RuneQuest

Companion

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INTRODUCTION

Welcome to the *RuneQuest Companion*. This book is intended to pick up where the core rulebook for *RuneQuest* left off. Though the core rulebook provides everything absolutely necessary to play *RuneQuest*, players and Games Masters alike will find that the *RuneQuest Companion* is a valuable addition to play.

The *RuneQuest Companion* expands on some of the rules from the core rulebook and also offers a large number of new rules for use in the game. Within these pages, readers will discover the secrets of the spirit world and how to handle spirit combat in *RuneQuest* – and they will also meet a few of the more common and more dangerous denizens of the spirit world. New and powerful styles of magic are explored as well, from the faithful priest who gains magical power directly from his god to the learned sorcerer who uses skill and will to wrench magic into existence, to change it and manipulate it.

The discussion of magic is hardly limited to new spells; the process of creating permanent items of magical power is discussed in detail. Within these pages are the secrets to locking ghosts within binding enchantments, forging divine protections for temples and establishing conditions on enchanted items to dictate whom they will work for and how.

The *RuneQuest Companion* also contains an expanded chapter on cultural backgrounds and professions. From the primitive herbalist, to the mariner sailor, to the civilised tumbler, players will find a host of new backgrounds and professions to suit any character idea.

The lives of adventurers are not put on hold when they return from the wilderness and the *RuneQuest Companion* explores this as well. The Between Adventures chapter provides rules for making a living while inside a city – legitimately or not – as well as covering a wide variety of topics important to the adventurer who finds himself between adventures. This includes such things as item creation time, item quality and how much things might cost in different areas of the world. Of particular interest are the discussions of item quality – the products of master craftsmen and the benefits these masterpieces of the craft can bring to the characters that use them.

A huge part of the life of a hero is spent travelling. After all, no character can expect to spend his days in the comfortable environs of a city's finest hostel, waiting for all the adventures and challenges of the world to trudge their way across the globe to his door. Indeed, as most adventurers know, the greater the challenge and the greater the reward, the more remote and forbidding the locale. The Travel chapter offers simple and streamlined rules governing journeys made by land and by sea, allowing a Games Master to easily determine the time required and the troubles encountered along the way. Sea travel in particular is discussed in detail, from travel times, to storms, to fires, to combating enemy ships. The Games Master will find simple and straightforward rules that allow him to add flavour and peril to a sea journey without consulting a score of tables or making dozens of die rolls. Lastly, the Travel chapter introduces a variety of ships to *RuneQuest*, delineating their statistics and prices.

Finally, the *RuneQuest Companion* closes with a chapter on Temples, replete with details on these permanent and semi-permanent religious structures. From humble woodland sites to the majesty of a great temple, what separates one from the other is fully discussed and delineated, and a selection of example temples is included for ease of reference.

NEW CHARACTER RESOURCES

This chapter of the *RuneQuest Companion* is designed to significantly expand the number of options available to players of *RuneQuest*. Human characters may come from almost any culture imaginable, with a wide array of skills and professions learnt throughout their lives. By combining the rules below with those available in the core rulebook for *RuneQuest*, players and Games Masters can find the right background, profession, skills and cults to fit almost any character concept.

Backgrounds & Professions

The core rulebook for *RuneQuest* provides rules for four types of background for Player Characters – peasant, townsman, barbarian and noble. Clearly, these do not tell the entire story of human civilisation. There are as many different human civilisations as there are words to describe them, from the benighted to the enlightened, from the open to the xenophobic. Obviously, minor variations in the temperament and proclivities of an individual culture are beyond the range of the *RuneQuest Companion*; such things are best left to books detailing individual worlds. However, there are important distinctions between cultures of varying technology and social levels, and that is the subject of this section of the *RuneQuest Companion*.

New Cultural Backgrounds

The player is free to choose the background the character comes from (with Games Master approval), which determines Basic skill bonuses, starting money and which Advanced skills are available. The backgrounds available are listed below. These may be used in addition to those presented in the *RuneQuest* core rulebook.

Civilised: These characters hail from a culture that is more advanced than most found in a fantasy world.

This culture may be experimenting with the beginnings of such technological marvels as steam engines and black powder. In a civilised culture, education is becoming a right, not a privilege, and the skills of the civilised character reflect this. However, he may be lacking in some of the skills that characters from other backgrounds will depend upon for survival in a harsh world.

Mariner: A character from a mariner culture has spent his life on or around the sea. A mariner culture is not something found in every port city – such a character belongs more to the townsman or civilised background. Instead, a mariner culture evolves when the sea is the primary influence on the people. Mariner cultures grow in such places as island chains, remote ports and even amongst a people who spend their entire lives at sea.

Nomad: Nomadic people are constantly on the move, with no home and hearth to call their own. They may move aimlessly about, or they may have several camps

The Rune of COLD

New Cultural Backgrounds

Background	Basic Skill Bonuses	Advanced Skills	Starting Money	Available Professions
Civilised	Evaluate +15%, Influence +15%, Lore (World) +10% Pick One Rapier +10%, Crossbow +10%	Courtesy[1], Language (Native) +50%, Lore (Regional) Pick Three Artistic Expression[1], Craft, Dance, Language, Lore, Mechanisms, Play Instrument, Streetwise	4D6x75 silver	Alchemist, Blacksmith, Courtier, Craftsman, Diplomat, Explorer, Knight[1], Lord, Physician, Priest, Scholar, Scribe[1], Soldier, Spy
Mariner	Acrobatics +5%, Athletics +10%, Boating +15%, Dodge +5%, Lore (Animal) +5%, Lore (World) +10%, Sing +5%, Throwing +5% Pick Two 1H Hammer +10%, 1H Sword +10%, Dagger +10%, Unarmed +10%	Language (Native) +50%, Lore (Regional) Pick One Craft, Language, Lore, Shiphandling	4D6x25 silver	Craftsman, Explorer, Fisherman, Mercenary, Merchant, Sailor
Nomad (Arctic)	Athletics +5%, Boating +10%, Lore (Animal) +5%, Perception +5%, Resilience +10%, Stealth +5% Pick Two 1H Axe +15%, 1H Hammer +15%, Dagger +15%, Spear +15%	Language (Native) +50%, Lore (Regional), Survival Pick One Craft, Lore, Tracking	4D6x20 silver	Craftsman, Explorer, Fisherman, Hunter, Shaman
Nomad (Desert)	Athletics +5%, Lore (World) +5%, Perception +5%, Resilience +10%, Riding +10%, Stealth +5% Pick Two 1H Axe +15%, 1H Sword +15%, Bow +15%, Dagger +15%, Shield +15%	Language (Native) +50%, Lore (Regional), Survival Pick One Craft, Lore, Tracking	4D6x20 silver	Animal Trainer, Craftsman, Explorer, Hunter, Shaman, Tracker
Nomad (Temperate)	Athletics +10%, Lore (Animal) +5%, Lore (Plant) +5%, Lore (World) +5%, Perception +5%, Resilience +5%, Riding +10%, Stealth +5% Pick Two 1H Axe +10%, 1H Hammer +10%, Blowgun +10%, Bow +10%, Dagger +10%, Shield +10%, Sling +10%	Language (Native) +50%, Lore (Regional), Survival Pick One Craft, Languages, Lore, Tracking	4D6x20 silver	Acrobat, Animal Trainer, Craftsman, Explorer, Herdsman, Hunter, Peddler[1], Shaman, Tracker
Primitive	Athletics +10%, Lore (Animal) +10%, Lore (Plant) +10%, Perception +10%, Resilience +10%, Stealth +10% Pick One 1H Axe +10%, 1H Hammer +10%, Dagger +10%, Sling +10%, Spear +10%	Language (Native) +50%, Lore (Regional), Survival, Tracking	4 D6x10 silver	Hunter, Shaman, Tracker

[1] New skill or profession described in this chapter.

Civilised, Mariner, Nomad (Arctic), Nomad (Temperate), Nomad (Desert) and Primitive

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they move to and from throughout the year. With no crops and few herd animals of their own, nomads are adept at surviving on what they can quickly and easily scavenge from the land. There are three types of nomads presented below: arctic, desert and temperate, each with its own advantages and disadvantages.

⊠ Arctic nomads typically move along a coastline, following the migratory patterns of large sea mammals such as whales and walruses, from which they harvest everything from food to oil to sustain themselves.

⊠ Desert nomads typically migrate from oasis to oasis, counting on their skill as hunters and intimate knowledge of the few plants living in their domain (as well as their own hardiness) for survival.

⊠ Temperate nomads are significantly different from their arctic and desert counterparts. The lands they travel through are usually quite hospitable, which means it is nearly always also home to permanent populations. Temperate nomads learned long ago to take what they need and move on quickly before anyone is the wiser.

Primitive: People of other cultures commonly dismiss primitive people as little more than animals. While mostly prejudice, it is true that primitive peoples have not mastered the technology that so many other cultures take for granted, as they still rely on flint spears and arrows, and they are highly skilled at the basic knowledge needed for survival in the wild.

New Professions

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Healer	Barbarian, Peasant	First Aid +10%, Lore (Animal) +10%, Lore (Plant) +10%	Healing, Runecasting[1]
Knight	Civilised[2], Noble	Athletics +5%, Influence +5%, Riding +10% **Pick Two** 1H Sword +10%, 2H Sword +10%, Shield +10%, Spear +10%	**Pick One** Courtesy[2], Dance, Oratory[2], Play Instrument
Peddler	Barbarian, Nomad (Temperate)[2], Peasant, Townsman	Driving +5%, Evaluate +10%, Influence +10%, Lore (World) +10% **Pick One** 1H Hammer +5%, Crossbow +5%, Staff +5%, Unarmed +5%	**Pick One** Language, Lore, Streetwise, Survival
Scribe	Civilised[2], Townsman	Evaluate +5%, Lore (World) +5%	Language[3] **Pick Three** Language[3], Lore

[1] This is a Magical skill. Choose one of the following: Beast, Fertility, Plant or Man. The character has integrated that rune and has that rune's Runecasting skill. See the Magic chapter of *RuneQuest* for more details.

[2] New skill or cultural background described in this chapter.

[3] A scribe that selects the Language skill may either learn another Language skill or add +10% to a Language skill he already possesses.

New Professions

RuneQuest offers a large number of professions from which characters may draw prior experience. The following are professions that an adventurer might be expected to perform before becoming an adventurer.

New Advanced Skills

Artistic Expression (POW+CHA)

This skill allows a character to create works of art. Like the Lore and Craft skills, it is actually a large number of skills grouped together under one heading. There are literally dozens of different artistic endeavours a character may pursue and each of them is its own individual skill. For instance, a character who wishes to take up the brush and palette would take Artistic Expression (Painting).

Cultural Backgrounds: Barbarian, Civilised, Townsman and Noble may include Artistic Expression in their list of selectable Advanced skills.

Professions: Bard, Courtier, Craftsman, Diplomat and Scholar may include Artistic Expression in their list of selectable Advanced skills.

Courtesy (INT+CHA)

A noble court, from a minor lord to the grand palace of an emperor, usually conducts its business, even communicates, in ways that would seem utterly alien to a commoner. With this skill, the character knows how to navigate the murky and treacherous waters of life amongst the nobility. He understands the subtleties and extravagances of courtly behaviour, and can use them to his own advantage.

Cultural Backgrounds: Civilised and Noble may include Courtesy in their list of selectable Advanced skills.

Professions: Bard, Courtier, Diplomat, Knight, Scholar and Spy may include Courtesy in their list of selectable Advanced skills. A Lord may choose to lose his profession's Persistence Basic skill bonus and thereby receive Courtesy as an Advanced skill.

Lore (Specific Theology) (INT)

A limited but more detailed version of Lore (Theology), Lore (Specific Theology) is actually a large number of skills grouped together under one heading. Each skill deals with a specific cult or religion exclusively and can be used only to garner knowledge on the specified theology. Of far more importance to many, however, is that Lore (Specific Theology) is one of the key elements necessary to cast Divine Magic, as described on page 10.

Professions: A Priest may choose to lose his profession's Lore (Theology) Advanced skill and thereby receive Lore (Specific Theology) as an Advanced skill.

Oratory (POW+CHA)

This skill is used when addressing large groups of people, such as a priest addressing the faithful or a general exhorting his troops to victory on the eve of a battle. In effect, it is much like Influence, save that it relies more upon emotional appeal than intellectual stimulation and is used for larger groups of people.

Cultural Backgrounds: Noble may include Courtesy in its list of selectable Advanced skills.
Professions: Bard, Courtier, Diplomat and Knight may include Oratory in their list of selectable Advanced skills. A Lord may choose to lose his profession's Riding Basic skill bonus and thereby receive Oratory as an Advanced skill. A Priest may choose to lose his profession's Runecasting Advanced skill and thereby receive Oratory as an Advanced skill.

New Weapons (Primitive)

Primitive cultures are still effectively in the Stone Age, having not yet encountered or mastered the skill of smelting metal from ore. Though their weapons may be made from sharp bits of flint lashed to wood, they are quite effective, as many a warrior clad in metal armour can show the scars to demonstrate.

New Cults

A trio of new cults are presented here to supplement the organisations described in *RuneQuest*.

Brethren of the Hunter

Prey Stalker, Bearer of the Whisper Bow
The Hunter has defeated wild animals since before Death walked the world, his brethren are known for their taciturn nature and effortless skill in the hunt.

Worshippers: Hunters, tribal warriors

Primitive Close Combat Weapons

Weapon	Skill	Damage Dice	STR/DEX	ENC	AP/HP	Cost
Stone Axe	1H Axe	1D6	13/11	2	2/6	50 SP
	2H Axe	1D6+1	11/11			
Stone Hatchet	1H Axe[1]	1D6–1	7/9	1	2/4	10 SP
Stone Knife	Dagger	1D3–1	—/—	—	3/2	5 SP
Stone Shortspear	1H Spear[1,2,3]	1D8–1	7/7	2	2/5	10 SP

[1] This weapon suffers no penalty when thrown.
[2] This weapon may be set against a charge. See page 35 of *RuneQuest* for details on setting weapons against a charge.
[3] This weapon will impale an opponent upon a critical hit. See page 48 of *RuneQuest* for details on impalement.

Primitive Ranged Weapons

Weapon	Skill	Damage	Range	Load	STR/DEX	ENC	AP/HP	Cost
Stone Hatchet	1H Axe[1]	1D6–1	8m	—	9/13	1	2/4	10 SP
Stone Shortspear	1H Spear[1,2]	1D8–1	20m	—	7/11	2	2/5	10 SP

[1] This weapon suffers no penalty when used in close combat.
[2] This weapon will impale an opponent upon a critical hit. See page 48 of *RuneQuest* for details on impalement.

Initiate of the Lightbearer

Cult Skills: Athletics, Bow, Craft (leatherworker), Dagger, Spear, Stealth, Survival, Tracking

Worshipper Duties: Engaging in the sacred hunt, providing for the community

Cult Spells: Bladesharp, Clear Path, Cover of Night, Detect (specific animal or beast), Mobility, Pierce

Special Benefits: The Brethren receive a +10% bonus to Influence tests in tribal and hunter-gatherer societies.
Acolytes can fire bows utterly soundlessly.
Runelords and Runepriests may skin and butcher a carcass in one quarter the normal time.

Lightbearer

The Everlantern
Lightbearer was the first comfort of primitive creatures as they cowered in the dark places; his followers are dutybound to alleviate suffering and loneliness.

Worshippers: Most civilised peoples, enemies of darkness-orientated folk, courtesans

Cult Skills: Courtesy, First Aid, Influence, Perception, Sing

Worshipper Duties: Providing light, shelter and companionship

Cult Spells: Countermagic Shield, Detect Darkness, Glamour, Good Fortune, Light, Protection, Shimmer, Warmth

Special Benefits: Lightbearers receive a +20% bonus to Influence tests while providing light to people who would otherwise be in darkness.
Acolytes constantly produce illumination as a Magnitude 1 Light spell. Runelords and Runepriests constantly produce illumination as a Magnitude 5 Light spell.

The Moon Maiden

The Lover, the Guiding Hand and the Trickster
Houses dedicated to the Moon Maiden venerate her aspects according to her current phase; she is also called the Moon Madame and the Moon Malcontent.

Worshippers: Mystics, dreamers, liars, confidence artists, whores

Cult Skills: Disguise, Influence, Oratory, Sing, Sleight, Stealth

Worshipper Duties: Depending on the moon's pull, either consorting with, guiding or gulling non-members and lower ranking members of the cult

Cult Spells: Befuddle, Cover of Night, Emotion, Fate, Light, Second Sight, Versatility

Special Benefits: Followers of the Moon Maiden receive a +10% bonus to Persistence tests when resisting or avoiding spells that would interfere with their emotions.
Acolytes can see in moonlight as clearly as though it were daytime.

DIVINE MAGIC

Divine Magic is magical power granted not by a random rune the character has integrated, but rather by the direct action of the character's god. By voluntarily sacrificing points of POW, the faithful are gifted with magical abilities.

Unlike Rune Magic, Divine Magic is not available to everyone. It cannot be gained by simply stumbling upon a rune out in the wilderness. Rather, Divine Magic is carefully meted out to the members of a cult. Generally, only worshippers ranked as initiates and above will have access to Divine Magic, and even then, only to those Divine Magic spells appropriate to the cult.

Divine Magic – A Brief Summary

Though Divine Magic shares some qualities with Rune Magic, it is very much its own entity. Divine Magic is not based on runes – the character who receives Divine Magic receives the actual spell.

Before a spell can be cast using Divine Magic, the following process must be followed:

☒ The character must first acquire the spell through prayer. In order to acquire a particular Divine Magic spell, the caster must possess the Lore (Specific Theology) skill appropriate to his religion and be of initiate or higher rank within a cult dedicated to that religion.

☒ Once the Divine Magic spell has been granted, the character will be ready to try casting it:

☒ To cast a Divine Magic spell, the character must make a Lore (Specific Theology) skill test appropriate to the spell in question.

☒ If the test succeeds, the spell's effects take place and the spell is lost from the caster's memory.

☒ If the test fails, the spell does not take effect – but the spell is not lost from the caster's memory.

Acquiring Divine Magic

Acquiring Divine Magic is at once simple and difficult. To receive a Divine Magic spell, the character must merely possess the Lore (Specific Theology) skill appropriate to his religion and be of initiate or higher rank within a cult dedicated to that religion. However, the character must also have dispensation from the leading Runepriests of his chosen place of worship.

Acquiring a Divine Magic Spell

Magnitude	Minimum Temple Requirement	Cost	Prayer Time
1	Site	50 silver	1 day
2	Site	100 silver	2 days
3	Shrine	200 silver	3 days
4	Shrine	400 silver	4 days
5	Minor Temple	800 silver	5 days
6	Minor Temple	1,600 silver	6 days
7	Major Temple	3,200 silver	7 days
+1	Major Temple	x2	+1 day

The Minimum Temple Requirement represents the fact that the character must be at a sufficiently holy sanctified site in order to for the god in question to grant the spell to the character. Such temples will also have experience acolytes or Runepriests that can aid the character in their religious supplications.

However, if the character is a Runepriest himself and within the effects of a Consecrate spell of a Magnitude equal to or greater than the required Divine Magic spell, he may pray as if he was in a temple.

Cults tend to charge a lower monetary cost for Divine Magic than for Rune Magic, as detailed on the Acquiring a Divine Magic Spell table. This is for the simple reason that anyone learning Divine Magic from a cult is already an active member and it benefits the cult to make active members more powerful.

Lore (Specific Theology) (INT)

Where Rune Magic relies on a number of Runecasting skills, Divine Magic relies only on only a single Advanced skill – Lore (Specific Theology). However, this is not the generic Lore (Theology) listed in the Lore Advanced skill description on page 28 of *RuneQuest*. Each Lore (Specific Theology) skill concentrates on a specific god or religion: Lore (Mithras Theology) is entirely different from Lore (Storm God Theology). Learning Lore (Specific Theology) requires a character to be at least a lay member of a particular cult. It always counts as a cult skill.

A spell granted by a particular religion must be cast using the appropriate Lore (Specific Theology) skill. A character who has been gifted with a spell from Mithras must use the Lore (Mithras Theology) skill to cast that spell.

Lore (Specific Theology) may also be used to recall knowledge of religious nature, just like the Lore (Theology) skill, though the character will only be able to recall knowledge pertinent to or related to the specified religion.

It is incredibly rare for a god to simply to grant a Divine Magic spell to a character instantly – such occurrences normally occur only once or twice per century. It normally takes a great deal of fasting, prayer and supplication (for a number of days equal to the spell's Magnitude) before knowledge of a Divine Spell is passed into the mind of a character.

Dedicated POW

When a deity has granted a Divine Magic spell to a character, that character must expend a great deal of mental effort to controlling and retaining the divine knowledge within his psyche. This is represented by Dedicated POW. For every point of the Divine Magic Spell's Magnitude, the character must dedicate a point of POW toward retaining it. If a Divine Magic spell's magnitude would reduce a character's POW to less than 1, it will not be granted to that character.

Dedicated POW is effectively deducted from the character's POW Characteristic for as long as the spell is held by the character. This means that the character loses any Magic Points in excess of their newly lowered POW when a Divine Magic spell is granted and any skills dependent on POW (such as Resilience and Persistence) are reduced by the Magnitude of the spell.

When the spell is successfully cast or released, the Dedicated POW is immediately returned to the caster. POW-derived skills that had suffered a penalty due to the spell are restored to their full scores. Magic Points, on the other hand, will not be automatically restored.

Once Only

Rune Magic spells, once learnt, can be cast as often as the spellcaster can keep fuelling them with Magic Points. Divine Magic spell are quite different. Each Divine Magic spell may be cast only once. Once cast, the character must return to a temple and spend both funds and time in prayer in order to gain the spell again.

Limitations

A character may only acquire Divine Magic spells that are within his cult's portfolio. A cult of Mithras would be able to grant War spells but not Trickster spells, for instance.

A character may not store a combined Magnitude of Divine Magic spells that would reduce his POW to less than 1.

A character may not store the same Divine Magic spell twice, even if they are of differing Magnitudes.

Casting Divine Magic

A list of spells useable by practitioners of Divine Magic starts on page 13 and many more will appear in supplements for *RuneQuest*. Additionally, most cults have at least a few spells unique only to that particular god or temple, such as those found in *RuneQuest*.

A character must be able to gesture with his hands and be able to chant in order to cast a spell. Whenever a spell is cast using Divine Magic, there will always be a sight and sound that nearby creatures can detect, be it a flash of light, a crack of thunder or a shimmering in the air. The exact effects are up to the Games Master and player to decide for any given spell but will automatically be detected by any creatures within ten times the Magnitude of the spell in metres.

Casting a Divine Magic spell requires a successful Lore (Specific Theology) test. If successful, the spell takes effect and the spellcaster's Dedicated POW is immediately restored.

If the casting test fails, the spell does not take effect. However, the Divine Magic spell is not expended – the caster may attempt to cast the spell again, as early as his next Combat Action.

Only one Divine Magic spell can be cast in a single Combat Round, regardless of how many Combat Actions the caster has.

Magic Points

Divine Magic does not cost any Magic Points when it is cast, unless the caster chooses to overcharge the spell.

Casting Modifiers

Divine Magic spellcasting tests apply the same modifiers as Rune Magic spellcasting tests (see *RuneQuest*, page 66). In addition, the following modifiers may apply:

Spellcaster is within an area Consecrated to his god: +10% per point of the Consecrated area's Magnitude.
Spellcaster is within an area Consecrated to another god: –10% per point of the Consecrated area's Magnitude.

Casting Critical Successes

A critical success on a Divine Magic spellcasting test does not reduce its Magic Point cost (as Divine Spells do not have a Magic Point cost anyway). However, any attempts to resist or counter the spell do suffer a –10% penalty.

Casting Fumbles

Not only does the spell fail, it is lost as well. The divine spellcaster must pray to regain the spell.

Casting Time

Divine Magic spells always take only a single Combat Action to cast.

Dismissing Divine Magic Spells

Like Rune Magic, a caster can dismiss any Permanent or Duration Divine Magic spell(s) he has cast as a single Combat Action. Ceasing to cast a Concentration spell is immediate and not a Combat Action.

A character may also release a Divine Magic spell from themselves as a Combat Action. This immediately releases the spell from their psyche, harmlessly dissipating the divine energy without effect and restoring the character's Dedicated POW.

Overcharging Divine Magic Spells

Overcharging a Divine Magic spell is superficially similar to overcharging a Rune Magic spell. The divine spellcaster expends their own Magic Points in order to boost the spell and a –5% penalty is applied to the Lore (Theology) test for every Magic Point spent in this way.

If the Divine Magic spell is successfully cast, every Magic Point expended in casting the spell has *all* the following effects:

If the spell possesses the Resist trait, the target's Resist test suffers a –10% penalty.
If the spell possesses the Duration trait, its duration is increased by +1.

Note that a character cannot pick and choose from the above list – all of the effects will automatically occur if appropriate.

If the spellcasting fails, the caster loses the Magic Points invested into overcharging the intended Divine Magic spell.

Splitting Magnitude

Unlike Rune Magic, Divine Magic allows the caster to 'split' a spell's Magnitude into multiple spells. For instance, if the caster knows the Absorption spell at Magnitude 3, he may choose to cast it as a single Magnitude 3 spell, or he may split it into three Magnitude 1 Absorption spells, or one Magnitude 1 and one Magnitude 2 Absorption spell.

If a character chooses to split his Magnitude in this way, he will regain Dedicated POW in increments as each Magnitude is expended.

However, a Divine Magic spell may not be 'topped up' by popping back to a temple and praying. A Divine Magic spell must be entirely expended – every point of Magnitude purged from the character's mind – before it may be reacquired through prayer.

For Example: Cheveyah is a devout initiate of Hama-Dreth and has been granted the Fear Divine Magic Spell at Magnitude 5 (Dedicating 5 points of POW in the process).

Cheveyah encounters a peasant that she does not feel is sufficiently awed by her dark god's glory and decides to cast the Fear spell upon him. However, as he is a mere peasant, she chooses merely to cast the spell at Magnitude 2.

Cheveyah casts the spell successfully and the peasant is reduced to a gibbering wreck. Cheveyah also immediately regains two points of Dedicated POW and still has a Magnitude 3 Fear spell at her disposal.

Before Cheveyah can increase her Fear spell's Magnitude back to 5 (or higher), she must either cast or release her remaining Magnitude 3 Fear spell.

The Power of Divine Magic

Divine Magic, a direct gift from the gods to their servants, is extremely powerful. When Divine Magic comes into direct conflict with other magic, such

as Rune Magic or Sorcery, that power makes itself apparent. When in a direct contest with other forms of magic, Divine Magic is considered to have double its normal Magnitude.

For Example: Hegrim is protected from magical effects with a Magnitude 4 Countermagic Shield spell (a Rune Magic spell). Unfortunately for him, he is targeted with a Magnitude 2 Lightning Strike spell cast by Ailish, favoured priestess of the Storm God.

Normally, a Magnitude 2 spell would simply bounce off the Countermagic Shield. However, when Ailish's Divine Magic it comes into contact with Hegrim's Rune Magic, the Lightning Strike's Magnitude is effectively doubled to 4 (for the purposes of overcoming the Countermagic Shield). Instead of being utterly negated by Hegrim's spell, both Ailish's Lighting Strike and Hegrim's Countermagic Shield dissipate.

Spell Traits & Descriptions

Every Divine Magic spell is defined by a series of traits that tells you what kind of spell it is and how it is used in the game. A description then follows describing the spell's precise effects. The traits used by Divine Magic spells are detailed below.

Area (X): The spell affects all targets within a radius specified in metres.
Concentration: The spell's effects will remain in place so long as the character concentrates on it. Concentrating on a spell is functionally identical to casting the spell, requiring the spellcaster to continue to gesture with both arms, chant and ignore distractions. The caster does not regain Dedicated POW until he ceases concentrating on the spell.
Duration (X): The spell's effects will stay in place for the number of minutes indicated.
Instant: The spell's effects take place instantly. The spell itself then disappears.
Magnitude (X): The strength and power of the spell.
Permanent: The spell's effects remain in place until they are dispelled or dismissed.
Progressive: This indicates that the spell can be learnt and cast at greater levels of Magnitude than the minimum (see page 68 of *RuneQuest*).

Ranged: Ranged spells may be cast upon targets up to a maximum distance of the character's POW x 5 in metres.
Resist (Dodge/Persistence/Resilience): The spell's effects do not take effect automatically. The target may make a Dodge, Persistence or Resilience test (as specified by the spell) in order to avoid the effect of the spell entirely. Note that Resist (Dodge) spells require the target to be able to use Reactions in order to dodge. In the case of Area spells, the Resist (Dodge) trait requires the target to dive (see page 52 of *RuneQuest*) in order to mitigate the spell's effect.
Touch: Touch spells require the character to actually touch his target for the spell to take effect. The spellcaster must remain in physical contact with the target for the entire casting.
Trigger: The spell will lie dormant until an event stated in the description takes place. The spell then takes effect and is expended.

Cult
The type of cult that offers this spell to its worshippers. If the cult is listed as 'All', the spell is a utility spell available in all cults. The cult's description will help determine which spells should or should not be available. The Azure Cinquefoil cult is highly unlikely to grant Earth spells, for instance – initiates of this cult are far more likely to learn Trickster spells. It is up to the Games Master to determine if a specific cult can offer a particular Divine Magic spell.

Absorption

Duration 15, Magnitude 1, Progressive, Touch
Cults: Earth, Night

This spell absorbs incoming spells aimed at the target or his equipment, converting their magical energy into Magic Points which are then available to the target. Once cast on a subject, Absorption will attempt to absorb the effects of any spells cast at the target. It will not have any effect on spells that are already affecting a character. The effects of Absorption depend on the relative Magnitude of both itself and the incoming spell – see the Absorption Results table for more details. Any spell absorbed by this spell is cancelled and has no effect.

Remember that when contested against Rune Magic or Sorcery, Absorption is considered to have twice its normal Magnitude.

Absorption Results

Incoming Spell's Magnitude is. . .	Effect
Equal to or weaker than Absorption's Magnitude	Incoming spell absorbed and Absorption remains.
1 or more points stronger than Absorption's Magnitude	Absorption eliminated and incoming spell takes effect.

A character may not accumulate more Magic Points than his POW while Absorption is in effect – excess Magic Points garnered through Absorption simply vanish. Absorption is incompatible with Reflection, Shield and Spirit Block.

Berserk

Duration 15, Magnitude 2, Touch
Cults: Beasts, War

The recipient of this spell is overcome with bloodlust, causing him to disregard his own safety and loyalties but imbuing him with tremendous stamina and combat ability.

The recipient will automatically succeed any Resilience test for the duration of the spell. The recipient also automatically succeeds at any Fatigue tests and cannot be rendered unconscious. The Close Combat skills of the recipient receive a +50% bonus for the spell's duration.

However, the subject may not parry, dodge or cast any magic spells while under the influence of Berserk. Normally, the recipient remains in the Berserk state for the entire 15 minute duration of the spell, but Games Masters may allow a Berserk character to shake off the effects with a Difficult (–20%) Persistence test. At the end of the spell, the recipient immediately drops two Fatigue levels.

Berserk may not be combined with Fanaticism – Berserk will always take precedence in such cases.

Breathe Water

Duration 15, Magnitude 2, Touch
Cults: Sea, Water

This spell allows an air-breathing creature to breathe water for the spell's duration (the subject will still be able to breathe air as well). It may also be used upon a water-breathing creature to allow it to breathe air.

Consecrate

Area Special, Magnitude 1, Permanent, Progressive
Cults: All

This spell is as much a part of a temple's foundation as is its cornerstone, but may actually be cast almost anywhere. It creates a sphere with a radius of ten metres per point of Magnitude. The consecrated sphere is sacred to the spellcaster's god. Consecrate by itself does nothing to keep outsiders at bay, but the caster of the spell will know immediately if a spell, spirit or someone who is not a lay member of his cult crosses the boundaries of the Consecrate spell.

While within the area of a Consecrate spell, an initiate of the same religion gains a bonus to Lore (Specific Theology) tests made to cast Divine Magic spells. Initiates of other gods suffer a penalty to such tests.

This spell requires one hour per point of Magnitude to cast. For more information on Consecrate's use in temples, see the Temples chapter.

Dismiss Magic

Instant, Magnitude 1, Progressive, Ranged
Cults: All

Dismiss Magic may be cast against either a general target or a specific spell. Dismiss Magic will eliminate a combined Magnitude of spells equal to its own Magnitude, starting with the most powerful affecting the target. If it fails to eliminate any spell (because the spell's Magnitude is too high), then its effects immediately end and no more spells will be eliminated. A spell cannot be partially eliminated, so

a target under the effects of a spell whose Magnitude is higher than that of Dismiss Magic will not have any spells currently affecting it eliminated. The caster can also target Dismiss Magic against a single specific spell.

As long as Dismiss Magic's Magnitude equals or exceeds the target spell's Magnitude, the target spell is countered.

Remember that when contested against Rune Magic or Sorcery, Dismiss Magic is considered to have twice its normal Magnitude.

Dismiss Magic may be fired as a Reaction, but only when another spell is cast within Dismiss Magic's Range that the character wishes to counter. A successful Dismiss Magic disrupts the other spell and nullifies it.

Excommunicate

Magnitude 5, Permanent, Resist (Persistence), Touch
Cults: All

This spell severs the mystical link an initiate enjoys with his god, causing the target of the spell to immediately and permanently lose all Divine Magic from the caster's cult. The target will never again be able to learn or use Divine Magic spells from the cult, though it will still be able to use Lore (Specific Theology) for purely academic purposes.

This spell must be cast by a Runepriest and takes one hour to cast.

Exorcism

Concentration, Magnitude 3
Cults: All

By means of this spell, a divine spellcaster can draw out a spirit currently possessing a corporeal being. Whether the possession is dominant or covert is immaterial. The spellcaster must be open to the spirit world in order to cast this spell – he may not be shielded by a Spirit Block, Spirit Screen, Spirit Resistance or similar effect.

In theory, exorcism is quite simple. The exorcist and the possessing spirit engage in a series of opposed Persistence tests. The exorcist gains a +30% bonus

to these tests. Either may use Magic Points to boost their Persistence by +10% per point expended, but this bonus only lasts for a single test.

As soon as the exorcist accumulates enough successes to equal the possessing spirit's POW, the spirit is ousted form the host body and may not re-enter it for a period equal to the exorcist's POW in days. The wise exorcist will ensure that he has sufficient wards and protections ready to be used, as the spirit will likely be vengeful.

This is a dangerous spell to cast, as if the possessing spirit accumulates enough successes to equal the exorcist's POW, the victorious spirit may automatically 'jump' from its current body into the exorcist's.

Extension

Duration Special, Magnitude 1, Progressive
Cults: All

This spell lengthens the duration of any Divine Magic spell with the Duration trait. Extension, and the spell it is extending, are cast simultaneously by the caster – this is an exception to the normal rule that only one Divine Magic spell may be cast during a single Combat Round.

If the Extension spell fails to cast while the augmented spell succeeds, the augmented spell is not extended and operates normally. If the augmented spell fails to cast while the Extension spell succeeds, the Extension spell is not cast.

Each point of Magnitude of the Extension spell doubles the target spell's duration. Thus, a Magnitude 1 Extension increases Breathe Water's Duration to 30 minutes, a Magnitude 2 increases it to one hour, Magnitude 3 increases it to two hours, Magnitude 4 increases it to four hours, and so on.

Fear

Instant, Magnitude 1, Ranged, Resist (Persistence, see below)
Cults: Chaos, Night

This spell causes the target to be gripped with overwhelming fear. Fear has no effect on unconscious targets, targets without an INT Characteristic or targets that are currently under the effect of a Fear spell.

Find X

Duration 15, Magnitude 1, Ranged
Cults: All

This is actually several spells, though they all operate in a similar fashion, which allow the caster locate the closest target of the spell within its range. This effect is stopped by a thick substance such as metal, earth or stone that is at least one metre thick. It is also blocked by Absorption, though the caster will know the target is somewhere within range (though not its precise location) and that it is being protected by Absorption. The separate Find spells are listed below.

Unlike the Rune Magic Detect spells, the Find spells do not require concentration on the part of the caster

Fear Effects

Target's Persistence Test	Effect
Target fumbles Persistence test	Victim instantly suffers enough hit point damage to its Chest to cause a Major Wound, as its heart stops.
Target fails Persistence test	Victim flees in screaming terror for a number of Combat Rounds equal to 20 minus its POW (minimum of one Combat Round). Victim will not engage in combat unless forced to and will use the Run Combat Action whenever possible (unless a faster mode of egress is available).
Target succeeds Persistence test	Victim is shaken and disturbed, suffering a –20% penalty to all skill tests for a number of Combat Rounds equal to 20 minus its POW (minimum of one Combat Round).
Target critically succeeds Persistence test	Victim is unaffected by the spell and cannot be affected by further Fear spells for a number of Combat Rounds equal to its POW.

Divine Magic and Illusions

Divine Magic is particularly effective at creating illusions. Illusions in *RuneQuest* are very real, though transient things. While a victim may be utterly sure that a particular phantasm is illusory, this will have no effect on the illusion or its effects – an illusory rock will be just as hard as a real one if it falls on a character's head.

Illusions are made up of one or more Illusion spells (see page 18). If an illusion is cast on a moving object, it will move with the object. An illusion of sound can be used to cover or mask noise and an illusion of taste can be used to conceal the acrid tang of poison and so on. The Illusion Strength table shows some standards for sense-related illusions.

Illusion Strength

Magnitude	Odour	Taste	Sound
1	Rose	Water	Whisper
2	Smoke	Banana	Conversation
3	Perfume	Lemon	Shout
4	Ammonia	Whisky	Explosion

Illusions are an exception to the rule that only one Divine Magic spell can be cast during a given Combat Round. A caster may cast as many Illusion spells as he wishes simultaneously.

– they simply function and alert him to the presence of whatever they are meant to locate.

Find Enemy: Gives the location of one creature who intends to harm the caster.

Find Magic: Gives the location of the nearest magic item, magical creature or active spell.

Find Species: Each Find Species spell will give the location of the nearest creature of the specified species. Examples of this spell include Find Duck, Find Rhino and Find Trollkin.

Find Substance: Each Find Substance spell will give the location of the nearest substance of the specified type. Examples of this spell include Find Coal, Find Gold and Find Wood.

The Games Master should provide the rough power of the detected subject ('weak magic' or 'rich gold lode').

Heal Body

Instant, Magnitude 1, Progressive, Touch
Cults: Earth, Fertility

This powerful spell instantly heals a number of hit locations equal to its Magnitude. Each hit location thus healed is restored to its maximum hit points. The caster may choose which hit locations are healed. However, the location must still be functional to be healed – Heal Body will not reattach a severed limb or otherwise heal any Major Wound suffered by the recipient.

Heal Wound

Instant, Magnitude 1, Touch
Cults: All

This spell heals one Major Wound; the wound's hit location is immediately restored to 1 hit point. This spell will not cause limbs to reattach or regenerate, however.

Illusion (Motion)

Duration 15, Magnitude 1, Progressive, Ranged
Cults: Moon, Trickster

This spell is used to animate an illusion and move it as the caster desires. Each point of Magnitude equates to a speed of 1m for the illusion – thus a caster would need a Magnitude 4 Illusion (Motion) spell to approximate the speed of an average human.

Illusion (Odour)

Duration 15, Magnitude 1, Progressive, Ranged
Cults: Moon, Trickster

This spell reproduces a single scent. If the spell is of at least Magnitude 3, the caster can create an odour so foul it is incapacitating to those who smell it. Characters smelling the odour must make a Resilience test or suffer a –10% penalty to all skill tests until the spell ends or the character gets away from the smell.

Illusion (Sight)

Duration 15, Magnitude 1, Progressive, Ranged
Cults: Moon, Trickster

This spell creates the visual component of an illusion. Each point of Magnitude will cover three points of SIZ – thus a Magnitude 4 Illusion (Sight) spell would create a SIZ 12 illusion.

Illusion (Sound)

Duration 15, Magnitude 1, Progressive, Ranged
Cults: Moon, Trickster

This spell creates the sound component of an illusion. The caster must specify the nature and duration of the sound at the time of casting. If the spell is of at least Magnitude 3, the caster can create a sound so loud it is incapacitating to those who hear it. Characters within two metres of the spell must make a Resilience test or suffer a –10% penalty to all skill tests until the spell ends or the character gets away from the sound. If the caster wishes to change the sound, he must cast the spell again.

Illusion (Substance)

Duration 15, Magnitude 1, Progressive, Ranged
Cults: Moon, Trickster

This spell adds one SIZ (about four kilograms) of substance to an illusion for each point of Magnitude. For purposes of sustaining physical damage, an illusion has one hit point per SIZ point.

An illusion with substance can be used to deal damage. An illusion of SIZ 1 to 3 inflicts 1D4 damage, an illusion of SIZ 4 to 6 inflicts 1D6 damage, an illusion of SIZ 7 to 9 inflicts 1D8 damage and an illusion of SIZ 10 or more inflicts 1D10 damage.

For an illusion with substance to do damage, it must either be combined with Motion or the target must somehow strike himself with the illusion – walking into an illusory wall of fire, for instance.

Illusion (Taste)

Duration 15, Magnitude 1, Progressive, Ranged
Cults: Moon, Trickster

This illusion creates a single taste covering as much as one SIZ point of material for each point of Magnitude.

The Rune of ILLUSION

Madness Effects

Target's Persistence Test	Effect
Target fumbles Persistence test	Victim instantly loses 1D4 INT permanently and lapses into a catatonic state for a number of minutes equal to 20 minus its POW (minimum of one Combat Round).
Target fails Persistence test	Victim gibbers and raves uncontrollably for a number of Combat Rounds equal to 20 minus its POW (minimum of one Combat Round). Victim will perform random Combat Actions during this period Roll 1D6: 1 – Move to close combat attack a random target; 2 – Run in a random direction; 3 – Cast a spell at random target; 4 – Use ranged attack against random target; 5 – Shout at random target; 6 – Change stance.
Target succeeds Persistence test	Victim is shaken and disturbed, suffering a –20% penalty to all skill tests for a number of Combat Rounds equal to 20 minus its POW (minimum of one Combat Round).
Target critically succeeds Persistence test	Victim is unaffected by the spell and cannot be affected by further Madness spells for a number of Combat Rounds equal to its POW.

Lightning Strike

Instant, Magnitude 1, Progressive, Ranged, Resist (Dodge)
Cults: Storm

This spell causes a sizzling bolt of lightning to streak from the hand of the caster toward the target. If the bolt is not dodged, each point of Magnitude of the spell will cause 1d4 damage, with each D4 applied to a randomly rolled hit location. Armour points are not effective against this damage and it counts as both magical and electrical damage.

Madness

Instant, Magnitude 1, Ranged, Resist (Persistence, see below)
Cults: Chaos, Moon

This spell causes the target to lose contact with reality and become a gibbering loon. Madness has no effect on unconscious targets, targets without an INT Characteristic or targets that are currently under the effect of a Madness spell.

Mindblast

Instant, Magnitude 1, Progressive, Ranged, Resist (Persistence)
Cults: Moon

This spell applies a penalty to the victim's INT equal to the Magnitude of the spell. The effect

lasts a number of days equal to the caster's current CHA.

Mindlink

Duration 15, Magnitude 1, Progressive, Ranged
Cults: All

Each point of Magnitude in Mindlink allows mind-to-mind communication between two people. This spell allows the transmission of conscious thoughts, spell knowledge, runes and Magic Points between participants.

Additional points of Magnitude allow multiple sets of people to be linked together, either creating several separate pairs of Mindlinked people, or making the caster the central hub of a small Mindlink network. In the second case, only the 'central' character is linked directly to other participants. Thus, if the spellcaster is linked to Thurgrim and Durth, Durth and Thurgrim and not linked to each other.

Mindlink must be cast upon all participants at the same time and it limited to consenting participants. Any participant in a Mindlink may use the spell knowledge and Magic Points of others they are linked to without consent.

Participants in a Mindlink have a special vulnerability to INT, POW, CHA and morale-effecting spells. Such a spell cast against any member of a Mindlink will affect all those connected, though all participants are entitled to defend themselves individually.

Although participants in a Mindlink share Magic Points and conscious thought, they remain their own entity. Mindlink does not include hidden thoughts, memories, unconscious urges or permanent spell knowledge. A Mindlink participant may cast a spell using a rune one of the other participants has, but only if he himself has the necessary Runecasting skill – Mindlink does not allow sharing of skills.

Any participant may sever their connection to the Mindlink as a Combat Action. If any participant in Mindlink leaves the spell's range, that participant is considered to have left the Mindlink.

Reflection

Duration 15, Magnitude 1, Progressive, Ranged
Cults: Trickster

This spell reflects incoming spells aimed at the target or his equipment, redirecting the spell back at the original caster. Once cast on a subject, Reflection will attempt to reflect any spells cast at the target. It will not have any effect on spells that are already affecting a character. The effects of Reflection depend on the relative Magnitude of both itself and the incoming spell – see the Reflection Results table for more details.

Remember that when contested against Rune Magic or Sorcery, Reflection is considered to have twice its normal Magnitude. Reflection is incompatible with Absorption, Shield and Spirit Block.

Reflection Results

Incoming Spell's Magnitude is. . .	Effect
Equal to or weaker than Reflection's Magnitude.	Incoming spell reflected and Reflection remains.
1 or more points stronger than Reflection's Magnitude.	Reflection eliminated and incoming spell takes effect.

Regrow Limb

Concentration Special, Instant, Magnitude 2, Touch
Cults: Fertility

This spell will cause a limb severed by a Major Wound to regrow, or a if the detached limb is still present, for the limb to reattach itself to its stump.

Regrow Limb takes a number of Combat Actions equal to the target's SIZ to reattach a limb, during which time the caster must maintain concentration on the spell. The hit location is immediately restored to 1 hit point at the end of this period.

Regrow Limb takes a number of minutes equal to the target's SIZ to regrow a limb, during which time the caster must maintain concentration on the spell. The hit location is immediately restored to 1 hit point at the end of this period.

Resurrect

Concentration Special, Instant, Magnitude 5, Touch
Cults: Death, Fertility, Sun

This spell is a much more reliable way of bringing the dead back to life than that offered by Divine Intervention. The body of the deceased must be present and must be whole. If the target died due to disease or poison, the ailment must be eliminated or the Resurrect spell will fail.

This spell summons the deceased spirit to approach its former body. The caster of the spell must then persuade the returning spirit to re-enter its body – while comrades in arms may be more than willing to return to life, those who died in lingering pain may be less than happy at a return to corporeality.

Resurrect takes a number of minutes equal to the target's totalled Characteristics to take effect, during which time the caster must maintain concentration on the spell. A resurrected character has 0 hit points on all locations.

Resurrect must be cast within a number of days equal to the POW of the deceased. Casting the spell after this point results in the magic automatically failing.

Shield

Duration 15, Magnitude 1, Progressive
Cults: War

This spell protects the caster from physical and magical attacks. Each point of Magnitude gives the caster one armour point on all hit locations and provides a +10% bonus to any tests the caster may make to resist malign magical effects. A Magnitude 4 Shield spell provides the caster with +4 AP to each hit location and a +40% bonus against malign spells, for instance. These effects are cumulative with other spells, as well as any physical armour the caster is wearing. Shield is incompatible with Absorption, Reflection and Spirit Block.

Soul Sight

Duration 15, Magnitude 1, Touch
Cults: All

This spell allows the recipient to see the POW aura of anyone he looks at, enabling him to discern that creature's current Magic Points, as well as the nature of any active spells or enchanted items the creature is carrying. It also allows the recipient to see into the spirit world.

Spirit Block

Duration 15, Magnitude 1, Progressive, Touch
Cult: All

Spirit Block is one of the most powerful ways in which to block the malign influence of ghosts, wraiths and other creatures of the spirit world. The recipient of Spirit Block may only be touched by spirits with a POW greater than the spell's Magnitude, squared.

Spirit Block Effectiveness

Spirit Block's Magnitude	Recipient May Only Be Harmed By Spirits With…
1	POW 2 or higher
2	POW 5 or higher
3	POW 10 or higher
4	POW 17 or higher
5	POW 26 or higher
6	POW 37 or higher
7	POW 50 or higher
8	POW 65 or higher
9	POW 82 or higher
10	POW 101 or higher

A spirit unable to touch a Spirit Blocked character will not be able to personally attack or harm the recipient, including through ranged attacks (such as a thrown spectral javelin). A spell cast by a spirit at the recipient is blocked unless its Magnitude exceeds Spirit Block's Magnitude.

Spirit Block is incompatible with Absorption, Reflection and Shield.

Spiritual Journey

Duration 15, Magnitude 4, Touch
Cults: All

This spell shunts the physical form of the recipient into the spirit world. The recipient's corporeal body literally disappears to mundane sight as it moves to coexist with the recipient's spirit. While Spiritual Journey is sometimes used for travel purposes (as it allows the recipient's incorporeal body to pass through nearly any obstacle) it is usually used to combat or confront spirit world denizens.

As a traveller in the spirit world, the recipient automatically gains the effects of Soul Sight for the duration of his Spiritual Journey. However, he will suffer a –40% penalty to all Perception tests to spot mundane items or events in the real world while in the spirit world.

He may also interact with spirits on a near-equal footing. While on his Spiritual Journey, the recipient has all his usual Characteristics, skills and Attributes and his equipment functions normally. None of the recipient's physical attacks can harm the mundane world but they will affect spirits.

When the spell's Duration expires, the recipient's body phases back into the real world.

Sunspear

Instant, Magnitude 4, Ranged, Resist (Dodge)
Cults: Sun

This spell will only function in direct sunlight. When cast, a shaft of light two metres wide streaks from the sky to blast a single target, who must be visible to the caster. If the target does not dive out of the way, the blazing light will burn it for 2D6 damage per hit location (roll separately for each location). Armour points are not effective against this damage and it counts as both magical and fire damage.

The Rune of SPIRIT
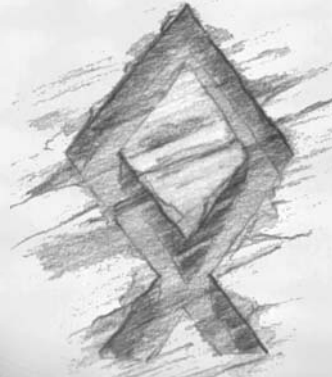
Sureshot

Duration 15, Magnitude 1, Ranged
Cults: Hunter

Cast on a missile weapon (such as a knife, arrow, javelin or rock), this spell is triggered when it is fired. Unless the wielder of the weapon rolls an automatic failure or a fumble, the missile hits successfully (though it may be dodged or parried). So long as the target is within the maximum range of the weapon, the missile will strike home, regardless of concealment or any other factors. Attempts to parry or dodge the missile suffer a –20% penalty.

Sureshot may not be combined with Firearrow, Multimissile or Speedart – Sureshot will always take precedence in such cases.

True (Weapon)

Duration 15, Magnitude 3, Ranged
Cults: War

Cast on the specified type of close combat weapon, this spell doubles that weapon's normal damage dice. Other modifiers, such as Damage Modifier, are not affected. The wielder of the weapon should roll the weapon's damage twice and total the result.

SORCERY

Sorcery is magic not rooted in runes or gods but rent from the fabric of the world by the will of the sorcerer. It is one of the most difficult and complex types of magic available in *RuneQuest* yet also potentially the most powerful.

In its base form, a Sorcery spell is not very strong. The true power of the sorcerer lies in his ability to manipulate the magic, to increase the damage, range, duration or targets of a spell through his skill and knowledge. The most powerful sorcerers are truly awesome individuals, men and women (and beasts) with the power to lay low armies with naught but a few words and gestures. Of course, reaching that level of power is a long and dangerous road.

Sorcery - A Brief Summary

Rune Magic requires a character to find and integrate runes. Divine Magic requires the devotion of the faithful toward a cult. In both cases the magic comes from without. A sorcerer does not need to rely upon runes or gods for his powers – he gains them through study and dedication. Before a spell can be cast using Sorcery, the following process must be followed:

⊠ The character must first learn the spell through research. In order to learn a particular Sorcery spell, the caster must possess the spell in written form or be taught it by a mentor.

⊠ Each Sorcery spell is governed by a separate Magical skill. A particular spell's skill is automatically acquired at its basic score when the spell is first learned. This skill may be improved normally though the use of improvement rolls (see page 94 of *RuneQuest*).

⊠ Once the Sorcery spell has been learned, the character will be ready to try casting it:

⊠ To cast a Sorcery spell, the character must make a Magical skill test appropriate to the spell in question, for instance, a sorcerer casting Palsy must make a Palsy skill test.

⊠ If the test succeeds, the spell's effects take place.

⊠ If the test fails, the spell does not take effect.

⊠ Sorcerers are able to manipulate their magic through use of the Manipulation skills (see page 25). These allow the sorcerer to change the parameters of a spell with each casting. A sorcerer may Manipulate the Magnitude, Range, Duration and Targets of any spell he casts – he may even Combine multiple spells into one casting. It is not necessary to have the Manipulation skills in order to cast Sorcery but without it, the sorcerer is limited to the base parameters of spells.

Acquiring Sorcery

Acquiring Sorcery is an effort of will, intelligence and research. In order to be a sorcerer, all a character need do is learn one Sorcery spell. New Sorcery spells can either be taught by a mentor or discovered through research. In either case, treat the Sorcery spell as a new Advanced skill that must be learned. Thus it takes two improvement rolls to learn any Sorcery spell. Once learnt, the character gains the specific spell's Magical skill (Fly skill for the Fly spell, for instance) at its basic score. This skill is increased using improvement rolls in the normal manner and can be increased through practise as well as research.

A sorcerer may only know a maximum number of Sorcery spells equal to his INT Characteristic.

(Specific Sorcery Spell) (INT+POW)

This skill allows the sorcerer to cast a specific Sorcery spell at its base parameters. Most Sorcery spells share the same base parameters: They have a Magnitude 1, a Duration equal to the sorcerer's POW in minutes, a Range equal to the sorcerer's POW in metres and may only affect a single Target. The Manipulation skills can increase the power of a Sorcery spell beyond these base parameters.

Casting Sorcery Spells

A list of spells useable by practitioners of Sorcery starts on page 29 and many more will appear in supplements for *RuneQuest*. A character must be able to gesture with his hands and be able to chant in order to cast a spell. Whenever a spell is cast using Sorcery, there will always be a sight and sound that nearby creatures can detect, be it a flash of light, a crack of thunder or a shimmering in the air. The exact effects are up to the Games Master and player to decide for any given spell but will automatically be detected by any creatures within ten times the Magnitude of the spell in metres.

Casting a Sorcery spell requires a successful skill test, with the Magical skill used being the one directly relevant to the spell. Thus the Palsy skill is used when casting the Palsy spell. If successful, the spell takes effect.

If the casting test fails, the spell does not take effect.

Magic Points

Sorcery spells do not cost any Magic Points to cast. However, if a Manipulation effect is applied to a spell, each effect costs one Magic Point to apply.

Casting Modifiers

Sorcery spellcasting tests apply the same modifiers as Rune Magic spellcasting tests (see *RuneQuest*, page 66). In addition, the following modifiers may apply:

Spellcaster is casting two or more spells simultaneously (using the Manipulation (Combine) skill): –10% per spell.

Sorcery spellcasting modifiers apply both to the spell's specific skill and any Manipulations skills applied to the spell.

Casting Critical Successes

If a Sorcery spellcasting test, when compared to the spell's specific skill, results in a critical success, any attempts to resist or counter the spell suffer a –10% penalty.

If a Sorcery spellcasting test, when compared to an applied Manipulation skill, results in a critical success, the Magic Point cost for applying that Manipulation effect is negated.

Casting Fumbles

If a Sorcery spellcasting test results in a fumble, the spell fails and the sorcerer loses 1D6 Magic Points, in addition to the Magic Point loss for any Manipulation effects or overcharging.

Casting Time

No other Combat Action may be taken while casting a spell, though the character may slowly walk up to half their Movement while spellcasting.

More complicated spells take longer to cast as the character seeks to control the spell properly. Such spells will always have the Casting Time (X) trait, where X signifies the number of Combat Actions is takes to cast the spell.

A spell's effect takes effect at the end of its last casting Combat Action. Note that spellcasters draw possible free attacks from enemies adjacent to them every Combat Action they spend spellcasting.

Distractions or attacks on the spellcaster as he casts will either automatically ruin the spell (if the spellcaster is blinded or disarmed of his runes, or suffers a Serious Wound or Major Wound) or require Persistence tests to maintain concentration on the spell.

Dismissing Sorcery Spells

Like Rune Magic, a caster can dismiss any Permanent or Duration Sorcery spell(s) he has cast as a single Combat Action. Ceasing to cast a Concentration spell is immediate and not a Combat Action.

Overcharging Sorcery Spells

Overcharging a Sorcery spell is superficially similar to overcharging a Rune Magic spell. The sorcerer expends their own Magic Points in order to boost the spell and a –5% penalty is applied to the casting test for every Magic Point spent in this way.

If the spell is successfully cast, every additional Magic Point expended in casting a spell has the following effect:

If the spell possesses the Resist trait, the target's Resist test suffers a –10% penalty.

If the spellcasting fails, the caster loses the Magic Points invested into overcharging the intended Sorcery spell.

Manipulation

The following Magical skills are all but essential to an aspiring sorcerer. Though it is possible to practise Sorcery without them, the character would be forever limited to the weakest possible version of a spell. These skills may only be initially learnt through research or from a mentor. They are acquired as new Advanced skills and thus cost two improvement rolls each to initially learn. Subsequent improvement of these skills can be done through practise or research.

Manipulation (Magnitude) (INT+POW)

This skill allows the sorcerer to increase the Magnitude of a Sorcery spell. When used, apply all casting modifiers that are applied to the spell's casting test to this skill too. The casting test's D100 result is also compared to this modified Manipulation (Magnitude) score. As long as this also results in a success, the spell's Magnitude is increased. The maximum Magnitude to which the spell can be increased to is noted in the Manipulating Sorcery Spells table.

If the Manipulation (Magnitude) skill is not applied to a Sorcery spell when it is cast, the spell will have a default Magnitude of 1.

It costs one Magic Point to apply this effect to a Sorcery spell, whether or not the final spell is successful and regardless of the final Magnitude of the spell.

Manipulation (Duration) (INT+POW)

This skill allows the sorcerer to increase the Duration of a Sorcery spell. When used, apply all casting modifiers that are applied to the spell's casting test to this skill too. The casting test's D100 result is also compared to this modified Manipulation (Duration) score. As long as this also results in a success, the spell's Duration is increased. The maximum Duration to which the spell can be increased to is noted in the Manipulating Sorcery Spells table.

If the Manipulation (Duration) skill is not applied to a Sorcery spell when it is cast, the spell will have a default Duration equal to the POW of the caster in minutes. Specific spells may deviate from this default.

It costs one Magic Point to apply this effect to a Sorcery spell, whether or not the final spell is successful and regardless of the final Duration of the spell.

The Rune of HARMONY

Manipulation (Range) (INT+POW)

This skill allows the sorcerer to increase the Range of a Sorcery spell. When used, apply all casting modifiers that are applied to the spell's casting test to this skill too. The casting test's D100 result is also compared to this modified Manipulation (Range) score. As long as this also results in a success, the spell's Range is increased. The maximum Range to which the spell can be increased to is noted in the Manipulating Sorcery Spells table.

If the Manipulation (Range) skill is not applied to a Sorcery spell when it is cast, the spell will have a default Range equal to the POW of the caster in minutes. Specific spells may deviate from this default.

It costs one Magic Point to apply this effect to a Sorcery spell, whether or not the final spell is successful and regardless of the final Range of the spell.

Manipulation (Targets) (INT+POW)

This skill allows the sorcerer to increase the number of targets of a Sorcery spell. When used, apply all casting modifiers that are applied to the spell's casting test to this skill too. The casting test's D100 result is also compared to this modified Manipulation (Targets) score. As long as this also results in a success, the spell's number of targets is increased. The maximum number of targets the spell can affect is noted in the Manipulating Sorcery Spells table.

If the character is able to affect 5, 10, 15 or 20 targets, the caster may choose instead to affect a 5m, 10m, 15m or 20m radius, respectively, instead of selecting specific targets.

If the Manipulation (Targets) skill is not applied to a Sorcery spell when it is cast, the spell will have a default Target of one person or item. Specific spells may deviate from this default.

It costs one Magic Point to apply this effect to a Sorcery spell, whether or not the final spell is successful and regardless of the final number of targets of the spell.

For Example: Yakkia the Scribe finds himself the unwilling dinner guest of a trio of trollkin bandits, tied to a the mainpole while the trollkin gather around a nearby cooking pot. Unwilling to remain in their loathsome company but equally unwilling to kill them, he elects to cast the Palsy spell in an effort to disable them and make good his escape.

Yakkia is quite aware that he will only have one chance to cast the spell, as he needs to take out all three at the same time. He also wants enough time to gather his belongings from their tent before he makes his escape – he is not about to leave his precious research in the hands of trollkin! Yakkia therefore decides to apply his Manipulation (Targets) and Manipulation (Duration) skills to the spell.

Yakkia has a Palsy skill of 67%, a Manipulation (Targets) skill of 54% and a Manipulation (Duration) skill of 86%. As he is tied up, however, all of these skills suffer a –30% penalty, reducing them to 37%, 24% and 56% respectively. Yakkia spends two Magic Points (as he is applying two Manipulation effects). Yakkia's player prays to the god of lucky escapes and rolls the D100 for the casting test…

If Yakkia's Player rolls 24 or lower
Yakkia's spell succeeds and both Manipulation effects are applied, as the casting test's result is lower than all of the modified skill scores!

All three trollkin are targeted by the spell, as the modified Manipulation (Targets) score is 24% – which on the Manipulating Sorcery Spells table results in up to three targets being affected.

Each trollkin that fails to resist the spell will be affected for quite some time, as the modified Manipulation (Duration) score is 56% – which on the Manipulating Sorcery Spells table results in each target being affected for up to Yakkia's POW x 6 in minutes.

If Yakkia's Player rolls 25 to 37
Yakkia's spell succeeds and the Manipulation (Duration) effect is applied, as the casting test's result is lower than the modified Palsy and Manipulation (Duration) skill scores. The Manipulation (Targets) test was not a success, as it has a score of only 24%, so this effect is not applied to the spell, even though the Magic Point for it has been spent.

Only one trollkin is affected by the spell (as one is the default Target).

Manipulating Sorcery Spells

Manipulation Score	Magnitude	Duration (in minutes)	Range (in metres)	Targets
1% to 10%	1	POW	POW	1
11% to 20%	2	POW x 2	POW x 2	2
21% to 30%	3	POW x 3	POW x 3	3
31% to 40%	4	POW x 4	POW x 4	4
41% to 50%	5	POW x 5	POW x 5	5 or 5m radius
51% to 60%	6	POW x 6	POW x 6	6
61% to 70%	7	POW x 7	POW x 7	7
71% to 80%	8	POW x 8	POW x 8	8
81% to 90%	9	POW x 9	POW x 9	9
91% to 100%	10	POW x 10	POW x 10	10 or 10m radius
101% to 110%	11	POW x 11	POW x 11	11
111% to 120%	12	POW x 12	POW x 12	12
121% to 130%	13	POW x 13	POW x 13	13
131% to 140%	14	POW x 14	POW x 14	14
141% to 150%	15	POW x 15	POW x 15	15 or 15m radius
151% to 160%	16	POW x 16	POW x 16	16
161% to 170%	17	POW x 17	POW x 17	17
171% to 180%	18	POW x 18	POW x 18	18
181% to 190%	19	POW x 19	POW x 19	19
191% to 200%	20	POW x 20	POW x 20	20 or 20m radius

If the trollkin fails to resist the spell it be affected for quite some time, as the modified Manipulation (Duration) score is 56% – which on the Manipulating Sorcery Spells table results in each target being affected for up to Yakkia's POW x 6 in minutes.

If Yakkia's Player rolls 38 or more

Yakkia's spell fails, as the casting test's result is greater than the modified Palsy skill score. Note that even though the Manipulation (Duration) test may still be a technical success, as the spell it was to augment failed, it has no effect whatsoever, even though the Magic Point for it has been spent.

Manipulation (Combine) (INT+POW)

This skill allows the sorcerer to combine the effects of multiple Sorcery spells in a single casting, so they will affect the target simultaneously. This is one of the more powerful aspects of Sorcery, as it allows a skilful sorcerer to use his Magic Points judiciously and achieve multiple effects within a short space of time.

- ☒ A spell may not be combined with itself – only different spells may be combined.
- ☒ The spells must all have the same target or targets. A sorcerer cannot combine a Palsy targeting an enemy and a Spell Resistance targeting himself, for instance.
- ☒ The Casting Time for combined spells is always equal to the longest Casting Time of the component spells. Thus if a sorcerer combines the casting of the Damage Resistance (Casting Time 2) and Animate Earth (Casting Time 3) spells, the combined spell has a Casting Time of 3.
- ☒ All skills involved in the spellcasting suffer a –10% penalty per spell (therefore there is a minimum of a –20% penalty, as all combined spells contain at least two spells).
- ☒ All skills involved in the spellcasting may not exceed the sorcerer's modified score in Manipulation (Combine).
- ☒ Any Manipulation effects applied to a combined spellcasting apply to each of the spells involved. Only one Magic Point need be spent per Manipulation effect, regardless of the number of spells involved.

Even though the spells are being cast simultaneously, it is quite possible for one spell to succeed while the others fail.

For Example: Yakkia the Scribe is still in trouble. Though two of the trollkin succumbed to his previous Palsy spell, and are twitching on the dusty ground, the remaining one is making a dash for the tentflap, likely to run to the nearby Trollkin Caves for aid in dealing with the sorcerer!

Yakkia has managed to free himself from his bonds and now desperately attempts to take out the fleeing trollkin with a combined spell. He opts to combine Palsy and Hinder, hoping that this will either neutralise the creature or slow its flight to the Trollkin Caves. To make absolutely sure, he also elects to increase the Magnitude of the combined spell.

Yakkia has a Palsy skill of 67%, a Hinder skill of 94% and a Manipulation (Magnitude) skill of 96% and a Manipulation (Combine) skill of 81%. As he is casting two spells at once, however, all of these skills suffer a –20% penalty, reducing them to 47%, 74%, 76% and 61% respectively. However, no skill score when casting a combined spell can exceed the sorcerer's Manipulation (Combine) score, so Yakkia ends up with Hinder and Manipulation (Magnitude) skill scores of only 61%.

Yakkia spends two Magic Points (as he is applying two Manipulation effects). Fortunately, both spells have a Casting Time of 1, so Yakkia can cast the combined spell in a single Combat Action. Yakkia's player rolls the D100 for the casting test…

If Yakkia's Player rolls 47 or lower
Yakkia's combined spell succeeds and the Manipulation (Magnitude) effect is applied to both, as the casting test's result is lower than all of the modified skill scores!

The trollkin must Resist both spells separately and the modified Manipulation (Magnitude) score is 76% – which on the Manipulating Sorcery Spells table results in the Magnitude of both spells being increased to 8!

If Yakkia's Player rolls 48 to 61
Yakkia's Hinder spell succeeds and the Manipulation (Magnitude) effect is applied to it, as the casting test's result is lower than the modified Hinder and Manipulation (Magnitude) skill scores. The trollkin must Resist the

Hinder spell and the modified Manipulation (Magnitude) score is 76% – which on the Manipulating Sorcery Spells table results in the Magnitude of both spells being increased to 8!

The Palsy test was not a success, as it has a score of only 47%, so this portion of the spell fails.

If Yakkia's Player rolls 62 or more
Yakkia's spell fails, as the casting test's result is greater than the modified Hinder and Palsy skill scores. The Magic Points spent to attempt to both Combine and increase the Magnitude of the spells remain spent.

Spell Traits & Descriptions

Every Sorcery spell is defined by a series of traits that tells you what kind of spell it is and how it is used in the game. A description then follows describing the spell's precise effects. The traits used by spells are detailed below.

Casting Time (X): The spell takes the indicated number of Combat Actions to cast.
Concentration: The spell's effects will remain in place so long as the character concentrates on it. Concentrating on a spell is functionally identical to casting the spell, requiring the spellcaster to continue to gesture with both arms, chant and ignore distractions. This trait overrides the normal Sorcery spell default Duration.
Instant: The spell's effects take place instantly. The spell itself then disappears. This trait overrides the normal Sorcery spell default Duration.
Permanent: The spell's effects remain in place until they are dispelled or dismissed. This trait overrides the normal Sorcery spell default Duration.
Resist (Dodge/Persistence/Resilience): The spell's effects do not take effect automatically. The target may make a Dodge, Persistence or Resilience test (as specified by the spell) in order to avoid the effect of the spell entirely. Note that Resist (Dodge) spells require the target to be able to use Reactions in order to dodge. In the case of Area spells, the Resist (Dodge) trait requires the target to dive (see page 52 of *RuneQuest*) in order to mitigate the spell's effect.
Touch: Touch spells require the character to actually touch his target for the spell to take effect. The

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spellcaster must remain in physical contact with the target for the entire casting. This trait overrides the normal Sorcery spell default Range.

Trigger: The spell will lie dormant until an event stated in the description takes place. The spell then takes effect and is expended.

Defaults

Sorcery spells tend to have far fewer traits than other types of magical spell. This is because most Sorcery spells share the same basic qualities: A Duration equal to the character's POW, a Magnitude of 1, a range equal to the character's POW in metres and the default Sorcery spell will only affect one target.

Animate (Substance)

Casting Time 3, Concentration

This spell allows the sorcerer to animate the substance indicated, up to one SIZ for every point of Magnitude. The sorcerer can cause it to move about and interact clumsily (Movement of 1m per three points of Magnitude).

The sorcerer's chance to have the animated object perform any physical skill successfully is equal to his own chance to perform that action halved (before any modifiers). If combined with the appropriate Form/Set spell (though application of the Manipulation (Combine) skill), the caster can perform much finer manipulation of the object. In this case, the animated object will use the caster's full skill scores for physical activities.

This spell can only be used on inanimate matter, such as clay, steel, dead flesh…

Cast Back

Casting Time 2

This protective spell shields the caster from hostile magic and has a chance of sending it back to the attacking spellcaster.

Cast Back only affects spells that target the user specifically and have the Resist trait. Such spells may affect the protected character normally, but if it is

resisted, the spell is launched back at the person who cast it, as long as its Magnitude is not greater than the Cast Back's Magnitude.

Damage Boosting

Casting Time 2, Touch

This spell can be cast upon any weapon up to five ENC. Each point of Magnitude adds one point to the weapon's damage (the basic spell will increase a hatchet from 1D6 damage to 1D6+1 damage, for instance).

Damage Resistance

Casting Time 2, Touch

This spell protects the body of the recipient (not his belongings). Any incoming attack dealing damage

equal to or less than the Magnitude of the spell is ignored. Any incoming attack dealing more damage than the Magnitude of Damage Resistance is unaffected and will deal its full damage as normal. Note that the protected character may still suffer from Knockback if applicable.

Damage Resistance may be combined with the Divine Magic spell Shield or the Rune Magic spell Protection. In either case, incoming damage is compared to the Damage Resistance spell first and only encounters the Shield or Protection spells if the Damage Resistance is bypassed.

Diminish (Characteristic)

Casting Time 2, Resist (Persistence/Resilience), Touch

There are actually seven Diminish spells, one for each Characteristic. The spell will temporarily applies a penalty to the specified Characteristic equal to the Magnitude of the spell. The penalty applied by this spell may not reduce a Characteristic below one and a creature must have the Characteristic in question to be affected by this spell.

Diminish (STR, DEX, CON and SIZ) are resisted with Resilience. INT, POW and CHA are resisted with Persistence.

Applying a penalty to POW does not reduce the character's Magic Points, nor will it affect any Dedicated POW.

Note that not all uses of this spell are malign. Thieves and others often value the timely use of a Diminish (SIZ) spell, as it can greatly enhance their ability to enter restricted areas…

Dominate (Species)

Casting Time 2, Resist (Persistence)

This spell allows the caster to gain control over a creature belonging to a specific species. If the target fails to resist the spell, it must obey the commands of the caster for the duration of the spell.

The controlled creature shares a telepathic link with the sorcerer by which it can receive its orders. If the sorcerer and the creature dominated do not share a common language, the sorcerer can order it about by forming a mental image of the actions he wishes the dominated creature to perform.

The original spell must be cast within normal Range parameters but subsequent mental control is calculated in kilometres rather than metres.

Some dominated creatures can be forced into an appropriate binding enchantment (see page 40).

Enhance (Characteristic)

Casting Time 2, Touch

There are actually seven Diminish spells, one for each Characteristic. Essentially the reverse of the Diminish spell, Enhance allows the sorcerer to temporarily apply a bonus to the specified Characteristic equal to the Magnitude of the spell. A creature must have the Characteristic in question to be affected by this spell.

Applying a bonus to POW does not increase the character's Magic Points.

Fly

Casting Time 3, Concentration, Resist (Persistence)

Using this spell allows the caster (or whomever or whatever he targets with the spell) to fly. The caster may levitate a number of objects or characters (the caster counting as one of these characters if he so wishes).

A levitated character may not be Overloaded and must have a SIZ Characteristic which is lower than the sorcerer's POW characteristic.

Objects must have an ENC lower than the sorcerer's POW characteristic.

Character or objects moved by this spell have a Movement of 1m. All objects and character moved by this spell move at the spellcaster's behest, not their own.

Each point of the spell's Magnitude may either be used to increase the target's Movement by +1m or to target an additional object or character – but not both. A sorcerer casting this spell at Magnitude 4 may either fly himself with a Movement of 4m, fly himself and a friend with a Movement of 2m each or fly himself and three friends with a Movement of 1m each.

Form/Set (Substance)

Casting Time 3, Instant

There are an unlimited number of Form/Set spells in existence, one for every substance imaginable, from steel to smoke to water.

Each point of Magnitude allows the caster to shape one ENC of solid substance or one cubic metre of an ethereal substance (like darkness). The caster must be familiar with the shape he is forming.

When the caster has finished the forming process, the substance retains its shape. Rigid substances like steel will hold the form they had at the end of the spell, while more mutable substances like water will immediately lose their shape.

This spell can be used to mend damage done to an object. The sorcerer must form the entire object and must succeed at an appropriate Craft test but if successful he will restore the full hit points to an item.

This spell can only be used on inanimate substances, such as clay, steel, light, dead flesh…

Glow

Casting Time 1

This spell causes a glowing point of light to appear on a solid substance. At its base, the spell creates an area of light one metre in radius, giving off the same illumination as a candle. Each additional point of Magnitude increases the radius of effect by one metre. At Magnitude 3, the brightness of the spell increases to that of a flaming brand at its centre. At Magnitude 5, it increases to that of a campfire and at Magnitude 10 to that of a bonfire.

The Rune of EARTH

This spell can be cast on an opponent's eyes if combined with the Manipulation (Range) spell, in which case it also gains the Resist (Dodge) trait. If the target fails to resist it, he will suffer a penalty to all attack, parry and Dodge tests, as well as any skills relying upon vision, equal to five times the spell's Magnitude, until the spell ends or is dispelled.

Haste

Casting Time 1

Each point of Magnitude of Haste adds 1 metre to the Movement rate of the recipient. Every two points of Magnitude also adds +1 to the recipient's Strike Rank.

Hinder

Casting Time 1, Resist (Resilience)

Each point of Magnitude of Hinder subtracts 1 metre from the Movement rate of the target. Every two points of Magnitude also reduces the target's Strike Rank by –1.

Holdfast

Casting Time 2, Touch

This spell causes two adjacent ten centimetre by ten centimetre surfaces (roughly the size of a man's palm) to commingle into one. The basic bond has a STR of 1. Each additional point of Magnitude will either increase the STR of the bond by +1 or double the area affected.

This spell can affect organic and inorganic substances. If the caster is attempting to bond a living being with this spell, the spell gains the Resist (Resilience) trait.

Mystic Vision

Casting Time 1, Concentration

This spell allows the recipient to literally see magic. By augmenting the recipient's natural vision, the spell allows him to see a creature's Magic Points, as well as enchanted items with their own Magic Points or spells. The recipient must be able to actually see the creature or object for this spell to work. Mystic Vision also allows a recipient to see into the spirit world.

The recipient of the spell will only know roughly how many Magic Points an object or creature has (1–10, 11–20, 21–30 and so forth).

By looking at a spell effect, a recipient of Mystic Vision will automatically be aware of its magical origin (divine, rune, mystic). By increasing the Magnitude of Mystic Vision, the caster can learn more about what he is seeing. Compare the Magnitude of Mystic Vision to the Magnitude of any spell that the target is either casting or under the influence of. As long as Mystic Vision's Magnitude exceeds the other spell's, the caster will be able to precisely determine the effects of the perceived spell, including whether it has been overcharged and a mental image of who cast the spell (if it is not obvious).

By looking at an enchanted item, a recipient of Mystic Vision will automatically be aware of its gross magical effects (such as the types of enchantment currently on the item). Each point of Magnitude of Mystic Vision will also determine either the invested POW (and therefore the relevant strength) of a particular enchantment or a particular condition laid upon an enchantment, at the Games Master's choice.

Neutralise Magic

Casting Time 1, Instant

This spell allows a caster to neutralise other spells. Neutralise Magic will eliminate a combined Magnitude of spells equal to its own Magnitude, starting with the most powerful affecting the target. If it fails to eliminate any the most powerful spell, it will instead target the second-most powerful spell. As soon as Neutralise Magic can no longer dismiss a target's spells, because all the remaining spell's Magnitudes are too high), its effects immediately end.

A spell cannot be partially eliminated, so a target under the effects of a spell whose Magnitude is higher than that of Neutralise Magic will not have any spells currently affecting it eliminated.

For Example: Jesro is under the effect of a Magnitude 2 Protection spell, a Magnitude 4 Haste spell and a Magnitude 6 Damage Resistance spell. When hit by a Magnitude 5 Neutralise Magic spell, the Damage

Resistance spell is ignored (as its Magnitude exceeds 5). The Haste spell is neutralised but this reduces the Neutralise Magic's Magnitude to 1, which is not enough to take out the Protection spell.

Neutralise Magic can be fired as a Reaction, but only when another spell is cast within Neutralise Magic's Range that the character wishes to counter. A successful Neutralise Magic disrupts the other spell and nullifies it. As long as Neutralise Magic's Magnitude equals or exceeds the target spell's Magnitude, the target spell is countered.

Palsy

Casting Time 1, Resist (Resilience)

If the caster is able to overcome his target with this spell, he can turn the victim's own nervous system against him. The spell will paralyse one random hit location on the target, provided the spell's Magnitude is greater than that location's hit points. The location should be as if it had suffered a Serious Wound, though no actual hit point loss occurs.

Phantom (Sense)

Casting Time 2, Concentration

The Phantom spells are the sorcerous version of Illusion. Each Phantom (Sense) spell is a separate spell. These spells encompass the five base senses but there are also variants for any unusual sensory mechanism appropriate to the game world (such as sonar).

Unlike practitioners of Divine Magic, sorcerers do not need an additional spell to cause their phantoms to move. The Movement speed for any phantom is equal to its Magnitude. Following are the Phantom (Sense) spells for the five base senses.

Odour

This spell reproduces a single scent. If the spell is of at least Magnitude 6, the caster can create an odour so foul it is incapacitating to those who smell it. Characters smelling the odour must make a Resilience test or suffer a –10% penalty to all skill tests until the spell ends or the character gets away from the smell.

Sample Odour Magnitudes

Magnitude	Example
1	Spring rain
3	A flower
6	Fresh onions
12	Ammonia
20	An irritated skunk

Taste

This illusion creates a single taste covering as much as one SIZ point of material for each point of Magnitude.

Sample Taste Magnitudes

Magnitude	Example
1	Fresh water
3	Potato
6	Fruit
12	Hot pepper
20	Overwhelming taste

Sight

This spell creates the visual component of an illusion. Each point of Magnitude will cover three points of SIZ – thus a Magnitude 4 Illusion (Sight) spell would create a SIZ 12 illusion.

Sample Sight Magnitudes

Magnitude	Example
1	Clear glass
3	Rippling water
6	Stained glass
12	Murky water
20	Opaque

Sound

This spell creates the sound component of an illusion. The caster must specify the nature and duration of the sound at the time of casting. If the spell is of at least Magnitude 6, the caster can create a sound so loud it is incapacitating to those who hear it. Characters within two metres of the spell must make a Resilience test or suffer a –10% penalty to all skill tests until the spell

ends or the character gets away from the sound. If the caster wishes to change the sound, he must cast the spell again.

Sample Sound Magnitudes

Magnitude	Example
1	A snake moving in grass
3	Conversation
6	Close shout
12	Loud horn
20	A dragon's bellow

Touch

This spell adds one SIZ (about four kilograms) of substance to an illusion for each point of Magnitude. For purposes of sustaining physical damage, an illusion has one hit point per SIZ point.

An illusion with substance can be used to deal damage. An illusion of SIZ 1 to 3 inflicts 1D2 damage, an illusion of SIZ 4 to 6 inflicts 1D4 damage, an illusion of SIZ 7 to 9 inflicts 1D6 damage, an illusion of SIZ 10 to 14 inflicts 1D8 damage and an illusion of SIZ 15 or more inflicts 1D10 damage.

Sample Touch Magnitudes and Damage

Magnitude	Example
1	Ant crawling on skin
3	Moving water
6	Firm grip
12	Malleable clay
20	Solid rock

Protective Circle

Casting Time 3

This spell requires the use of the Manipulation (Combine) skill. It must be combined with Damage Resistance, Spell Resistance, Spirit Resistance or any combination of these three spells. When completed, the Protective Circle will create a sphere-shaped area of protection with a radius equal to the spell's Magnitude. If this spell is cast on the ground (or other immovable place) it cannot be moved. If cast on a vehicle (such as the bed of a wagon) or a person, it will move with the target.

The Protective Circle's perimeter contains the benefits of its combined Resistance spell(s). The Protective Circle only inhibits spells or attacks entering the circle from the outside – attacks or spells originating within the circle are unaffected. Thus a Protective Circle against spirits would block out outside spirits but have no effect on those already inside its perimeter. A Protective Circle against damage or spells would block out incoming attacks/spells but have no effect on those attacks made within the sphere (including attacks targeting those outside the sphere).

Regenerate

Casting Time 3, Concentration Special, Instant, Touch

This spell functions much like the Divine Magic spell Regrow Limb, in that it will cause a severed or maimed limb to regrow or reattach. Regenerate cannot return a character from the embrace of death.

The Magnitude of the spell must equal or exceed the maximum hit points of the limb. This spell will cause a limb severed by a Major Wound to regrow, or a if the detached limb is still present, for the limb to reattach itself to its stump.

Regenerate takes a number of Combat Actions equal to the target's SIZ to reattach a limb, during which time the caster must maintain concentration on the spell. The hit location is immediately restored to 1 hit point at the end of this period.

Regenerate takes a number of minutes equal to the target's SIZ to regrow a limb, during which time the caster must maintain concentration on the spell. The hit location is immediately restored to 1 hit point at the end of this period.

(Sense) Projection

Casting Time 2, Concentration

Each (Sense) Projection spell is a separate spell. These spells encompass the five base senses but there are also variants for any unusual sensory mechanism appropriate to the game world (such as sonar).

This spell allows the caster to project one of his senses anywhere within the spell's Range. The spell forms an invisible and intangible sensor, some ten centimetres across, which receives the specified type of sensory input and transmits it to the caster. The sensor can move a number of metres per Combat Action equal to the spell's Magnitude at the sorcerer's direction and allows him to use his Perception skill through the sensor.

Spells can be cast through the sensor of some Projection spells. For instance, ranged spells require Sight Projection, while touch spells require Touch Projection (and likely Sight Projection too, simply so the sorcerer can find his target efficiently). Casting another spell through a (Sense) Projection spell requires the use of the Manipulation (Combine) spell, with the additional restriction that the spell's Magnitude may not exceed the (Sense) Projection spell's Magnitude.

Characters using magical vision can see the sensor and attack it if they wish, though it is only vulnerable to magic. Magical weapons and spells employed against the sensor will not destroy it but will instead transfer their damage directly to the caster in a random hit location.

Sense (Substance)

Casting Time 1, Concentration

Eminently useful for finding valuables from afar, this spell has a variation for every substance imaginable. Sense (Substance) will cause all sources of the substance within range of the spell to glow an appropriate colour visible only to the caster – diamonds will gleam like ice, amber will shine like a campfire and so on. Each point of this spell's Magnitude allows it to penetrate one metre of rock, wood or dirt. If the source is concealed behind such a material, the surface nearest the caster will glow for a moment. The spell cannot penetrate refined metal, though it can penetrate ore.

Shapechange (Species) to (Species)

Casting Time 2, Resist (Resilience), Touch

Each Shapechange spell is a separate spell. Of all spells with multiple variations, the Shapechange spell has the most, comprising a new spell for almost every combination of creatures imaginable. The spell only works on living things – the dead or inanimate cannot be shapechanged.

The Magnitude of the spell must be equal to or greater than the average SIZ of both specified species. Thus changing a mouse (SIZ 1) into a newt (also SIZ 1) is Magnitude 1. Changing a mouse into a lion (SIZ 19) is Magnitude 19.

If the caster spends a number of Magic Points equal to the spell's Magnitude at the time of casting, the spell gains the Permanent trait.

If the spell is successful, the target will be biologically changed, gaining the STR, DEX, CON and SIZ of its new form. Its INT, POW and CHA are unchanged and the target retains its memories and abilities (though it may be unable to use some of those abilities in its new form).

Skin of Life

Casting Time 2, Touch

This spell protects the recipient from suffocation by air deprivation, due to such factors as drowning or the Smother spell. Each point of Magnitude will cover three points of SIZ – thus a Magnitude 4 Skin of Life spell would sustain a SIZ 12 creature.

Smother

Casting Time 2, Concentration, Resist (Resilience Special)

If successful, this spell neutralises the air surrounding the target, making each breath stale and worthless, depriving it of oxygen. The caster must concentrate each round in order to keep the spell operating. For the duration of the spell, the target will be unable to breathe, essentially drowning on dry land.

When the spell begins, the target's Resilience test determines whether it is able to gasp in one last breath before Smother cuts off the ambient oxygen supply. If the target succeeds, it may hold his breath as normal. If it fails, it will start suffocating in the next Combat Round (see page 90 of *RuneQuest*).

This spell can also be used to extinguish fires, as the flames will be starved of oxygen. At Magnitude 1, it can extinguish a Flame, Magnitude 2 a Large Flame, Magnitude 4 a Small Fire, Magnitude 7 a Large Fire and Magnitude 10 will put out an Inferno. Smother has no effect on magical fire or on fire-based creatures.

Spell Resistance

Casting Time 2

This spell matches its Magnitude against the Magnitude of any incoming spell. If Spell Resistance's Magnitude is greater than the incoming spell's, the incoming spell has no effect. If the incoming spell's Magnitude is equal to or greater than the Magnitude of Spell Resistance, the spell affects the target normally.

Unlike many protective spells, Spell Resistance remains in place for the entirety of its Duration – spells that successfully breach the spell do not dispel it. However, it does not discriminate between incoming spells – a comrade attempting to magically heal the recipient of Spell Resistance must overcome it in order to successfully use a healing spell.

Spiritual Projection

Casting Time 3, Touch

Spiritual Projection causes the recipient's soul to leave its corporeal body and manifest in the spirit world. The recipient's corporeal body slumps into a catatonic state for the remainder of the spell. While Spiritual Projection is sometimes used for scouting purposes (as the recipient's spirit can pass through nearly any obstacle) it is usually used to combat or confront spirit world denizens.

The recipient's body remains vulnerable for the Duration of the Spiritual Projection. The soul will always know the direction its host body lies in and the rough range to it in metres, but it cannot use the body's senses. It is quite possible for a wandering soul to have its body destroyed and not realise it until it returns from its sojourn. It is also possible for a wandering spirit to possess the host body, leaving the wandering soul trapped as a spirit… at least until the spell ends and the soul dies. It is for these reasons that most sorcerers ensure that their bodies are protected by Damage, Spell and Spirit Resistance before casting Spiritual Journey.

As a traveller in the spirit world, the recipient automatically gains the effects of Mystic Vision for the duration of his Spiritual Journey. However, he will suffer a –40% penalty to all Perception tests to spot mundane items or events in the real world while in the spirit world. The Range of this spell is in kilometres – a recipient may not travel further than this from its host body.

He may also interact with spirits on a similar footing. In fact, the projected soul is considered a spirit for the Duration of the spell. This means that it lacks STR, DEX, SIZ and CON and calculates its Attributes as a spirit does (see page 44), with the exception of hit points. All DEX-based skills become based on INT, all STR-based skills become based on CHA and all CON-based skills become based on POW for the Duration of Spiritual Projection – plus Dodge, Persistence and Stealth all gain a temporary +10% bonus. Only magical damage or damage originating in the spirit world can harm it and it always causes only its Damage Modifier in damage with close combat or ranged attacks. The travelling soul is immune to any effect requiring a Resilience test. It is also invisible, though not to other spirits.

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If a soul's projection is attacked and damaged, its wounds will manifest on its host body. Roll for hit location randomly. However, any injuries incurred will not affect the wandering soul in any way. Only when the soul is reunited with the body will the effects apply.

When the spell's Duration expires, the recipient's spirit must be close to its host body. As long as it is within the spell's Range in metres, the soul and body reunite without any problems. However, a soul that is too far away or has had its body killed or possessed, will begin to suffer. Every minute it is denied from its body, the spirit loses one point of POW, permanently. If POW reaches zero, the soul dies.

Spirit Resistance

Casting Time 2

This spell matches its Magnitude against the POW of any spirit that come into contact with the recipient. If the recipient of the spell's combined POW + Spirit Resistance's Magnitude is greater than the spirit's POW, the spirit cannot touch the recipient.

A spirit unable to touch a recipient will not be able to personally attack or harm him, including through ranged attacks (such as a thrown spectral javelin). A spell cast by a spirit at the recipient is blocked unless its Magnitude exceeds Spirit Block's Magnitude.

Tap (Characteristic)

Casting Time 3, Concentration, Resist (Persistence), Touch

There are actually seven Tap spells, one for each Characteristic. These devastating spells allow the caster to permanently strip a target of Characteristic points, transforming them into Magic Points for his own use.

The caster must make contact with the target, either physically or through Touch Projection in order to Tap it – therefore the spell cannot be used on incorporeal creatures, such as spirits. It is possible for a sorcerer to Tap his own Characteristics… but that is truly the act of a desperate sorcerer.

Tap will only work if its Magnitude is equal to or greater than the target's specified Characteristic. Thus a Magnitude 6 Tap Strength spell would only work on targets with a STR of 6 or lower.

Characteristic points lost to Tap are lost permanently, though the victim can raise them again through normal means of increasing a Characteristic. No Characteristic may be Tapped below 1.

For each Characteristic point the sorcerer taps, he will gain one Magic Point. The sorcerer is limited in the number of Magic Points he can gain through Tap; the spell can only increase his Magic Points to double his normal limit. A sorcerer may simply Tap a target and dissipate any gained Magic Points.

If the sorcerer gains more Magic Points through Tap than his normal maximum, they will disappear at the rate of one Magic Point per minute once the spell finishes.

Treat Wounds

Casting Time 2, Instant, Touch

This spell must be cast upon a wounded hit location. It dramatically accelerates the natural healing rate of the target. If the target is wounded in more than one location, the spell must be cast once for each wounded location.

For every point of Magnitude of this spell, the caster can repair one hit point of damage to the hit location. Treat Wounds cannot reattach or regrow a severed limb and will not work on any hit location suffering from a Major Wound.

Venom

Casting Time 2, Resist (Resilience Special), Touch

This spell infuses the target's body with a magical poison. The Potency of the poison is equal to the spell's Magnitude x 5 and is otherwise identical to Lych's Bane Brew (see page 91 of *RuneQuest*), though its effects will only last for the spell's Duration. The target may resist the poison with a Resilience test, as normal.

ENCHANTMENTS

Practitioners of every sort of magic have ways to make magical effects permanent – to create items of lasting power to aid themselves and their companions and followers. The precise methods used by practitioners of Rune Magic, Divine Magic and Sorcery to create magic items vary but the end result is the same.

What is an Enchantment?

An enchantment is a permanent magical effect. As a permanent effect, it cannot be easily dispelled, dismissed or neutralised.

Naturally, such a potentially powerful effect does not come without a price. While casting spells may only cost Magic Points, creating an enchanted item costs a character permanent POW. The exact cost depends upon what sort of enchantment is being created – the more powerful the final enchantment will be, the higher the cost in POW.

Almost anything can be enchanted, from a scrap of paper, to a sword, to a ring, to the hit location of a creature. The creator of the enchantment must be able to inscribe the proper runes for the enchantment, however, so creatures without SIZ, such as spirits, are exceptionally difficult to enchant. Just as any item can be enchanted, so too can any place. Priests use enchantments to protect their temples from the depredations of infidels, as sorcerers do their own abodes.

Though an enchantment cannot be dispelled, dismissed or neutralised, it is hardly invulnerable. An enchantment is only as strong as the object it is placed on. If that object is broken, torn or destroyed, so too is the enchantment.

Unless the enchantment has specific limitations to the contrary (see page 43), anyone can use an enchanted item.

Enchanting (DEX+POW)

This Magical skill is required to create an enchanted item. Though it is known by many different names (practitioners of Rune Magic call it Runesmithing, while almost every cult has an individual name for it) the skill is essentially the same practise for all types of magic. Thus, a character who practises both Rune Magic and Sorcery does not need two separate Enchanting skills for the two types of magic he practises.

Enchanting Process

The following description describes in general the steps required to enchant an object, place or person.

1. Preparation

The enchanter must select the item to be enchanted and inscribe the appropriate runes on the object. How the enchanter does this is up to him but the more permanent the inscription the better. If the runes are destroyed, so too is the enchantment. Thus, an enchanter will usually etch his runes into steel, carve them into wood and tattoo them on a creature. The item itself need not be of particularly high quality in order to be enchanted, though an enchanter will often use the best available resources – after all an exquisite halberd that has been enchanted with a Weaponblessing is inherently superior to a normal halberd with the same enchantment.

Requisite Spell
A character must have the requisite magical knowledge in order to enchant an object. Simply put, they must know at least one requisite spell in order to create a magical item. Note that a character only need know *one* of the requisite spells. In the case of Divine Magic, the spell must be 'in mind' for the entire duration of the enchantment.

2. Declaration

When a Player Character wishes to create an enchantment, he must inform the Games Master as to the spells he intends to use, the item to be enchanted, any limitations or conditions he wishes to place on the item and, of course, the total amount of POW he will expend in the process. The precise POW cost varies according to the specifics of the item.

3. Procedure

The enchanter must spend a number of hours working upon on the enchantment equal to the POW invested in an enchantment, squared. This is summarised in the Enchantment Times table.

At the end of this time, the character must make an Enchanting skill test. This test is modified by the type of enchantment being attempted (see page 40) and whether any conditions are placed upon the enchantment (see page 43).

Enchantment Times

Enchantment's Total POW	Hours To Enchant
1	1
2	4
3	9
4	16
5	25
6	36
7	49
8	64
9	81
10	100

If the test succeeds, the necessary POW is expended and the item is created. If the roll fails, the POW is retained but the enchantment fails.

A critical success when Enchanting allows a character to spend one fewer POW to create the final effect (to a minimum of one POW).

A fumble results in the enchantment failing and one POW is expended regardless.

Enchantments

The following are examples of common enchantments, though in truth hundreds of variations exist. Each type of enchantment has a rating next to it along with a modifier – this is applied to the Enchanting test.

Armourblessing Enchantment (Normal +0%)

This common and popular enchantment will increase the armour points of an object. Each point of POW invested in the Armourblessing enchantment bestows one armour point upon the enchanted object. If it is used on a living creature, it will increase armour points in only one hit location – multiple enchantments must be used to cover the entire creature. Likewise, if placed on a suit of armour, each Armourblessing enchantment will protect only one hit location.

Requisite Spell: Damage Resistance, Enhance CON, Form/Set (appropriate to enchanted item), Heal Body, Protection, Repair, Shield, Vigour.

Binding (Hard −40%)

This enchantment is intended to confine an otherworldly spirit, such as a ghost, demon or elemental. A Binding enchantment requires one point of POW for every Characteristic the creature possesses. Thus, a Binding enchantment intended to contain a ghost requires three points of POW to create (as a ghost only possesses INT, CHA and POW). A Binding enchantment may only hold one creature at a time.

Capturing a creature in a Binding enchantment requires either dissipating the creature or somehow convincing it to inhabit the item voluntarily. Capturing a dissipating spirit is no mean feat – it requires the Spirit Block, Spirit Screen or Spirit Resistance spell to be cast at the dissipating spirit within one Combat Round of its demise, thereby trapping the remnants in one place. The dissipated spirit must then either be placed into sealed and Spellcharged container (again, with either Spirit Block, Spirit Screen or Spirit Resistance). It can then be included in the enchanting process normally.

Once within the Binding, the creature will remain there until it is freed, either through the will of the item's owner or the destruction of the Binding. A creature bound into an item has no natural contact with the outside world and cannot perceive it in any way unless it uses magic. Someone in physical contact with the binding can use it to engage in mental communication with the creature (provided there are no limitations to the contrary).

The owner of the Binding item has complete control over the creature bound within and may access the creature's knowledge, skills, Magic Points and known spells freely. Many creatures are of little use while inside a Binding enchantment and must therefore be freed if the binding's owner wishes to use their abilities in combat or other situations. A bound creature can be freed and commanded to perform one hour's worth of activity for the creature that freed it, after which it is truly free.

Requisite Spell: Spirit Bane, Spirit Block, Spirit Screen, Spirit Resistance, Spiritual Journey, Spiritual Projection.

Power Enhancer Enchantment (Easy +20%)

This is one of the most straightforward enchantments. As such it is often used by apprentice enchanters to hone their skills. Each point of POW invested in the enchantment bestows one POW upon the enchanted object, to a maximum of three POW.

A held Power Enhancer increases the Magnitude of spells with the Progressive trait by their POW score. For instance, a Strength 1 spell cast through a Power Enhancer with POW 2 would become a Strength 3 spell. Power Enhancers cannot offer partial boosts (a Power Enhancer with POW 3 always boost Magnitude by three, never one or two).

Requisite Spell: Any.

Spellcharge Enchantment (Difficult −20%)

While almost certainly one of the most versatile enchantments, Spellcharging an item is also one of

the most complex and is incredibly draining. This enchantment locks a single spell within the item, which can then be cast by anyone holding or touching it.

The enchanter must invest POW equal to the spell's Magnitude. The item acquires the ability to cast the spell at that Magnitude (and no other Magnitude, not even a lower one).

The wielder of the item must spend one Magic Point every time they wish to cast the spell contained within the Spellcharged item. No casting test is necessary – the spell is automatically cast successfully, though it can be resisted or countered normally. Magic Points may not be spent to overcharge spells cast from Spellcharged items. The Casting Time for a Spellcharged item is always one Combat Action.

Divine Spells: A Divine Spell placed into an item is lost from the enchanter's memory as a result (as if it were cast). It will also only work once, then the spell is expended (though it is not necessary to spend a Magic Point to activate such an enchantment). However, it can be 'recharged' by a wielder praying in an appropriate temple for the appropriate amount of time. It is for this reason that divinely Spellcharged items rarely leave the custody of their creator cults, as they are only of repetitive use if renewed by the faithful at a place of worship.

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Sorcery Spells: A Sorcery spell placed into an item only has its Magnitude set. A sorcerer may choose to apply other Manipulation skills (not Manipulation (Magnitude) itself) to a Spellcharged item's spell, as it is cast... but only if the sorcerer knows the spell himself. Each application costs one Magic Point, as normal.

Requisite Spell: The specific spell to be charged into the object.

Spell Enhancer Enchantment (Normal +0%)

Another enchantment popular with more advanced enchanting students is the Spell Enhancer. Each point of POW invested in the enchantment bestows one POW upon the enchanted object, to a maximum of four POW.

Every spell cast through such a crystal is considered to be overcharged by a number of Magic Points equal to its POW score. Spell Enhancers cannot offer partial boosts (a Spell Enhancer with POW 2 always overcharges spells by two, never one).

Requisite Spell: Any.

Warding (Hard −40%)

One of the most demanding enchantments to complete, yet also one of the most in demand. When the enchantment is complete, the Warded item generates an invisible, magical barrier, detectable only by magic, that protects those within from specified attacks or events that occur outside the Warded area.

The items need not be visible to be effective – they may easily be concealed within a stone wall, for example.

Every Warding has a series of bans set by its creator during the process of enchantment. For every point of POW invested into the enchantment, the Warding can include one ban (and all Wardings must have at least one ban). Bans include, but are not restricted to: Banning those of (or not of) a certain faith or race, specific people, spells, those not holding a particular flower/weapon/symbol, virgins, incorporeal creatures, those who do not speak a designated password upon approach, specific weapons.
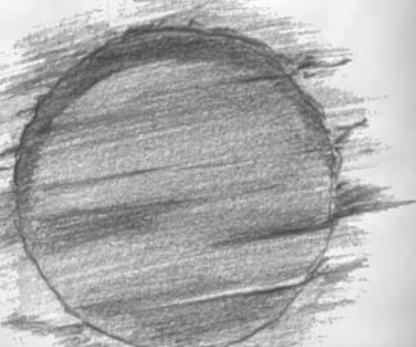
Anyone within a radius equal to the invested POW of the enchanted item is considered to be within its Warded area. Against any banned effect or attack originating from outside the Warded area, the protected creatures benefit from the following effects:

☒ A Countermagic Shield of a Magnitude equal to the Warding's invested POW.

☒ An effect similar to the Consecrate spell of a Magnitude equal to the Warding's invested POW, which will alert those inside if anything banned by the Warding's creator enters or attempts to enter the Warded area.

☒ An effect similar to the Damage Resistance spell of a Magnitude equal to the Warding's invested POW, where any incoming attack dealing damage equal to or less than the Warding's invested POW is ignored.

This is not the greatest versatility of a Warded item, however. Two or more Wardings that share the same bans (they do not necessarily need to be of equal POW or even created by the same enchanter) will automatically conjoin when brought within each other's radii and protect a far greater area than they could manage individually. When doing so, add together all the invested POW of the linked Wardings to determine their Average POW.

☒ Two Warded items conjoin to form a Warding Wall. This stretches from one item to the other and reaches Average POW in metres in height and will stay in effect as long as the Warded items remain within 5 + Average POW in metres from one another.

☒ Three Warded items conjoin to form either a hinged Warding Wall or a Warding Triangle, with walls as high as a Warding Wall's. It will stay in effect for as long as every Warded item remains within 10 + Average POW in metres from one other Warded item.

☒ Four Warded items conjoin to form either a hinged Warding Wall or a Warding Box (more commonly called a True Warding), with walls as

high as a Warding Wall's. True Wardings, unlike Triangles and Walls, also cover the 'ceiling' of the Warded area and the underneath (normally to a depth of one metre). It will stay in effect for as long as every Warded item remains within 15 + Average POW in metres from one other Warded item.

⊠ Each additional Warded item increases the maximum distance that the items can be placed apart by a further five metres.

Requisite Spell: Consecrate, Countermagic Shield, Protective Circle.

Weaponblessing Enchantment (Normal +0%)

Another extremely popular enchantment, Weaponblessing increases the efficacy and lethality of a weapon. Each point of POW invested in the enchantment bestows it with a +1 bonus to damage and a +5% bonus to Weapon skill tests utilising the enchanted object.

Requisite Spell: Bladesharp, Bludgeon, Damage Boosting, Firearrow, Fireblade, Form/Set (appropriate to enchanted item), Speedart, Sureshot, True (appropriate to enchanted item).

Conditions

Every enchantment can be modified by attaching conditions during the enchanting process. Once placed on an item, conditions may never be removed, expanded or added to. Each condition affects only certain types of enchantment and all bestow a penalty on the Enchanting test. Some example conditions are give here:

Environmental Condition (−20%)

Default: The enchantment will work anywhere.
Each Environmental Condition defines exactly where the enchantment in an item will be effective. For Example:

⊠ A Weaponblessed sword with a Target Condition of 'everywhere except the Gunshak lands' will only provide its bonuses when the wielder is outside the Gunshak lands.

⊠ An Armourblessed helmet with a Target Condition of 'only underground' will provide its AP bonus only when the wearer is underground.

Target Condition (−20%)

Default: The enchantment will work against anyone and anything, as long as it is possible for it to do so.
Each Target Condition defines exactly who will or will not be affected by the enchantments in an item. For Example:

⊠ A Weaponblessed sword with a Target Condition of 'only versus humans' will only provide its bonuses when the wielder attacks humans.

⊠ An Armourblessed helmet with a Target Condition of 'all except ducks' will provide its AP bonus at all times… unless a duck happens to strike the wearer on the head.

User Condition (−20%)

Default: The enchantment will work for anyone, as long as it is possible for the bearer to wield or employ the enchanted item.
Each User Condition defines exactly who can or cannot use the enchantments in an item. For Example:

⊠ A Weaponblessed sword with a User Condition of 'broo only' will only provide its bonuses if the wielder is a broo.

⊠ An Armourblessed helmet with a Target Condition of 'all except dwarfs' will provide its AP bonus to any wearer… they are a dwarf.

THE SPIRIT WORLD

Spirits are an essential part of the *RuneQuest* system and comprise an enormously broad range of entities, from the terrifying to the occasionally benign. A spirit may be anything from a vengeful wraith to the embodiment of a spell.

The majority of spirits abide in the spirit world, a featureless place that exists tangentially to the physical, or mortal, world. Powerful magic and specific events can summon them forth from that plane. Other spirits, such as ghosts and wraiths, are themselves the remnants of sentient souls and are tied to the physical world, usually to a very specific locale.

Defining a Spirit

Spirits, unsurprisingly, have no physical form. A spirit lacks STR, CON, DEX and SIZ – all aspects of a corporeal body. Instead, the spirit has only INT, POW and CHA. Most importantly, a spirit can only be harmed by spells or magical effects that affect one of these Characteristics or are otherwise designed to be effective against spirits. Normal weapons are designed to deal damage on a physical body and thus are entirely useless against a spirit. Note that all spirits derive their Attributes in a different manner from corporeal beings:

Combat Actions (CA): The number of Combat Actions a spirit can perform is determined by its INT Characteristic, rather than its DEX Characteristic. Spirits gain an equal number of Reactions, just like corporeal creatures.

Damage Modifier (DM): A spirit's Damage Modifier can perform is determined by its CHA+POW Characteristics, rather than its STR+SIZ Characteristics.

Hit Points (HP): Rather than determine hit points by location, a spirit simply has a total number of hit points equal to its POW Characteristic. It is never necessary to roll for a spirit's hit location (it effectively only has one location).

Strike Rank (SR): A spirit's Strike Rank is determined by adding its INT+CHA Characteristics together, rather than its INT+DEX Characteristics. Also, note that this total is *not* halved.

Movement: A spirit's Movement is equal to its POW in metres. Spirits are generally extremely fast compared to corporeal creatures. They may also float or fly at their whim and may also move through solid nonliving objects freely.

Additional spirit effects:

- The only Basic skills a spirit possesses are Dodge (20+INT), Evaluate, Influence, Lore (Animal, Plant, Spirit World and World), Perception, Persistence (20+POW), Sing, Stealth (20+INT) and Unarmed (CHA). It may also have specific Weapon skills, in which case these will be based on CHA+INT (for close combat weapons) or INT (for ranged weapons).
- Only magical damage or damage originating from the spirit world can harm spirits. Spirits cannot suffer injuries from normal sources. Once their hit points reach zero, they are dissipated, perhaps permanently. Spirits regain hit points at the same rate as they regain Magic Points.
- When a spirit strikes another creature, the type of weapon it uses is immaterial when determining damage. The spirit always inflicts only its Damage Modifier to a target (to a minimum of one point of damage).
- Spirits are unaffected by any effect that requires a Resilience test, including diseases, poisons and spells with the Resist (Resilience) trait.
- Spirits are usually invisible to corporeal creatures, though not to each other. Most, but not all spirits, can become visible however. Regardless of whether or not the spirit is visible, any creature it attacks will be aware of the attack, even if the attack failed. Generally speaking, spirits make no sound, though many of them have a distinct smell or sensation that accompanies their manifestation.

Spirit Combat

Though many spirits may have access to various offensive abilities, all of them may attack any other spirit – or any creature that happens to be visiting their spirit world – in a manner similar to normal combat. They may also attempt to interact with the living by attacking a creature's soul. Some spirits even have spellcasting capabilities…

In return, corporeal creatures have regrettably few recourses to spiritual attacks. Normal attacks will not affect spirits. Magical weapons will harm spirits, though, as will some spells. The most effective way to take on spirits, however, is to either project one's own spirit into their world or fully shift one's being into that world.

Spirits versus Spirits

Movement, attacking and defending in the spirit world are principally similar to normal combat, except that the spirits involved move faster and obey their own metaphysical laws. The following should be borne in mind when spirits engage in combat in the spirit world:

- Spirits attack, parry, dodge and basically fight just like their corporeal counterparts, though many of their Attributes and skills are determined differently.
- Regardless of the apparent weapon used, a spiritual attack is made of the spirit's own willpower, rather than metal or wood as a real weapon is. As such it always inflicts only its Damage Modifier to a target (minimum of one point of damage).
- Similarly, armour is of no use in the spirit world. While a spirit may appear to be clothed in full plate armour, this is not in fact the case and the damage of an attack will not be reduced by any apparent armour. Note that some particularly powerful spirits may have magical items or abilities that endow themselves with armour that *is* effective in the spirit world, however.
- Spirit combat is actually a far more controlled battlefield than any found in the physical world. There are no rocks to trip over, no armour straps to break, no sun to unexpectedly get in a combatant's eyes. Thus, while spirit combat is just as prone to critical hits and fumbles as any other combat, there are far fewer other mitigating factor. All spirit critical hits simply do maximum possible damage fro their Damage Modifier and fumbles are simply failed attacks.
- Spirits attack, parry, dodge and basically fight just like their corporeal counterparts, though many of their Attributes and skills are determined differently.
- Spirits do not suffer injuries, though they will be dissipated (see page 46) if their hit points are reduced to zero.
- Spirits do suffer from Knockback but only if a blow exceeds their POW (rather than their SIZ).

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Spirits versus Corporeal Characters

Spirits attacking corporeal characters do so normally, though they tend to act faster than corporeal beings and can ignore many environmental modifiers.

☒ When attacking a corporeal creature, a spirit is still in the spirit world. It is the corporeal being's soul that is being attacked rather than its physical form. As such, the spirit is not affected by any environmental modifiers.

☒ Regardless of the apparent weapon used, a spiritual attack is made of the spirit's own willpower, rather than metal or wood as a real weapon is. As such it always inflicts only its Damage Modifier to a target (minimum of one point of damage).

☒ Spirit attacks may not be parried (except with magical weapons) but may be dodged normally.

☒ Spirit attacks ignore armour (though magical armour will work normally).

☒ While the damage is done to a corporeal being's soul, it is reflected immediately on its body. Thus very real wounds will appear to reflect the spirit's attacks.

☒ Another common tactic used by spirits is to avoid combat altogether and simply attempt to possess a corporeal being.

Corporeal Characters versus Spirits

Corporeal characters attacking spirits face numerous difficulties, the most obvious being the spirit's intangibility and possible invisibility.

☒ Spirits are usually invisible to corporeal creatures and make no sound, though many of them have a distinct smell or sensation that accompanies their manifestation. As such, corporeal opponents unable to pierce this invisibility will take a –40% penalty to their attacks. The spirit itself will often attack from behind (+20%) or from 'higher' ground by levitating (+20%) or both. The Rune Magic spell Second Sight will reveal the presence of a spirit, as will the Divine Magic spell Soul Sight and the Sorcery spell Mystic Vision.

☒ Only magical weapons or weapons that are specifically designed to attack spirits may harm spirits. If a weapon has been enchanted with a Rune Magic spell like Bladesharp, only the additional damage is magical and therefore this is the only damage that will harm the spirit.

☒ Precise attacks will not work against spirits.

☒ Spells that cause magical damage, or spells specifically designed to attack spirits, may also harm spirits. However, if the spell requires a target, the spellcaster must be able to see the spirit. Spells with the Touch trait will not work against spirits, unless the character somehow enables his hand to enter the spirit world.

☒ By far the best way to deal with spirits is either through the Rune Magic spells Spirit Screen or Spirit Bane, Divine Magic spells Spirit Block or Spiritual Journey or the Sorcery spells Spirit Resistance or Spirit Projection.

Dissipated Spirits

Spirits that reach zero hit points are dissipated. This dissipation is either permanent or temporary, dependent on the type of spirit. Permanently dissipated spirits are destroyed.

Temporarily dissipated spirits, typified by ghosts and others with the Recurring trait, cannot be permanently destroyed through combat. When dissipated, the spirit will reform in a number of hours equal to its POW. The reformed spirit will have one hit point and will regain its hit points normally.

Recurring spirits will normally have caveats that allow them to be permanently destroyed under certain circumstances.

Possession

The most common act of a spirit is not combat. Possession is the favoured form of interaction for most sentient spirits, as it enables them to interact with the corporeal world in a far more effective fashion.

In order to possess a corporeal creature, a spirit must possess either the Covert or Dominant Possession traits. It must also be within touching distance of the target, as the process of possession will cause the spirit to inhabit or 'ride' the target's corporeal body.

In essence, possession is simply an opposed Persistence test which takes one Combat Action to complete.

New Rune Magic Spells

Spirit Bane

Casting Time 2, Duration 10, Magnitude 3, Touch
Runes: *Spirit*, Earth

Cast on an item (normally a missile or close combat weapon), this spell allows it to temporarily exist both in the real world and the spirit world. As such, the item can affect (and be affected by) spirits. This makes Spirit Bane an invaluable spell for those who would fight ghosts, wraiths and other incorporeal entities.

Spirit Screen

Casting Time 2, Duration 10, Magnitude 1, Progressive, Touch
Rune: *Spirit*

This Rune Magic spell provides the recipient with spiritual armour to protect him from attacks by spirits. Each point of the spell's Magnitude provides one armour point on all locations that only applies against attacks from incorporeal creatures (such as ghosts and wraiths).

In addition, Spirit Screen allows a character to parry spirit attacks and also renders a recipient immune to spiritual domination (though it will not dislodge a currently dominating spirit).

Either party may spend Magic Points to gain a +5% bonus to the test per Magic Point spent.

If the spirit wins the opposed test, it possesses the target creature. If the target wins the opposed test, it resists the possession and will also realise that it has thrown off some kind of attack against its mind. Unless the target was expecting an attack from the spirit world, however, it is highly unlikely that it will realise the source of the attack. If the target is currently able to see into the spirit world, then it will certainly realise the source of the attack!

Possession in *RuneQuest* is divided into two distinct forms: dominant and covert.

Dominant Possession

The more well-known and obvious form of possession, dominant possession occurs when the possessing entity literally takes control of the possessed body. The identity (INT, POW and CHA) of the body's owner is subsumed beneath the identity of the possessing spirit.

The target is fully aware that its body has been taken over but it is also absolutely helpless, unable to take any action at all, a prisoner in its own body. The possessor is in complete control, though it does not have access to any of the memories, skills or magic of the possessed.

If viewed magically, it is an Easy (+20%) Perception test to tell that a person is dominantly possessed.

Covert Possession

A more insidious means of possession, covert possession means, essentially, that the spirit is a hitchhiker in the body of the possessed. It exhibits no control over the body and the possessed remains completely in charge.

The possessed will not even know that he is possessed unless the spirit chooses to inform him or others impart the knowledge to him. Though the covertly possessing entity does not control the body's actions, it is not without its influence. A common example of an entity that practises covert possession is the disease spirit. Upon possessing a corporeal creature, the disease spirit infects that creature with the disease it is carrying. No manner of healing will stop the march of the disease – the disease spirit must be somehow cast out in order to save the character's life.

A covertly possessing spirit may apply its POW as a bonus or penalty to any skill test the possessed makes.

If viewed magically, it is a Hard (–40%) Perception test to tell that a person is covertly possessed.

Ending Possession

A mortal possessed by a spirit is in a fair amount of trouble, as there are few ways to cast out the invading creature.

In certain specific cases, it is possible to end possession without the use of any kind of magic. A ghost, for example, is permanently anchored to a single spot on the physical plane and cannot leave that spot's immediate area, even when possessing a mortal being. In such a case, the possessed character's companions can simply move him bodily outside the ghost's range, which will expel the possessing spirit. Of course, a possessing ghost will certainly realise what is happening…

Alternatively, others can attempt to negotiate or coerce the spirit, assuming they are aware of its existence and it is willing to listen. Most spirits have specific reasons for possessing a creature and can be appeased or convinced to leave under the right circumstances.

Such cases are comparatively rare, however. Far more often, possession can only be ended magically. Some practitioners of Divine Magic have access to the Exorcism spell, for instance, a spell that allows the caster to oust possessing spirits.

Spirit Creatures

Listed below are three spirit creatures that may serve as deadly adversaries for Player Characters in *RuneQuest*. Note that these creatures have no hit locations, a reflection of the fact that they have no true bodies.

Disease Spirit

The constant companions of broo shamans, disease spirits are the very essence of plague and pestilence. When it covertly possesses its victim, it infuses it with the specific disease it represents. There are as many types of disease spirit as there are diseases. There are rumbling fever disease spirits, yellow ague disease spirits and so forth.

As long as the disease spirit is possessing a creature, the possessed will be forced to make Resilience tests to resist the effects of the disease. However, the disease cannot be thrown off until the disease spirit is ousted. Also, the spirit will nearly always choose to apply its POW as a penalty to the possessed's Resilience tests.

If the possessed dies while being possessed by a disease spirit, there is a percentage chance equal to the spirit's POW that it will arise as a new disease spirit in 2D6 hours.

Characteristics

STR	–	
CON	–	
DEX	–	
SIZ	–	
INT	2D6	(7)
POW	3D6+6	(16)
CHA	3D6	(10)
HP	16	
MP	16	

Weapons

Type	Weapon Skill	Damage
Spectral Claw	50%	1D2

Special Rules

Combat Actions:	2
Strike Rank:	+17
Movement:	16m
Traits:	Covert Possession, Dark Sight, Night Sight
Skills:	Dodge 40%, Lore (Disease) 60%, Lore (Spirit World) 40%, Persistence 50%, Stealth 30%

Ghost

A ghost is a spirit of a dead creature, usually sentient. Ghosts found on the material plane are always tethered to a specific place, object or person and cannot stray far from whatever it is they are tied to. Frequently driven insane by their eternal imprisonment within a half-life, ghosts tend to be malignant creatures that loathe the living. The statistics given below are for a human ghost.

Weapons

Type	Weapon Skill	Damage
Spectral Axe	40%	1 point

Special Rules

Combat Actions:	2
Strike Rank:	+20
Movement:	10m
Traits:	Dark Sight, Dominant Possession, Night Sight, Recurring
Skills:	Dodge 40%, Lore (Spirit World) 30%, Persistence 50%, Stealth 50%

Wraith

In many ways, wraiths are quite similar to ghosts. They are formed when a dying individual is gripped with frustration, hate or fear and are hideous undead apparitions inimical to all life. Unlike most spirits, wraiths do not possess mortals. However, they are invariably malicious and antagonistic.

Characteristics

STR	–	
CON	–	
DEX	–	
SIZ	–	
INT	3D6+6	(16)
POW	4D6+12	(26)
CHA	4D6	(14)
HP	26	
MP	26	

Weapons

Type	Weapon Skill	Damage
Spectral Sword	75%	1D6

Special Rules

Combat Actions:	3
Strike Rank:	+30
Movement:	26m
Traits:	Dark Sight, Night Sight
Skills:	Dodge 80%, Lore (Spirit World) 60%, Persistence 80%, Stealth 60%

Even when in command of a possessed body, the ghost remains tied to the same specific place, object or person and may not leave. The exact distance from its anchor point a ghost can venture varies with each ghost but as a rule of thumb they will not be able to move further than their POW x 10 in metres from the anchor.

Characteristics

STR	–	
CON	–	
DEX	–	
SIZ	–	
INT	3D6	(10)
POW	3D6	(10)
CHA	3D6	(10)
HP	10	
MP	10	

BETWEEN ADVENTURES

By their very nature, adventurers tend to spend a great deal of their time in uncharted or hostile wilderness, hunting terrible beasts that prey upon the innocent, questing for runes, carrying out missions for their cults or any of a hundred other reasons.

From time to time, however, even the most devoted (or greedy) adventurers must leave the wilderness. Whether they are in need of healing, supplies, money, training or simply wish to spend a few days without the shadow of imminent death hanging over their heads, now and again adventurers must return to civilisation.

Just because the adventurers are now ensconced behind stone walls and surrounded by the press of humanity does not mean their lives come to a standstill. Even in the dubious safety of a city, there is still plenty for adventurers to do to occupy their time.

What Makes a City?

Throughout this chapter, reference is made to various sizes of settlements, from small villages to large cities. It is therefore useful for both the Games Master and players to know what generally differentiates a large town from a small city and so on. The two smallest rankings, the wilds and the hamlet, do not appear in many areas of this chapter, as they are too small for Player Characters to do much of anything in.

The Wilds

In *RuneQuest*, any area without human habitation is considered to be in the wilds. There may be some settlers here and there, either hermits or a single family, but these people will be eking out a subsistence living off the land, either as farmers or hunters. Money has little or no value here and any trade must be done according to the barter system – trading goods and/or labour for whatever is needed.

The Hamlet

A hamlet is a tiny village, usually with between one and five extended families living in the area. The vast majority of the hamlet's people will be involved in whatever the primary industry of the area may be – farming in grasslands, fishing on a waterway, logging or hunting in a forest. Much as with the wilds, the primary unit of exchange in a hamlet is bartering, though such people often have a few coins' worth of actual money as well.

The average hamlet will have a number of people with auxiliary skills. For instance, though all adults may be farmers, one or two may also have skill as thatchers or carpenters, trading their knowledge and labour in return for additional food or other goods. It is unlikely a hamlet will have even so much as a maintained shrine inside it. Citizens of a hamlet must rely on itinerant peddlers for any goods they cannot produce themselves. Such peddlers commonly pass through once a month or so.

This is the most common settlement type of Primitive peoples.

The Small Town

A small town is significantly larger than a hamlet, usually boasting a population of between 100 and 300 people. Like hamlets, the majority of the people in a small town will be involved in whatever the primary industry of the area is, but they will also have some citizens specialised in other trades. A small town will almost always have at least one dedicated thatcher, tool smith or farrier, carpenter, potter and weaver.

Most villages include a resident priest who serves as spiritual caretaker for the people and administer of a local shrine. Commonly, this priest would only qualify as an initiate in a larger city but it is not impossible to find a village shrine administered by a retired acolyte who attained great status in his youth.

Small towns usually exist on an economy that is equal parts barter-based and monetary.

This is the largest settlement type of Primitive peoples and the most common settlement type of Barbarians.

The Large Town

A large town is a substantial settlement with a population of between 300 and 1,000 people. Though a large number of people in such a settlement will be involved in a single local industry, there will be many others who pursue a different occupation. A large town commonly has at least one smith, several carpenters, thatchers, weavers and so forth. A large town always has at least a shrine in it as a place of worship and may even have a larger religious centre.

Large towns are the smallest form of civilisation where one is likely to find community-oriented businesses, such as taverns or inns. Additionally, it is the smallest form of civilisation to boast a regular marketplace, a permanent site where people from the area come together to buy and sell goods, most often on a weekly basis. Travelling traders will organise their schedules to arrive in towns on trading day.

A large town is usually clustered around the home or holdings of a local noble or landlord.

The Small City

A small city has between 1,000 and 8,000 residents. By the time a population has reached this side, it has often grown too large for its immediately available food sources, which means food must be imported from outlying areas.

A small city has one or more permanent marketplaces that do a daily business, as well as a number of individual shops where characters can buy or sell particular goods. At this size of settlement, monetary

exchange has all but completely replaced the barter system. A small city is very likely to be engaged in an active trading enterprise, particularly if it lies on a sea coast or major river. Such a city will have warehouses and other facilities for storing and shipping goods. If it lies on a waterway, there will be a significant dock system in place.

A small city is likely to have one or two major temples of appropriate cults, as well as a number of other shrines continually staffed by acolytes and the occasional Runepriest. It is not uncommon for one or more sorcerers to make their homes in small cities, particularly those lying along important trade routes.

A small city is often built around the home and holdings of a major noble such as a count or duke, who acts as head of a bureaucratic government. This is the largest settlement type of barbarian peoples.

The Large City

A large city boasts a population of 8,000 or more people, though it is rare to find a city with a population greater than 50,000 in a pre-industrial society. Such a city is commonly the capital of a nation and home to a king. Failing that, it is almost certainly the domain of a powerful noble such as a duke.

Large cities require good transportation systems (usually by water) as their lifeblood is almost always trade. Such a large number of people cannot feed themselves through local resources and importing food is sure to be a lucrative industry. A large city will have a number of permanent marketplaces scattered throughout it, possibly even specialised marketplaces for particular types of goods.

In addition to craftsmen practising all the basic trades, such as carpentry and blacksmithing, a large city will almost certainly be a centre of manufacture or trade for various luxury items rarely found outside the confines of such a civilisation, such as large musical instruments, works of art and fabulously expensive pieces of armour. In short, if it can be made, it can be found for sale in a large city – though magical items may well be an exception to that rule.

A large city boasts several great temples, manned by small armies of clergy. Sorcerers tend to make their homes in large cities as well, relying upon the constant stream of trade to bring them knowledge and materials they need.

Reputation & Renown

This section of the *RuneQuest Companion* introduces a new mechanic to the game – Reputation. The Reputation of a Player Character can have a significant impact on the ease or difficulty of his life once he enters the confines of civilisation. Fame is a double-edged blade, after all. If the Player Characters were instrumental in turning aside a horde of broo that threatened to overrun a small city, they might be the toast of the town – at least for a little while. They would find townspeople willing to buy them drinks and food, and craftsmen willing to give them a discount on their wares. People would smile and greet them in the street. This may all sound wonderful, but if one of the Player Characters is a low-key type who had hoped to nick a few famous valuables while in town, all the attention may make his job that much harder.

The dark twin of fame is infamy. Characters who commit terrible acts, such as herding a raiding party of broo into a defenceless hamlet merely for their own amusement, will find their Reputations grow as well as if they had defended the hamlet instead. However, instead of receiving accolades and warm wishes, they will be avoided and reviled.

Of course, many such intricacies of Reputation are best left to the Games Master – there are simply too many potential variables to lay out all the results of how the folk of a particular town happen to view a group of adventurers in their midst.

The Reputation table indicates how a character's Reputation can grow according to accomplishments and adventures he has undertaken. This chart is by no means exhaustive but it serves to give a Games Master a clear idea of what bonuses to offer Player Characters for circumstances not included.

All Player Characters begin play with a Reputation of 0.

The Games Master is also the final arbiter of what qualifies for what on the table below. The players may consider the group of three broo they killed a week

Reputation

Circumstance	Reputation Modifier[1]
Character is a local boy or girl	+1
Character is Seasoned-level	+2
Character is Veteran-level	+4
Character is Master-level	+8
Character is Hero-level	+15
Per Legendary Ability	+5
Per Skill in excess of 200%	
Character is a Runepriest	
Of a local cult	+8
Of a respected cult	+4
Of a feared or hated cult	+4
Character is a Runelord	
Of a local cult	+10
Of a respected cult	+6
Of a feared or hated cult	+6
Character defeated / was defeated by minor enemy	
Within last 12 months	— / –2
Within last 6 months	— / –4
Within last month	+1 / –6
More than 100 miles away	—
Between 10 and 100 miles	— / –2
Within 10 miles	+1 / –1
Character defeated / was defeated by major enemy	
Within last 12 months	+1 / —
Within last 6 months	+1 / –1
Within last month	+2 / –1
More than 100 miles away	+1 / —
Between 10 and 100 miles	+1 / –1
Within 10 miles	+2 / –1

Reputation (continued)

Circumstance	Reputation Modifier[1]
Character defeated / was defeated by deadly enemy	
Within last 12 months	+2 / —
Within last 6 months	+2 / +1
Within last month	+4 / +2
More than 100 miles away	+1 / —
Between 10 and 100 miles	+4 / +1
Within 10 miles	+10 / +8
Character committed a heroic or selfless act	
Within last 12 months	+2
Within last 6 months	+4
Within last month	+8
More than 100 miles away	—
Between 10 and 100 miles	+2
Within 10 miles	+4
Character committed a heinous act	
Within last 12 months	+3
Within last 6 months	+4
Within last month	+8
More than 100 miles away	—
Between 10 and 100 miles	+4
Within 10 miles	+8
Become leader of a small mercenary band or military unit (10 to 100 troops)	+4
Become leader of a large mercenary band or military unit (100 to 1,000 troops)	+10
Return from distant land	+4
Become ruler of a small town	+1
Become ruler of a large town	+2
Become ruler of a small city	+5
Become ruler of a large city	+10
Become ruler of a nation	+15

[1] Most of these modifiers are cumulative. If a character is both a Master-level character and has recently defeated a grave nearby threat, he is entitled to both bonuses. However, he does not receive the bonuses for being a Seasoned- or Veteran-level character – those are subsumed by the Master-level bonus.

Reputation Effects

Reputation	Modifier to Influence Tests	Penalty to Disguise Tests
1–2	—	–0%
3–5	+5% / –5%	–0%
6–10	+10% / –10%	–5%
11–15	+15% / –15%	–10%
16–20	+15% / –20%	–10%

Reputation Effects (continued)

Reputation	Modifier to Influence Tests	Penalty to Disguise Tests
21–25	+20% / –20%	–15%
26–30	+25% / –25%	–15%
31–40	+30% / –35%	–20%
41–50	+40% / –40%	–25%

earlier to be a major enemy, while the Games Master feels the broo qualify only as a minor enemy.

It is worth noting that sometimes a lost battle still results in a bonus to Reputation. This is for the simple reason that the average townsperson is likely to be far more impressed with the adventurer who stood toe to toe with a dragon and, though he lost the battle, is still alive to tell the tale than he would be with a group of adventurers who happened to trounce a handful of trollkin.

Using Reputation

Reputation does little good if no one recognises who the character is. For Reputation to have an impact on a character's life and dealings with Non-Player Characters, the character must make a Reputation test.

Typically, this test is handled like a skill test, in that a 1D100 is rolled and the test is successful if the result is equal to or less than the character's Reputation. A Reputation test is automatically made – it is never voluntary. Simply because a Player Character does not *want* to be recognised does not mean no one will know who he is.

Reputation primarily affects the use of the Influence skill. It also has some impact on skills such as Disguise. The Reputation Effects table gives some general guidelines for bonuses to skills based on the Reputation of the Player Characters.

The Games Master is the final arbiter of which circumstances (if any) are applicable in the Player Character's current location. For example, a character might have a huge Reputation, but if he is on the other side of an ocean from where all his mighty adventures have taken place, the locals may have no reason to think he is any more impressive than the local goatherder and he will receive no Influence bonus.

Whether or not the character receives a bonus or penalty to his Influence test depends upon the nature of his Reputation and who he is dealing with. A character with a Reputation as an honest, forthright, heroic warrior will enjoy bonuses to his Influence test when dealing with people who admire such qualities. However, he will suffer penalties to his Influence test if he is attempting to negotiate with the leader of a local thieves' guild, who will understandably assume the character is an enemy. Likewise, a character with a Reputation as a cold-blooded assassin will enjoy bonuses to his Influence test when dealing with the likes of criminals and hard-bitten mercenaries, but will find the city guard a less receptive audience.

Making Money

One of the things Player Characters are most likely to do when between adventures is to try to find a way to make money. Player Characters tend to be a very acquisitive lot and acquiring things often requires money, particularly in a city where the local authorities might take it amiss should the characters use the more violent means of acquisition they employ while adventuring.

Obviously, there are a large number of ways inventive and capable Player Characters can make money, legitimately or not, within the confines of civilisation – far too many to address each one individually. However, this section of the *RuneQuest Companion* does address five of the most common means by which Player Characters might attempt to raise money: using the Craft skill, finding a job, performances, stealing and offering training services.

Each of these option, and their attendant rules, presume the Player Character is involved in a rather pedestrian version of the topic in question. For instance, Player Characters may try to steal a little extra money while in town. This presumes they are spending their time pickpocketing and shoplifting. If the Player Characters instead intend to go after a jewel the size of a man's head that is a centrepiece of some great temple, this is something that should be roleplayed out as with any other adventure. Likewise, a character attempting to raise money by performing is assumed to be plying his trade in a tavern, inn or public stage. If he is giving a command performance for a king, the situation and potential rewards will be rather different.

Using Craft Skills

One of the best sources of legitimate income for a Player Character while he is inside the confines of civilisation is the use of the Craft skill. A character with a significant skill in almost any Craft can find a way to make and sell goods, either simply to hone his skills or to raise a little extra money.

Obviously, the Games Master should employ common sense in deciding just how successful a character will be at doing this. For instance, the Player Character may have a Craft (fishing nets) skill of 90%, but if he is spending his time with a tribe of nomadic desert dwellers, he will likely have a difficult time finding any takers for his quality wares. As with anything in business, it is a matter of supply and demand.

Of course, a character may not be interested in using his Craft skill to make money, but rather to simply make items for the use of himself and his companions.

Facilities

One aspect of a Craft skill that is often overlooked is the fact that the vast majority of them require tools, a workshop or other materials an adventurer cannot simply carry around with him. Deprived of these things, the character cannot practise his Craft, as even the best smith in the world (for example) is not much good without a forge, anvil, hammer and some metal to work with.

Of course, a character can attempt to find a craftsman willing to allow the character to share his facilities. Indeed, for many Crafts, this is the only way a character not intending to put down deep roots in whatever city he finds himself in may practise his Craft. However, a craftsman may not be interested in sharing his facilities with someone he does not know – and at any rate would prefer to simply sell the character whatever he wants, rather than allowing him to take up space in a workshop while he makes the item himself.

Typically, convincing a craftsman to 'rent out' part of his facilities requires a Difficult (–20%) Influence skill test. Even then, the character will have to pay for all raw materials and give the craftsman a cut of what he makes selling items made in the craftsman's facilities (normally 50%).

Raw Materials

Most Craft skills requires raw material as well as a facility in which to Craft them. Generally speaking, an object's raw materials cost 25% of the item's purchase price. Note that if the character is attempting to make an exceptional item (see page 63), the raw materials cost will therefore be commensurately higher.

Time

Every item created by the Craft skill, from a reed basket to a suit of chainmail armour, requires a certain

amount of time to create. For the sake of simplicity, craft time on any item can be determined by looking at the item's base cost. An individual's proficiency with the appropriate Craft skill has only minimal bearing on the length of time needed to make an item.

The time required by a skilled craftsman to create a perfectly ordinary, unremarkable item is equal to the item's cost divided by five, in hours. Thus, a smith could forge a bastard sword in 50 hours or a dagger in six hours. This time assumes not everything in the crafting process goes smoothly – perhaps the smith forging the sword makes one or two minor mistakes, which must be rectified. However, so long as the craftsman has a Craft skill of 50% or greater, he can create the item in question in this time without needing to make a Craft skill test. He is assumed to be good enough at his job to create an ordinary item with some assurance of success. If the craftsman has a skill below 50%, he must make a skill test even when creating a mundane item.

If a craftsman is in a hurry, he may attempt to speed the process along. In this case, the time required to create a perfectly ordinary, unremarkable item is equal to the item's cost divided by ten in hours. Though a smith could forge a bastard sword in 25 hours rather than 50, this time frame assumes there is no room for error. Instead of getting away without the necessity of a skill test, to speed up production like this, the craftsman must succeed in a Difficult (–20%) skill test to create the item.

These times assume the craftsman has all the raw materials and facilities he needs at hand. If a smith must build a smithy, find ore, smelt it to extract the metal and then forge the sword, it will certainly take much longer than 25 or 50 hours to create a bastard sword.

When calculating time to create an item, the base 'small city' price is the one that should always be used. Just because he is out in the wilderness does not mean a craftsman with the raw materials and facilities he needs at hand will take any longer than his city-bound counterpart to create an item.

Finding a Job

Though it is rarely the stuff of legends, sometimes simply finding a job is the best way for a Player Character to make some extra money while in town.

The kinds of employment a character might find in town are generally dictated by that character's skills and abilities, as well as how long he can commit to remaining on the job. For example, few craftsmen will take on an apprentice who only intends to stay around for a week or so.

Finding a Job

Employment	Income per Day			
	Rural/Small Town	Large Town	Small City	Large City
Animal Wrangler (carnivores)	—	4 SP	4 SP	6 SP
Animal Wrangler (herbivores)	2 SP	3 SP	3 SP	4 SP
Bodyguard	—	8 SP	12 SP	12 SP
Bouncer	—	4 SP	4 SP	6 SP
Craftsman's Apprentice	1 SP[1]	1 SP[1]	2 SP[1]	2 SP[1]
Entertainer	See Performing			
Guard (warehouse or similar structure)	1 SP	2 SP	4 SP	6 SP
Guard (noble or wealthy home)	—	4 SP	6 SP	8 SP
Guard (caravan or other mobile posting)	4 SP	4 SP	4 SP	4 SP
Labourer	2 SP	4 SP	4 SP	4 SP
Porter	2 SP	4 SP	4 SP	4 SP
Scribe	—	—	10 SP	16 SP

[1] A craftsman's apprentice will also gain room and board, as well as 10% of the profit from any item he creates that is sold from his master's shop.

Performing

Skill Level	Income per Day			
	Small Town	Large Town	Small City	Large City
50% or below	1d4 CP	1d6 CP	1d6 CP	1d10 CP
51% to 100%	2d6 CP	1d4 SP	1d8 SP	1d8 SP
101% to 150%	1d4 SP	1d10 SP	3d8 SP	4d10 SP
151% to 200%	1d4 SP	2d8 SP	3d10 SP	1d4 GD

The Finding a Job table provides a list of various occupations a Player Character might pursue while in town, as well as the daily pay a character can expect for such work, based on the size of the settlement the Player Character is in. The Games Master should feel free to increase or decrease these values depending upon the skills and abilities of the character in question.

Performing

A character with a crowd-pleasing skill may wish to exploit that skill in town, both as a means of practising it and as a way of gaining a little extra money. Whether or not a skill can be used to perform in some way is mostly an issue of common sense. A character with a high Sing skill can hold a musical performance, a character with a high Acrobatics skill can tumble for the crowd and even a character with a high Lore (World) skill may use it to spin tales of heroes from ages past for a rapt audience.

The Performing table is designed to give a general idea how much a character with a skill suitable to performing can make in a given day. Income increases by skill level for two reasons. First, to acknowledge that better performances inspire the crowd to pay the entertainer more. Second, to indicate that the better the performer, the better the venue. Someone with a Sing of 45% may have to settle for performing for a crowd of dock workers in a rowdy tavern, while someone with a Sing of 145% may be selected for a special performance for the wealthy clergy of a local cult.

A critical success on the skill test allows the character to double his income for that day. A failure results in the character receiving nothing, while a fumble means the character receives nothing and likely encounters those who violently oppose his performance… perhaps he sung a republican tune in a royalist tavern.

Stealing

One of the most direct ways to raise money, of course, is to simply take it from those who already have it. A big city, teeming with people, is plum ripe for the plucking for a skilled and audacious thief.

Stealing is also one of the most dangerous ways to raise money – it would take a truly abhorrent performance to risk the same kind of penalties a thief risks every time he plies his trade!

The Stealing table is designed to make it easy for a Games Master who needs to quickly determine the success and total income of a Player Character's petty thievery inside a city. It contains average income from a day of pick-pocketing and shoplifting, along with any applicable penalties to the thief's Sleight skill test and average Perception skills for the citizenry. The Games Master is encouraged to alter any of these values as the specifics of his campaign demand.

Stealing

	Income per Day			
	Small Town	Large Town	Small City	Large City
Income per day	2d6 CP	2d4 SP	2d4+4 SP	3d8 SP
Difficulty of Sleight Test	Difficult (–20%)	Normal (+0%)	Normal (+0%)	Simple (+20%)
Average Perception Skill	30%	40%	50%	60%

Games Master must decide for himself whether there is any demand for the training offered by the Player Character. For example, a character offering Shiphandling training will probably not find many takers in a remote mountaintop community. However, a character offering Tracking training in a just-established community of religious refugees will probably have a number of people clamouring for his services.

A character who acts as a skill trainer for Non-Player Characters is entitled to the usual fee of one silver per point of skill per day of training.

Item Cost by Locale

Prices for most goods fluctuate depending upon the locale. An item that is readily available in a large city, for example, may be all but impossible to find in a tiny village – thus commanding a much higher price.

The base price for all goods in *RuneQuest* is assumed to be the small city price, as the base level of civilisation where all these items are readily available. For larger or smaller settlements, the price differs according to availability. For example, a heavy mace can easily be purchased in a large or small city, but in smaller settlements, where the skill and materials to make such things is lacking, the price is higher. Likewise, many items are easily available at any settlement size, and the price shows no change.

For purposes of the table below, both hamlets and small towns are considered to be 'rural'.

Note that there is no entry on the Stealing table for any settlement size smaller than a small town. In places like the wilds and hamlets, people conduct commerce through the barter system and are perfectly capable of going through their lives never touching a single coin. Unless the thief is anxious to make off with a few chickens and perhaps a pig or two, he will have to wait until he reaches a larger settlement to flex his sticky fingers.

Training

A Player Character with at least 50% in an Advanced skill may wish to offer his services as a trainer in that skill to the public at large (or, more specifically, other adventurers) while inside a town or city. The

Profit & Trade

Generally speaking, an item is worth more in an area to which it must be imported. As noted above, the base price for all equipment in *RuneQuest* is the small city price. For every stage of settlement size in difference

between where an item is manufactured and where it is sold, the price doubles. Thus, while a bastard sword can be made in a large town, small city or large city, it generally cannot be made in a rural area, which means the price of such an item in a hamlet or small town doubles to 500 silver. Likewise, a bastard sword certainly cannot be made out in the wilds, where the price doubles again to 1,000 silver. On the other hand, very effective but very simple weapons like a quarterstaff or spear are cheaper outside of the big city.

The same theory works in reverse, as farm animals and the like are much less expensive in rural areas, where they are plentiful, than they are in a major city. Obviously, the Games Master should exercise discretion as to exactly which animals are common in rural areas, as the chart below gives all prices assuming the animal can indeed be found in the area. If the Games Master's campaign takes place in an arctic clime, however, he would be well advised to alter the price for a rhinoceros, an animal that certainly is not indigenous to such a region and therefore no more common in the wild than in a major city.

Close Combat Weapon Costs by Area

Weapon	Cost by Area				
	Wilds	Rural /Small Town	Large Town	Small City	Large City
Ball & chain[1]	1,000 SP	500 SP	250 SP	250 SP	250 SP
Bastard sword[1]	1,000 SP	500 SP	250 SP	250 SP	250 SP
Battleaxe[1]	400 SP	200 SP	100 SP	100 SP	100 SP
Bill	200 SP	200 SP	100 SP	50 SP	50 SP
Buckler	200 SP	100 SP	50 SP	50 SP	50 SP
Club	5 SP	5 SP	5 SP	5 SP	5 SP
Dagger	120 SP	60 SP	30 SP	30 SP	30 SP
Glaive[1]	400 SP	200 SP	100 SP	100 SP	100 SP
Great axe[1]	1,000 SP	500 SP	250 SP	125 SP	125 SP
Great hammer[1]	1,200 SP	600 SP	250 SP	250 SP	250 SP
Great sword[1]	2,400 SP	1,200 SP	600 SP	300 SP	200 SP
Halberd[1]	1,000 SP	500 SP	250 SP	250 SP	250 SP
Hatchet	100 SP	50 SP	25 SP	25 SP	25 SP
Heavy mace	1,600 SP	800 SP	400 SP	200 SP	200 SP
Kite shield[1]	2,400 SP	1,200 SP	600 SP	300 SP	150 SP
Knife	10 SP	10 SP	10 SP	10 SP	10 SP
Lance	1,200 SP	600 SP	300 SP	150 SP	150 SP
Light mace	100 SP	100 SP	100 SP	100 SP	100 SP
Longspear	30 SP	30 SP	30 SP	30 SP	60 SP
Military flail[1]	2,000 SP	1,000 SP	500 SP	250 SP	250 SP
Military pick[1]	1,440 SP	720 SP	360 SP	180 SP	180 SP
Quarterstaff	20 SP	20 SP	20 SP	20 SP	40 SP
Rapier[1]	800 SP	400 SP	200 SP	100 SP	100 SP
Scimitar[1]	1,600 SP	800 SP	400 SP	200 SP	200 SP
Shortspear	20 SP	20 SP	20 SP	20 SP	40 SP
Shortsword	800 SP	400 SP	200 SP	100 SP	100 SP
Target shield	600 SP	300 SP	150 SP	150 SP	150 SP
War maul	1,200 SP	600 SP	300 SP	150 SP	150 SP
War hammer[1]	1,200 SP	600 SP	300 SP	150 SP	150 SP
War sword[1]	1,400 SP	700 SP	350 SP	175 SP	175 SP

[1] Item has a 10% chance to be available in the wilds, 25% chance in rural/small town and 50% chance in large towns.

Ranged Weapon Costs by Area

Weapon	Cost by Area				
	Wilds	Rural/Small Town	Large Town	Small City	Large City
Atlatl	5 SP	10 SP	20 SP	20 SP	40 SP
Blowgun	15 SP	15 SP	30 SP	30 SP	60 SP
Dagger	120 SP	60 SP	30 SP	30 SP	30 SP
Dart	40 SP	20 SP	10 SP	10 SP	10 SP
Hatchet	100 SP	50 SP	25 SP	25 SP	25 SP
Heavy crossbow[1]	2,800 SP	1,400 SP	700 SP	350 SP	350 SP
Javelin	20 SP	20 SP	20 SP	20 SP	20 SP
Light crossbow[1]	1,200	600 SP	300 SP	150 SP	150 SP
Long bow	200 SP	200 SP	200 SP	200 SP	200 SP
Nomad bow	150 SP	150 SP	150 SP	150 SP	300 SP
Short bow	75 SP	75 SP	75 SP	75 SP	150 SP
Shortspear	20 SP	20 SP	20 SP	20 SP	40 SP
Sling	5 SP	5 SP	5 SP	5 SP	5 SP
Staff sling	20 SP	20 SP	20 SP	20 SP	40 SP
Throwing star[1]	60 SP	60 SP	30 SP	15 SP	15 SP

[1] Item has a 10% chance to be available in the wilds, 25% chance in rural/small town and 50% chance in large towns.

Armour Costs by Area

Armour	Cost by Area				
	Wilds	Rural/Small Town	Large Town	Small City	Large City
Chainmail coif[1]	—	—	—	500 SP	250 SP
Chainmail shirt[1]	—	—	—	1,250 SP	625 SP
Chainmail skirt[1]	—	—	—	800 SP	400 SP
Chainmail trews[1]	—	—	—	1,000 SP	500 SP
Full helm[1]	—	—	—	1,000 SP	500 SP
Heavy leather hauberk	350 SP	175 SP	175 SP	350 SP	350 SP
Heavy leather cap	75 SP	75 SP	75 SP	75 SP	75 SP
Helmet	—	600 SP	600 SP	300 SP	150 SP
Leather hauberk	150 SP	75 SP	75 SP	150 SP	300 SP
Leather shirt	150 SP	75 SP	75 SP	150 SP	300 SP
Leather trews	50 SP	50 SP	50 SP	100 SP	100 SP
Plate (breast and back)[1]	—	—	—	4,500 SP	4,500 SP
Plate leggings[1]	—	—	—	3,000 SP	3,000 SP
Plate (suit)[1]	—	—	—	9,000 SP	9,000 SP
Plate vambraces[1]	—	—	—	2,000 SP	2,000 SP
Ringmail shirt[1]	—	—	—	750 SP	375 SP
Ringmail skirt[1]	—	—	—	600 SP	300 SP
Scalemail shirt[1]	—	—	—	900 SP	900 SP
Scalemail skirt[1]	—	—	—	800 SP	800 SP

[1] Except for the most unusual circumstances, metal armour (with the exception of helmets) cannot be found for sale in any settlement smaller than a small city.

Animals, Transportation and Slaves Costs by Area

Animal / Transport / Slave	Cost by Area				
	Wilds	Rural/Small Town	Large Town	Small City	Large City
Bison	100 SP	100 SP	200 SP	200 SP	400 SP
Bull	125 SP	125 SP	250 SP	250 SP	500 SP
Cat	2 SP	2 SP	2 SP	2 SP	Free
Cart	150 SP	75 SP	75 SP	75 SP	75 SP
Chariot	—	—	1,200 SP	600 SP	300 SP
Cow	75 SP	75 SP	150 SP	150 SP	300 SP
Dog, domestic	2 SP	2 SP	2 SP	2 SP	2 SP
Dog, hunting	—	50 SP	25 SP	25 SP	50 SP
Fowl	1 SP	1 SP	1 SP	1 SP	2 SP
Goat	25 SP	25 SP	50 SP	50 SP	100 SP
Hawk	50 SP	100 SP	200 SP	400 SP	800 SP
Horse, draft	200 SP	200 SP	200 SP	400 SP	800 SP
Horse, riding	175 SP	175 SP	350 SP	350 SP	700 SP
Horse, combat trained	—	—	500 SP	500 SP	1,000 SP
Mule	60 SP	60 SP	60 SP	125 SP	250 SP
Ox	50 SP	50 SP	100 SP	200 SP	400 SP
Pig	12 SP	12 SP	25 SP	50 SP	50 SP
Rhino	750 SP	750 SP	1,500 SP	3,000 SP	6,000 SP
Saddle & bridle	150 SP	75 SP	75 SP	75 SP	75 SP
Sheep	15 SP	15 SP	30 SP	30 SP	60 SP
Slave, adult	1,000 SP	1,000 SP	1,000 SP	1,000 SP	1,000 SP
Slave, child	200 SP	200 SP	200 SP	200 SP	200 SP
Slave, educated	—	—	5,000 SP	5,000 SP	5,000 SP
Slave, skilled	—	—	2,500 SP	2,500 SP	2,500 SP
Slave, youth	400 SP	400 SP	400 SP	400 SP	400 SP
Zebra	75 SP	75 SP	150 SP	300 SP	600 SP

General Items Costs by Area

Item	Cost by Area				
	Wilds	Rural/Small Town	Large Town	Small City	Large City
Lodging, poor	—	1 CP	2 CP	2 CP	4 CP
Lodging, average	—	5 CP	1 SP	1 SP	2 SP
Lodging, superior	—	—	5 SP	5 SP	10 SP
Lodging, noble	—	—	—	25 SP	50 SP
Food & drink, poor, 1 day	—	5 LB	1 CP	1 CP	2 CP
Food & drink, average, 1 day	—	3 CP	5 CP	5 CP	1 SP
Food & drink, superior, 1 day	—	—	1 SP	2 SP	4 SP
Food & drink, noble, 1 day	—	—	—	25 SP	50 SP
Trail rations, 1 day	—	5 CP	5 CP	5 CP	5 CP

General Items Costs by Area

Item	Cost by Area				
	Wilds	Rural/Small Town	Large Town	Small City	Large City
Backpack	5 SP	5 SP	5 SP	5 SP	5 SP
Bedroll	4 SP	2 SP	2 SP	1 SP	5 CP
Block & tackle	30 SP	30 SP	15 SP	15 SP	15 SP
Bottle, glass	8 SP	4 SP	4 SP	2 SP	1 SP
Candle, 1 hour	4 CP	2 CP	1 CP	1 CP	1 CP
Chain, 2m	—	160 SP	80 SP	40 SP	20 SP
Climbing kit	100 SP	50 SP	25 SP	25 SP	50 SP
Codex	—	—	120 SP	60 SP	60 SP
Craft tools	300 SP	150 SP	75 SP	75 SP	75 SP
First aid kit	25 SP	25 SP	25 SP	25 SP	25 SP
Fish hook	2 LB	2 LB	2 LB	2 LB	2 LB
Fishing kit	15 SP	15 SP	15 SP	15 SP	30 SP
Flint & tinder	5 CP	5 CP	5 CP	5 CP	5 CP
Grappling hook	—	—	10 SP	5 SP	5 SP
Hammer	1 SP	1 SP	1 SP	1 SP	2 SP
Healer's kit	600 SP	300 SP	150 SP	150 SP	150 SP
Ladder, 3m	8 SP	4 SP	2 SP	2 SP	2 SP
Lantern	—	—	10 SP	10 SP	10 SP
Lock picks	300 SP	300 SP	150 SP	75 SP	75 SP
Mining pick	35 SP	35 SP	35 SP	35 SP	35 SP
Musical instrument	—	280 SP	140 SP	70 SP	35 SP
Oil, flask	40 CP	20 CP	10 CP	5 CP	5 CP
Papyrus, sheet	40 CP	20 CP	10 CP	5 CP	2 CP
Pole, 3m	5 CP	5 CP	1 SP	1 SP	1 SP
Quiver	4 SP	2 SP	2 SP	2 SP	4 SP
Rope, 10m	40 SP	20 SP	10 SP	10 SP	10 SP
Sack, large	5 CP	5 CP	5 CP	5 CP	5 CP
Sack, small	2 CP	2 CP	2 CP	2 CP	2 CP
Scythe	30 SP	30 SP	30 SP	30 SP	30 SP
Slingbag	5 CP	5 CP	5 CP	5 CP	5 CP
Spade	50 SP	25 SP	25 SP	25 SP	25 SP
Torch / flaming brand	5 CP	5 CP	5 CP	5 CP	5 CP
Waterskin	5 CP	5 CP	5 CP	5 CP	5 CP
Writing kit	—	—	90 SP	45 SP	45 SP

There are exceptions to every rule, of course. A small town situated on a rich lode of iron ore will certainly have more than one part-time smith in its population and metal weapons such as a heavy mace should be available there at roughly the normal cost. Such exceptions are left to the Games Master to decide.

The price differences in the tables below may make it seem as if the life of a trader is a guaranteed short road to riches. Looking at the traders they see every day should be more than enough to convince the Player Characters this is not the case. In addition to the various (and quickly mounting) costs of transporting

goods from one type of market to another, there is always the problem of demand. Take, for example, the great sword. In a large city, such a weapon can be had for only 200 silver, while its sale price in the wild (determined by the number of steps from small city to wilds) is a whopping 2,400 silver. Before Player Characters see silver dancing before them and decide to take a wagon full of great swords out into the wilderness to make a mountain of quick money and retire young, there are a few points of common sense they should bear in mind.

First, it will be nearly impossible to find someone in the wilds who actually wants a great sword. Second, with a price tag of 2,400 silver, it will be nearly impossible to find someone who could afford the weapon. Monetary exchange is the exception in the wilds, not the rule – such people rely on the barter system for their economy. Even in a straight trade, a single great sword is worth 200 pigs in the wilds and to people scraping their living out of the ground, 200 pigs amount to a much greater asset than a great sword that may never see use.

A less extreme example of trade can be found in daggers. In a small city, they are available for only 30 silver each. In a hamlet or small town that lacks a smith capable of making such useful items, the equivalent price of a dagger is 60 silver. Even in trade, this is not so high that people in a hamlet or small town would not pay this price. Even the largest small towns, however, will have only a very limited market for such an item – once the Player Characters have sold five or six daggers to the local populace, demand will dry up.

It is these factors that keep the price structure outlined in the Trade table more or less intact.

Item Quality

Items available on the standard *RuneQuest* equipment lists are assumed to be of average quality – they get the job done but they are not anything special. Whether a sword was crafted by a smith with a Craft skill of 50% or 300% makes little difference in this case. So long as the blade is long, solid and sharp, the sword functions as it is supposed to. The sword made by the better smith may have a bit more intricacy in the hilt, may hold an edge a little better or possess a more comfortable grip, but in game terms the blade is effectively identical to that made by the lesser smith.

While an average but perfectly functional sword is the best an apprentice with a skill of 50% can muster, however, a truly skilled or gifted craftsman is able to create items of tremendous quality, granting the user various bonuses.

Any item of exceptional quality must usually be specially ordered and finding a craftsman capable of producing a truly exceptional item may very well be a Quest in and of itself. Generally speaking, the best craftsmen are those found within large cities but a Games Master may allow the Player Characters to find one in a smaller settlement.

An already existing item cannot be 'upgraded' to a higher level of quality. If a character desires a better item, it must be constructed from the ground up.

Exceptional items come in five separate levels of quality, ranging from those that are merely above average (greater) to those which can only be created by the very finest craftsmen the world has ever known (heroic). Obviously, the higher the quality of the item, the greater the benefit it bestows upon its user.

Greater

A short but important step above a normal item, greater items can be made by almost any professional craftsman who is willing to take the time and likely risk a few failures along the way. Craftsmen capable of making a greater item can be found in small and large cities, as well as some large towns. Unlike the higher levels of craftsmanship, greater weapons can sometimes be found in a specialist's shop ready to buy.

A craftsman attempting to create a greater item uses the crafting rules detailed on page 55. However, he must halve his Craft skill (after all other modifiers are applied) when making the skill test. His chance of an automatic success is also reduced by one (to 01 to 04).
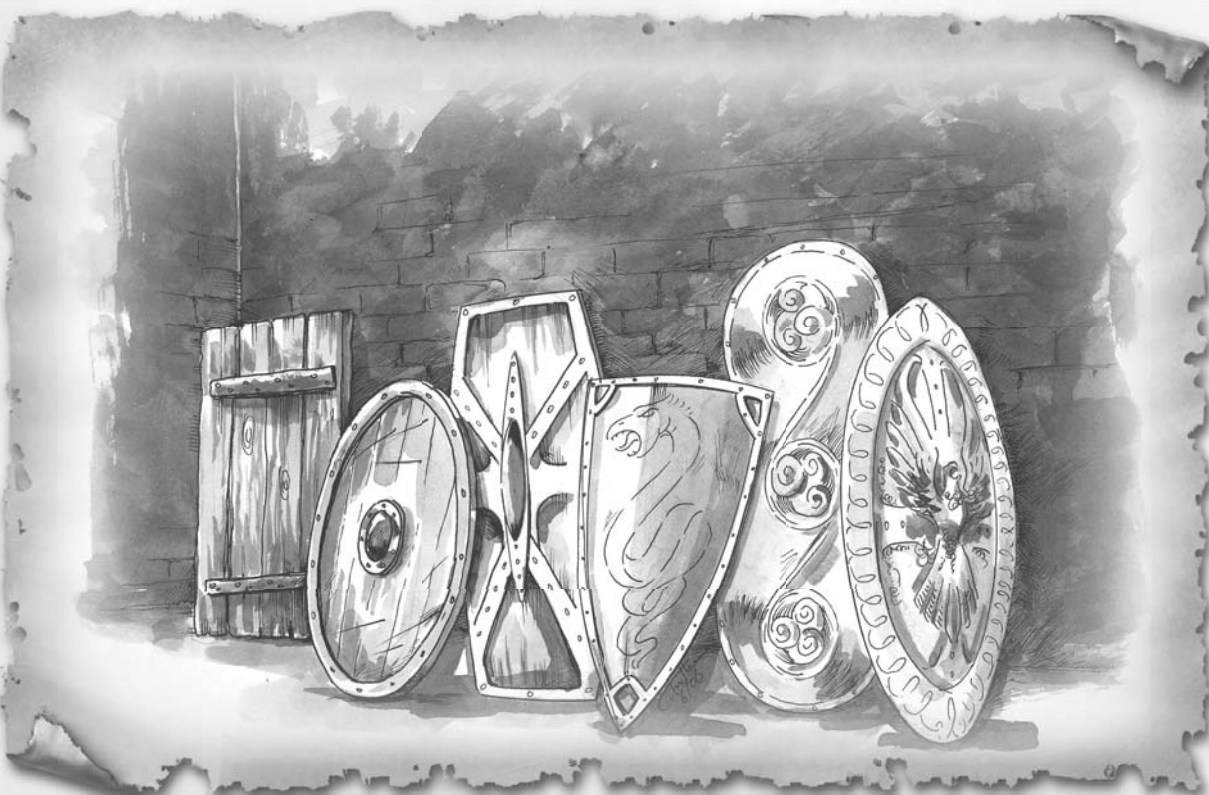
Exquisite

Though more difficult to make than a greater item, an exquisite item can still be made by many professional craftsmen. Craftsmen capable of making an exquisite item can be found in small and large cities.

A craftsman attempting to create an exquisite item uses the crafting rules detailed on page 55. However, he must halve his Craft skill *twice* (after all other modifiers are applied) when making the skill test. His chance of an automatic success is also reduced by two (to 01 to 03).

Marvellous

In order to craft a marvellous item, a craftsman must be a master of his art. Thus, these items are beyond the abilities of most craftsmen. Craftsmen capable of making a marvellous item can usually only be found in large cities (50% chance). It is very rare to find a craftsman of this quality in any place smaller than a small city.

A craftsman attempting to create a marvellous item uses the crafting rules detailed on page 55. However, he must halve his Craft skill *three times* (after all other modifiers are applied) when making the skill test. His chance of an automatic success is also reduced by three (to 01 to 02).

Surpassing

An item of this quality is rare indeed, as is the craftsman capable of making it. A large city has a 25% chance of having a craftsman of this calibre living in it.

A craftsman attempting to create a surpassing item uses the crafting rules detailed on page 55. However, he must halve his Craft skill *four times* (after all other modifiers are applied) when making the skill test. His chance of an automatic success is also reduced by four (only a roll of 01 results in an automatic success).

Item Quality

Quality Level	Time to Create	Base Purchase Cost	Weapon / Armour Effects	Skill Item Effects
Normal	x1	As item	—	—
Greater	x2	Item cost x 2	1	+5%
Exquisite	x5	Item cost x 5	2	+10%
Marvellous	x10	Item cost x 10	3	+15%
Surpassing	x25	Item cost x 50	4	+20%
Heroic	x50	Item cost x 100	5	+25%

Heroic

An item of Heroic quality is truly the stuff of legends, as are those few craftsmen with the near-supernatural skill required to create such a work of art. Finding such an item (or a craftsman capable of making one) is a Quest in and of itself.

A craftsman attempting to create a surpassing item uses the crafting rules detailed on page 55. However, he must halve his Craft skill *five times* (after all other modifiers are applied) when making the skill test. He has no chance of an automatic success.

Time to Create: This column lists the amount of time required to craft an item of the corresponding level of quality. Note that the attempt will take this long, regardless of the success of the final Craft test. Creating exceptional items is a long, painstaking process. The base time to create is considered to be the base item's cost divided by five in hours. Thus, a war sword, which requires 35 hours to create without making it exceptional, would require 70 hours to craft a greater version, 175 hours to craft an exquisite version, 350 hours to craft a marvellous version, 875 hours to craft a surpassing version and 1,750 hours to craft a Heroic version. Unlike the creation of 'normal' quality items, the craftsman cannot speed up this process.

Base Cost: This is the minimum cost for the exceptional item.

Weapon / Armour Effects: The number of effects the craftsman may choose to impart into the weapon or armour.

Skill Item Effects: The bonus granted to the appropriate skill by the item.

Exceptional Item Effects

An exceptional item can have one or more special effects crafted into it, depending upon the item's level of quality.

Exceptional General Items
An heroically-crafted waterskin may just hold water but it will also be far more attractive and be less likely to leak or burst. It is generally up to the Games Master to determine what benefits may be applied to general items due to their greater level of craftsmanship. For the character who insists on only the best, the cost multipliers on the Item Quality table allow the Games Master to determine just how much that beautiful waterskin will cost.

Exceptional Kits, Tools and Lock Picks (Skill Items)
There are a few items from the general equipment list whose quality can affect gameplay, however. Any item that requires or is required by a particular skill (such as craft tools, healing kits or lock picks) will grant a bonus to the relevant skill tests if it is of exceptional quality. See the Item Quality table for details.

Exceptional Weapons and Armour
Beneath the name of each effect it is indicated whether the effect applies to armour, weapons or both. Each effect also has a 'Minimum Craftsmanship', indicating what level of quality the item must be in order to have this effect. For instance, a weapon must be of at least marvellous quality in order to have Baleful as an effect. Lastly, each effect is listed as either stackable (meaning it can be picked multiple times and its effects stack) or unique (in which case it can only be selected for a particular weapon or armour once). A heavy mace with two levels of the Crushing effect, for example, gains a +2 bonus to damage.

Unless specifically stated otherwise, different effects may be combined on the same item, so long as it is of sufficient craftsmanship to handle them all.

Baleful

Weapon Effect, Minimum Craftsmanship: Marvellous, Unique

A Baleful weapon is cunningly and lethally crafted. It provides the user with no bonuses to his attack but it does increase the weapon's damage dice by one increment. Thus, a Baleful great sword or longbow would deal 2d10 damage and a Baleful war sword would deal 1d10 damage.

Bastion

Armour Effect, Minimum Craftsmanship: Exquisite, Unique

Armour with this effect is designed specifically to minimise weak points. An opponent attempting a precise attack to bypass Bastion armour attacks at –80%, rather than –40%. Bastion may not be combined with the Nimble effect.

Bulwark

Armour Effect, Minimum Craftsmanship: Greater, Stackable (twice)

Armour created as a Bulwark is exceptionally tough. It gains +1 AP in every hit location.

Crushing

Weapon Effect, Minimum Craftsmanship: Greater, Stackable (three times)

Applied to a bludgeoning weapon, Crushing increases the weapon's damage by +1 point.

Enduring

Armour and Weapon Effect, Minimum Craftsmanship: Greater, Stackable (four times)

Enduring armour and weapons are made to stand up to extra punishment. It gains +2 HP (or +2 HP per hit location in the case of armour).

Keen

Weapon Effect, Minimum Craftsmanship: Greater, Stackable (three times)

Applied to a piercing or slashing weapon, Keen increases the weapon's damage by +1 point.

Light

Armour Effect, Minimum Craftsmanship: Greater, Stackable (three times)

Light armour and weapons weigh much less and are less encumbering than their normal counterparts. This reduces its ENC by one point (or one point per hit location in the case of armour). ENC cannot be reduced below zero in this manner. Weapons also have their STR requirement reduced by one (thus a greater war sword with one Light effect would require only STR 8 to use without penalty).

Nimble

Armour Effect, Minimum Craftsmanship: Exquisite, Stackable (three times)

Designed for comfort and ease of movement, the Nimble effect reduces its armour's skill penalty by 1% per hit location. Skill penalties cannot be reduced below 0%. Nimble may not be combined with the Bastion effect.

Parrying

Weapon Effect, Minimum Craftsmanship: Marvellous, Stackable (three times)

A weapon with this effect is designed to make parrying easier for the wielder. It provides the user with no bonuses to his attack but it does increase the AP of the weapon by +1. This bonus is only applicable for the purposes of parrying.

Penetrating

Weapon Effect, Minimum Craftsmanship: Greater, Stackable (twice)

A Penetrating weapon is made to bypass an opponent's defences, either through overwhelming power or amazing speed (depending upon the type of weapon). Opponents suffer a –10% penalty on parry tests to parry this weapon.

Swift

Weapon Effect, Minimum Craftsmanship: Marvellous, Stackable (twice)

A Swift weapon is perfectly balanced and designed to easily change direction and speed. This makes it incredibly hard to dodge. Opponents suffer a –10% penalty on dodge tests to dodge this weapon.

Warrior's

Weapon Effect, Minimum Craftsmanship: Exquisite, Stackable (four)

A Warrior's weapon is designed to aid the wielder do his job. Specifically, it grants a +5% bonus to all relevant Weapon skill tests when used. Thus a Warrior's battleaxe provides a +5% bonus to the wielder's 1H Axe or 2H Axe score, depending on how the wielder is using the weapon.

Home & Hearth

It is the lot of Player Characters to make their homes in roadside inns or on the rough trails of the wild. Many will go for year upon year without lying twice in the same bed or under the same roof. As the Player Characters continue to accumulate wealth and fame, however, they may one day turn their attention to creating a home of their own.

The Building Costs table lists construction costs for a variety of structures. As with all other prices in this chapter, there are variations depending upon where the character wishes to build. Of course, these prices are highly fluid, depending on a number of factors beyond the scope of this book. For instance, if a character wishes to build a stone castle in a place where there is no quality stone, requiring him to import it from afar, the price should rise steeply.

The primary function of settlement size in the Building Costs table is to denote the availability and price of quality labour. Building a large castle in a heavily settled area allows the character access to significant numbers of workers. On the other hand, if a character has his heart set on building such a castle in the area of a large city, cost is likely to be the least of his concerns. A king, for example, will not look kindly on someone constructing a walled fastness next door to his palace. If the character decides to build his large castle in the midst of unclaimed wilderness, he can certainly do so without worrying about stepping on a noble's toes… but getting a sufficient crew out in the middle of nowhere to work on his castle will raise the price dramatically.

Maintenance

An unattended building will eventually lapse into disrepair. Later, it will lapse into rubble. In order to keep a building a good order, the owner must pay for maintenance and repairs at an annual cost of 2% of the building's construction cost. Obviously, this presumes nothing calamitous happens to the building.

Construction Time

There are a vast number of variables that can impact how long it takes to construct a new building but assuming availability of materials, the Games Master may use the following rule of thumb. Every construction worker generates 100 silver of the building's total construction cost for every full day of work. Thus, it would take eight men a single day to raise a commoner's house, while it would take 100 men 50 days to build a stone tower.

These times assume a workforce of nothing but workers. Construction time can be decreased by hiring journeymen and foremen (see below).

Building & Labour Costs

Building Type	Wilds	Rural/Small Town	Large Town	Small City	Large City
Simple Shack	50 SP	100 SP	250 SP	400 SP	400 SP
Commoner's Home	500 SP	1,000 SP	1,000 SP	1,500 SP	1,500 SP
Average Shrine	3,000 SP	3,000 SP	3,000 SP	3,000 SP	3,000 SP
Quality Home	10,000 SP	8,000 SP	7,000 SP	6,000 SP	6,000 SP
Noble Mansion	40,000 SP	35,000 SP	30,000 SP	24,000 SP	20,000 SP
Small Stone Tower	18,000 SP	15,000 SP	12,000 SP	10,000 SP	10,000 SP
Small Log Fort	7,500 SP	7,500 SP	9,000 SP	10,000 SP	12,000 SP
Small Stone Castle	90,000 SP	70,000 SP	60,000 SP	50,000 SP	50,000 SP
Average Minor Temple	150,000 SP	150,000 SP	150,000 SP	150,000 SP	150,000 SP
Moderate Castle	500,000 SP	400,000 SP	250,000 SP	200,000 SP	200,000 SP
Average Major Temple	750,000 SP	750,000 SP	750,000 SP	750,000 SP	750,000 SP
Large Castle	1,200,000 SP	1,000,000 SP	900,000 SP	800,000 SP	800,000 SP
Short Wooden Bridge (5m)	150 SP	150 SP	300 SP	500 SP	1,000 SP
Short Stone Bridge (5m)	5,500 SP	4,000 SP	2,500 SP	2,000 SP	2,500 SP
Drydock	20,000 SP	18,000 SP	15,000 SP	15,000 SP	10,000 SP
Simple Boatdock	100 SP	100 SP	100 SP	100 SP	80 SP
Labour Type	**Wilds**	**Rural/Small Town**	**Large Town**	**Small City**	**Large City**
Worker	2 SP/day	2 SP/day	4 SP/day	4 SP/day	4 SP/day
Journeyman	12 SP/day	12 SP/day	12 SP/day	8 SP/day	8 SP/day
Work crew	32 SP/day	32 SP/day	52 SP/day	48 SP/day	48 SP/day
Foreman	48 SP/day	40 SP/day	32 SP/day	24 SP/day	24 SP/day

Labour

Building a new structure is not free. In order to transform those materials into a building, labour is involved.

Worker: This is an average worker, a strong back with minimal scores (25% or more) in all appropriate Craft skills.

Journeyman: A journeyman is able to oversee as many as ten workers. A journeyman has a respectable score (50% or more) in all appropriate Craft skills. A journeyman increases the productivity of his work crew by 50% per day.

Work Crew: A work crew is simply a group of ten workers and one journeyman.

Foreman: A foreman is a professional, with a 100% or higher in all appropriate Craft skills. He is able to command up to ten journeymen and/or 100 workers, increasing the efficiency of every man by 50% per day (which can stack with the journeyman bonus, for a total increase of 100%).

SKILED LABOR 4 SILVER

TRAVEL

Throughout their careers as adventurers, characters will almost certainly spend a good deal of their time travelling. Even in a campaign set in a single city, the Player Characters will need to leave familiar territory behind from time to time, perhaps journeying to a mountaintop monastery in search of some ancient text, or setting out across the sea, questing for some fabled rune that will give them the power they need to face and defeat a looming evil.

This chapter of the *RuneQuest Companion* deals with the troubles, travails and techniques of travel, whether by land or by sea. The lion's share of the chapter is given over to sea travel and all it entails, from the cost of ships to the price of repair to the perils found on the open ocean.

Getting There

It is axiomatic that to get from place to place, the Player Characters must travel. Travelling in any fantasy world is an uncertain and potentially dangerous pursuit but it is also a potentially expensive one.

The cost of travel depends primarily upon the standard of living maintained. Characters travelling by land can, ostensibly, travel for free, provided they are willing to walk the entire distance, gather or kill their own food on the way and sleep beneath the bushes at night. Such a method of travel is slow and exhausting, however, and Player Characters will often need to move from place to place in a hurry.

The costs for land travel on the Travel Expenses table assume the characters are using one or more pack animals and are spending their nights in some kind of shelter. For instance, the characters may seek to travel along with a merchant caravan for the protection large numbers bring. Such travel would be rated as 'poor' – the characters gain the benefit of numbers with a minimum of cost. On the other hand, a character who insists on being carried across the landscape in a palanquin, attended by servants and bodyguards the entire way, would be travelling in 'noble' style.

Likewise, travel by water can range from a damp blanket in the hold and a bowl of porridge each night (poor) to a private room and meals served on silver trays (noble).

These costs are meant to be used as guidelines by the Games Master. There are a variety of factors that may increase or decrease the cost for any manner of travel. If the Player Characters are renowned heroes, for example, the merchant caravan will probably not charge them anything (and may even pay the characters) to travel with them, on the assumption the Player Characters will be able to deal efficiently with any threat. On the other hand, if the Player Characters are known to have enemies that have, in the past, attacked and destroyed ships they were travelling on, a ship's captain may refuse to allow them on board without adding a zero to the end of the daily cost of passage.

There are no variations in the costs given for different settlement sizes, as it is assumed characters travelling for any length of time will pass through hamlets, towns, cities and wilderness.

Travel Expenses

Living Standard	Daily Cost	Room & Board	Total
Land			
Poor	6 CP	3 CP	9 CP
Common	30 CP	15 CP	45 CP
Superior	14 SP	7 SP	21 SP
Noble	50 SP	25 SP	75 SP
Water			
Poor	4 CP	3 CP	7 CP
Common	20 CP	15 CP	35 CP
Superior	10 SP	7 SP	17 SP
Noble	35 SP	25 SP	60 SP

Water Travel

Transporting goods and people by water is an essential element of most fantasy worlds, as well as a cusp event in the growth of a civilisation. A ship under sail can carry more cargo than a hundred horses and it can take that cargo to places horses cannot possibly reach.

The rules given in this section of the *RuneQuest Companion* provide the basic information necessary to incorporate ship travel and ship combat into a *RuneQuest* campaign. These are rules designed for efficiency and ease of use, not as an encyclopaedic treatise on the art of sailing, as such a topic could easily consume ten books this size.

Ship Designs & Statistics

Each ship detailed in this chapter of the *RuneQuest Companion* shares the following characteristics, whether the ship in question is a mighty warship or a simple canoe.

Length: The distance from bow to stern.

Beam: The widest part of a ship – usually in the middle. Ships equipped with oars will have the beam of the ship increased when the oars are employed. The inclusion of oars is considered to increase a ship's beam to half again its original rating.

Draft: The depth of water needed for the ship to manoeuvre effectively and avoid running aground. This is the distance between the ship's keel and the waterline.

Freeboard: The minimum height between the ship's gunwale and the waterline. Comparing two ships' freeboards can help give the vertical distance a character needs to achieve when jumping from one to the other.

Capacity: This indicates the cargo capacity of the ship in tons. This number reflects the ship's cargo capacity in addition to the weight of the ship's rigging, crew, provisions and so forth.

Speed: The speed at which the ship travels per Combat Action / per 12 hour period. A ship that relies solely upon sails for propulsion is dependent on the wind for its speed (see page 75).

Seaworthiness: The ability of the ship to stand up to the rigours of sailing. All ships must undergo frequent maintenance in order to keep their Seaworthiness rating from deteriorating.

Hull: The hull acts as the ship's armour, just as a suit of chainmail does for a man.

Structure Points: Essentially, structure points are a ship's hit points. Damage to these represents damage to the integrity of the ship itself and ships do not heal of their own accord. A ship must be hauled into drydock for structure points to be repaired.

Weapons: This entry denotes the number of naval weapons that can be mounted on the ship.

Ram: This entry denotes whether or not the ship is capable of mounting a ram. Just because a ship can mount a ram, does not necessarily mean it will. The statistic given in parentheses indicates the damage a mounted ram will cause to a rammed ship.

Skill: Every ship has its own peculiarities and each design presents different challenges. This entry firstly denotes which skill is used when operating the ship (nearly always either Boating or Shiphandling). Also, though any ship can be operated under ideal conditions without the necessity of a skill test, when the ship and crew are called upon for more extreme endeavours , this modifier is applied to the skill test. Note that this modifier is in addition to any others the Games Master feels are appropriate.

Barge

Operating off the same principles as a raft, a barge is a larger and sturdier vessel. It retains the raft's wide, flat bottom, which allows it to carry a good amount of cargo but its low Seaworthiness keeps it in its place as coastal vessel, or, more commonly, a transport that never leaves harbour.

Hull: 3
Structure Points: 100
Seaworthiness: 10
Length: 12m
Beam: 8m
Capacity: 12 tons
Freeboard: 0.3m
Draft: 0.5m
Crew: 4 rowers or polemen
Speed: 1m / 8.4km
Weapons: One
Skill: Boating +0%
Cost: 500 silver

Bireme

A leap forward in nautical engineering, the bireme mounts two banks of oars on either side, presenting a shorter profile in the water and enabling the ship to reach greater rates of speed than a war galley can manage. These heavy-duty warships are suitable for engaging in naval warfare, or as troop transports and landing vessels.

Hull: 3
Structure Points: 60
Seaworthiness: 12
Length: 20m
Beam: 3m
Capacity: 1 ton
Freeboard: 1m
Draft: 1m
Crew: 60 rowers, 10 officers and sailors, 10 soldiers or archers
Speed: 5m / 43.2km when rowed
Weapons: Two
Ram: Yes (D3 points of damage for every metre of speed)
Skill: Shiphandling +0%
Cost: 15,000 silver

Canoe

A canoe is a simple and effective craft, primarily designed for traversing rivers, streams and lakes. It is capable of ocean travel but a large wave could swamp it easily.

Most canoes are formed of hides sewn about a wooden skeleton. Other cultures build canoes by hollowing out the interior of a large tree trunk, which results in a sturdier (and much, much heavier) canoe. The statistics for this 'dugout' canoe are placed in parentheses after the statistics for the hide canoe. A hide canoe weighs approximately 75 kg. A dugout canoe weighs in at 200 kg.

Hull: 1 (2)
Structure Points: 4 (6)
Seaworthiness: 7
Length: 3m
Beam: 0.75m
Capacity: 0.25 tons
Freeboard: 0.3m
Draft: 0.3m
Crew: 1–2 rowers
Speed: 4m / 69.6 km
Weapons: None
Ram: No
Skill: Boating +20%
Cost: 100 silver

Cog

With the creation of the cog, the merchant ship finally came into its own. Sturdy, reliable and swift for its size, the cog is capable of transporting vast amounts of cargo across the widest of oceans. A good cog and a good trade route will make the owner of the vessel a very rich man.

Hull: 4
Structure Points: 80
Seaworthiness: 28
Length: 24m
Beam: 7m
Capacity: 75 tons
Freeboard: 4m
Draft: 3.5m
Crew: 25 officers and sailors
Speed: Sail only
Weapons: Two
Ram: No
Skill: Shiphandling +10%
Cost: 20,000 silver

Longship

One of the most efficient and effective ship designs ever created, the longship is a lean craft that is equally comfortable under oars or sail. It can mount a ram, but is more often used as a raiding or exploration vessel.

Hull: 3
Structure Points: 70
Seaworthiness: 20
Length: 28m
Beam: 6m
Capacity: 20 tons
Freeboard: 1.5m
Draft: 1.5m
Crew: 50 rowers, up to 200 soldiers or archers
Speed: 5m / 43.2km when rowed
Weapons: Two
Ram: Yes (D2 points of damage for every metre of speed)
Skill: Shiphandling +20%
Cost: 20,000 silver

Knorr

Broad and slow, the knorr is a serviceable merchant ship, able to traverse wide seas or rivers with equal ease. It is well-suited as a cargo vessel but less impressive if forced into combat.

Hull: 3
Structure Points: 40
Seaworthiness: 22
Length: 21m
Beam: 5m
Capacity: 17 tons
Freeboard: 2m
Draft: 1m
Crew: 15 officers and sailors
Speed: Sail only
Weapons: One
Ram: No
Skill: Shiphandling +0%
Cost: 8,000 silver

Raft

The simplest form of watergoing vessel, a raft is simply a collection of logs lashed together with rope. It is usually propelled by two men wielding poles but it is possible to outfit it with a sail. This does not increase the craft's speed, it simply makes life easier for those aboard.

Hull: 1
Structure Points: 50
Seaworthiness: 10
Length: 6m
Beam: 2m
Capacity: 4 tons
Freeboard: 0.1m
Draft: 0.3m
Crew: 2 polemen
Speed: 1m / 8.4km
Weapons: None
Ram: No
Skill: Boating –10%
Cost: 50 silver

Rowboat

This small craft is often carried as an auxiliary boat aboard large ships, allowing the crew to come to shore without the need of a deep draft and docking facilities required by a ship.

Hull: 2
Structure Points: 15
Seaworthiness: 15
Length: 3m
Beam: 1.5m
Capacity: 0.5 tons
Freeboard: 0.6m
Draft: 0.3m
Crew: 1 rower
Speed: 2m / 16.8km
Weapons: None
Ram: No
Modifier: Boating +0%
Cost: 300 silver

Trireme

Fast and deadly, the trireme is a mammoth warship. It mounts three banks of oars on either side and is an exceptional vessel for all types of warfare. Unfortunately, the large number of oars it mounts require a large number of rowers.

Hull: 4
Structure Points: 80
Seaworthiness: 18
Length: 37m
Beam: 4.5m
Capacity: 1.5 tons
Freeboard: 3m
Draft: 2.5m
Crew: 170 rowers, 25 officers and sailors, 20 soldiers
Speed: 6m / 51.6km when rowed
Weapons: Three
Ram: Yes (D4 points of damage for every metre of speed)
Skill: Shiphandling +0%
Cost: 25,000 silver

War Galley

This light and fast ship is designed for coastal manoeuvres, not oceanic travel. It is low and fast, propelled by a bank of 25 oars on either side. Many war galleys mount rams.

Hull: 3
Structure Points: 40
Seaworthiness: 12
Length: 27m
Beam: 6m
Capacity: 2 tons
Freeboard: 1m
Draft: 0.5m
Crew: 50 rowers, 10 officers and sailors
Speed: 4m / 34.8km when rowed
Weapons: Two
Ram: Yes (D2 points of damage for every metre of speed)
Skill: Shiphandling –10%
Cost: 7,000 silver

Movement

There are two means of propelling a ship in the days before mechanised engines – rowing/poling and sails. Many of the ships listed are capable of using both and each has its own advantages.

Rowing

Each vessel capable of movement by rowing or poling has a Speed entry in its description. This is the ship's base Movement in normal operating conditions. Rowing a vessel at this normal speed counts as medium activity for determining Fatigue.

The vessel can be slowed to half speed, which counts only as light activity for the rowers to maintain. The speed of the vessel can also be doubled, a gruelling activity which counts as heavy activity for the rowers.

If the vessel is operating against a fresh gale or heavier wind, the level of activity is increased by one step. Thus moving at half speed counts as medium activity, moving at normal speed counts as heavy activity and the vessel cannot move at double speed.

That said, if the vessel is operating before a fresh gale or heavier wind, the level of activity is decreased by one step. Thus moving at normal speed counts as light activity and moving at double speed counts as medium activity.

Wind Speed: The speed of the prevailing winds.

Against: The vessel is moving against or perpendicular to the direction of the wind.

Before: The vessel is moving with the prevailing winds.

Skill Modifier: The modifier to the Boating or Shiphandling skill imposed by the winds. This modifier is in addition to the modifiers of the ship itself and any others the Games Master feels are appropriate.

Sailing

Sails offer some significant advantages over rowing. A sailing ship requires a much smaller crew, for example, and the ship relies on wind, rather than broad backs, for its propulsion.

Rowing & Wind

Wind Speed	Against	Before	Skill Modifier
Calm	—	—	—
Light Wind	—	—	—
Moderate Wind	Slight Adversity (–25% Speed)	Slight Adversity (–25% Speed)	—
Stiff Wind	Slight Adversity (–25% Speed)	Slight Adversity (–25% Speed)	–10%
Fresh Gale	Moderate Adversity (–50% Speed)	Moderate Adversity (–50% Speed)	–20%
Full Gale	Great Adversity (–75% Speed)	Great Adversity (–75% Speed)	–40%
Hurricane	*	*	–60%

* Rowing vessels cannot make headway in a hurricane.

Sailing Speed

Wind Speed	Before the Wind	Quarter Wind	Half Wind	Head Wind	Skill Modifier
Calm	1m / 16.8km	—	—	—	0%
Light Wind	3m / 52.8km	2m / 33.6km	1m / 16.8km	—	0%
Moderate Wind	5m / 86.4km	4m / 69.6km	3m / 52.8km	1m / 16.8km	0%
Stiff Wind	7m / 121km	6m / 103.2km	5m / 86.4km	2m / 33.6km	−10%
Fresh Gale	9m / 155.5km	8m / 138.2km	7m / 121km	3m / 52.8km	−20%
Full Gale	*	*	*	*	−40%
Hurricane	*	*	*	*	−60%

*The winds of a full gale or a hurricane will shred a ship's rigging. In such a situation, the best that can be done is to deploy a small amount of sailcloth to keep the ship steady and hope to ride out the storm. Alternatively, the truly reckless or desperate may press onward, at the same speed as a fresh gale but with double the normal skill penalty.

The speed of a sailing ship depends upon the angle of the wind in relation to the ship, as well as the speed of the wind itself. For the sake of simplicity, these rules incorporate four wind directions: before the wind, quarter wind, half wind and head wind.

Before the Wind: The wind is coming directly from the stern of the ship toward the bow.

Quarter Wind: The wind is blowing against one of the ship's rear quarters, at a roughly 45 degree angle to the length of the ship.

Half Wind: The wind is blowing across the ship, at a roughly 90 degree angle to the length of the ship.

The Rune of LIGHT

Head Wind: The wind is blowing directly from the bow of the ship toward the stern.

The Sailing Speed table gives the speed a sailing ship will travel under different wind speeds, presented in the following manner: Speed per Combat Action / Speed per 12 hour period. The rules assume all sailing ships travel at roughly the same speed, the heavier ships using more sails to offset their weight. In the event of one ship chasing another, the outcome of the race will depend upon the Boating or Shiphandling skills of the captains of either ship, just as with any other pursuit in *RuneQuest*.

A Day at Sea

Each 12 hour period spent sailing or boating, the captain of a ship must test his Shiphandling (or Boating) skill. If the test is successful, the ship makes it through the day's travel without incident. If the captain fails his Shiphandling skill test, the ship's Seaworthiness is reduced by a single point.

Vessel Damage

A ship can meet its end in one of two ways. A ship that loses all its Seaworthiness points will begin taking on water at a rate faster than the water can be expelled, causing it to sink. A ship may also be destroyed through the loss of all its structure points as a result of damage from weather and enemies.

Seaworthiness

All ships are fashioned from timber and nails, and all of them continually take on water. The question

is exactly how much water. Bailing water from a ship's bilge is a normal part of a sailor's daily duties and larger ships always carry at least one carpenter (and spare lumber) to make emergency repairs when needed.

So long as a ship has at least one Seaworthiness point remaining, the water comes into the ship at a slower rate than it is expelled by the actions of the crew. One the ship's Seaworthiness falls to zero, its day is done. The vessel will begin to swamp, a process that takes one Combat Round for every metre of the ship's length. When a ship is fully swamped, it will sink.

Every time a ship suffers five or more points of structural damage from a single attack (after the Hull has been deducted), reduce the Seaworthiness of the ship by one point per five points of damage.

For Example: The Dark Endeavour, a longship caught in a vicious sea-battle, is rammed by a vengeful trireme.

This causes 15 points of damage, reduced to 12 once the longship's Hull has been deducted. The attack also reduces the Dark Endeavour's Seaworthiness by 2 points.

Structure Points

Ships take damage from a variety of sources – the lashing winds of a terrible storm or the merciless ram of a charging warship. A ship's structure points are exactly like a human's hit points, just as a ship's hull is exactly like a human's armour. Any incoming blow is first compared to the ship's current Hull rating. If the damage is less than or equal to the Hull rating, the blow causes no damage. If it is greater, the hull's rating is subtracted from the damage. Any damage remaining is deducted from the ship's structure points.

If a ship's structure points are ever reduced to zero, the ship immediately begins to break apart. What remains is useful only as life rafts for the surviving crew.

Dangers

The sea is a dangerous place to be. Even without the potential dangers of enemy ships, monsters and pirates, threats such as storms and fires can imperil a ship.

Fire

Small fires are very common aboard ships, though they are always carefully contained. A fire that escapes control is, however, a real danger to a ship. If not extinguished, an uncontrolled fire aboard a ship will grow one size category every 2D6 minutes.

The ship's Hull rating does not protect it against fire damage, though the fire will certainly damage the ship. Every Combat Round during which the fire rages, the Games Master should roll damage dice and apply the damage directly to the ship's structure points.

Monsters

There are creatures in the briny deep larger and stronger than anything found on land. Most sea creatures will not attack a ship on the open sea unless they are controlled or starving – a ship is very large and very unappetising, after all. Naturally, if the people aboard the ship are busily lobbing harpoons at the beast, it will likely decide to either flee or make them stop.

Storms

Greater than monsters, greater than fire, the most terrible danger facing a ship at sea is the weather. Much like monsters, storms occur as part of the Games Master's plot for the *RuneQuest* session. The wind and the sea combine to strike at the tossing ship with a primal fury, as masts creak and crack in the gale, leaks spray water into the hold and cargo bursts its ties to tumble about the storm-wracked deck.

For a ship to survive a storm intact, the captain must employ his Shiphandling skill (or Boating skill if necessary) to keep the vessel steady and turned into the storm. If the skill test is successful, the ship endures one hour of storm weather at a cost of only one Seaworthiness. If the skill test fails, the ship endures one hour of storm weather at a cost 1D6 Seaworthiness.

Naval Warfare

As if ship captains did not already have enough to worry about on the waves, there is always the concern of running into an enemy ship while at sea. The *RuneQuest* rules for naval combat are simple and streamlined, designed to allow the combat to be played out in a swift and dramatic fashion.

The Games Master must first determine the distance at which the two ships become aware of one another. If the two ships both desire to enter combat, they may proceed toward one another at any speed they like. If one ship attempts to flee and the other pursues, the standard *RuneQuest* rules for pursuit should be used. Of course, if neither ship wishes to engage in combat, they can both proceed on their respective journeys.

Naval Weapons

Larger ships have the ability to mount siege engines, such as arbalests, ballistae and springals. The rules for these engines are given in the Naval Equipment & Personnel section.

Though they are deadly weapons, engines are very difficult to use in ship to ship combat. For example, the springal is essentially a small catapult. If employed in ship to ship combat, its operator is attempting to use a weapon mounted on the pitching deck of a ship to hit a moving target with indirect fire. The Games Master should certainly apply a penalty of at least 25% to such attack rolls.

Rams

Rams are exceptionally dangerous weapons in *RuneQuest* naval combat, though they are not without their disadvantages. The weight of a ram on the bow of a ship will slow its base movement (or sailing speed, if under sail) by 1m. Additionally, the ram's weight makes manoeuvring the ship more difficult, imposing a –10% penalty on the Shiphandling skill tests involving swift or reactive sailing.

The damage dealt by a ram is dependent upon the size of the ship and the speed at which it is travelling when it strikes its target. The exact damage is listed above under the descriptions for individual ships.

Note that even a ship not equipped with a ram can choose to ram another ship if it so wishes. Such rams will only ever inflict one point of damage per metre of the ship's speed, to a maximum of the ship's Hull score.

Soldiers

Perhaps the best weapon a ship has at its disposal is its crew. When two ships enter bow range of each other is when combat between them truly begins. The most common combat tactic of warships, in fact, is to strike once with the ram and remain in contact with the enemy ship, allowing the soldiers aboard to attack in hand-to-hand combat.

Naval Equipment & Personnel

It has often been said that a boat is a hole in the water you must fill with money. Though *RuneQuest* streamlines the process of buying and repairing ships immensely, Player Characters will surely find that owning their own ship is an expensive undertaking.

Like any other item, the cost for ships and their equipment varies from place to place. Most of the larger ships are unavailable in any settlement size smaller than a small city. As with all equipment, the costs given for ships in the descriptions are the small city prices. Rams and engines cannot be acquired outside of a small or large city.

Ship Costs

Ship	Cost by Area				
	Wilds	Rural/Small Town	Large Town	Small City	Large City
Bireme	—	—	—	15,000 SP	15,000 SP
Barge	—	—	550 SP	500 SP	500 SP
Canoe	50 SP	50 SP	100 SP	100 SP	150 SP
Cog	—	—	—	20,0000 SP	20,000 SP
Knorr	—	—	—	8,000 SP	7,500 SP
Longship	—	—	—	20,000 SP	20,000 SP
Raft	75 SP	50 SP	50 SP	50 SP	75 SP
Rowboat	—	400 SP	350 SP	300 SP	300 SP
Trireme	—	—	—	25,000 SP	25,000 SP
War Galley	—	—	—	7,000 SP	7,000 SP

Personnel

Unlike equipment, ship personnel do not vary in price from place to place. Each shipboard job has a standard daily pay rate, which the personnel will expect, whether they are hired in a small village or a great city.

Ship Personnel

Position	Daily Pay
Navigator	15 SP
Oarsmaster	12 SP
Officer	18 SP
Rower	4 SP (or free if slaves)
Sailor	8 SP

Weapons

This section deals with various shipboard weapons. Of course, there are a vast number of items needed to operate a ship effectively and efficiently, but such things as line, sailcloth and other sundries are folded into the costs for maintenance and repair of a ship.

Arbalest, Siege**:** A siege arbalest is essentially a large crossbow. Serviceable by one man, it takes full minute to load and requires a stand to support it. The bolts fired from an arbalest are too big to be affected by the Rune Magic spell Multimissile.

Ballista: A ballista is a much larger and deadlier version of the arbalest, requiring at least three men to crew it. The bolts fired from an arbalest are too big to be affected by the Rune Magic spell Multimissile.

Ram: A ram is a heavy metal spike attached to the front of a warship, used to stave in the hulls of enemy ships. A ram differs in size and price depending upon the kind of ship it will be attached to. If a ram is included in the ship's construction, it increases the ship's price by 10%. If it is added later, the additional work needed to reinforce the ship's structure will raise the ram's price to 15% of the ship's original purchase price.

Springal: The springal is a small catapult, designed to lob its ammunition in an arc at the enemy. The ammunition fired from a springal is too big to be affected by the Rune Magic spell Multimissile.

The Rune of SHADOW

Repair

One thing is certain about a ship – it will always be in need of repair. Ships lose Seaworthiness as part of their normal operation, wear and tear that must be attended to eventually. In addition to this is the damage to a ship's structure points that occur through combat.

Cost of Repair

For the sake of simplicity, all the various items needed for repairing a ship, from sailcloth to tar to cured timber, are bundled together into basic prices. A ship requires 10 silvers worth of materials to repair every lost point of Seaworthiness. Repairing lost structure points requires 100 silvers worth of materials for every point.

Repair Crews

Ship repair crews work in exactly the same manner as work crews (see page 67) and cost the same. A standard repair crew can repair ten points of Seaworthiness or four structure points per day on a beached or dry docked ship.

If he is working alone, a ship's carpenter can repair three points of Seaworthiness *or* one structure point per day on a beached or dry docked ship.

Repairs at Sea

Many ship captains wisely carry repair materials and a carpenter on board their ship at all times, in order to make emergency repairs after (or during) a storm or engagement with a monster or enemy ship.

While at sea, it is extremely hard to repair damage. Any Craft (Woodworking) skill tests suffer a –40% penalty.

When attempting to repair a ship at sea, the carpenter must attempt a Craft (Woodworking) skill test every twelve hours. Success indicates he has repaired one lost point of lost Seaworthiness *or* one structure point. This can be increased by an additional +1d4 points if there are sufficient crewmen available to form a work squad.

If the ship's carpenter fails his Craft (Woodworking) skill test, no repairs are made but the supplies used in the attempt are still consumed.

Dry Docks

Aside from magic (which offers near immediate repair), dry docking a ship is the best way to repair it. A dry dock is normally only available in small cities or larger and cost 50 silver per day to rent (or 100 silver per day in a large city).

Beaching a Ship

Beaching a ship is normally only done in the most dire circumstances. Canoes, rowboats and rafts can be beached with impunity, though even they have a 25% chance of losing a point of Seaworthiness when they do so.

Beaching other ships requires the captain to make a Shiphandling or Boating test with a penalty equal to the length+beam+capacity of the ship. Success on this test merely results in the ship losing 1D6 Seaworthiness and 1D6 structure points. Failure results in the ship losing its draft x D10 (minimum of 1D10) in both Seaworthiness and structure points, as the ship effectively crashes into the shore.

TEMPLES

Bastions of the faithful and fortresses of divinity, temples of all sizes and descriptions dot the landscape. Every temple is different, each with its own costs, abilities and resources. This chapter of the *RuneQuest Companion* takes a closer look at temples, what it takes to build, operate and maintain them, as well as what benefits they have to offer worshippers. The chapter closes with a look at an assortment of sample temples of varying sizes.

Centres of Worship

Centres of worship can be found everywhere, from the mightiest cities to the smallest hamlets. The variety of gods worshipped at these centres will depend, of course, on many factors. Generally, a culture, nation or community has one or two favoured cults, which make up the lion's share of worship centres within that area. However, so long as a cult is not illegal or diametrically opposed to the prevailing religious beliefs, it is always possible for small centres of worship to less popular gods to be found.

In large part, it is up to the Games Master to determine the prevalence of any single cult or religion in his campaign world. The upcoming sourcebook on Glorantha will also contain information on which cults are most prominent in which areas of the world, as will future 'world' sourcebooks published for *RuneQuest*.

The size of a centre of worship often is tied directly to the size of the community it serves. For example, a major temple will likely never be found in a hamlet – such ostentatious expense would be wasteful on the part of the cult. On the other hand, it is entirely possible to find sites within major cities, though these sites will be devoted to little-known or outcast cults. Again, placement of centres of worship falls within the purview of the Games Master.

Functions of a Temple

A temple is designed to serve the following functions. All temples, regardless of the cult, share these attributes.

Worship

Obviously, this is the most important aspect of a temple. Here, a congregation meets regularly (once a week or more often) to offer supplication to a god. The ceremonies are usually led by a Runepriest or acolyte.

Learn & Recover Magic

Doubtless the most important aspect of a temple as far as Player Characters are concerned, temples act as centres to learn and recover Divine Magic and cult-specific Rune Magic. All temples, no matter how small, allow the learning and recovery of some Divine Magic spells. However, the number of spells learnable at any given temple is dictated by the size of the temple (see page 9 for details).

Temple Defence

All but the smallest centres of worship (and sometimes even the smallest) have divine defences to guard against an attack, allowing a temple to care for itself even in the absence of worshippers. The most basic defence is that of a permanent Consecrate spell in effect over the temple grounds – consult the Temple Defences table.

Where other magical defences are noted, these effects only take place within the consecrated area and are renewed on a regular or occasional basis by resident (or passing) clergy, normally in tandem with Extension spells. Common magical defences include: Absorption, Fear, Illusions, Madness, Reflection, Shield and True (Weapon) spells.

Of course, magical defence is not the sole bulwark against aggressors. Larger temples employ guardians to protect the faithful and the treasures of the temple, though not necessarily in that order. Drawn from the ranks of the worshippers, these guards are extraordinarily loyal. Temples of shrine size and larger will have resident guards and very large temples often employ nonhuman guardians as well.

Temple Defences

Temple Size	Magnitude of Consecrate Spell	Other Magical Defences	Guards
Site	1 to 2	None	50% chance of 1D3 Novice-level guards being present
Shrine	3 to 4	50% chance of Magnitude 1D3 spell covering area	Usually one Novice-level guard present for every five initiates
Minor Temple	5 to 6	1D2 Magnitude 1D6 spells covering area	Usually one Seasoned-level guard present for every five initiates, plus one Veteran-level sergeant
Major Temple	7 or higher	1D4+1 Magnitude 2D6 spells covering area	Usually one Seasoned-level guard present for every four initiates, plus 1D3 Veteran-level sergeants and one Master-level commander

Temple Sizes

The following section outlines the sizes of various centres of worship, discussing each of them in detail. The size of a temple and the number of lay members, initiates, acolytes and Runepriests nearly always go hand in hand. These worshippers pray to their god, ever strengthening the bond between the divine and the mundane. The larger the temple, the greater the benefits available from the god.

Site

A site may have between zero and ten initiates, though zero is far more common than ten. Generally, a site is a small area set up for worship in a wilderness setting, attended only by a hermit or perhaps the population of a small hamlet. Alternatively, sites are sometimes found in the largest cities – where they are dedicated to forbidden faiths. Sites commonly have no permanent staff of any kind, though they will have itinerate priests or initiates that come by on a regular basis to provide services for the few faithful that gather in such a humble place of worship.

Cost to Maintain: Maintenance of a site is generally exceptionally low, running to only a 1D6 silver every month.
Clergy: A site will only occasionally have a permanent clergy member assigned to it. Instead, a number of sites are normally overseen by one or more initiates and the occasional acolyte. There is a 50% chance that an initiate will be present at a site at any one time – if the roll is 05 or lower, an acolyte and 1D3 initiates will be present.

Number of Lay Members: A site will usually have five worshippers, or lay members, for every initiate who regularly visits the site (usually somewhere between five and 20 lay members).
Required Staff: A site has no required staff; initiates are expected to maintain the site every time they visit.
Income: A site generates a very small amount of income, paid to the itinerate clergy that come to conduct services. A site usually generates an income of 3d6 silver per month, though much of this may be in the form of trade goods, rather than coin.

Shrine

A shrine is the smallest temple that is commonly recognised as such. A shrine is often the centre of worship for a small town. In a major city it may be a tiny building tucked away in the back alleys, dedicated to a god that is unknown or unfavoured by the majority of the populace.

Cost to Maintain: A shrine requires 20 silver per month simply to keep the structure standing. It must also generate about 20 silver per month (in money or goods) for every member of its permanent clergy and 10 silver per month per guard. Obviously, the staff of a shrine is not well paid.
Clergy: A shrine will always have five or more initiates (3D6+2) permanently assigned to it and quite often an acolyte or two (1D4–2) will be in temporary residence.
Number of Lay Members: A shrine will usually have 20 lay members for every initiate.
Required Staff: A shrine has no required staff beyond the clergy and guards, though they will often have meals brought to them by lay worshippers.

Income: A shrine generates enough yearly income to pay for upkeep of the building and for the upkeep of the clergy. There are lean and fat times, of course, but an average shrine brings in 1D6x100 silver per month.

Minor Temple

Minor temples can be found in small cities and very large towns, where they are the primary point of worship for the major god of the region. They may also be found in larger cities, where they act as the centre of worship for one of the less popular gods of the area.

Cost to Maintain: An average minor temple requires about 500 silver each month just to keep the building in good condition. In addition, it must generate approximately 30 silver each month for every member of its permanent clergy, 20 silver per month per guard and 10 silver per month for each member of its staff (or 2 silver if they are slaves).

Clergy: A minor temple will always have more than 20 initiates (1D100+20) permanently assigned to it, plus one acolyte for every ten initiates. A Runepriest may well be in temporary residence too (50% chance).

Number of Lay Members: A minor temple will usually have 40 lay members for every initiate.

Required Staff: A minor temple requires a modest permanent staff in order to operate. There will be 1d4 lay member staff permanently attached to such a centre of worship for every 20 permanent clergy. The staff perform multiple services, such as librarian, teachers of children, servants to the clergy, cleaning and upkeep of the temple. In regions where slavery is legal and presuming the cult has no stance against it, the bulk of staff will be slaves.

Income: A minor temple generates enough yearly income to pay for upkeep of the building and for the upkeep of the clergy and lay staff. The clergy and staff of a minor temple are usually not paid very well, though they do command a greater income than that of a shrine. An average minor temple brings in 2D6x1,000 silver per month.

Major Temple

It is rare to find a major temple outside of a large city; they will exist in small cities only when the vest majority of the population worships the same deity. They are never found in any settlement smaller than a small city. A major temple is a key bastion of the faith, as well as a major social centre for the city.

Cost to Maintain: An average major temple requires about 4,000 silver each month just to keep the building in good condition, the libraries fully stocked and the ritual equipment in good repair. In addition, it must generate approximately 40 silver each month for every member of its permanent clergy, 20 silver per month per guard and 12 silver per month for each member of its staff (or 3 silver if they are slaves). This is, of course, an enormous sum. Major temples tend to rely upon benefactors such as local nobles (or adventurer initiates) for the large amounts of income required to keep the temple operational.

Clergy: A major temple will always have hundreds of initiates (2D10x100) permanently assigned to it, plus one acolyte for every eight initiates. There will also be 1D4+2 Runepriests in residence and at any one time there is a 50% chance of a Runelord being present too.

Number of Lay Members: A major temple will usually have 100 lay members for every initiate.

Required Staff: A major temple requires a large staff. There will be 1d4 lay member staff permanently attached to such a centre of worship for every 15 permanent clergy. The staff perform multiple services, such as librarian, teachers of children, servants to the clergy, valets, cooks, maids, groundskeepers and stablehands. In regions where slavery is legal and presuming the cult has no stance against it, the bulk of staff will be slaves.

Income: A major temple generates an astounding amount of money through the tithing of the faithful and the gifts of the wealthy and noble. An average major temple brings in 3D6x10,000 silver per month.

Sample Temples

This section of the *RuneQuest Companion* presents several sample temples, one of each size detailed above. The temples are intended to be fairly generic, allowing the Games Master to easily place them anywhere in his campaign world.

Each of the temples below is keyed to a map, showing what parts of the building serve which function, as well as indicating where items of particular interest to the Player Characters may be found. The sample temples also indicate the number of clergy and guards living there. Lastly, and perhaps most importantly, the magical defences of each temple are discussed in detail.

Site of the Hunter

Secluded in the woods, this site is the location of weekly services to the Hunter. The site is particularly important to the people of the area, all of whom make their livelihood through hunting. In fact, the site is important enough to rate a single permanent initiate, who serves as the sole clergy for the site. This site is placed in a small clearing inside the woods.

The Rune of BEAST

A. This rude shack is the abode of the site's initiate. Its two small rooms contain little of value, aside from some dried meat, a set of spare boots and a hunting bow.

B. This is the blood-stained altar of the site, where a fresh kill is bled out once per month.

C. There is a shallow pit here, less than half a metre deep. It is covered with a wooden plank, which in turn is covered with earth to match the surrounding turf. It can be noticed with a Difficult (–20%) Perception test. Within, the initiate in charge of this site keeps his savings (33 silver).

D. Scattered about this part of the clearing are 16 rings sawn from tree trunks. These serve as seating for the faithful when the initiate conducts religious services.

Site of the Hunter

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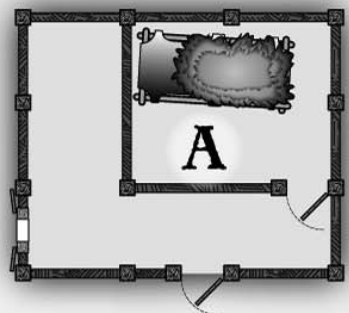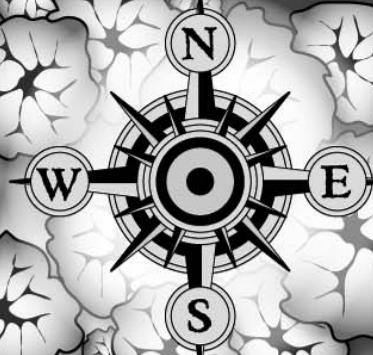
Scale in Metres

Shrine of the Light

Occupying the largest building in a town of 450 people, the size and power of this shrine is a testament to the faith of the people who live here.

A. This long area holds 12 sets of pews where the congregation gathers for services.

B. This is the shrine's altar, a wide disc of burnished and polished stone. Directly above the altar is an identically-sized hole in the vaulted ceiling. When the sun shines through during worship services, it reflects off the polished stone and illuminates the interior of the shrine.

C. These low-ceilinged rooms, measuring two and a half metres by two metres, act as cells for the two Novice-level initiates that serve as permanent clergy here. Each has 32 silver in silver and various religious iconography.

D. Essentially a glorified closet, this room acts as the main storage area for the shrine. The actual floor of the room is one metre below surface level, relying upon the coolness of the earth to help preserve foodstuffs stored here.

E. The shrine's leading initiate lives here in this comparatively luxurious room. A one metre by two metre rug worth 52 silver lies on the floor. Against the south wall is a table with various religious paraphernalia, worth a total of 112 silver. This initiate is a Seasoned-level character.

The Rune of FERTILITY

F. These tiny rooms serve two purposes. The two southernmost rooms serve as quarters for the two lay member guards of the shrine. These two Novice-level characters are guards in name only – there has never been a need for their services, thus, they spend the vast majority of their time away from the shrine hunting. The other four rooms are available to travelling lay members or initiates of the cult as a place to stay for the night.

G. This room contains the shrine's spartan kitchen facilities. Three badly-worn knives constitute the most valuable objects here.

H. Behind the shrine's altar is a wooden trap door. In a small compartment below the trap door is an unintegrated Light rune as well as a Light Enhancer crystal (POW 2). A leather sack contains 188 silver.

Shrine
of the
Light

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Scale in Metres

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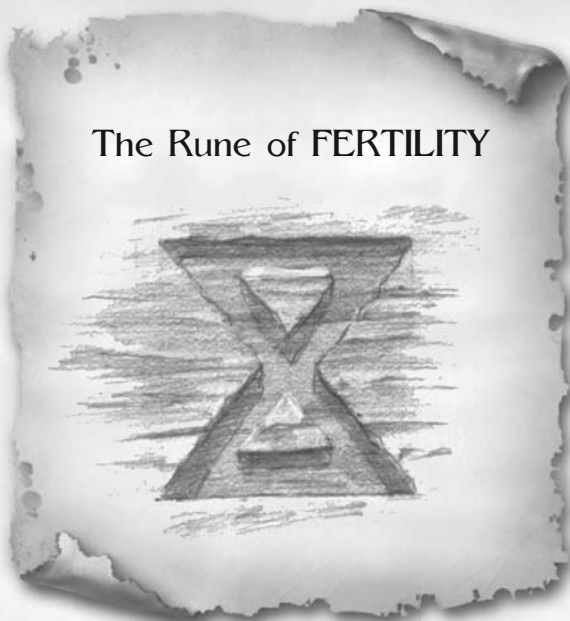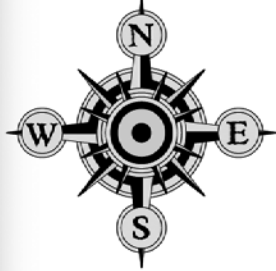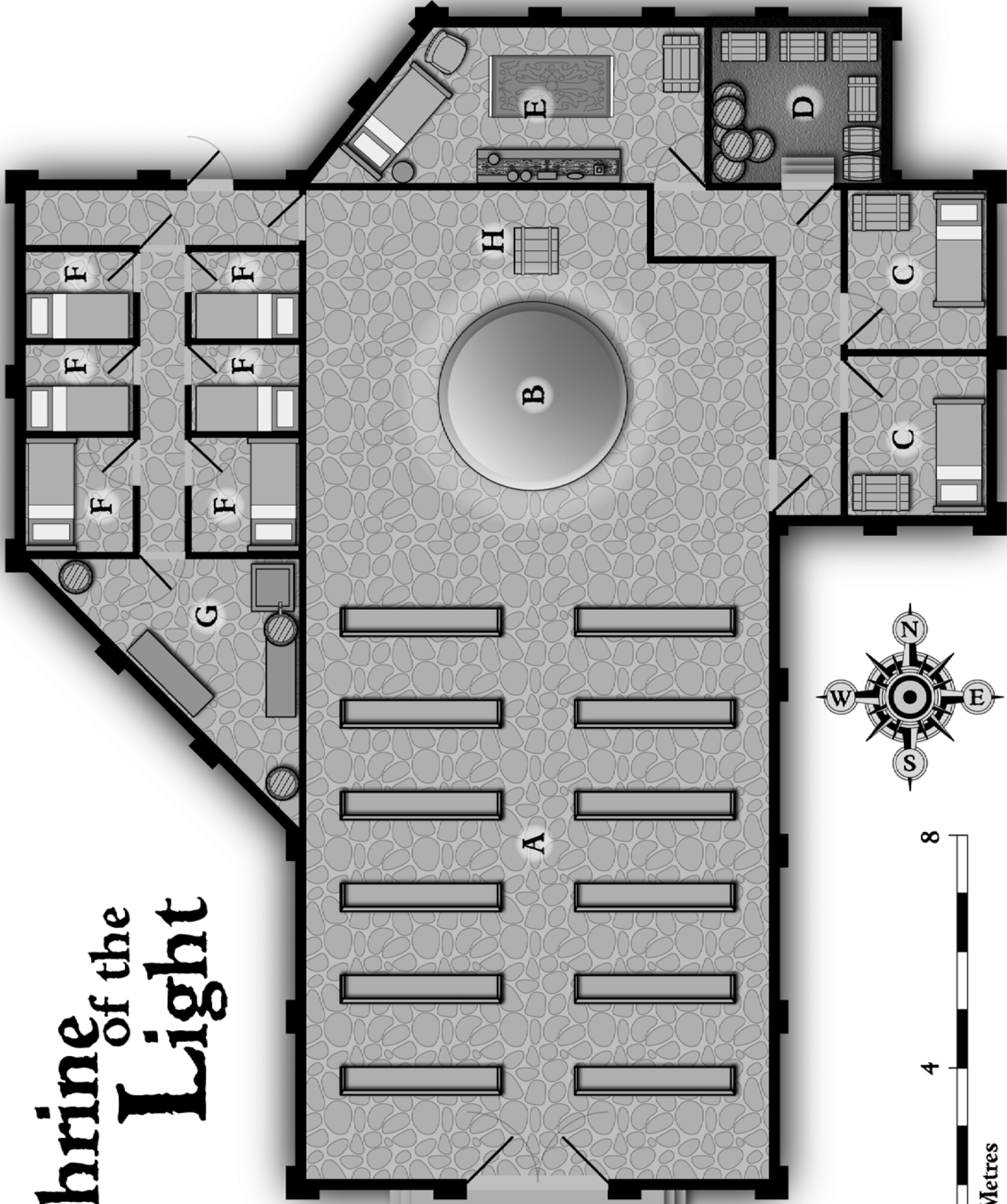
Minor Temple of the Storm King

Looming on a stony hilltop just outside a city of 6.300 souls, this temple to the Storm King is a minor temple well on its way to becoming a major temple. The Storm King is the major deity of the region and this temple stands as overwhelming evidence of that fact. This temple is large for a minor temple and would cost roughly 9,000 gold ducats to build as it is.

A. The temple's courtyard, a garden-like area, is rather small but impressive nonetheless, with the Storm King's sigils picked out in patterns of dark gravel overlying white.

B. The main worship area of the temple is in the shape of a rounded cone, with the narrow end containing the Storm King's altar. Three rows of benches, designed to approximate the look of forked lightning, run from the altar to the back of the temple. The altar itself usually holds 500 silvers' worth of sacramental materials.

C. Both of these rooms are dark and sparsely furnished. They serve as studies for the clergy of the temple, who retire here with a book or scroll taken from the library. Both rooms are warmed by large fireplaces.

D. The library of the temple is actually two storeys high, an oval shaped room with books stacked from the floor to the ceiling. There is a balcony running around the circumference of the room, accessed by a movable stairway. A second stairway from the balcony leads to the locked roof access. This room contains more than 1,100 books and scrolls, with a total value of 1,000 gold ducats.

E. This room is the abode of the Runepriest in permanent residence at this temple. A Master-level character, the Runepriest oversees all defences for the temple. The room contains a locked chest (Difficult (–20%) Mechanisms skill test to open), which contains 374 silvers in coin and a Dismiss Magic Enhancer crystal (POW 3).

F. This is a storage room where goods brought to the temple as part of a tithe are stored. In harvest time, the room is filled to bursting. At other times of the year, it varies widely.

G. These two rooms, connected by a short hallway, are used to contain the clergy's vestments and instruments of worship. The Runepriest, acolytes and initiates all use these rooms to change into proper vestments before conducting services.

H. Behind the locked and heavy doors of this room, the clergy of the temple (as well as initiates from outside the temple) plumb the mysteries of the magics granted them by the Storm King. It is here that Divine Magic and Rune Magic are taught and it is here that the clergy of the Storm King create enchanted items in his honour.

I. This room is a small chapel, used by the clergy for private worship services. Nobles coming to the temple usually receive their worship services in here as well, away from the common worshippers.

J. Originally used as quarters for a second Rune Priest, this room has been vacant and unused for several years.

K. These small cells are the quarters of the acolytes and initiates of the temple. In the hallway north of the northwest cell is a hidden trap door. This trap door leads to a tunnel connecting the hallway to the hallway outside the guard barracks in the north wing of the temple.

L. These two rooms serve as the barracks for the temple's 15 Seasoned-level guards. The guards will be armed and armoured.

M. This room is the quarters for the sergeant of the temples guards, a Veteran-level warrior. The sergeant will be armed and armoured.

N. This room serves as storage for the guards of the temple. It contains 20 suits of chainmail armour, 20 spears, 20 war mauls and 100 javelins.

O. This unkempt and somewhat smelly room is the guards' mess.

P. This is the dining room of the temple's clergy. Meticulously neat, the clergy meet here twice a day to dine in silence.

Q. The temple's kitchens.

R. The servants' quarters of the temple are not attached to the main complex. The two northern rooms in this building are available as quarters to any traveller who worships the Storm King.

S. The temple's well.

Minor Temple of the Storm King

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Scale in Metres

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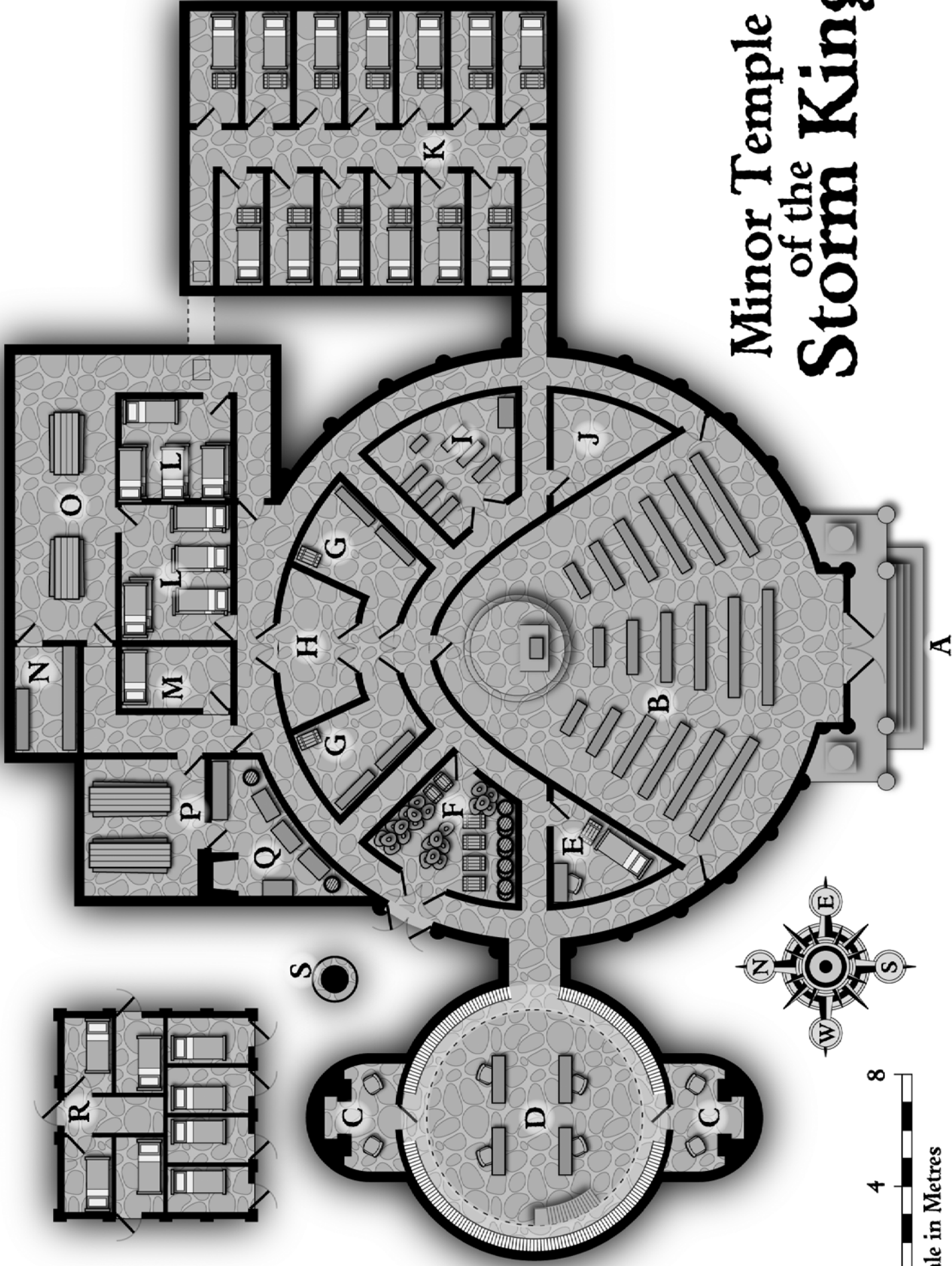
Major Temple of the Moon

When the sky is dark and the moon rises, the citizens of the city do not return to their beds. Rather, they journey through the silver-tinted streets to the House of the Moon, a major temple of the Moon cult.

With three Runepriests, more than fifty acolytes and hundreds of initiates in permanent residence, the House of the Moon is an average major temple.

The House of the Moon is a walled compound within the city, two-thirds of which is off limits to lay worshippers not on the temple's staff. It is fabled to contain riches beyond imagining.

A. There are two sets of massive gates on the House of the Moon, one on the outer wall and one on the inner wall.

B. The worship area for the House of the Moon. It is open to the sky, with seating arranged to approximate the look of a crescent moon. When services are not being performed, the altar is stripped and its valuable sacramental materials returned to the treasury.

C. The gardens of the House of the Moon are second to none, though they are, naturally, best viewed in moonlight. This is also the location where lay worshippers and initiates of the cult are schooled in the cult's skills.

D. This low wall of stone, concealed by hedges, separates the servants' quarters from the main areas of the temple.

E. The servants' quarters, home to cooks, maids, groundskeepers and stablehands.

F. A well.

G. The stables.

H. Initiate housing. The House of the Moon's 45 initiates live in these small cells. There is enough room to accommodate an additional 30 initiates.

I. The barracks. Each of these locations houses 15 Veteran-level guards, armed and armoured with equipment appropriate to the culture.

J. These rooms serve as storage for the guards of the temple. Each contains 50 suits of scalemail, 50 shortswords, 50 target shields, 50 crossbows and countless crossbow bolts.

K. These rooms are the private barracks of the three Veteran-level sergeants of the guard (in one room) and the Master-level commander of the guard (in the other).

L. These towers stand 15 metres high, five metres taller than the outer walls of the House of the Moon.

M. The guards' mess.

N. This huge room is an ornate, almost ostentatious chapel for the private use of the clergy and local nobles who are also initiates. The roof is pierced by a large round hole to admit the moon's light during a worship service.

O. The library of the House of the Moon is a dense forest of shelves and cabinets. The curved eastern wall of the room is made almost entirely of windows to catch the light of the Moon as she rises. Curtains are drawn across these windows during the day.

P. These two rooms are where the deepest mysteries of the Moon are taught, where initiates, acolytes and Runepriests receive their spells from the Moon.

Q. These two rooms serve as studies and seclusion chambers for the clergy of the Moon. Most delicate magics, such as enchantments, are performed in these rooms.

R. This room is used to store the vestments of the priests and priestesses of the Moon, and is where they change into the appropriate garb before conducting services.

S. This room is used for storage of bulky items of low value. It doubles as the temple's larder.

T. The kitchens.

U. The servants' mess.

V. The clergy's mess.

W. These stairs lead underground to the temple's tombs and catacombs.

X. The treasury of the House of the Moon. A king's ransom in gold, silver, jewels, art and enchanted items are carefully stored within these thick walls.

Y. These rooms are the cells for the acolytes of the temple.

Z. These three large rooms serve as quarters for the temple's three Runepriests.

The House of the Moon

Scale in Metres

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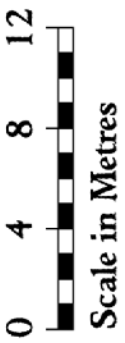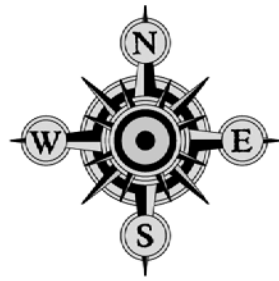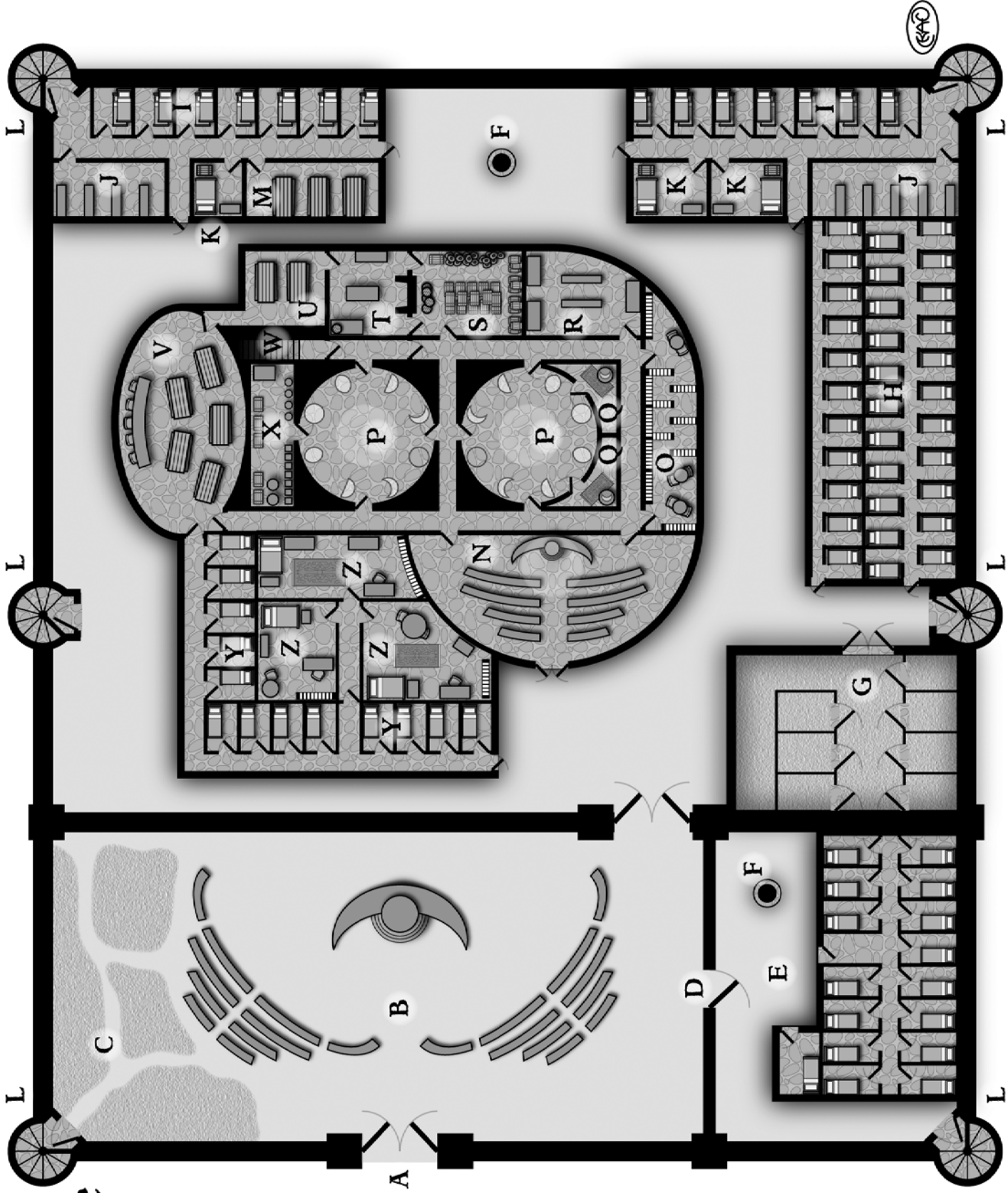
Temple Growth

Few major temples start out that way. Rather, most temples get their start as sites or shrines, growing by accretion along with their congregation. So long as the temple operates normally – generating income and providing appropriate services for the faithful – it will slowly grow in size and importance.

Every year, a temple that is successful in its daily tasks has a cumulative 1% chance of swelling to the next size of temple. If a temple has been particularly successful, the Games Master may increase the cumulative bonus to 2% or even higher. Note that a temple must be able to afford the cost of upgrading to its next temple size, otherwise it will remain at its current size.

Also, the temple must have a sufficiently large population in the area that it can draw upon. No matter how well a temple executes its duties, it cannot continue to grow if there are no more people to convert and initiate.

For Example: A shrine to Hama-Dreth has been active for five years in the large town of Spitz and therefore now has a 5% chance of increasing to become a minor temple. However, the Games Master rules that as the cult has been particularly active this year, the chance is increased to 8%.

If this roll is successful, the shrine's clergy will still need to spend 7,500 gold ducats to upgrade their shrine to a minor temple. Also, unless Spitz grows some more, the temple will not be able to become a major temple in the fullness of time.

It is entirely possible to find a major temple that no longer qualifies as such. If the cult has fallen into disfavour, a plague has ravaged the faithful or anything else has happened to reduce the number of initiates, the cult may be left with an enormous, crumbling building that is now little more than a shrine.

Temple Growth

Temple Size	Average Cost to Create	Minimum Local Population
Site	3 gold ducats	Hamlet
Shrine	150 gold ducats	Small Town
Minor Temple	7,500 gold ducats	Large Town
Major Temple	50,000 gold ducats	Small City

INDEX

Divine Magic

Lore (Theology):   %   Dedicated POW:

Divine Spells Known

Divine Magic Spell	Magnitude	Other Traits	Effect

Sorcery

Manipulation (Magnitude):   %   Manipulation (Targets):   %

Manipulation (Duration):   %   Manipulation (Combine):   %

Manipulation (Ranged):   %

Sorcery Spell	Skill %	Other Traits	Effect

Special Close Combat Weapons

Close Combat Weapon

Weapon	Skill	Total Attack %	Damage	Total Parry %	ENC	AP/HP	Quality

Enchantments:

Exceptional Effects:

Close Combat Weapon

Weapon	Skill	Total Attack %	Damage	Total Parry %	ENC	AP/HP	Quality

Enchantments:

Exceptional Effects:

Close Combat Weapon

Weapon	Skill	Total Attack %	Damage	Total Parry %	ENC	AP/HP	Quality

Enchantments:

Exceptional Effects:

Special Ranged Weapons

Ranged Weapon

Weapon	Skill	Total Attack %	Damage	Range	Load	ENC	AP/HP	Quality

Enchantments:

Exceptional Effects:

Ranged Weapon

Weapon	Skill	Total Attack %	Damage	Range	Load	ENC	AP/HP	Quality

Enchantments:

Exceptional Effects:

Special Armour

Hit Location: Head

Type of Armour	AP	ENC	Skill Penalty	Quality

Enchantments:

Exceptional Effects:

Hit Location: Left Arm

Type of Armour	AP	ENC	Skill Penalty	Quality

Enchantments:

Exceptional Effects:

Hit Location: Right Arm

Type of Armour	AP	ENC	Skill Penalty	Quality

Enchantments:

Exceptional Effects:

Hit Location: Chest

Type of Armour	AP	ENC	Skill Penalty	Quality

Enchantments:

Exceptional Effects:

Hit Location: Abdomen

Type of Armour	AP	ENC	Skill Penalty	Quality

Enchantments:

Exceptional Effects:

Hit Location: Left Leg

Type of Armour	AP	ENC	Skill Penalty	Quality

Enchantments:

Exceptional Effects:

Hit Location: Right Leg

Type of Armour	AP	ENC	Skill Penalty	Quality

Enchantments:

Exceptional Effects:

RuneQuest

Companion

The RuneQuest Companion is the essential expansion supplement to the new RuneQuest series. While the main RuleQuest sourcebook deals with the core rules and their application, RuneQuest Companion goes several steps further in evoking the spirit and worlds of RuneQuest. Key areas that are examined are:

- New versions of classic RuneQuest magic systems: Sorcery, Divine Magic and Enchanting.
- Expanded character creation options, including new cultural backgrounds, skills and professions.
- Background information on the activities of heroes between Quests, such as training, performing, crafting and thievery.

On top of these, there are comprehensive rules for water travel, creating and using superior items, encountering the spirit world, temples and their growth from trivial sites to mighty major temples (including four example temples)... In short, the RuneQuest Companion provides a cornucopia of information invaluable to enhancing the RuneQuest game.

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