	11	7	2D6+1	15	30	3	3.5+	0	10	400	800	1600
Rapier	rapier	7	13	1D6+1	12	100	1	1.2	2	05	500	1000	2000
Shortsword	shortsword	-	-	1D6+1	20	25	1	0.6	3	15	200	400	800
Sickle	sickle	-	-	1D6+1	15	30	1	0.5	3	15	200	400	800
Spear, 1H	long spear	11	9	1D8+1	15	20	3	2.5	1	10	200	500	1000
	short spear	9	7	1D6+1	15	15	2	1.8	2	10	200	500	1000
	lance	9	7	1D10+1	20	30	3	3.0	0	10	200	500	1000
Spear, 2H	long spear	9	7	1D10+1	15	20	3	2.5	0	20	200	400	800
	short spear	7	7	1D8+1	15	15	2	1.8	1	20	200	400	800
Sword, 1H	bstd. sword	13	9	1D10+1	20	75	1	1.2	2	10	300	500	1000
	broadsword	9	7	1D8+1	20	50	1	1.0	2	10	300	500	1000
	scimitar	9	9	1D8+1	20	50	1	1.0	2	10	300	500	1000
Sword, 2H	bstd. sword	9	9	1D10+1	20	75	1	1.2	2	05	500	1000	2000
	greatsword	11	13	2D8	15	150	2	1.5	1	05	500	1000	2000

MISSILE STATISTICS

Axe, throw.	throwing axe	9	9	1D6	15	35	1	(20)	(S/MR)	10	300	600	1200
Bow	composite	13	9	1D8+1	10	150	2	(100)	(S/MR)	10	300	800	1500
	elf bow	-	-	1D8+1	10	0	2	(120)	(S/MR)	10	300	800	1500
	self bow	9	9	1D6+1	6	50	2	(80)	(S/MR)	10	300	800	1500
Crossbow	arbalest	13	7	3D6+1	10	150	3	(150)	(1/5R)	20	200	400	800
	hvy. crs. bow	11	7	2D6+2	10	100	2	(120)	(1/3R)	20	200	400	800
	lt. crsbow	7	7	2D4+2	6	80	2	(100)	(1/2R)	20	200	400	800
Dagger, Throwing		-	9	1D4	12	50	0.25	(20)	(S/MR)	15	300	600	1200
Javelin	dart	-	9	1D6	8	25	0.5	(20)	(S/MR)	15	300	600	1200
	javelin	9	9	1D10	10	35	1	(20)	(1/MR)	15	300	600	1200
Rock	rock	-	-	1D4	-	0	0	(20)	(S/MR)	25	100	300	800
Sling	sling	-	9	1D8	-	5	1	(80)	(S/MR)	10	300	600	1200
Staff Sling	staff sling	9	9	1D10	10	15	2	(100)	(1/MR)	05	400	800	1600

G. OTHER COMBAT

FUMBLE TABLE

D100 Nature and Effect on Fumbler

01-05	lose next parry.
06-10	lose next attack.
11-15	lose next attack and parry.
16-20	lose next attack, parry, and any defense bonus aid.
21-25	lose next D3 attacks.
26-30	lose next D3 attacks and parries.
31-35	shield strap breaks; lose shield immediately.
36-40	shield strap breaks; as above, and also lose next attack.
41-45	armor strap breaks; roll for hit location—that spot's armor lost.
46-50	armor strap breaks; as above, and lost next attack and parry.
51-55	fall; lose parry this round (takes D3 rounds to get up).
56-60	twist ankle; lose ½ speed for 5D10 rounds.
61-63	twist ankle and fall; apply previous two items.
64-67	vision impaired; lose 25% effectiveness on attacks and parries (takes D3 round unengaged to fix).
68-70	vision impaired; as above, but lose 50% and take D6 rounds.
71-72	vision blocked; lose all attacks and parries (D6 rounds unengaged to fix).
73-74	distracted; foes attack at +25% effectiveness for next round.
75-78	weapon dropped (takes D3 rounds to recover).
79-82	weapon knocked away (roll D6 for meters' distance and D8 for compass direction of weapon).
83-86	weapon shattered (100% chance if enchanted; 10% less per point of battle magic on weapon; 20% less for each Rune point).
87-89	hit nearest friend (hit self if no friend near); do rolled damage.
90-91	as above, but do full possible damage.
92	as above, but do critical hit.
93-95	hit self; do rolled damage.
96-97	hit self; do full possible damage.
98	hit self; do critical hit.
99	blow it; roll twice on this table and apply both results.
00	blow it badly; roll thrice on this table and apply all three results.

D100

Nature and Effect on Fumbler

75-78	Parrying weapon or shield dropped (D3 rounds to recover).
79-82	Parrying weapon or shield knocked away (roll D6 for number of meters it travels and D8 for compass direction it went).
83-86	Parrying weapon or shield shatters (100% if unenchanted; 10% less for each point of battle magic on object, and 20% less for each point of Rune magic).
87-92	Wide open; foe automatically hits with normal damage.
93-96	Wide open; foe automatically hits with full possible damage.
97-98	Wide open; foe automatically critical hits.
99	Blow it; roll twice on this table and apply both results.
00	Blow it badly; roll thrice and apply all the results.

NON-HUMANOID HIT LOCATION TABLE

BASILISKS/COCKATRICES/ GRIFFINS/SKY BULLS

Location	D20	Points
Right hind leg	01-02	5
Left hind leg	03-04	5
Hindquarters	05-07	6
Forequarters	08-10	6
Right wing	11-12	4
Left wing	13-14	4
Right fore leg	15-16	5
Left fore leg	17-18	5
Head	19-20	5

BOLO LIZARDS/ DEMI-BIRDS

Location	D20	Points
Right leg	01-04	5
Left leg	05-08	5
Abdomen	09-10	5
Chest	11-13	6
Right wing/arm	14-15	4
Left wing/arm	16-17	4
Head	18-20	5

DRAGONSNAILS-- One-Headed

Location	D20	Points
Shell	01-08	7
Forebody	09-14	6
Head	15-20	6

DRAGONSNAILS-- Two-Headed

Location	D20	Points
Shell	01-08	7
Forebody	09-14	6
Head 1	15-17	6
Head 2	18-20	6

CENTAURS

Location	D20	Points
Right hind leg	01-02	4
Left hind leg	03-04	4
Hindquarters	05-06	6
Forequarters	07-09	6
Right fore leg	10-11	4
Left fore leg	12-13	4
Chest	14	6
Right arm	15-16	4
Left arm	17-18	4
Head	19-20	5

DRAGONS/MANTICORES

Location	D20	Points
Right hind leg	01-02	5
Left hind leg	03-04	5
Hindquarters	05-06	5
Tail	07-08	4
Forequarters	09-10	6
Right wing	11-12	4
Left wing	13-14	4
Right fore leg	15-16	5
Left fore leg	17-18	5
Head	19-20	5

GARGOYLES/ WIND CHILDREN

Location	D20	Points
Right leg	01-03	5
Left leg	04-06	5
Abdomen	07-09	5
Chest	10	6
Right wing	11-12	4
Left wing	13-14	4
Right arm	15-16	4
Left arm	17-18	4
Head	19-20	5

SCORPION MEN

Location	D20	Points
Right hind leg	01	3
Right center leg	02	3
Right fore leg	03-04	3
Left hind leg	05	3
Left center leg	06	3
Left fore leg	07-08	3
Tail	09-10	5
Thorax	11-12	5
Chest	13-14	6
Right arm	15-16	4
Left arm	17-18	4
Head	19-20	5

SNAKES

Location	D20	Points
Tail	01-06	5
Body	07-14	6
Head	15-20	5

WALKTAPI

Location	D20	Points
Right leg	01-02	5
Left leg	03-04	5
Abdomen	05	5
Chest	06	6
Right arm	07-08	4
Left arm	09-10	4
Tentacle 1	11	4
Tentacle 2	12	4
Tentacle 3	13	4
Tentacle 4	14	4
Tentacle 5	15	4
Tentacle 6	16	4
Tentacle 7	17	4
Tentacle 8	18	4
Head	19-20	5

CLIFF TOADS/ ROCK LIZARDS/ RUBBLE RUNNERS/ SHADOW CATS/ FOUR-LEGGED MOUNTS

Location	D20	Points
Right hind leg	01-02	4
Left hind leg	03-04	4
Hindquarters	05-07	6
Forequarters	08-10	6
Right fore leg	11-13	4
Left fore leg	14-16	4
Head	17-20	5

GORPS

Location	D20	Points
Body	01-20	All

WYRMS

Location	D20	Points
Tail	01-04	6
Abdomen	05-08	6
Chest	09-12	7
Right wing	13-14	5
Left wing	15-16	5
Head	17-20	6

WYVERNS

Location	D20	Points
Right leg	01-03	5
Left leg	04-06	5
Abdomen	07-08	5
Chest	09-11	6
Tail	12	5
Right wing	13-14	4
Left wing	15-16	4
Head	17-20	5

H. SPELL LISTS, SHAMANS

BATTLE MAGIC SPELLS LIST

SPELL LIST AND COSTS

- | | |
|---------------------|--------|
| 1. Befuddle | 1500 L |
| 2. Binding | 1500 L |
| 3. Bladesharp | Var* |
| 4. Bludgeon | Var* |
| 5. Cordination | 1500 L |
| 6. Countermagic | Var* |
| 7. Darkwall | 1500 L |
| 8. Demoralize | 1500 L |
| 9. Detect Detection | 300 L |
| 10. Detect Enemies | 300 L |
| 11. Detect Gems | 1000 L |
| 12. Detect Gold | 300 L |
| 13. Detect Life | 300 L |
| 14. Detect Magic | 300 L |
| 15. Detect Silver | 200 L |
| 16. Detect Spirit | 300 L |
| 17. Detect Traps | 300 L |
| 18. Detect Undead | 300 L |
| 19. Detection Blank | Var* |
| 20. Dispel Magic | Var* |
| 21. Disruption | 500 L |
| 22. Dullblade | Var* |
| 23. Extinguish | 1000 L |
| 24. Fanaticism | Var* |
| 25. Farsee | 500 L |
| 26. Firearrow | 2000 L |
| 27. Fireblade | 2000 L |
| 28. Glamour | 2000 L |
| 29. Glue | Var* |
| 30. Harmonize | 1500 L |
| 31. Healing | Var* |
| 32. Ignite | 500 L |
| 33. Invisibility | 2500 L |
| 34. Ironhand | Var* |
| 35. Light | 500 L |
| 36. Lightwall | 2000 L |
| 37. Mind Speech | Var* |
| 38. Mobility | 1500 L |
| 39. Multimissile | Var* |
| 40. Protection | Var* |
| 41. Repair | 1500 L |
| 42. Shimmer | Var* |
| 43. Silence | 500 L |
| 44. Speedart | 500 L |
| 45. Spirit Binding | 1500 L |
| 46. Spirit Shield | Var* |
| 47. Strength | 1500 L |
| 48. Vigor | 2000 L |
| 49. Xenohealing | Var* |

ONE POINT SPELLS

- Befuddle
- Binding
- Demoralize
- Detect Detection
- Detect Enemies
- Detect Life
- Detect Magic
- Detect Silver
- Detect Spirit
- Detect Undead
- Disruption
- Farsee
- Ignite
- Light
- Mobility
- Silence
- Speedart
- Spirit Binding

TWO POINT SPELLS

- Coordination
- Darkwall
- Detect Gems
- Detect Traps
- Extinguish
- Firearrow
- Glamour
- Harmonize
- Repair
- Strength

THREE POINT SPELLS

- Invisibility

FOUR POINT SPELLS

- Fireblade
- Lightwall
- Vigor

Cost of Variable Spells

- | | |
|---------------|--------|
| 1st point | 500 L |
| 2nd point | 1000 L |
| 3rd point | 1500 L |
| 4th point | 2000 L |
| 5th point | 2500 L |
| 6th point | 3000 L |
| Each +1 point | +500 L |

VARIABLE POW SPELLS

- Bladesharp
- Bludgeon
- Countermagic
- Detection Blank
- Dispel Magic
- Dullblade
- Fanaticism
- Glue
- Healing
- Ironhand
- Mind Speech
- Multimissile
- Protection
- Shimmer
- Speedart
- Spirit Shield
- Xenohealing

STANDARD RUNE MAGIC SPELLS TABLE

ONE POINT MINIMUM		
1	Absorption	Stackable
2	Discorporation	Stackable
3	Dismiss Elemental 1	Non-Stackable
4	Divination	Stackable
5	Divine Intervention	Stackable
6	Extention 1	Non-Stackable
7	Matrix Creation	Stackable
8	Mind Link	Stackable
9	Multispell 1	Non-Stackable
10	Reflection	Stackable
11	Runepower 1	As Per Spell
12	Shield	Stackable
13	Spell Teaching	Non-Stackable
14	Spirit Block	Stackable
15	Warding	Stackable

TWO POINTS MINIMUM

16	Concealment	Non-Stackable
17	Dismiss Elemental 2	Non-Stackable
18	Extention 2	Non-Stackable
19	Multispell 2	Non-Stackable
20	Runepower 2	As Per Spell
21	Vision	Non-Stackable

THREE POINTS MINIMUM

22	Dismiss Elemental 3	Non-Stackable
23	Extention 3	Non-Stackable
24	Multispell 3	Non-Stackable
25	Runepower	As Per Spell

SHAMAN FETCH TABLE

D100	POW	D100	Type
01-10	2D6	01-50	Friendly
11-20	3D6	51-90	Neutral
21-35	3D6+6	91-00	Malign
36-85	4D6+6		
86-95	4D6+6		
96-00	5D6+6		

SPIRIT PLANE CONTACT TABLE

D100	Spirit POW	Spirit INT	D100	Spirit POW	Spirit INT
01-10	1D6	1D3	96	6D6+6	3D6+6
11-20	2D6	1D6	97	7D6+6	3D6+6
21-35	3D6	2D6+3	98	8D6+6	3D6+6
36-75	3D6+6	3D6	99	10D6+6	3D6+6
76-90	4D6+6	3D6+3	00	Deity	Unlimited
91-95	5D6+6	3D6+6			

RUNEQUEST

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With *RuneQuest* you enter a world of high adventure and death-defying excitement, where good and evil meet face to face and weapon to claw. Every step of the way you'll be aided by rules that are carefully explained and sequentially structured—you'll find what you need when you need it. The game system's realism parallels its logic of presentation: characters develop freely and fully, just as they do in life, and no rule prevents the use of weapon or magic in any tight spot.

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