

RuneQuest II



COMPENDIUM volume 1

RuneQuest II

Compendium Volume 1



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INTRODUCTION

One of *RuneQuest's* strengths – and this holds true for *every* version of the game – is its versatility, adaptability and the way it inspires innovative, inventive and imaginative thinking. Many of these thoughts have found their way into *Signs and Portents* magazine and, with the advent of *RuneQuest II*, we decided it was time to go back to the old articles and tweak them a little to bring them into line with the new rules. We also wanted to gather the best into one place to provide a kind of *RQII Companion* but one based on the input of you, the gamers, rather than the Mongoose staff writers.

So, within the pages of the *RuneQuest Compendium* – and it won't be the only volume; *RuneQuest Adventures* will be following soon, and I'm certain we'll see a *RuneQuest Compendium II* appear – you will find a truly diverse range of articles that run the gamut of new monsters, through new rules additions and variants, and through to expansions for published supplements, such as the *Races of Glorantha* series. We've tried to keep this book as generic as possible, but we found it difficult to completely omit Glorantha material and so we have chosen to include a couple of Glorantha-focused articles.

Very little has been done to any of the articles, aside from making a few editorial corrections here and there and tweaking those rules that needed tweaking to fit *RuneQuest II*. All credit must go to the authors of these articles – in particular the imaginative powerhouse that is Carl Walmsley. His rules for alcohol and thievery are stand-out pieces in this book and his imagination is always both astonishing and astonishingly welcome.

But every article herein has something to recommend it. Tim Bancroft's Druids piece is especially welcomed as druids are a perennial favourite of roleplaying games and his take on druidism is straightforward, easy to assimilate into just about any *RuneQuest* setting, also *feels* authentic, despite having to be a necessary simplification of a little-known and much misunderstood culture.

I've mentioned a couple of names specifically, but really I want to thank and applaud all the contributors of *RuneQuest* material to *Signs and Portents* over the years; it's a very necessary outlet and addition to the *RuneQuest* game line and please, *please* keep the material coming!

Lawrence Whitaker, August 2010

ROLL CALL

Contributors to the *RuneQuest Compendium* are:

- Bryan Steele
- Carl Walmsley
- Chris Longhurst
- Pete Nash
- Shannon Appelcline
- Tim Bancroft
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A JOB WELL DONE

by Carl Walmsley

Sometimes, as Games Master, you wish to reward your players for a job well done. One temptation can be to dole out the magical items – or to provide enough cash for characters to go out and purchase their own. If done too often, however, this can detract from the mystique surrounding enchanted objects and may, in the long term, lead to the feeling that the Games Master has lost control of a campaign. Over-powerful characters can thwart the best laid plans and do not tend to increase players' enjoyment of games – in fact, the opposite is often true.

Presented here are some alternative rewards for characters which should keep them happy, but which are far less likely to lead to an unbalanced game.

POTIONS

Potions, elixirs and other alchemical concoctions can be a good way to reward characters without threatening to change the long-term balance of a campaign. Powerful as a potion might be, its uses are limited. It is recommended that each potion a character finds should contain more than a single draft. Players are reluctant to employ single-use items: there is a tendency to wait and see whether a more dangerous monster or more cunning trap, or whatever else it might be, presents itself. Typically, a potion should therefore contain three draughts, though the Games Master may prefer to roll 1D6 to determine the number at random. Note that quaffing multiple draughts of a potion usually has no added benefit for a character.

Potion of Tongues

A character who drinks this potion finds that he is able to understand any language he hears spoken. It is as though every utterance he hears is in his native tongue. Similarly, the character's own words are effortlessly translated into any language he chooses,

so long as he has heard that language spoken at least once. Even a single sentence is enough to facilitate this magical translation. Drinking a Potion of Tongues is a very strange experience. The imbiber feels his tongue shift and squirm within his mouth, and he experiences the sensation that he is not entirely in control of his lips. The first time a character uses this potion, he receives a -5% penalty on Influence, Oratory, Sing and any other Skill Tests which rely on clear enunciation. The effects of the potion last for one day.

Potion of Insight

Drinking a potion of this kind provides a character with a stunning flash of insight. How this manifests is determined by the Games Master. The character might suddenly figure out an important clue, realise something that has previously eluded him (perhaps in a previous adventure) or in some other way deduce something that is advantageous to him. The inspirational flash usually occurs within a matter of moments, but can take as long as a week to occur. A Potion of Insight can be an excellent way for a Games Master to provide exposition or a handy hint to characters who are stumped: glug glug glug. Ah, I suddenly see – we need to go back to the temple and take Along that key we found all those weeks ago!

Potion of Slipperiness

Quaffing a potion of this kind provides a character with a glistening sheen that can make it look as though he is sweating slightly. The effect of the potion is to cover the drinker in a slick coating that makes him almost impossible to get hold of.

All Unarmed attacks made against the character Suffer a -50% penalty. In addition, any Combat Manoeuvres such as Grip are rendered ineffective as the opponent's grasp slides off the affected limb or target area.

Note that a character who has quaffed one of these Potions has no trouble grasping objects himself, donning clothing, and so on.

The effects of this potion last for 3 hours.

Potion of Fortune

Drinking this potion makes the character unfeasibly lucky. It is as though the universe smiles down on him and everything seems to go his way. The character receives a +10% bonus on all Skill tests, and characters who attempt any actions which are to the detriment of the character receive a -10% penalty. In addition, the character gains either an additional Hero Point or an additional Combat Action (determine this benefit randomly), usable within the potion's duration. At the end of the potion's duration the Hero Point or Combat Action is lost as the luck ebbs away.

A Potion of Fortune's effects last for 12 hours.

Potion of Putrefaction

Drinking this potion makes a character smell like a rotting corpse. Beyond the embarrassing social consequences that this might have (the character receives a -30% penalty on all interactions with living creatures), the drinker will find that he is treated as a zombie by all forms of undead. In most instances, this will mean that the character can mingle freely with the walking dead, infiltrating their ranks in whatever way he sees fit.

The effects of this potion last for 1 day.

Elixir of Adrenalin

Triggering the body's fight or flight responses, a draught of this potion can give a character the edge he needs when entering – or fleeing from – combat. Immediately upon quaffing this potion, the character feels a surge of strength and speed pulse through his muscles. His STR and DEX are increased by 6 (resulting in a one-step increase in damage modifier, a +3 Strike Rank modifier and any skill bonuses, including +12% to most melee combat skills. It may also add +1 combat action.) In addition, he temporarily gains 1 point of natural armour on all hit locations – his body is so Pumped full of adrenalin that he is far less sensitive to pain and shock. The character's Movement is also increased by 2m.

When the effects of the potion wear off, the character immediately acquires 2 levels of Fatigue.

The effects of this potion last for 1 hour.

Potion of Thorns

Upon quaffing this concoction the drinker grows hundreds of tough thorns, which force their way up through any areas of exposed

skin. Flesh covered by clothing or armour remains unaffected, so as to avoid damaging the drinker's apparel. The thick thorns and toughened skin provide 1 point of armour to all hit locations. In addition, any creature which strikes the character with an unarmed blow suffers 1D3 damage to the appropriate body part. A creature which attempts the Grip Combat Manoeuvre suffers 1D6 damage to the limb used for the attempt. The thick thorns may also be used to aid the character when climbing. Athletics rolls used for climbing receive a +10% bonus.

The effects of a Potion of Thorns last for 3 hours.

ORDER OF MERIT

It is often the case that, given enough time, a group of adventurers will perform valiant service for a nobleman, rescue a kidnapped princess or perhaps liberate a town or two. Such heroic deeds deserve a reward of some kind, and one option is to bestow the adventurers with membership of some sort of elite order. In games where cults do not play a great role, one of the following options may be an option.

Knightly Order

Perhaps the most traditional title which may be conferred within a fantasy campaign is a knighthood. An honorary title is often more appropriate within a campaign, as accepting the responsibilities usually associated with this role may curtail a character's adventuring career. A knighthood (honorary or not) bestows a number of benefits. Firstly, the character can expect to be treated favourably by other members of the order. Interactions such as Influence or Oratory Tests receive a +15% bonus. When in contact with individuals and groups that are allied to the order there is +5% bonus. Members of a knightly order are free to use whatever headquarters and premises the order owns: there will usually be some sort of central chapel or keep but, depending upon the order, there may also be outposts spread throughout the region or country. It is not uncommon for a title to come with the deeds to a property or some land. This can be a useful way for a character to support him financially between adventures. This is not without responsibilities, however – any servants working the character's land or attending his home are entitled to his protection. In addition, a landed knight may be expected to do service to his liege lord should the need arise. Failure to do so may result in expulsion from the order. A knight in need can request help from members of his order. Within reason, they may be willing to provide him with shelter, supplies and even fight at his side. An honourable knight helped in this way may one day find himself on the receiving end of a similar request. Finally, knights are often provided with equipment – armour, weapons and a warhorse. If a character already has such trappings, they may be emblazoned with a heraldic crest identifying the knight's allegiance.

ADDITIONAL HUMANOID

by Chris Longhurst

FARSEER GIANTS

The farseer giants are a rare and isolated branch of their gargantuan kind who live alone or in small family groups as far away from other creatures as they can manage. Typically smaller than other giants (although such is a relative term – a farseer giant often reaches 20 feet in height) and possessed of great intelligence, their most distinctive feature is that their entire body is covered with eyes. This makes them reluctant to engage in physical activity such as combat as they are extremely easy to hurt.

They are said to possess great wisdom and magical power. With their assortment of visual organs they are also said to be able to see the secrets of anything or anyone presented to them. On rare occasions an adventurous or well-defended farseer giant may make a trip into more settled areas on some arcane errand or other.

Farseer giants wear very little when away from others, preferring to allow their eyes to see fully, but often don all-concealing robes when others may be present. Farseers who live alone often surround themselves with magical constructs or summoned entities for company. The homes of farseers of all stripes often boast elaborate and extensive magical defences.

Ocular Flesh

A farseer giant's body is covered with additional eyes. This makes them very sensitive to violent impacts of the sort often involved in combat. When they take damage from physical sources, double any Hit Points lost after taking armour into account.

A farseer giant's excess of eyes grants it several visual abilities. Apart from its great Perception skill it can see in all directions at once, can determine if an item is magical or not at a glance and can identify 1D2 properties or functions of a magical item if it makes a successful Insight roll. A farseer giant can also tell the general nature of anyone it can see, especially if they bear a strong character, great destiny or are otherwise of note. These powers are all lost if the farseer giant wears enough clothing or armour to block more than 50% of its eyes.

Combat Notes

Farseer giants are largely passive and go out of their way to avoid physical confrontation. If forced into it they rely on magic and their own amazing ocular senses to get away from violence or neutralise it, rather than engage in close combat. When forced to, their speed and strength is fearsome: a bash with a club is enough to deter most opponents, especially if that club has also been treated by a Bludgeon 7 spell...

In the Arena

With their magical powers so acute, catching these beings for the arena is problematic at best. Farseer giants have been captured and had their magic neutralised, then stripped and thrown into the arena where gladiators armed with bows and javelins make surgical strikes at the eyes covering the giant's body. This cruel display steadily blinds and incapacitates the giant, and many simply refuse to fight, preferring death to retribution. In such cases there is little sport and the crowds are disappointed at the one-sided massacre.



	Dice	Average	1D20	Hit Location	AP/HP
STR	5D6+10	28	1-3	Right Leg	-/11
CON	4D6+12	26	4-6	Left Leg	-/11
SIZ	5D6+10	28	7-9	Abdomen	-/12
INT	2D6+12	19	10-12	Chest	-/13
POW	3D6+18	29	13-15	Right Arm	-/10
DEX	3D6+3	14	16-18	Left Arm	-/10
CHA	3D6	11	19-20	Head	-/11

Combat Actions	3
Damage Modifier	+1D12
Magic Points	29
Movement	12m
Strike Rank	+17

Typical Armour: None.

Traits: Ocular Flesh; see description, above.

Skills: Athletics 32%, Evade 28%, Evaluate 98%, First Aid 51%, Insight 80%, Language (at least two) 80%, Lore (at least three kinds, often more) 80%, Perception 120%, Persistence 72%, Resilience 56%, Survival 38%

Common Magic 65%: Any combination of spells with a maximum spell Magnitude of 7

Sorcery (Farseer Grimoire) 60%: Banish, Castback, Damage Resistance, Intuition, Mystic Vision, Phantom Sense (Sight), Telepathy

Manipulation: 50%

Combat Styles

Club 60%, Fist 55%

Type	Size	Reach	Damage	AP/HP	Range
Great Club	H	L	2D6+1D12	4/10	—
Fist	H	L	1D10+1D12	As for Arm	—



ALTERNATIVE ELEMENTALS

by Uri Kurlianchik

The elemental monsters in most campaigns correspond with the ancient notion of the world being made of the classic elements of fire, water, air and earth. However, nowadays, we know that the world is far more complex than this. This article will present two elemental groups more fitting to our more modern and advanced viewpoint. The first is based on what the physicists tell us are the basic driving forces of the universe – energy, matter, time and space. The second group has nothing to do with the working of the world but everything to do with the working of the heart. They represent the most fundamental emotions of love, hate, joy and sorrow. Note that elementals are not spirits – they are not autonomous sentient creatures with their own will, aims and desires but rather temporary creations torn from their element by a deity or a powerful spellcaster who employs them in his service. They lack any individuality or sense of personal purpose and any attempt to reason or befriend one is as useless as talking to the element itself.

Elementals of both groups lack CON. An elemental's SIZ is represented as a volume rather than a number, as these nebulously formed creatures have no set proportions. When a numerical value is needed for an elemental's SIZ, the elemental's normal hit points may be used as its SIZ. All elementals, no matter their composition, may be struck and damaged with normal weapons, breaking up their physical construction and eventually disrupting them. Elementals have only one hit location and no armour (with the exception of the matter elemental, which is tough enough to have effective AP). When an elemental is reduced to zero hit points, its body immediately dissipates and its spirit returns to the other world. The spirit may be summoned again to inhabit another vessel of the appropriate type. A successful attack roll is always required to strike an elemental, even if the striking character is currently engulfed by one. Where not otherwise specified, the following elementals all follow the same rules as the elementals in RuneQuest Monsters. Their special abilities all require a single Combat Action to activate.

PHYSIC ELEMENTALS

Physic elementals come from the material plane and serve no god in particular. Instead, they embody the sane and normal order of the universe. Creatures who systematically break the laws of physics may find themselves haunted by physic elementals that were offended by their actions. For example, a powerful undead may find himself haunted by time elementals who are offended by his defiance of the ravages of time, while a spell-slinging spellcaster may suddenly face hordes of energy elementals, furious at his blatant disregard for the laws of energy preservation. The rigid and harsh physic elementals hate the wispy and capricious emotion elementals and attack them on sight, usually fighting to the death.

Energy Elemental

Energy elementals are the subtle masters of the powers and interactions that control the natural world, but in a rage they can wreak unspeakable havoc. These creatures appear as roughly man-shaped hazy masses of light and darkness that range from blinding flames and lightning to delicate plays of wind and shadow. Their movement is constantly accompanied by ominous but harmless crackles, buzzes and hums. Energy elementals usually hunt powerful sorcerers who overly abuse energy through supernatural means.

Abilities:

An energy elemental can heat a non-living object within 20m up to 2500 degrees Celsius, which causes most things to catch fire or melt. It can also freeze objects down to -250 degrees, which causes most matter to become very fragile and take double damage from physical attacks. If applied to armour or weapons held by a living creature, this inflicts 1 point of damage per Combat Round to the relevant hit locations as long as the item is in contact with their flesh. An elemental can apply this ability to itself, making any physical contact with it painful and deadly. Objects cool or

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6	7	1-20	Body	- /20
CON	—				
SIZ	4 cubic meters	4 cubic meters			
INT	3D6+6	17			
POW	4D6+6	20			
DEX	3D6+6	17			
CHA	—	—			

<i>Combat Actions</i>	3	<i>Typical Armour:</i> none
<i>Damage Modifier</i>	—	
<i>Magic Points</i>	20	<i>Traits:</i> Dark Sight
<i>Movement</i>	8m	
<i>Strike Rank</i>	+17	<i>Skills:</i> Evade 50%, Lore (Physical World) 100%, Perception 75%, Persistence 80%, Resilience 20%

Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
Energy Ray	—	—	70%	1D8	—

thaw back to their normal temperature at the usual rate. An energy elemental can also play with gravity within 20m allowing it to increase or reduce an object's mass (and therefore its ENC) by up to a factor of 10 and arbitrarily alter the direction in which it is pulled. For example, an energy elemental could reduce a suit of plate armour (ENC 12) to a mere tenth of its former load (ENC 1.2) or make it a crushing weight of ENC 120, rendering the wearer immobile.

An elemental can apply this ability to itself in order to fly or levitate. Energy elementals can also project blasts of damaging energies – this mixed energy automatically exploits any energy-based weaknesses the target has, such as a vulnerability to fire.

Matter Elemental

Matter elementals represent all the materials and their various states in the universe. They have absolute control over their shape and hardness but usually choose to appear like massive humanoids whose form and texture swirls and changes according to mood. Any physical aspect of the matter elemental is alterable – it can be as soft as air or as hard as a diamond, as heavy as lead or as light as plush. These brutes are masters over any substance they see and can reshape it with their will alone. As easily as a child can dig in the mud, a matter elemental can turn metal to glass or refill a pillow with rocks. An important limitation of this ability is that the matter Elemental cannot, under any circumstances,

alter organic matter (something which cannot be said about its victims' equipment, clothes or weapons...). Matter elementals have a special loathing for sorcerers who are prone to create things out of nothing or change the properties of materials in impossible ways (the transformation of lead into gold is especially infuriating to them).

Abilities:

A matter elemental can permanently change the material of any non-living object within a 10 metre radius into any other, with the limitation that the material's state cannot change – for example a steel sword will turn to solid ice, not liquid water. However, the object's state can quickly change due to the temperature of the environment. A sword made of ice will quickly melt, but a sword made of mercury or oxygen will do so with even greater speed. An elemental can also apply this ability to itself and often does so in order to bypass obstacles or gain an unexpected advantage in combat.

Instead of changing an object's consistency, the matter elemental can give it a new shape while keeping its mass, state and material the same. If used on armour, it inflicts 1 point of damage to all hit locations covered by the armour unless the target removes the armour in time (requires a successful Athletics test at a -40% penalty). A matter elemental can grow any weapon out of its amorphous body but its favourite is a massive maul-like appendage capable of smashing foes and items alike.



	Dice	Average	1D20	Hit Location	AP/HP
STR	5D6+6	22	1-20	Body	4/13
CON	-				
SIZ	6 cubic metres				
INT	1D6+6	10			
POW	2D6+6	13			
DEX	1D6	3			
CHA					

Combat Actions	2	Typical Armour: Tough Hide (AP 4)
Damage Modifier	—	
Magic Points	13	Traits: Burrower, Dark Sight, Formidable Natural Weapons
Movement	6m	
Strike Rank	+12	Skills: Athletics 30%, Evade 40%, Lore (Physical World) 100%, Perception 25%, Persistence 49%, Resilience 65%

Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
Slam*	H	L	50%	2D8+1D6	6/10

*With one Combat Action a matter elemental can grow any weapon from its body with any configuration it chooses. It often changes the shape and substance of its weapon to avoid or exploit any resistances or weaknesses its opponent may display.

Time Elemental

These strange beings do not have a true physical form but are rather visible as temporal distortions of the area they happen to occupy. Free-willed time elementals hunt for those who defy the effects of time such as undead that never age or mortals who magically restore their youth. Time travellers are especially abhorrent to time elementals and they hunt them in the past, present and future with equal zeal. Since many of the time elementals' enemies are immune to the ravages of time (which is what called their attention in the first place) they sometimes work in conjunction with others to bring an end to them. Time elementals are the embodiment of the concept of time and as such control the temporal qualities of all creatures and objects in a 10-metre-radius around them.

Abilities:

A time elemental can slow or accelerate time to within a 10-metre radius to a maximum factor of two. If time is accelerated, Strike Ranks and numbers of Combat Actions are doubled and durations (such as spell Durations) expire at double the normal speed. If

time is slowed then Strike Ranks and Combat Actions are halved (round up) and all durations expire at half normal speed. Other effects may occur at the Games Master's discretion. The time elemental can adapt the effect of this ability as it sees fit, slowing some creatures, accelerating some and leaving others untouched. To maintain the ability requires spending a single Combat Action each round. Multiple time elementals cannot stack their temporal manipulation fields.

The time elemental can cause creatures and objects to become older or younger by 2D8 years with a touch (although it cannot make a creature disappear either by making it 'unborn' or so old that nothing remains).

Time elementals can move themselves through time at will and can carry objects and creatures with them if necessary to return them to their proper time. However, they will never voluntarily displace someone or something from its 'natural' time and no one who has ever used magic to coerce them to do so has returned to report on the success of their experiment.



	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6	7	1-20	Body	0/20
CON	—				
SIZ	3 cubic meters				
INT	3D6+6	17			
POW	4D6+6	20			
DEX	6D6	21			
CHA	-	-			
<i>Combat Actions</i>		3	<i>Typical Armour: none</i>		
<i>Damage Modifier</i>		—			
<i>Magic Points</i>		20	<i>Traits: Dark Sight, Regeneration*</i>		
<i>Movement</i>		8m			
<i>Strike Rank</i>		+19	<i>Skills: Evade 65%, Lore (Time) 100%, Perception 35%, Persistence 80%, Resilience 100%</i>		

Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
Touch	—	—	40%	Special	—

* A time elemental regenerates one Hit Point per Combat Round.

Space Elemental

Perhaps the weirdest and most counterintuitive of all physical elementals are the space elementals, also known as 'probability monsters' or simply 'paradoxes'. Unlike most beings that simply occupy a certain amount of space at any given time, this incomprehensible monstrosity exists, with a different degree of probability, in many places at any given time. It appears as an infinite mass of blurry images projecting from a single hideous entity whose sight alone can drive lesser men to miserable madness. Space elementals waylay those who move between two points without crossing the space in between (such as via teleportation) and those who summon creatures from other worlds with magic. Their attacks are the most terrible of all elementals for they assault the victim's very materiality.

Abilities:

A space elemental is at many places at the same time, like a thousand blurry mirror images projecting in all directions from a single mind-boggling abomination. It is 99% material where it actually is and 1% less material for each metre away from its true location (called 'focus') to a minimum of 0%, where it simply isn't. Thus, any attempt to hit (or pass through) a space elemental 75 meters away from its true location has 74% chance of missing (check for missing after attack, evade and parry tests were resolved). For area effects use the highest materiality percentage in the covered area. This works both ways, so a space elemental attempting to strike a target which is some distance from its focus has the same chance of missing as the target. A space elemental targets all creatures within

100 metres of its focus with each attack, as if all images attacked simultaneously. Fortunately, a single creature can only be attacked once per Combat Action. To other space elementals, a space elemental only exists at its focal location. This means they treat each other as normal creatures that occupy a fixed volume and have no chance of missing each other with their attacks. A space elemental's attacks do not wound or shatter but rather destroy the victim's very place in reality.

Every organic creature is considered to have 100% materiality and is vulnerable to Space Elemental attacks. Spirits, being non-corporeal, are completely immune to Space Elemental attacks but can injure the elemental through Spirit Combat.

Any corporeal creature that is successfully struck by a Space Elemental loses some of its physical materiality. Damage is dealt directly to *either* STR, CON, SIZ or DEX – roll 1D4 to determine which. When a characteristic is reduced to zero the victim has ceased to have any material form in space and becomes a spirit, being automatically transported to the spirit plane to begin a new life with the characteristics of INT, POW and CHA, and all skills based on these three characteristics; any characteristics involving STR, CON, SIZ or DEX are lost. The spirit gains a Spirit Combat skill that mimics its physical Combat Style at half the Combat Style's previous value. The spirit character does not have Discorporate unless he was a shaman and already had Spirit Binding. He may learn the Discorporate skill from another spirit if he can convince it to teach it to him.



	Dice	Average	1D20	Hit Location	AP/HP
STR	5D6+6	24	1-20	Body	0/14
CON	—				
SIZ	8 cubic meters at its focus				
INT	1D6+6	10			
POW	4D6	14			
DEX	2D6	7			
CHA	—	-			

Combat Actions	1
Damage Modifier	—
Magic Points	12
Movement	120m
Strike Rank	+16

Typical Armour: none

Traits: Dark Sight, Formidable Natural Weapons

Skills: Evade 50%, Lore (World) 100%, Perception 65%, Persistence 100%, Resilience 75%

Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
Touch	L	L	65%	1D8+1	Not Applicable

EMOTION ELEMENTALS

Emotion elementals are an opposing group to the physic elementals. While the latter represent the unbending rule of logic and common sense in the universe, the former are the corporeal embodiment of the irrational passions and zeal of the most basic emotions. They are amazingly beautiful and full of verve but also capricious and unpredictable, for such is the way of emotions. Unlike the physic elementals, who exist to punish those who offend the strict and boring laws of physics, emotion elementals outside the control of a spellcaster roam the world aimlessly and spread their emotions wherever possible. Sometimes they choose to serve individuals whom they consider 'perfect' (that is, completely driven by the elemental's respective emotion).

Hate Elementals

These warlike beings appear like whirlwinds of fire, blades and screams with two hateful eyes burning in the middle of the deadly vortex. They never speak, but always shout and hiss in the most offending tone possible, saying exactly those things that will injure the listener the most. Hate elementals never mean well. Of all the emotion elementals, these are the most damaging and unruly for they are full of senseless abhorrence for all living creatures and objects and will stop at nothing to spread the curse of hatred and vengeance. In rare cases, however, a hate elemental can temporarily pretend to be a friend and loyal servant of an extremely hateful individual (usually one on a pitiless vendetta against a great amount of real or imaginary enemies or a genocidal tyrant that will stop at nothing to achieve his unholy purpose). Its service and advices may appear helpful, but in the end will only lead to defeat and tragedy for all parties involved. Hate elementals despise love (both

the pure form of the emotion and the elementals that represent it) and strive to turn great and noble love into loathing, betrayal and bloody murder whenever possible. The hate elemental is the most dangerous and powerful of the emotion elementals, capable both to inspire rage and violence and to inflict terrible pain with its foul touch.

Abilities:

Any living, sentient creature speaking or merely listening to a hate elemental must succeed in an opposed Persistence against the hate elemental's Influence or become filled with so much wrath and loathing for the world that he or she will attack the nearest creature and continue to fight for a number of Combat Rounds equal to the hate elemental's POW. Using this ability precludes any other actions on behalf of the elemental. A creature possessed by a hate elemental will begin to secretly despise his most beloved individual (usually spouse, friend or liege) and plot his or her downfall with the aid of the hate elemental's terrible cunning and vast experience. This treason may manifest in many forms but is always surprising, subtle and deadly. A hate elemental's touch can fill a creature with overwhelming self-loathing and shame, causing him to immediately strike himself with the weapon he presently carries. This does damage just like a normal attack and can take place even if the creature has already expended all his Combat Actions this round.

If one is using the Passion rules from *Elric of Melniboné* or *RuneQuest Empires*, then a Hate elemental can automatically transform one Love into a Hate if the Opposed Persistence/Influence test is lost by the character. As a further action the elemental can also increase a Hate passion by a number of percentiles equal to the elemental's INT+POW.



	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+6	17	1-20	Body	0/26
CON	-				
SIZ	9 cubic meters				
INT	1D6+12	16			
POW	4D6+12	26			
DEX	3D6+6	17			
CHA	3D6+12	23			

<i>Combat Actions</i>	3	<i>Typical Armour:</i> none
<i>Damage Modifier</i>	—	
<i>Magic Points</i>	26	<i>Traits:</i> Life Sense, Dark Sight
<i>Movement</i>	6m	
<i>Strike Rank</i>	+17	<i>Skills:</i> Evade 70%, Influence 70%, Lore (Hatred) 100%, Perception 75%, Persistence 70%, Resilience 35%

Weapons

See description above.

Love Elementals

These beautiful creatures usually appear like pinkish-blue clouds of shimmering pixie-dust and colourful ribbons that slowly drift over the ground. Various objects that bring comfort and good memories flow within this mellow mist, ranging from a child's first teddy bear to the face of a beloved. These objects are only illusions however, and quickly dissolve into nothingness if removed from the elemental's body. Perhaps the most complex and mild of all elementals, the love elemental represents a vast array of gentle emotions and concepts that include devotion, attraction, sacrifice, forgiveness, respect, friendship and anything else that can be associated with love. Unbound love elementals are often drawn to areas where there is much hate and repulsion and act to restore the bonds of love that once existed there; a love elemental may help a loyal lover to gain his beloved's heart when the odds seem hopeless or resurrect friendship ruined by cruel circumstances.

Except for hate elementals, who act to upset their delicate plans with brute force and unprovoked malice, love elementals have no enemies and never harm living creatures, even in self defence.

Abilities:

Any living, sentient creature speaking or merely listening to a love elemental must succeed in an opposed Persistence against the love

elemental's Influence test or become unable to employ violence for any purpose for a number of Combat Rounds equal to the elemental's POW. Using this ability precludes any other actions on behalf of the elemental. Acts or threats of violence directed at the pacified creature break the spell. A love elemental possessing a creature can cause it to fall in love with or befriend any creature in sight. This love can manifest in many ways, depending on the possessed creature's preferences and personality; physical attraction, unwavering devotion or simple helpfulness are the most common expressions but jealousy, lust and possessiveness are also possible (especially in creatures who were violent or evil to begin with). Causing a person to fall in love with someone does not guarantee that this momentary inflammation will evolve into full-fledged love or friendship or even that it will not turn to hatred later.

This ability costs the love elemental 10 MP and can only be used on one target per day.

If one is using the Passion rules from *Elric of Melniboné* or *RuneQuest Empires*, then a Love elemental can automatically transform one Hate into a Love if the Opposed Persistence/Influence test is lost by the character. As a further action the elemental can also increase a Love passion by a number of percentiles equal to the elemental's INT+POW.



	Dice	Average	1D20	Hit Location	AP/HP
STR	1D6	4	1-20	Body	0/17
CON	—	—			
SIZ	3 cubic meters	—			
INT	1D6+18	22			
POW	3D6+6	17			
DEX	3D6	11			
CHA	5D6+6	24			

<i>Combat Actions</i>	3	<i>Typical Armour:</i> none
<i>Damage Modifier</i>	—	
<i>Magic Points</i>	17	<i>Traits:</i> Life Sense, Dark Sight
<i>Movement</i>	6m	
<i>Strike Rank</i>	+17	<i>Skills:</i> Evade 85%, Influence 95%, Lore (Love) 100%, Perception 45%, Persistence 65%, Resilience 45%, Sing 60%

Weapons
See description above.

Sorrow Elementals

Sorrow elementals appear like insubstantial, vaguely humanoid ghosts that slowly and mournfully drag their weak and fragile bodies over the ground while murmuring words of depression and melancholy to themselves. Although sombre and gloomy, there is some degree of gothic beauty to these avatars of misery and many poets and bards consider them the best muses for their sublime art. Powerful individuals are fond of sending sorrow elementals to their loved ones' funerals to make sure that all guests will truly be overcome by grief. Sorrow elementals take an opportunity to whine pathetically and complain of their woes, which can quickly get on the nerves of even the most merciful or patient of men, let alone those in an already bad mood. They hate happiness and joy and strive to turn them into sadness by contriving some sort of a disaster that will leave as many people mournful and broken as possible. However, not being particularly clever they usually fail miserably and become even more depressed. Sometimes, a sorrow elemental will attach itself to an especially jovial couple or group of friends and kill their joy with heartbreaking stories of anguish and despair. Sorrow elementals hate joy elementals but rarely act against them due to their listless and apathetic nature.

Abilities:

Sorrow elementals are not violent, but often provoke others to attack them and fight half-heartedly in self defence. The very presence of the sorrow elemental creates an oppressive atmosphere in a 10 metre radius that ruins good moods and drives already depressed people to desperate actions. The longer a creature spends in the company of a sorrow elemental the worse his mood becomes (see table below). This may lead sentient creatures to harm

themselves or even attempt suicide. For every ten minutes spent in a sorrow elemental's company, a creature must succeed on an opposed Persistence against the sorrow elemental's Influence test or to have his mood worsen by one stage. A fumble on this check causes the creature to move two stages down. Once a creature reaches the suicidal stage it loses any desire to live and begins to try to kill itself. Creatures possessed by the sorrow elemental also radiate this effect. In this case the possessed creature's Influence +10% is used instead of the sorrow elemental's Influence. Mood ruined by the sorrow elemental improves at the rate of one stage per hour. Upon losing its last hit point, the sorrow elemental utters such a hopeless and tragic monologue about its own death that it causes all creatures in a 2 metre radius to immediately move one mood stage down. The creature that slew it moves two mood stages down and stays like that for a number of days equal to the slain sorrow elemental's POW.

Mood Stages

Most characters and creatures have a mood stage of 1D3+4 (Content, Happy or Jubilant). Determine this randomly or assign a value according to recent circumstances.

1. Suicidal
2. Depressed
3. Sad
4. Annoyed
5. Content
6. Happy
7. Jubilant
8. Euphoric



	Dice	Average	1D20	Hit Location	AP/HP
STR	1D6	4	1-20	Body	0/13
CON	—	—			
SIZ	4 cubic metres	—			
INT	2D6	7			
POW	2D6+6	13			
DEX	1D6	4			
CHA	—	—			

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	—
<i>Magic Points</i>	13
<i>Movement</i>	6m
<i>Strike Rank</i>	+6

Typical Armour: none

Traits: Life Sense, Dark Sight

Skills: Evade 35%, Influence 95%,
Lore (Mood) 100%, Persistence 25%

Weapons

See description above.

Joy Elementals

Joy elementals appear like large boxes wrapped in flamboyant metallic sheets and tied with dozens of vividly colourful ribbons. They scurry around amusingly on hundreds of little caterpillar-like legs, constantly bumping into people and objects but rarely doing any actual damage. Inside these boxes, one can find whatever he wants most at the moment – a bottle of fine wine, a pair of new shoes or even a beautiful and willing companion. However, these gifts are only semi-real and evaporate into pink gas if taken 10 or more metres from the joy elemental. Uncontrolled, joy elementals can be harmful and even dangerous since their powers to please can distract even the most serious people from important tasks and quests. Jealous spellcasters often send these beings to paralyze their rivals' research by turning it into a happy but unproductive party or divert their enemies from their quests. Sometimes, pleasure is a more powerful weapon in the arsenal of evil than crude violence. Joy elementals despise sorrow elementals and destroy them on sight, for which the latter are probably grateful.

Abilities:

Surprisingly, joy elementals are rather aggressive when shunned or faced with unbreakable sadness and may resort to non-lethal violence if their target is loath to enjoy themselves. Joy elementals are literally full of wonderful surprises, ranging from delicious food and drink to cute kittens and full-sized promiscuous humanoids. The sole limitation for what surprises can sprout from these lively boxes is that it cannot be directly harmful. So, while alcohol and greasy food are possible, weapons will never appear. A single joy elemental can bring forth up to 20 gifts at a time. Unfortunately, this wonderful quality has a dark side effect – with every additional gift taken it becomes harder to resist the next. A creature that wishes to leave a joy elemental's company must succeed on a normal Persistence test with a –10% penalty applied for every gift taken (maximum –50%). However, since the food and drink provided by the joy elemental are real, this may not result in the reveler's death from hunger or thirst, merely the waste of his (possibly crucial) time. The joy elemental's touch removes all pain, fatigue and worries from the target and fills his or her heart with pleasure and content, restoring 1 hit point to the target's most wounded location and moving it one mood stage up (as per the Mood Stages table, earlier).



	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+6	17	1-20	Body	0/17
CON	—	—			
SIZ	6 cubic meters	—			
INT	1D6	4			
POW	3D6+6	17			
DEX	1D6	4			
CHA	—	-			

Combat Actions

1

Typical Armour: none

Damage Modifier

—

Magic Points

17

*Traits: Life Sense, Regeneration**

Movement

8m

Strike Rank

+4

Skills: Acrobatics 30%, Dance 65%, Evade 30%, Influence 65%, Lore (Joy) 100%, Persistence 5%, Perception 70%, Sing 65%

Weapons

See description above.



*A joy elemental regenerates one Hit Point per Combat Round.



CAMEL SPIDERS

by Laszlo Cook

Many old and forgotten things lurk in the deserts of the world, long-buried by the sands until some careless explorer disturbs the wrong rock. Haunting these forsaken places are a wide variety of dangerous beasts – some natural, some magically created, some a mixture of both. Some of these are intentional guardians, some are just animals looking for a home. It is not known which of these categories the camel spider falls into, but since the first reports of these vicious arachnid predators have reached the ears of desert settlements, they seem to be spreading with remarkable speed. The camel spider is a spider approximately twelve to eighteen inches across with a supernatural turn of speed and an anaesthetic venom. They lay their eggs in living creatures, which wander far and wide before the young finally chew their way out to the terminal detriment of the host.

Camel Spider Venom

Application: Injection
 Onset Time: Instant
 Duration: 1D3 hours
 Resistance Time; One Resistance roll
 Potency: 65
 Conditions: Paralysis
 Antidote

Howl

While running at top speed a camel spider can make an eerie, ululating howl like the scream of an approaching banshee. This often unnerves people and spooks animals, requiring Ride or Drive

	Dice	Average	1D20	Hit Location	AP/HP
STR	1D3+2	4	1-20	Body	0/4
CON	2D6	7			
SIZ	1	1			
INT	8	8			
POW	2D6	7			
DEX	2D6+6	13			
CHA	2	2			

Combat Actions	3
Damage Modifier	—
Magic Points	—
Movement	18m
Strike Rank	+15

Typical Armour: None

Traits: Poison, Howl, Egg-laying

Skills: Evade 50%, Perception 50%, Persistence 25%, Resilience 25%, Stealth 75%

Combat Styles

Bite 50%

Type	Size	Reach	Damage	AP/HP
Bite	S	T	1 plus poison	As for Body



rolls to keep control of steeds or draught beasts. Camel spiders often begin howling as they run away from the site of an attack, causing animals infested with their eggs to run away from the spider's chosen hunting ground.

Egg-Laying

When a camel spider injects an enemy with poison it can also deposit eggs in the wound. A camel spider can only do this once every few days. Make a Persistence roll for the spider; if successful, then the spider is capable of egg-laying on this attack. If the venom

takes effect there is no chance that the victim will notice the eggs without a serious cleaning of the wound. A successful First Aid or Healing roll can find and remove eggs from a wound. Once implanted, the eggs grow to maturity over the next 1D10+20 days, causing one Hit Point of damage to the infested location every five days. These Hit Points cannot be recovered while the eggs remain – the infestation becomes obvious if the affected Hit Location reaches 0 or fewer Hit Points. When the baby spiders burst forth (treat as large, but otherwise normal spiders) the Hit Location suffers an automatic Major Wound.



CUTTING EDGE

by Pete Nash

RuneQuest II's dynamic combat system gives players and Games Masters a wealth of options to spice up physical conflicts. These new mechanics are based on years of personal observations and experience of armed combat, where fighting is not just a matter of blithely pounding on someone – but rather utilising tactics to disable them with minimum risk to yourself.

Previous editions of the *RuneQuest* rules have basically modelled combat so that characters throw flurries of attacks that strike random locations. Not only was this somewhat unrealistic but it was also fairly bland. Attempting to fight *intelligently* by disarming foes or targeting vulnerable locations, incurred skill penalties, making it a risky gamble.

What we have done with *RuneQuest II* is splice tactics into normal combat by granting them as a bonus for achieving a better level of success over your opponent. Thus there are no penalties for attempting to trip or disarm your enemy; the chance to do it is free and occurs regularly!

Two of the most important refinements to *RuneQuest II* combat are *Combat Styles* and *Manoeuvres*. Whilst the base rules allow Player Characters full access to these exciting options, they can be used in even more imaginative ways when using *RuneQuest* for particular settings or genres.

The following sections cover alternative applications of the core rules to enhance the study and use of combat in your campaign.

Condensing Combat Styles

Combat Styles have been introduced to reduce the number of skills needed to become a competent fighter. Previously it required two separate skills to learn sword and shield fighting, whereas two-handed axe fighting only needed one. To fix this bias, each weapon in a combined form no longer requires a separate skill to master them. Instead all weapons in the combination are treated as a single skill, called a Combat Style.

Thus a character that normally fights with Spear & Shield can now use his style to fight with both together, the spear singularly, or even just a shield; something born out in historical fighting

manuals where students were trained to adapt if one of their weapons was lost or broken.

This concept can be taken further however. Games Masters who wish to de-emphasise combat so that their players spend more Improvement Rolls on non-combat skills, can bundle together a range of weapon forms under a *single* Combat Style. To be a proficient warrior throughout history required learning a large number of diverse weapons. So allowing a Combat Style to cover all of a profession's expected weapon forms saves a lot of skill points! A Janissary character for example could be granted the Janissary Combat Style, covering the use of musket, bow, axe, sabre and shield.

Examples for other settings could be:

Ubiquitous City Militia – Halberd, Club, Dirk, Crossbow
 Rightness Army Hoplite – Two-Handed Spear, One-handed Spear, Hoplite Shield, Short Sword
 Pictland Savage – Bow, Buckler, Handaxe, Club
 Mouser's Sailor thieves – Sling, Sword, Dagger, Thrown Dagger
 Sengoku Period Samurai – Yumi (bow), Yari (spear), Katana, Naginata, Musket
 Granbretanian Beast Mask warrior – Flamelance, Sword, Shield

To keep the bookkeeping easier, the base Characteristics of a condensed Combat Style involving both melee and missile weapons remains as STR+DEX.

Skill Restricted Manoeuvres

The list of combat manoeuvres in *RuneQuest II* covers most options possible in battle. Since these are fundamental aspects of fighting, the default rules allow characters to freely select any manoeuvre save those tied to specific weapon types.

Although this allows a great deal of flexibility, some Games Masters may wish to limit the number of manoeuvres known by a Player Character according to the value of their Combat Style. The rate characters can assimilate new techniques depends on the campaign but a suggested value is one new offensive and defensive manoeuvre per 20% possessed in the Combat Style. This allows a character to dynamically evolve, learning new techniques as their skill improves.

DOWN THE HATCH!

by Carl Walmsley

Taverns and roadside inns have long been a mainstay of fantasy roleplaying games – as have drinking games with wild-eyed barbarians who are convinced they can drink you under the table. Accepting such challenges – or celebrating a little too hard at the end of an adventure – is not without consequences. Presented here are rules for all things alcoholic and drunken in games of RuneQuest: from flagons of ale to Uz Liquor, you will find everything you need to deal with mood swings, toilet breaks and fearful hangovers. Cheers!

THE EFFECTS OF ALCOHOL

Though the end results of drinking too much of any alcoholic beverage may seem the same – falling over, sleeping in alleyways, a troll-sized hangover – there are in fact a number of important differences. Beyond the fact that various brews can be more or less potent, each type of alcohol can induce a specific sort of drunkenness. Certain drinks can even produce effects that, given the right situation, might be beneficial. What is more, the various types of mood and drunken outlook that these drinks produce can offer some fantastic opportunities for roleplaying. From the sophisticated intoxication of one soused on expensive wine to the brooding sullenness of the vodka drinker, there are different species of drunkards. Each has his own habits and unique behaviour.

Intoxication

As a character succumbs to the effects of alcohol, he acquires levels of Intoxication. These are similar to levels of Fatigue, inflicting penalties on a character's co-ordination and mental capacity, and may eventually result in him passing out.

Queasiness

Once a character has acquired three levels of intoxication, there is a chance he will start vomiting. The character must pass a Resilience test or be physically sick. Though this is unlikely to endear him to his companions or host, it does have the beneficial effect of immediately reducing his Intoxication level by one.

Nausea

A character who has acquired four levels of Intoxication is quite likely to experience uncontrollable vomiting. He must pass a Resilience test with a –20% penalty or start throwing up. This immediately reduces his Intoxication level by one. Note that if a character's Intoxication level rises and falls (as he begins to sober up and then continues to drink), he must check for the effects of Queasiness and Nausea each time he acquires three or four levels of Intoxication.

Intoxication Levels

Level of Intoxication	Effects
Sober	None
Tipsy	–5% penalty on all skill tests involving DEX.
Merry	–10% penalty on all skill tests involving DEX. Strike Rank suffers a –1 penalty.
Drunk	–20% penalty on all skill tests involving DEX. –10% penalty on all skill tests involving INT. Strike Rank suffers a –2 penalty. Queasiness.
Smashed	–30% penalty on all skill tests involving DEX or INT. –20% penalty on all other skill tests. Strike Rank suffers –4 penalty. Nausea.
Unconscious	Character passes out. He will reawaken naturally once his Intoxication level falls below Unconscious.



For example, Larina reaches three levels of Intoxication after her first few drinks. At this point, she must check the effects of Queasiness. Luckily for her, she passes her Resilience test. After an hour, her Intoxication level drops to two as her body begins to sober up. Larina, however, continues to drink, acquiring another level of Intoxication. As this takes her back to three levels, she must once again check the effects of Queasiness.

What's your poison?

Despite the fact that most characters will willingly seek out inns and taverns, alcohol is not exactly health food – in fact, it is a toxin that the body tries very hard to eliminate. Accordingly, the rules for alcohol are based on those which deal with poison. Each type of alcohol includes an entry that describes its specific potency and conditions. Note that there is no Application category for alcohol as it is assumed that it will always be ingested. In addition, there is no 'Duration'. A character's body is able to naturally remove one unit of alcohol each hour (see Sobering Up). In addition, various types of drink contain different amounts of alcohol. This is represented by 'Measures'. For each Measure, a character must make an Opposed Resilience test versus the relevant Potency in order to ignore the effects of the drink. This means that a single dose of certain drinks can inflict more than one level of Intoxication.

For example, Gerthat quaffs a flagon of mead – a drink containing two Measures with Potency 45. He makes two Opposed Resilience tests, succeeding with one but failing the other. He therefore acquires one level of Intoxication. Had he failed both tests, he would have acquired two levels. Should a Games Master wish to introduce a generic unit of alcohol, the following information should be used:

Name: 'Alcohol'
 Onset Time: 2D10 minutes
 Potency: 50
 Conditions: 1 level of Intoxication
 Measures: 1

Individual Resistance

A character's size and physical condition can have a significant impact on the amount of alcohol he can drink before he starts to feel the effects. Accordingly, characters with particularly high SIZ and/or CON are entitled to a number of re-rolls per drinking session to ignore the effects of drinking too much. A single Intoxication Test may only be re-rolled once, however, and the result of the second roll must always be taken. The following table sets out how many re-rolls characters are entitled to:

Combined SIZ and CON	Number of Re-rolls
25 or less	None
26 – 30	1
31 – 35	2
36 – 40	3
41 – 45	4
46 – 50	5
51+ Special –	creatures this large and hardy may re-roll every Intoxication test.

Fearless Resolve

It has long been a practice of those going into battle to seek a little Dutch courage. A few stiff drinks can dull the nerves of those preparing to fight and help them to overcome their fears. A character who acquires two or more levels of Intoxication whilst psyching himself up for a fight may attempt to dispel his fears in an alcoholic haze. The character should make a Persistence test with a +5% bonus for each level of Intoxication. If successful, the character enters a sort of battle trance which serves to shield him from the horrors he may be about to experience. The character's Fatigue level is considered two less than it actually is, he receives a +10% bonus on all Resilience tests to ignore the effects of an injury, and he inflicts an additional 1D2 damage in melee combat. In addition, such a character – whilst not immune to fear – is far less likely to break in the face of the enemy. When a character leaves this alcoholic battle trance – which occurs when he no longer has two or more levels of Intoxication or when there is a lull in the fighting – he loses the benefits of Fearless Resolve and immediately acquires an extra level of Fatigue. Note that a character in a battle trance suffers all the normal penalties for drunkenness: just because he feels invincible does not mean he is actually any more skilful in combat.

You're So Funny!

It is a strange fact that drunks finds other drunks amusing – alcohol certainly helps people to relax, often allowing them to get along better and to discuss matters in a way which makes them feel they are really connecting. Of course, for those who are not under the influence of drink, the self-perceived charming drunk is often an irritating loudmouth. All CHA based skill tests between characters whose Intoxication levels are the same or only one apart, receive a +10% bonus. However, such tests involving characters with two or more levels of Intoxication between them receive a –10% penalty.

For example, Brentwin has been in The Silver Eel for a few hours now, acquiring three levels of Intoxication (Drunk). He attempts to regale other drinkers with the tale of the time he broke into a nobleman's house and ended up spending the night with the man's wife. One of the listeners is also Drunk, another is Merry and two are Tipsy. When resolving the Opposed Influence test to see whether Brentwin's story entertains those listening, he receives a +10% bonus with the first two patrons, but a –10% penalty with the other pair. His rakish charm and somewhat over-enthusiastic laughter might endear him to fellow drunks but is likely to convince others he is a buffoon.

DRINKING COMPETITIONS

The rules in this article can be used to play out all manner of drinking competitions. Common examples include games where the loser is forced to down a drink. Everything from cards to juggling has been adapted over the years. Games where the loser will find it increasingly difficult to compete (as his co-ordination and the ability to react quickly diminish) seem especially popular. These games usually continue until someone passes out or vomits. Characters with a low Resilience skill should expect to fare poorly in such games, whereas those with a high skill (especially if coupled

with a high CON and SIZ) should be able to drink for several hours before suffering any ill effects.

DRINKS

Below is a list of beverages that characters can expect to find in most drinking establishments. Each entry assumes a character is imbibing the standard dosage for each particular drink - a flagon of ale, a pint of beer, a shot of whisky, and so forth. Games Masters and players alike can use the descriptions of the moods brought about by the consumption of each drink as a guide to roleplaying characters who are under the influence.



Ale

Onset Time: 5D6 minutes

Potency: 40

Conditions: 1 level of Intoxication, Gift of the Gods

Measures: 1

An incredibly important drink in any European-like medieval culture, ale is part of the staple diet of most non-wealthy people – it is safer than drinking water and is usually cheap to buy. As alcoholic drinks go, it tends to be quite weak, in no small part because of the regular watering down which occurs in many establishments.

Gift of the Gods

Some cultures believe that ale has magical properties, others that it is a gift from the gods. For characters who grew up in such places, and believe this to be the case, one level of Intoxication – and only one level – bestows a +5% bonus on all magical skill rolls.

Beer

Onset Time: 4D6 minutes

Potency: 50

Conditions: 1 level of Intoxication, Anger, Lascivious

Measures: 2

Perhaps the world's oldest alcoholic beverage, beer is produced using malted barley, hops, water and yeast.

Anger

Characters who acquire three or more levels of Intoxication whilst drinking beer are likely to become short-tempered and irritable. They receive a –10% penalty for all CHA based skill tests and are generally more prickly.

Lascivious

All drinks suffer from questionable decision-making, but beer induces a particular type of lascivious behaviour. A character with three or more levels of Intoxication from beer regards all members of the preferred sex as having CHA 3 points higher than they actually do. Their behaviour is also generally more sexually aggressive.

Cider

Onset Time: 3D8 minutes

Potency: 50

Conditions: 1 level of Intoxication, Addled Brain

Measures: 2

Addled Brain

Excessive consumption of cider rots the brain. Each time a character acquires four or more levels of Intoxication whilst drinking cider, he should roll a percentile die. If the result is lower than his current INT, he permanently loses one point of INT. A character may use a re-roll due to high SIZ and CON to try to avoid this effect.

Mead

Onset Time: 5D6 minutes

Potency: 45

Conditions: 1 level of Intoxication, Mellow

Measures: 2

A drink made with honey, water and yeast, mead is often popular where it is difficult to grow grapes. Mead comes in a vast array of forms and tastes, including metheglin (spiced mead) and melomel (mead containing fruit).



Mellow

Characters who are Intoxicated on mead tend to become relaxed and easy-going rather than boisterous and loud.

Rum

Onset Time: 2D8 minutes

Potency: 55

Conditions: 1 level of Intoxication, Boisterous

Measures: 1

A popular drink with sea-faring types, rum is said to lift the spirits and fire the blood.

Boisterous

Those Intoxicated on rum tend to become rather lively and animated. A character with one or more levels of Intoxication from drinking rum may ignore one level of Fatigue until such time as he becomes sober. He must then make a Resilience test or acquire an additional level of Fatigue. Many a sea captain, wary of inciting disturbances within his crew, elects to water-down rum before it is served. Rum that has been diluted in this way is known as 'grog'. A dose of grog has potency 40, but otherwise has the same effects as rum.

Vodka

Onset Time: 2D8 minutes

Potency: 55

Conditions: 1 level of Intoxication, Warms the Belly, Melancholy

Measures: 1

A hard drink, often chosen by those who wish to get drunk quickly, vodka is popular in cold climates.

Warms the Belly

A single shot of vodka, whether it induces Intoxication levels or not, is good for warming the blood. This enables a character to ward off the effects of extreme cold. A +10% bonus should be allowed for Resilience or Persistence tests to remain focused whilst in frigid conditions, to ward off frost bite, or for any similar sort of test.

Melancholy

Characters who suffer Intoxication levels from vodka tend to become very downbeat, often moping over their drinks and lamenting the sad nature of the world.

Whisky

Onset Time: 2D8 minutes

Potency: 55

Conditions: 1 level of Intoxication, Gift of the Gab

Measures: 1

Gift of the Gab

Characters with two or more levels of Intoxication from whisky seem to acquire a talent for tale-telling. These inebriated raconteurs receive a +10% bonus on Influence tests which involve anecdotes or the spinning of yarns.

Wine (Cheap)

Onset Time: 5D6 minutes

Potency: 50

Conditions: 1 level of Intoxication, Sore Head

Measures: 1

Sore Head

Excessive amounts of any kind of alcohol can result in some unpleasant after-effects, but cheap wine has a way of inflicting hangovers that make the sufferer wish he was dead. When checking for the effects of a hangover, a character who has acquired levels of Intoxication from cheap wine must make an additional Resilience test to determine whether he drops down any levels of Fatigue.

Wine (Expensive)

Onset Time: 5D6 minutes

Potency: 50

Conditions: 1 level of Intoxication, Sophisticated Drunkenness

Measures: 1

Sophisticated Drunkenness

Acquiring one or two levels of Intoxication from expensive wine results in a particular kind of suave drunkenness. Rather than succumbing to the traditional boisterousness of inebriation, the character benefits from a more refined style of light-headedness. This change can be roleplayed out with flamboyant style – a taste for delicacies, appreciation of art and fine culture, and a hankering for more fine wine. Characters seeking to pass themselves off as members of a higher station should find their efforts to do so aided by a few glasses of expensive wine. A +10% bonus on Influence tests may be used to represent a character's alcohol-assisted refinement. However, characters that overdo it, and acquire three or more levels of Intoxication, lose this benefit and become caricatures of their formerly refined selves – too verbose, too courtly to be believable.

UNUSUAL DRINKS

Duck Nip

Onset Time: 7D6 minutes

Potency: 30

Conditions: 1 level of Intoxication

Measures: 1

This unusual concoction, described by some humans as tasting like water from a millpond, is only mildly alcoholic. Perhaps due



to the diminutive stature of Ducks, this mild drink is their tippie of choice. Presenting a jar of Duck Nip as a gift before negotiating with a Duck is considered an act of admirable courtesy. Characters that do so should receive a +5% bonus on Influence tests which occur thereafter.

Dwarven Water

Onset Time: 3D6 minutes

Potency: 60

Conditions: 1 level of Intoxication, Fires the Blood

Measures: 2

Despite its name, Dwarven Water is nothing of the kind. In fact, it is an extremely potent form of alcohol brewed from a fungus-like vegetable which thrives in mountains and underground caverns. Known variously as Thunder Ale, Mountain Brew and Deeping Beer amongst the different Dwarven tribes, all are essentially the same drink.

Fires the Blood

Characters who acquire two or more levels of Intoxication from Dwarven Water gain a feeling of strength and power. Many dwarves believe it is the blood of the earth itself flowing through them. Such characters gain the benefits of Fearless Resolve, outlined above, without any need to pass a Persistence test.

Lamia Elixir

Onset Time: 6D6 minutes

Potency: 55

Conditions: 1 level of Intoxication, Hypnotic

Measures: 1

Brewed using methods similar to those employed in the fermentation of wine, Lamia Elixir also contains a number of rare herbs. It is these which imbue the drink with its soporific qualities.

Hypnotic

For each level of intoxication acquired from drinking Lamia Elixir, a character suffers a -5% penalty on Opposed Influence tests and on Opposed Persistence tests to resist a lamia's gaze attack.

Spirit

Onset Time: 1D6 minutes

Potency: 70

Conditions: 1 level of Intoxication, Eternal Drunkenness, Ghostly Sight

Measures: 3

This is perhaps the strongest alcohol known to man or beast. In fact, its intoxicating effects are so potent as to last beyond the grave. Brewed using a rare magical fruit called phantalus, Spirit tends to be used only during religious rituals associated with contacting the dead.

Eternal Drunkenness

A character who falls unconscious as a result of drinking Spirit must immediately pass a Resilience test or die. Should the latter occur, the magical properties of the drink ensure that the character's ghost remains inebriated for all eternity. Such unfortunates are known as drunken shades and invariably plague the living with their intoxicated behaviour.

Ghostly Sight

A character with three or more levels of Intoxication acquired from drinking Spirit is able to see creatures from the spirit world as though Spirit Walking. In addition, he receives a +10% bonus on any Persistence tests to resist possession. Shaman who gain three or more levels of intoxication also gain a +10% to their Spirit Walking skill.

Uz Drinks

Glorantha's trolls are notorious for their incredible alcoholic drinks. Here is a selection of some of the better known ones.

Drive Careful Wine

A sour-smelling, syrupy concoction made from a variety of plants with small lumps of insect detritus floating on the thick, brown, crusty head. The drink tastes fabulous to trolls but ghastly to humans; a Resilience roll is immediately necessary to avoid gagging.

Onset Time: 1D6 minutes

Potency: 30

Conditions: 1 level of Intoxication

Measures: 1

The Potency of Drive Careful Wine is only 30, but its effects stay in the body for ever. Every mug of the stuff should be recorded by the character. Once the Potency drunk exceeds a character's Resilience, violent stomach spasms ensue and sickness is inevitable; only calm and peaceful songs, along with a successful Healing test by a caring colleague bring any relief. Skill reduction due to drinking it is permanent, not temporary.

Old Rotgut

A purple, frothy ale made from berries, it is surprisingly palatable to humans but extremely strong by ale standards. Continuous consumption turns the teeth permanently pink.

Onset Time: 2D10 minutes

Potency: 45

Conditions: 1 level of Intoxication, Agony, Anger

Measures: 2

Agony

The first drink of Old Rotgut causes 1D6 points of damage to the abdomen immediately, unless a Resilience test is successfully made.

Powzie

A garlic and cinnamon scented fortified wine that is yellow and frothy. It is served in large glasses or goblets containing about 20 measures.

Onset Time: 2D10 minutes

Potency: 60

Conditions: 1 level of Intoxication, Special

Measures: 1

Powzie does not have the usual inebriating effects; instead, the drinker matches his Resilience against the powzie's potency in an Opposed test. Failure causes 1 point of damage to the drinker's head hit location. Each swallow increases the drink's Potency by 5%, making it increasingly harder to resist the damage; it is not uncommon for Healers with copious amounts of healing magic to be on-hand during powzie drinking sessions.

Skullbuster

The yellow crust, flecked with pieces of chewy, unidentifiable red bits, conceals a thin, brown liquid that smells of stale

tobacco and red capsicum. Elf skin is rumoured to be used in its preparation. It tastes reasonably good, and trolls enjoy it for the numbing effect it has on their weak eyesight and keen hearing, which is a pleasant sensory combination for them. Drinking skullbuster is the same as drinking Ale, but keep note of how many mugs are drunk. Next day, the INT Characteristic is reduced by that number, in addition to the residual effects of the night before. A Persistence test can be made every hour, with each success restoring a point of INT. If the drinker sups enough skullbuster to reduce INT to zero or less, he lapses into a coma that only healing magic can alleviate.

PRICES

These are the standard prices that characters can expect to pay for alcoholic beverages. These prices can vary dramatically, however, according to the quality of the premises where they are purchased, along with other factors such as availability of the product locally. For instance, a community located near a large dwarven settlement may have better access to Dwarven Water, forcing down the price.

Drink

	Wilds	Rural or Small Town
Ale	2 LB	2 LB
Beer	1 CP	1 CP
Cider	1 CP	1 CP
Mead	1 CP	1 CP
Rum	-	1 CP
Vodka	-	1 CP
Whisky	-	1 CP
Wine (cheap)	-	2 LB
Wine (expensive)	-	-
Duck Nip	-	-
Dwarven Water	-	-
Lamia Elixir	-	-
Spirit	-	-
Uz Drinks	-	2 CP

Cost by Area

	Large Town	Small City	Large City
Ale	1 CP	1 CP	2 CP
Beer	2 CP	2 CP	4 CP
Cider	2 CP	2 CP	4 CP
Mead	1 CP	2 CP	4 CP
Rum	1 CP	2 CP	3 CP
Vodka	1 CP	2 CP	3 CP
Whisky	1 CP	2 CP	3 CP
Wine (cheap)	1 CP	1 CP	2 CP
Wine (expensive)	5 SP	5 SP	5 SP
Duck Nip	-	1 SP	1 SP
Dwarven Water	3 CP	5 CP	1 SP
Lamia Elixir	-	1 SP	2 SP
Spirit	3 CP	5 CP	5 CP
Uz Drinks	4CP	4 CP	6 CP

MIXERS

Many drinks, most notably spirits, can be taken with a mixer such as water, cordial or sugardew - a sweet, lemony concoction. This has the effect of diluting the alcohol and thereby reduces the Potency by 10.

Letaureau Rouge

There is one particular mixer, popular amongst the young men of certain cosmopolitan cities, which serves to keep fatigue at bay, allowing drinkers to continue carousing through the night. A dose of Letaureau Rouge, taken with alcohol, reduces a character's Fatigue level by 1. However, when the character determines the

effects of any hangover (see Sobering Up), the character must make an additional Resilience test to determine whether he drops down any levels of Fatigue.

Cocktails

Cocktails are combinations of drinks, both alcoholic and non-alcoholic. To determine the effects of such concoctions, one should add together the Measures of all the separate drinks. The Potency is equal to the highest Potency of the drinks used to make the cocktail, plus 10. For example, Rudgar mixes a dose of Vodka, a dose of rum, some Dwarven Water and a splash of cordial to create the renowned cocktail, a dwarven hammer. The total number of Measures in the drink is 4 (Vodka (1) + Rum (1) + Dwarven Water





(2) = 4). The potency is 70 (Dwarven Water (70) + 10 (cocktail) -10 (mixer) = 70).

Food

Characters wishing to avoid some of the effects of alcohol may elect to eat a meal whilst they are drinking. Doing so entitles a character to ignore the first failed Resilience test to determine whether he acquires any levels of Intoxication.

Toilet Breaks

One hour after a character acquires his first level of Intoxication, he must make a Resilience test to see whether his bladder is still coping with the demands of a night out. If successful, he need not test again for an hour. As soon as a character fails a test, he finds that he needs to use the toilet. He must now test every ten minutes to see whether or not he needs to go again. This persists until an hour after the character stops drinking alcohol.

Sobering Up

Each hour, as the alcohol in a character's system is cleaned out, his Intoxication level is reduced by one. However, it is quite likely that a character will continue to drink as his body is trying to purify his system – therefore, he will have to keep track of the rise and fall of his Intoxication level, as he downs drinks and his body does its best to keep him upright. For example, Hetlal downs a single flagon of ale at the start of a night at The Easy Lady. In doing so, he acquires one level of Intoxication. One hour after he downed this drink, his body will reduce his Intoxication level by one, potentially sobering him up. However, Hetlal presses on immediately with a pint of beer which increases his Intoxication level to three. If he stops now, it will take three hours before he completely sobers up.

Hangovers

Once a character who has acquired levels of Intoxication sobers up, he may find that he is left with a hangover. In game terms, this is

represented through Fatigue. The character must make a number of Resilience tests equal to the highest Intoxication level he acquired. Each failed test results in the character dropping down one level of Fatigue. A character who drops down several levels of Fatigue has likely suffered alcohol poisoning and severe dehydration.

Fatigue acquired through heavy drinking is recovered in the same way as normal.

If a character falls asleep before he sobers up, it is only when he wakes that he should determine the effects of any hangover. Therefore, a character cannot get hideously drunk and expect to completely sleep off the effects. Note that tests for hangover-related Fatigue are only made when a character sobers up – if he elects to stay drunk, he may avoid the effects of a hangover for some time.

Characters Who Pass Out

A character who falls unconscious due to excessive drinking may, upon waking, suffer any of the following effects that the Games Master deems appropriate: temporary blindness, memory loss, mysterious wounds, food cravings or blackouts. Basically, a character who gets this drunk is fair game for whatever mischief a Games Master cares to devise!

Emergency Measures

Sometimes a character needs to sober up in a hurry. Certain concoctions, many of which contain questionable ingredients, or a sudden shock can help a character clear his head. Inflicting damage on a character or exposing him to a sudden surprise will immediately reduce his Intoxication level by one. The sort of surprise required for this jolt of adrenaline would be the threat of immediate danger to himself or a loved one. A 'sobering-up' potion can be rustled up by any character who passes an Easy (+40%) Alchemy or Healing test, and has access to a stocked kitchen. Such concoctions also reduce a character's Intoxication level by one, but multiple concoctions have no further effects.

DRUIDS

By Tim Bancroft.

Druids are the enigmatic nature-worshippers of the European Celtic and pre-Celtic cultures. They were renowned as doctors by the Romans who encountered them, frequently feared and almost always respected. Druids are sometimes seen as shamans, are sometimes associated with Stonehenge, and modern romantic imagery portrays them as powerful, hermit priests of nature. Their powers are mysterious, they commune with nature, they can heal and, above all, they provide unerringly accurate advice. Their reputation is such that druids are frequently regarded as having incredible magical abilities. Here can be found rules to enable you to place these magical, wonderful characters into your RuneQuest campaigns. Drawing on history, romance and fantasy these guidelines and sample characters provide a solid background for playing druids, or for your players to encounter...

Which Druid?

One of the ranks of druids was a highly respected, aristocratic rank called the filid, judges or magistrates who also acted as priests or seers but who were most concerned with the law. It is a sign of the power of these judges that as kingship died out as a function their cultural descendants, the appointed vergobrets (or 'Chief Magistrate'), became the key person in a Celtic tribe or community. The filid could be male or female, such as the Irish judge, Brigh, and they were frequently assisted by other, lesser druids.

The people we know as bards were both respected advisors on the oral law and were keepers and creators of lays and stories. Bards were the guardians of the rich mythology, oral poetry and stories of their culture. Taliesin is one of the more well-known bards from the stories we still know.

There existed another rank, the vates, sometimes translated as ovates or soothsayers. Some reports state they used the ritual sacrifices of purified victims to determine the outcome of important events under the direction of the more senior druids. Rulers frequently employed all three of the main ranks of druids as advisors and speakers of the law. In the rest of this article we will refer to the various ranks of druids as Druids, Bards and Filids. The word 'druids' will be used to refer to the order as a whole. The vates, or soothsayers, can be seen as inferior Druids. The nature religion for which the druids acted as guardians venerated a wide range of natural elements, not just individual plants, including certain

groves, hill-tops, streams and lakes. In addition to the respect for nature, the Celts had a strong belief in the afterlife and a form of reincarnation. Removing the head of a dead person, however, 'sealed' them in the afterlife, which led warriors to remove the heads of their enemies to stop them coming back to attack them. In the following sections the Celtic culture skills can easily be adapted to reflect your own campaign cultures.

Skills

Each rank within the hierarchy focuses on a particular area of study and lore. A Druid focuses on philosophy, theology, astronomy and the higher arts of magic. In contrast, a Filid has exceptional oratorical and diplomatic skills and an unsurpassed knowledge of the law. A Bard not only has skills in music, public speaking and entertainment but also in the mythology and history of his people: Bards were artists, able to build unforgettable lays both the entertainment and for the praising the accomplishments of those they served. The Druid has exceptional First Aid, Heal, Lore (Regional), Lore (Law) and Survival skills. In addition Craft (Infusions) should be high. Skills in Oratory are low, but the ability to Influence a chief is high. Above all, the Druid's knowledge with Lore (Druid Theology) should be unsurpassed and he must have a very good Lore (Law) skill. Finally, a high Stealth skill and some basic skills with quarterstaff and dagger are appropriate.

A Filid is an aristocrat and judge, as well as a religious leader. Not only should he have exceptional Lore (Law), but also Lore (Druid Theology) to help lead his believers in worship. Given his role as a public speaker, Oratory skills must be excellent, though Influence less so and as the law is also bound up in history and cases Lore (History) is useful. Much of their other skills could come from experience, perhaps including Riding and sword and shield Combat Styles. Of course a Bard must have superb communication skills and preferably speak several languages. As guardians of myth and legend, his Lore (History) must be better than any Druid or Filid, and his Lore (Law) must also be solid in order to support his function as advisor to chieftains and kings. Play Instrument and Sing should also be good to enable them to act in their role as entertainer. Whilst they would have some skill in Lore (Druid Theology), their major gift apart from history and law would be bringing knowledge of other places to the communities they visit: Lore (World) should also be high.



Magic

A Druid should be the master of nature magic, a Bard be aware of a wide range of lesser magic, and a Filid master of little except that which helps him with his task of magistrate and judge. Though there were druidic schools and a single, huge and isolated temple may reflect such a school, it is more likely that most trainees were apprenticed to a single, experienced druid to learn their craft. In RuneQuest terms, this would limit their access to spells to those known by their master. Druid magic was not just tied to nature, however: some were said to be able to drive people insane, others the ability to fly and still others had the ability to conjure storms. All these additional abilities are readily supported by the magic systems in RuneQuest.

A druid may also opt to become a shaman by taking the skills of Spirit Walking and Spirit Binding as part of his skill choices. Druids are not known by the name of shaman but their abilities and function are identical. Typically a spirit magic focused druid communes with nature and animal spirits but does not bind them; hence no druid will ever have a fetch, but he is likely to have established alliances with local nature spirits so that he can call upon their powers when necessary.

Druids do not learn sorcery but have no particular dislike of it and may even view the practice with curiosity.

Common Magic Spells

Summon Beasts

Instant, Magnitude 3, Range 3 miles

If in the wild (and not underground or in a city), the druid can summon an animal of size 12-20 such as a small bear, forest leopard or Fell-wolf, or a pack of 1D3+1 smaller animals, such as wolves, if they are pack animals, or a small herd of 2D3+1 herd animals. These will perform a simple task commanded by the summoner providing he can both communicate with them and persuade them to do so, though such attempts receive a +20% skill modifier on the persuasion checks (whichever skill is used). The beasts summoned will not commit suicide.

The beasts must move normally to appear before the caster of the spell. If the caster moves, the beasts will go to the location where the spell is cast. Once the task is complete, the effect wears off. If there are no such creatures within the area of the spell then the spell cannot be cast. If overcharged, the range increases by 50% for each Magic Point invested into the spell (so a caster with a POW of 16 who casts Summon Beasts with two Magic Points will be able to summon a beast within 160m - $16*5 + 40m*2$). To determine what sort of creatures may be in the area which are suitable for such a summons, the characters should make a Lore(Animal) skill check.

Legendary Abilities

Beast Speech

Requirements: Lore (Animal) 90%; Integrated Beast Rune; Lore (Druid Theology) 90%

Cost: 10 hero points

Beast Speech gives you the ability to talk to the animals you encounter and communicate effectively with them. It is of most use when asking questions about things the animals have seen or encountered and Games Masters must be careful what information is passed on by animals. For example, a wolf is likely to see a lone human as a puzzling anomaly, an animal away from his pack, obviously ill and therefore fair prey; the wolf is unlikely to be able to form a conjecture as to why the human was there. You may use your normal interaction skills (Influence, Oratory, and so on) on any animals you can speak to, although the Games Master may assess penalties based on relative intelligence and outlook.

Forest Ally

Requirements: Lore (Animal) 100%; Integrated Beast Rune; Lore (Druid Theology) 100%

Cost: 8 hero points

You acquire an animal ally from the creatures commonly encountered in your demesne. When you receive the ability you choose the creature you wish as your ally (which you must have had previous contact with) and succeed at a Lore (Druid Theology) check. With success the animal will appear within 2d12 hours; failure means you cannot ally with that creature and must wait 24 hours before trying again (which costs you no extra points, just time). The Forest Ally is completely loyal to you and will follow you around at an appropriate distance. It will also guard you and protect you from attackers, but will not attack any who are not apparently hostile to you. If your Forest Ally can bear your weight it will allow you to ride it or will allow you to put it to harness. The Forest Ally will not willingly leave your proximity except to hunt or drink. If you know Beast Speech you can ask your Forest Ally to perform tasks for you. Its bond with you allows it to understand you as a human would, and it responds to requests as a devoted companion. If your Forest Ally dies, you can approach another



creature after 24 hours and attempt to make it an ally just as if you had just received the ability

Potions and Poultices

Anyone can use these rules if they have the appropriate skills. They are presented here within a druidic context, but the mechanics are setting-independent.

A Druid not only has an excellent awareness of the plants and animals around him, but is also taught how to develop these plants into useful medicines using his Craft (Infusion) skill. The potions and poultices brewed and prepared by a Druid are used to supplement his magical capabilities and his Healing and First Aid skills. In addition, he can brew and make poultices and medicines which speed the healing process. The process for making a potion, lotion, poison or poultice is as follows:

- The Druid must spend time searching for ingredients in an environment with which he is familiar. After an hour he may make a Lore (Regional) check, with possible modifiers depending on the richness of the region. If the check is successful, he has found enough basic ingredients (leaves, roots, stems, fruit and similar) for a single Craft (Infusions) check.
- The Craft (Infusions) check takes an amount of time dependent on the infusion (see below for details) and consumes all the ingredients. On a success, the infusion has been created. On a critical success, you have created twice as much of the infusion (or double the number of doses) as you were aiming for. On a critical failure, you have created... something. It's actual properties are up to the whims of the Games Master. Druids do not sell their infusions, using them to help their local community for contributions to the upkeep of the local shrine or for service.

Storing Ingredients

Gathered herbs and ingredients can be stored and preserved for up to 3 months using a further Lore (Plants) or Craft (Regional) check, but must otherwise be used within a week of being gathered.

Preparing/Brewing

When he has the relevant equipment such as a mortar/pestle for grinding, a knife for cutting and peeling, a cooking pot and fire or similar simple equipment, the Druid can attempt to prepare the infusion. This is achieved with a Craft (Infusions) check, modified by the complexity of the preparation he is making. Because of the complexity of the process, the normal skill bonuses for taking extra time are halved, while the skill penalties for doing it more quickly are doubled. A herbalist can brew up to five sets of ingredients simultaneously providing he deducts 10% from the success chance for all preparations for each set of ingredients (so three sets of ingredients can be prepared simultaneously, for example, at a -30% chance on each).

Antidotes

A Druid can also craft antidotes which must be drunk before the poison is imbibed, ingested or otherwise delivered. Each antidote

lasts for 1D6+2 hours and gives a 20% bonus to the imbibing character's Resilience check. Each additional percentage bonus subtracts from the chance of making the brew by twice the bonus (so a 30% Antidote, +10% above normal, forces a dice modifier of -20%). On completion of the preparation, there is enough antidote for two applications.

Medicines

A herbalist can brew potions, lotions, poultices (or salves and ointments) which assist with the healing process, helping to recover hit points or helping the character recover from disease. A poultice or ointment works on a single hit location, whilst a healing potion must be imbibed and works on all hit locations simultaneously. A potion can only be taken once per day and, whilst the effects of a poultice or ointment can only be felt once per day, a separate poultice/ointment can be applied to each damaged hit location. Potions to help resist the effects of a disease work in a similar fashion to Antidotes. The skill modifiers and bonuses for each type of healing medicine are given in the Healing Infusion Skills Modifier Table. Other potions can be brewed which restore characteristic points, or can assist in fighting disease in a similar fashion to Antidotes, giving bonuses to the Resilience or Persistence skill check required to fight the disease. The skill modifiers are provided in the Antidote/Cure Preparation Skills Modifier Table.

For all medicines a single set of ingredients produces a single potion or two poultices or ointments. Magic potions are not part of the Druids stock in trade, though a Spellcharged item with the Heal spell is often one of the first tools a suitably be-runed druid will create.

Healing Infusion Skills Modifier Table

Hit Points Restored	Poultice Skill Modifier	Potion Skill Modifier
1	+20%	-40%
2	0	-80%
3	-20%	-160%
4	40%	-320%

Antidote/Curative Infusion Skills Modifier Table

Resilience/Persistence Bonus	Skill Modifier
+20%	0
+30%	-20%
+40%	-40%

Healer's and First Aid Kits

A Druid can replenish First Aid Kits and Healer's Kits by gathering materials and preparing them as above. At the end of the process, a Druid can replenish the supplies in two First Aid Kits or a single Healer's Kit.

The Druidic Cult

This is not focussed on a single god but provides a reason and structure for a druidic civilisation and way of life. As a result, it



is a mix of a nature or earth/fertility cult and a cult of law. All members of the tribe are automatically Lay Members from birth and are expected to attend the regular festivals held at their local hilltop town (a small site or shrine) or in their local forest shrine. All members are expected to support the Priests and Acolytes in their tasks. Members who are sentenced to excommunication are exiles and outlaws, irrespective of whether or not they have the Excommunicate Divine Spell cast on them.

Myths

Druids can be expected to know all the local myths related with their cult, clan and local nature spirits. Assign the cult three core myths:

How the Region Came to Be (Mythic Resonance 75%)

How the Gods View the Clan (Mythic Resonance 80%)

Story of the Spirits (Mythic Resonance 80%)

Druids are the communicators of these myths to the clan but they follow an oral tradition: druids did not typically write down any of their secrets for fear of theft, and so cult myths will be passed-on by word of mouth rather than through any written record.

Runes

Not all druidic cults have access to runes although many will do so. Achieving an affinity with a particular rune may be the focus of quests for the clan or tribe or a personal quest for a lone druid.

When present a druidic cult will have two of the following runes: Beast, Law, Magic, Spirit

NATURE

Druidism is a combination of rune and spirit cult with different druids have differing specialities of magic; some will be divine magic practitioners, deriving their power from the 'old gods' (such as those of the Celtic pantheon, such as Cernunnos the Horned God), various animal gods, hunting gods and so on. No one god is worshipped and the druidic cult venerates an entire pantheon of gods with divine magic derived from the gods included in the clan or tribes particularly favoured gods. Druids will form a pact with the cult, that pact not focusing on one god but on all of them and establishing a wide-ranging relationship. Pact (Druid) is the name of the pact skill and it functions as any specific pact skill focused on one god. The main difference here is that druids do not call for Divine Intervention; that would be to dishonour the gods and provoke their anger. Instead druids rely on their own magical abilities and depths of faith and skill.

Spirit magic practicing druids may still form a pact and learn Divine Magic although it may be more common for a druid to focus on spirit worship rather than achieving Divine Magic.

Organisation

All ranks of druids are initiate members of the druidic cult. Apart from the Druid School, there are no massive temples, just a few, small woodland glade-shrines which are dedicated to the gods and the spirits of nature. A Druid hermit may live within or on the edge of such a glade, but may live elsewhere, travelling to the glade once in a while to keep it usable. Within villages and hill-top towns there are sites or shrines, easily recognisable as a small, square enclosure with sacred trees planted at the corners or at the gate, probably oak, yew or rowan but each area is likely to have its own, special tree.

Whilst the Druid School is a Major Temple, it is the only group of buildings recognisable as a temple in the druid cult. Other 'temples' are groves of trees or nemeton, square areas with entrances at the four points of the compass with sacred trees placed around it. The grove or nemeton at a hamlet is most likely a very basic site but other groves and nemeton vary in strength depending on the length of time they have been established and the continuing presence of a Druid. Most Druid Groves will be the equivalent of a Minor Temple.

Ranks

Trainee and apprentice druids are initiates and some never advance beyond that level. All committed and trained Druids, Bards and Filids are Acolytes at least and lead worship. Filids develop into Lords of the cult, as do the majority of Bards. All Druids become Priests, and the name is often interchangeable, and some Bards progress to priestly status (as does the occasional Filid).

Worshipper Duties:

Initiates are expected to assist Acolytes and Rune Priests with any duties they have to perform.

Common Magic

The following are Common Magic spells that will be taught at Druid School. They also reflect skills children and youths earmarked for the druidic path will be taught instead of more traditional clan magic.

Bearing Witness, Beast Call, Bestial Enhancement, Becalm, Cauterise, Clear Path, Darkwall, Detect (Beast, Enemy, Magic, Spirit), Extinguish, Fate, Glamour, Golden Tongue, Mindspeech, Second Sight.

Higher Magic

Divine Spells

Not all of these spells will be available via the cult and the range of spells will depend on the cult's focus and what gods are included in the cult's veneration practices. Typically, though, these spells are the ones divine magic practitioners will be able to use Dedicated POW for:



Alter Target, Amplify, Aphrodisiac, Beast Form, Behold, Bless Crops, Blessing, Clear Skies, Consecrate, Cure Disease/Poison, Dismiss Magic, Eclipse, Evergreen, Excommunicate, Exorcism, Fear, Fog, Heal Body, Heal Mind, Heal Wound, Madness, Meditate, Mindlink, Rain, Regenerate Limb, Soul Sight, Spirit Block, Trial of the Beasts (see below).

Trial of the Beasts

Duration 15, Resist (Persistence), Touch

Typically cast on a witness to an event, infringement or crime, the recipient is surrounded by a circling pack of ghostly, translucent wolves. Should he lie, one of the pack lunges forth to bite him, its insubstantial jaws inflicting very real harm. For every intentional lie told by the target one of the shadowy wolves will bite him in a random hit location for 2 hit points per point of Magnitude. The spell may be resisted using Persistence at a skill modifier of -10% but a successful resistance will be obvious to all as the wolves will not appear. The beast-shades circling the witness need not be wolves but could be any animal applicable to the environment or cult practice.

Cult Skills: Lore (Regional) Lore (Law), and First Aid. Initiates and higher gain Lore (History), Play Instrument and Sing as cult skills. Acolytes and higher include Healing, Influence, Oratory, Lore (Druid Theology) and Craft (Infusions) on their list of cult skills.

The cult will also offer training in Spirit Binding and Spirit Walking to those who choose to progress along this particular path.

DRUID CHARACTERS

It is recommended that experienced and fully trained druids should remain Non-player Characters. They can be approached for advice and knowledge, but are unlikely to be found outside their woodland domain. Trainee Druids, Filids and Bards sent on a quest by their mentor could make excellent adventurers as they seek to improve their knowledge of the world around them. Failed or exiled druids can make interesting Player Characters but would be banned from cult training and spells. Whilst on the rare occasion Druids will ask a group of assistants to perform a task, Filids in the service of a ruler are highly likely to hire a group such as the Player Characters for a delicate task or to assist with an investigation. Bards are almost never likely to hire an external group unless in serious need, but may carry news that bears investigating. The following Profession represents a trainee druid at the very beginning of his apprenticeship. His mentor has passed on some of the venerable skills of the druids, but the character is far from an expert. It can also be used for someone who began the druid training but was later failed or exiled.

Nemeton/Shrine

Much is conjectural, though it is known that sacred trees were planted in or at the entrances to such shrines, and the entrances had wooden posts with wooden lintels. In many hill-forts the nemeton would have been smaller, perhaps only 10m square. Whilst the inside is relatively clear: Games Masters could add in an altar or a circle of seats or a simple menhir if they wished.

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Trainee Druid	Barbarian	Lore (Regional) +10%, Persistence +10%	Pick Two Craft (Infusions), Healing, Lore (Druid Theology), Lore (Law), Track, Spirit Binding, Spirit Walking, Survival
		Pick One Druid Combat Style (Sword, Shield, Dagger and Staff) +10%, Influence +5%, Sing +5%, First Aid +5%	

GLORANTHAN GOODIES

By Bryan Steele

Glorantha is a world filled with wondrous and interesting peoples. These peoples are responsible for the creation of a myriad of similarly unique items. From the mysterious Tome of Secrets occasionally found in the possession of the leader of any Knowledge Band to the conical sharpening stones every minotaur keeps to sharpen his horns – Glorantha's markets and artisans might just surprise an unwary shopper. Each entry gives a narrative description of the item, plus any special rules it might bring to *RuneQuest II*, its ENC rating (for the purposes of carrying and encumbrance), and its cost. Weapons will have all their relevant statistics provided. Similarly, armour will have its protection rating included as well. Essentially, each item entry covers everything necessary to use the item in a Gloranthan *RuneQuest II* game.

COMMON GLORANTHAN ITEMS

The following items are generally easy to find all over Glorantha (with some exceptions), and the prices listed reflect an urban and rather well-populated community. Games Masters should feel free to drop or inflate prices to adapt them to better or more stringent markets.

Common Gloranthan Items

Item	ENC	Cost
Archer's Baldric	1	45 SP
Heraldry Sash	—	25 SP
Questing Log	1	250 SP
Journey Kit	1	200 SP
Marking Stones	—	10 SP

Archer's Baldric

This is a stiff bandolier of sorts made of durable leather that has become quite popular with those who have chosen the bow as their weapon. It latches in the front with a double buckle, making it very snug and difficult to dislodge accidentally, but has a grommet-bound quiver and wide-mouthed sheath for a bow of ENC two or less to be stored at the ready. Anyone wearing an archer's baldric can get his bow in hand as a Combat Reaction due to its ease of access.

Heraldry Sash

This simple stretch of fitted fabric and canvas has become particularly popular in the God Learners Empire and with the Wyrmfriends, but also winds around the chests of many smaller sects and factions. Bearing the symbol or heraldry of the cult or culture in question, these sashes allow a character to announce his loyalties proudly on his chest – or to possibly provide cover for a spy or saboteur.

Questing Log

In the Second Age, with the expansion of the God Learners becoming a danger to all myths other than their own, those adventurers who are capable of written language are encouraged to keep record of their exploits if only to keep the all-consuming Knowledge Questers from gathering it all up. The questing log is a simple leather-bound tome with a wrap-around cover that contains many pages of pressed paper. Although it could be used for any writing purpose, it bears the mark of Wanderers, a supposed blessing to those questing or travelling abroad.

Journey Kit

This is a collection of useful items for travelling adventurers. It is packaged in a leather pouch with individual flaps for each item. It became particularly popular during the years of the Waertagi

domination over the oceans, as voyagers were found commonly with them. Each journey kit contains two metres of leather cord, a metre of catgut thread, two small canvas patches, five sewing needles, leather oil, two charcoal lumps and a single vial of alcohol (for preventing the infection of wounds).

Marking Stones

Useful for drawing symbols or signs for others to follow, keeping track of underground exploration or simply expressing oneself in bright colours on any hard substance, marking stones are pieces of ground talc or slate that have been packed and dyed different colours. When used on any hard and dry surface, the marking is extremely easy to see, adding a +10% bonus to any Perception skill tests made to notice or read it. Also, if used to mark passageways or directions, marking stones add a +10% bonus to Survival skill tests to avoid getting lost.

GOD LEARNER EMPIRE ITEMS

Item	ENC	Cost
Dragondirk	2	175 SP
Imperial Token of the Learned	—	—
Tome of Secrets	2	250 SP

Dragondirk

In the ongoing struggle between the Middle Sea Empire and the EWF there have been many conflicts between Knowledge Quester Bands and dragonewts who have 'inadvertently' ended up in the same place at the same time – often in search of the same item or person. These conflicts rarely end truly peacefully, and dragonewt warriors have always had the martial superiority over most God Learner Questers. The scientifically minded God Learners designed a new way of hopefully causing lasting wounds to the draconic soldiers – if only long enough to get away and call upon sorcerer reinforcements. The dragondirk is a long, thin and flat chisel-like dagger with a punching-style, T-handled hilt. It is milled at the perfect angle to lift reptilian scales and dig deep into the flesh beneath. Dragondirks ignore half (round down) of natural Armour Points granted by any form of reptilian scales.

	Size	Reach	Dice	STR/DEX	ENC	AP/HP
Dragondirk	S	S	1D3	7/9	1	4/4

Imperial Token of the Learned

This is a small round coin, about as large as the base of a common tavern mug, marked with two symbols, one on each side of the coin. One symbol is the crest of the God Learners set against the engraving for Malkion; the other bears a distinct heraldry for one of the esteemed Universities of Learning found throughout the Middle Sea Empire. The token is granted to anyone who has graduated from one of these prestigious schools, and marks him as a higher class citizen of the Empire.

There are supposed 'black market tokens' that sell for enormous amounts of money, but few would ever risk the wrath of those in charge of the schools by falsely claiming to be one of their graduates.

Tome of Secrets

Knowledge Bands are well aware that many of the secrets they are gathering would be powerful tools in the claws of the enemy, and have taken great lengths for their far-reaching investigators to safely bring back their findings. The Tome of Secrets is a metal-bound book of pressed paper pages with a modest locking hinge (-15% to Mechanisms) that is attached to an ink reservoir built into the covers. Should someone try to pick open a Tome of Secrets and fail by more than 10%, these ink reservoirs will open automatically and ruin 95% of the pages within the book – thereby keeping the Questers' information secret.

DRAGON ITEMS

Covered in this section are the somewhat mysterious and odd-looking 'Dragon Items' that are designed using the visions of Traditionalist dragonewts. Ignoring the use of metal in their construction, all Dragon items are made from stone, wood or – in especially magnificent examples – dragon bone. These items are awkward and strange and look relatively primitive at first glance; they are not, however, and are powerful reminders of the power and ingenuity of the dragonewts.

Empire of Wyrms' Friends Items (Dragon Items)

The following items are found throughout the Empire of Wyrms' Friends and the surrounding territories, much to the thanks of Dragonspeaker traders and Converters doing their best to spread the EWF's influence. These items are commonly found in markets all over Genertela, but rarely outside of the control of a draconised merchant.

Empire of Wyrms' Friends Items

Item	ENC	Cost
Dragonewt Scale Polish	—	30 SP
Sl'sling	—	25 SP
Thunderer Hide Cuirass	3	400 SP
War Dragon's Bandolier	1	75 SP

Dragonewt Scale Polish

Dragonewts, especially those who receive audiences with the Original Twelve or their associates, want to look their absolute best. The rigours of combat or even just daily life can leave the natural scales of a dragonewt scuffed, muted and unattractive. Using this salt and vinegar paste in liberal amounts with the help of an attendant or two to rub it in properly, a dragonewt can drastically improve its appearance. With a successful Craft (Stewardship) skill or a base roll INT + CON to use the polish, the dragonewt can add +15% to its Influence skill tests when dealing with EWF loyalists in a pleasing or political manner.

Sl'sling

This is actually little more than a common sling made by any other culture, but is made from tanned human, Uz or even dragonewt hide. It is thicker and often bound in rings of wood. There are versions that are attached to the back haft of a drazduma, but few warriors choose to use the ranged implement except for hunting and stealth.

Thunderer Hide Cuirass

There are times when the dinosaurs of the EWF armies fall to enemy magic or attacks, and the Orlanthe Wyrmfriends are responsible for making sure that the beasts' bodies are used for resources as best they can. One such way, self-serving as it is, is to make hide armour cuirasses from the fallen Thunderers so the Orlanthe Wyrmfriends can have scales when going into combat.

War Dragon's Bandolier

It is difficult for dragonewts to ever find belts and baldrics to fit their scaly and sometimes angular bodies, so they invented the war dragon's bandolier. The bandolier is actually a series of interconnected leather straps that include a number of small loops and pockets that can carry all of the following comfortably on a normal Warrior dragonewt:

- One Drazduma or Draconic Longbow with 20 arrows (on back)
- Any combination of two gami, klanth or utuma (on sides)
- Any combination of twenty chokin or samarin (all over)
- 100 SP worth of coins (along waist)
- Any foreign weapon of ENC two or smaller
- (on back)

Ranged Weapons	Size	Damage	Range	Load	STR/DEX	ENC	AP/HP
Sl'sling	S	1D6	50m	1	-/11	—	1/2

Armour	AP	ENC	Locations
Thunderer Hide Cuirass	4	2	Abdomen, Chest

ORLANTHI ITEMS

Item	ENC	Cost
Mannost Tattoo Kit	1	50 SP

Mannost Tattoo Kit

The Orlanthe people are very dedicated to the exploits of their heroes and warriors, marking themselves in all sorts of indicative tattoos that mark their glorious deeds. Swirls and spirals for successful ranged kills, handprints for unarmed victories and sunbursts for overcoming Chaos minions are common. The process is an old tradition called 'Mannost,' requiring the telling of the tale to the artist tattooing the Orlanthe in full view of the Tula. This kit includes everything someone would need to perform the Mannost: red and purple inks made from rare herbs and wine, hollow porcupine quills and a tapping bone. It requires the use of the Craft (Tattooing) skill to perform properly, but can leave a lasting mark that Orlanthe will find attractive and honourable.

PELORIAN ITEMS

Item	ENC	Cost
Noble Seal/Signet Ring	—	500 SP

Noble Seal/Signet Ring

Every noble bloodline has some form of crest that can be carved in reverse into a signet or seal. These seals are often built into a fine piece of jewellery, an expensive handle or chain necklace. Used by Dara Happans to send messages via courier to one other, the symbols allow for the recipient to put a priority on accepting them – or not. Recognising an unfamiliar noble family or bloodline by its seal requires a Lore (World) skill test (modified as the Games Master sees fit). Also, anything that has been sealed in this way can only be opened by breaking the seal unless arcane methods are used.

Nomads of the Waste Items

Item	ENC	Cost
Raincatcher	4	50 SP

Raincatcher

Clean and fresh water for the clan and its steeds can be a problem, especially during Fire Season. To combat this some clans collect

large amounts of rainwater during Storm Season, saving it for when the community needs it. A raincatcher as designed by the High Llama Clan is probably the best tool for this. This raincatcher is a wide sheet of waxed linen that is strung up between three to four stout poles during a heavy rain. The water is caught in a small opening capped with a wooden funnel that pours the water into large clay jugs. A single, five-gallon jug can be filled in less than four hours during the types of rain that happens in Storm Season, with filling times depending on the intensity of the rain.

Vitchean Items

Item	ENC	Cost
Oaring Pole	3	100 SP

Oaring Pole

The waters between the islands contain occasional reefs and sandbars and are not always very deep. These obstructions could easily snap the ends off of deep oars, but may also be deep enough that a pushing pole would not reach them. Islander boatmen that travel between the islands often use these three-metre oaring poles to cover both of these roles remarkably well. The poles are long and stout for pushing off of sandbars and reefs, but also have two flattened 'fins' on either side of the haft. Held much closer to the bottom of the pole, they can easily be used as oars in deeper waters.

PAMALTELAN ITEMS

Item	ENC	Cost
Mud Trowel	1	50 SP

Mud Trowel

The Agimori use the clay-rich mud of the Pamaltelan flats in many of their constructions, sometimes ritually. This item is a common piece of bone or wood that has been carved into a half-moon blade with a short handle often wrapped in leather or fur. The trowel scoops and smoothes clay-mud much easier than a common spade or hand does. Not only does the trowel add +10% to the user's related Craft skill tests, but it can also serve as a dagger, albeit with a -10% penalty to hit.

ALDRYAMI ITEMS

Item	ENC	Cost
Pollen Arrow	—	50 SP

Pollen Arrow

Being accomplished archers as they are, the Aldryami have an interesting way of dealing with threats without resorting to bloodshed. Pollen arrows are normal arrows that have heads made of thin-skinned fungus that explode upon impact in a cloud of a sleep-inducing pollen mixture. Although its non-aerodynamic shape penalises the firer by -10%, any impact releases a two-metre radius cloud of powerful pollen. Anyone caught in the area affected at the point of impact for the 1D3 following rounds must make a

Resilience test versus a Potency of 55 or fall unconscious for 1D4 hours. The pollen is always sterile, so there is no hope of outsiders ever producing the plants that create the potent ingredients.

UZ ITEMS

Item	ENC	Cost
Gathering Sack	1	70 SP

Gathering Sack

The trolls of Glorantha are decidedly voracious eaters and are often happy to catch and devour their prey at the time of meeting it, but this is not always a possibility – especially if they want to bring the prey back to the community. The gathering sack is a two-layered leather and canvas sack that can hold up to 25 SIZ worth of animals, especially when battered and broken beforehand. Its ingenious layered design makes any and all Athletics skill tests for Brute Force (used to tear open from the inside) nigh impossible, penalising any rolls from within with -35%.

MOSTALI ITEMS

The following items are just a few of the more common items that may be found across Mostali workshop trading posts and the occasional merchant who has been allowed to barter outside of the Decamony's influences.

Mostali Items

Item	ENC	Cost
Glass Kit	2	200 SP
Mostalic Claxon	2	300 SP
Spelunking Pads	1	150 SP
Weighted Haft/Blade	+2	500 SP

Glass Kit

The main toolkit of the Lead Dwarfs, the glass kit contains several small blowing pipes and shaping tongs used in a furnace to blow glass. It also has tins of lead-sand solder for stained glass, and a very efficient glass cutting tool that allows a skilled user to actually cut, chip or shave glass as if it was clay. It is this last magnificent tool that makes the glass kit a favourite of burglars and thieves – who often set the rest of the kit aside as unwanted rubbish!

Mostalic Claxon

The Iron Dwarfs recognise that they are rarely the fastest to respond to a problem on their borders or deep inside the bowels of their strongholds and any head start is helpful. Designed by the Gold Dwarfs, Mostalic claxons are intricately connected cables that monitor doorways and common walkways to alarm bells. Should someone step through a protected area and step or trip upon an unnoticed cable (-15% to Perception to notice) the alarms will ring loudly. A single purchase of this item allows for coverage up to 30 metres away, with additional cable running 10 SP per additional five metres. Once triggered, it takes a normal Mechanisms skill test targeting the claxon hub to silence the alarm.

Spelunking Pads

Delving down into the depths of old strongholds or expanding into natural mines or caverns can be dangerous. Dwarfs came up with these stout leather elbow, shoulder, wrist and knee pads (which all come in one set) to not only protect the wearer but also to give a much better purchase on certain surfaces. Each pad has several sharpened quartz studs riveted into it, allowing the wearer to grind many surfaces of his body into the walls or floor of a cavern rather easily. Wearing the spelunking pads give a five Armour Point bonus against any damage caused from a fall of less than five metres in height. Additionally, it grants a +10% bonus to Athletics skill tests for climbing in a situation where the wearer can use more than one of the pads to anchor himself.

Weighted Haft/Blade

The Mostali are forced to use their minds to make up for their smaller size. To better combat their inability to get leverage – and therefore more damage – upon their enemies, the Iron Dwarfs discovered the power of hollowing out the haft or blade of their weapons and filling them with an equal amount of iron filings and oil. The fluid carries the weapon remarkably well with the motion of its swing, adding a surprising punch to its strike. Any close combat weapon of ENC two or more can be modified in this way, adding two ENC of weight and removing one Armour Point and two Hit Points. However, when rolling damage, the weapon adds an additional 1D2 points as a bonus modifier.

CENTAUR ITEMS

Item	ENC	Cost
Mane/Tail Grooming Kit	1	50 SP

Mane/Tail Grooming Kit

Centaurs are remarkably proud of their flowing manes and swishing tails, using them to mark their social status in the herd and to attract new mates. Grooming falls to those beneath the centaur's station, but when adventuring abroad a grooming kit may be necessary. The grooming kit has a short and long handled brush, a disc of sheen-adding wax and a small number of beads to weave into braids or dreadlocks. Without the kit, it could cost a centaur adventurer upwards of ten silvers just to receive a decent brushing in most communities.

HSUNCHEN ITEMS

Item	ENC	Cost
Changing Clothes	1	75 SP

Changing Clothes

When taking on the Beast Skin, Hsunchen know that it can take several moments to wriggle free of their clothing – if they even survive the change at all! Crafty Animal-men have come up with a very simple solution. Changing clothes are actually a dozen or more individual pieces of linen that do not actually attach to each other at all, but instead twist and knot in a way that will come

apart with a quick shake of the new shape. It takes a single Combat Action to be free of the changing clothes, but upwards of 10 minutes to don the clothing again. Although this does nothing for their other gear or armour, many Hsunchen appreciate the ability to shift unhindered.

WAERTAGI ITEMS

The following item can either be found in the hidden communities of refugees and freedom fighters, or perhaps in the shops of the Middle Sea Empire – claimed from the conquered Waertagi that toil away in shoreline camps and villages.

Item	ENC	Cost
Armour Treatment (4 uses)	—	50 SP

Armour Treatment

Waertagi are constantly in and out of saltwater, and either the splash or spray of the stuff clings to them as often as they can manage it. This makes wearing any kind of metallic armour a problem... were it not for their special armour treatment. This slightly yellowing oil must be carefully rubbed onto all metallic portions of a character's armour, but lasts for weeks and only smells slightly of squid or whitefish. So long as a character performs the hour long treatment at least once a month, his armour will not suffer any natural saltwater damage.

ODDITIES AND OTHER STRANGENESS

In Glorantha there are a host of interesting things that might seem odd to an outsider looking in, or in the very least different. Some of these items are considered remarkably magical and are likely the result of sorcery, myth and adventurous deeds. Others could be horribly cursed items that have plagued the world for an entire age. Some are a risky combination of both.

Klakincz

Klakincz (pronounced klak-ench) is an ancient Auld Wyrnish word used to describe the glare in the Great Dragon's eye, and it is rarely a term taken lightly. The item of the same name is a fist-sized chunk of yellow quartz that has a single fossilised drop of the Great Dragon's blood inside. It is said to bring true luck and prosperity to the Wyrmfriender who carries it, and will be key in the forming of the Dragon once more. Any character carrying the Klakincz is considered to automatically win any Influence skill test against a dragonewt that has yet to achieve its final life cycle stage. Also, the character should have access to several Dragon Magic spells and abilities – even if the character has no idea how this came to be. It is for these reasons that the Klakincz must never fall into God Learner hands, as the myth of the Great Dragon could be shattered forever using it as they would. It is said that the leader of War Dragons has it on him at all times, keeping it close to his heart for safekeeping.

GO FOR THE EYES

by Chris Longhurst

EYE SPIDER

Although its name conjures unappetising images of eyeball-devouring predators, an eye spider is actually no more than a small magical construct much-beloved of assassins, spies and others who need to keep a clandestine watch on a person or area. A versatile creation, the eye spider can also pilfer and carry small objects (no larger than a coin or heavy key) or be loaded with a dose of venom for delivery to an unsuspecting target.

In its dormant form an eye spider resembles a black sphere of some sort of glassy substance, about the same size as a human eyeball. The eye spider in fact gets its name from the dwarf trouble shooter Gatemborek, who infamously kept one in his empty left eye socket, concealed behind an eye patch.

When activated, the central sphere extrudes eight spindly limbs of surprising toughness, reaching a diameter of about eight inches. It travels about on these limbs with surprising speed for something so small, can jump a considerable distance and can climb almost any surface. If a liquid is applied carefully to an eye spider in either active or dormant form, the featureless black substance will absorb and store up to one dose of something. Assassins normally use the most potent poison they can find but in theory the spider can deliver anything from a sedative to a stimulant to a healing potion.

The liquid dose is delivered using the eye spider's ninth limb: a flexible, pointed tendril about six inches long known as its 'sting'. A successful sting delivers whatever the spider has absorbed or it can be 'milked' by its owner to retrieve a chemical previously stored. The sting can also be used to take and carry small objects, as an extra limb should one be needed and can even be used for

picking locks.

Each spider recognises only one owner but they adapt to a new one after being kept on their person for a week. Smart people make sure any previous owner is definitely, really dead before carrying an eye spider on their person for such an extended period. A character learns the control spell at its basic level once the eye spider 'imprints' on him. This spell works for any eye spider he may come into control of and is improved in the normal manner.

Special Qualities

Construct: An eye spider is not a living being and so is immune to almost all poisons, diseases and other ailments that would only harm organic creatures. It also suffers no further damage once a Hit Location has been reduced to 0 or fewer Hit Points. However, due to its size if a Hit Location at 0 Hit Points is struck, apply the damage directly to the body instead of ignoring it.

Active/Inactive: An eye spider activates or deactivates at the mental command of its owner. This power operates at any distance. If it is inactive and its owner casts Seeing Eye spider then the spider automatically activates. When it activates the spider does so with care not to damage its surroundings (such as an eye socket) – unless it has been activated by Seeing Eye Spider and the owner wills it to inflict harm.

If left active while not under the effects of Seeing Eye Spider an eye spider will use its rudimentary intelligence and great mobility to stay out of sight. If its owner dies, the eye spider assumes its inactive state.



	Dice	Average	1D20	Hit Location	AP/HP
STR	1D6	4	1-11	Body	5/2
CON	1D6	4	12	Sting*	5/1
SIZ	1	1	13	Leg #1	5/1
INT	4	4	14	Leg #2	5/1
POW	1D6	4	15	Leg #3	5/1
DEX	5D6	18	16	Leg #4	5/1
CHA	4	4	17	Leg #5	5/1
			18	Leg #6	5/1
			19	Leg #7	5/1
			20	Leg #8	5/1

Combat Actions 3 *Typical Armour:* Magical Composition (AP 5, no penalty)

Damage Modifier – *If the sting is not deployed, hits to location 12 hit the body instead.

Magic Points 4 *Traits:* Construct, Active/Inactive

Movement 6m

Strike Rank +10 *Skills:* Athletics 70%, Dodge 50%, Perception 50%, Persistence 40%, Resilience 20%, Stealth 70%

Combat Style
Sting 70%

Type	Size	Reach	Damage	AP/HP
Sting	S	T	1 + optional poison	/-

The sting cannot penetrate armour. It only has a 50% chance of penetrating normal clothing.

Common Magic Spell: Seeing Eye Spider
Casting Time 1, Concentration, Magnitude 1
While concentrating on this spell, the caster's visual senses are transferred to those of any one eye spider that he controls. Once the spell is cast it immediately drains an additional amount of MP depending on how far away the eye spider is:

Distance	MP
Within POW metres	0
Within POW x 5 metres	1
Within POW x 25 metres	3
Within POW kilometres	5
On another plane	10

If the caster does not have enough MP to pay for the range cost the spell reveals which distance category the spider is in, drains all of his remaining Magic Points and ends.

Once contact has been established, the caster must pay one Magic Point every POW minutes to sustain the spell.

The senses are those of the caster, so they include any Night Vision or other visual enhancements he has, with the bonus that the eye spider has 360 degree vision. However, the caster cannot use his own eyes at the same time – he is effectively blind.

The eye spider is fully under the control of the caster for the duration of the spell. He can use any of its skills at their normal percentage and at the Games Master's option can also use his own skills that require fine manipulation and little strength – such as Sleight or Mechanics – through the spider at -20%.

One drawback of the spell is that if the eye spider is targeted by mind-affecting magic while it is active, the magic instead affects the mind of the owner. He may make his normal resistance roll to avoid the effects but doing so breaks his connection with the eye spider and he must cast Seeing Eye spider again.



ABYSS PUPPET

It has been said that if you gaze too long into the abyss, the abyss also gazes into you. In the case of these unfortunate creatures the abyss did not merely gaze back but plucked out their eyes, crawled into their heads and began wearing them as clothes. Abyss puppets claim their goal is to become 'exemplary monsters'; although each has their own preferred method, they all exist to spread chaos, horror and suffering.

Abyss puppets look like normal members of any sentient race except that they have no eyes; in place of their visual organs there are only insubstantial balls of darkness that give off tendrils of shadowy smoke. Abyss puppets with an interest in blending in with society wear blindfolds or claim some sort of sorcery or curse – such things are common enough that the lie can pass.

No one knows what the original abyss is or was or how it came to infect the minds of thinking creatures. The abyss spreads from creature to creature through the power of the abyss puppets: each abyss puppet is empowered to create more of their own kind by staring into another creature's eyes and overcoming their will; those with magic are rumoured to know more effective ways of spreading their taint.

Shadow Sight: An abyss puppet's eyes of shadow allow it to see perfectly in even pitch darkness. It also cannot be blinded by magic or damage to its eyes. However, an abyss puppet's eyes are still eyes: it still needs them uncovered to see and it cannot see through obstructions or concealment other than darkness.

Abyss Gaze: An abyss puppet can create another abyss puppet from a sentient creature by staring into its eyes. This requires a full second or two of sustained eye contact and so is almost useless against someone they are fighting in combat. Once contact has been established, however, the victim finds that they are unable to look away. They must make Persistence checks at a rate of one per round, staring at their normal score and suffering a cumulative -10% penalty on each subsequent check. The victim is able to take one combat action every time they succeed on a check; this is usually spent on trying to escape or kill the abyss puppet.

Once a single Persistence check has been failed, the abyss gaze drains 1D6 POW per round it is maintained. The victim is still allowed one combat action per round. Once the victim's POW reaches 0, they are transformed into an abyssal puppet. If the abyss gaze is interrupted before the victim's POW is drained to 0, lost POW returns at a rate of one point per hour. It should be noted that the abyss gaze requires eye contact. It does not work on blind people or people who close their eyes before the abyss puppet makes successful contact. It can be interrupted by something as simple as a piece of paper interposed between the puppet and the victim. For these reasons, abyss puppets prefer to corrupt those who are alone and unsuspecting.

Unholy: Abyss puppets are loathed by the gods and are consequently punished severely by divine magic. They are at -30% to resist divine spells and always take full damage from divine magic. They are also vulnerable to any divine spells that specifically target 'enemies of the faith'; in essence, abyss puppets are considered enemies of every faith.

	Dice	Average	1D20	Hit Location	AP/HP
STR	as the original creature			As for the original creature.	
CON	as the original creature				
SIZ	as the original creature				
INT	as the original creature + 1D6				
POW	3D6+6	17			
DEX	as the original creature				
CHA	as the original creature – 1D6				
<i>Combat Actions</i>		As the original creature		<i>Typical Armour:</i> None or whatever is worn.	
<i>Damage Modifier</i>		As the original creature			
<i>Magic Points</i>		17		<i>Traits:</i> Abyss Gaze, Shadow Sight, Unholy	
<i>Movement</i>		As the original creature			
<i>Strike Rank</i>		As the original creature			
Combat Styles and Weapons				<i>Skills:</i> As the original creature, +10% to Perception, +20% to Stealth and Common Magic at a minimum of 60%.	
As per the original creature.				Magic: All abyss puppets can learn and cast Common Magic.	



SORCERY Spell: Deliver the Abyss
Concentration, Resist (Evade or Persistence)

This spell only works for abyss puppets. When it is cast, a boiling tide of shadows bursts from the caster's eyes and crashes into the eyes of their victim(s). If the spell is not resisted victims are subject to the abyss puppet's abyss gaze for as long as the spell is maintained. In addition, the abyss puppet may spend Magic Points to force an additional Persistence test or drain an additional 1D6 points of POW per Magic Point spent. The abyss puppet may not spend more than three Magic Points per Combat Round on this and victims do not gain extra Combat Actions from it. Unlike the normal abyss gaze, Deliver the Abyss will force a victim's eyes open and penetrate any barrier more flimsy than a solid piece of wood.

PARASITIC EYEBALL

A loathsome creature of Chaos, a parasitic eyeball resembles a normal eyeball – of any size from dog's eye up to those of an ogre – with a trailing mass of nerves and muscle fibres. These tissues are animated and allow the eyeball to move, squishing along in a trail of clear juices. They are also capable of burrowing into flesh and digging out a cavity for the eyeball to rest in. This is the manner in which parasitic eyeballs are normally found; attached to another creature.

Parasitic eyeballs seek out living creatures with blind instinct. When they feel the touch of warm flesh the tendrils immediately latch on and begin digging. The tissues integrate themselves into

the host's nervous system, ensuring that removing the eye is every bit as traumatic as having one of your natural eyes put out. The eye itself settles into its new socket – which could be anywhere on a living creature – and draws an eyelid around itself from the surrounding flesh. The whole process takes about two minutes and is painful beyond imagining.

Of course there are some who choose to allow a parasitic eyeball to attach itself to them. Because the eyeball becomes part of the host's nervous system it can be seen through as if it was a normal eye, which can be an advantage if you have one on the back of your neck or in the palm of your hand (to enable safe peering around corners). Parasitic eyeballs can also bestow mystic powers on their host, although this is not a safe gamble by any measure.

Symbiosis: A host can benefit from only one parasitic eyeball per Hit Location. Multiple eyeballs can certainly install themselves on one Hit Location but the host only gains the benefits (or drawbacks) of the first one they gained on that location.

Granted Power: When a parasitic eyeball is bonded with a host it might grant the host a special ability. When a victim is claimed by a parasitic eyeball, roll on the following chart to see what power it grants:

D100 'Gift'

1-15	Nothing. Never mind, it could have been worse...
16-25	Bone Vision. The character with this 'gift' can only see animals as their skeletons, with some translucent outlines that hint at clothes and features. This imposes a -50% penalty on any skills that involve dealing with people in person.
26-35	Jealous Eye. The character can only see out of any parasitic eyes he has attached. His normal eyes cease to function unless and until the parasitic one is removed.
36-45	Evil Eye. Every day, one person that the character sees is cursed. They will automatically fail the next important roll they make. The character has no control over who is cursed in this way.
46-55	Eye of the Warlord. The eye can predict the trajectory of melee attacks with uncanny accuracy and grants +10% to the host's Evade skill.
56-65	Unsleeping Eye. The parasitic eye is awake and active even when the character is asleep. So long as it is uncovered it will immediately wake the host if something happens nearby that requires his attention
66-75	Keen Eye. The parasitic eye grants its host Night Vision and +20% to the Perception skill.
76-85	Kirlian Eye. The parasitic eye grants its host the Life Sense trait and +20% to Perception when trying to find living things.
86-90	Eye of Inhuman Sight. The host is aware of his surroundings at all times. He sees in all directions, even with his eyes closed or covered. He cannot be blinded. He can see perfectly in even pitch darkness and can even see through walls and other solid objects up to POW metres away. Unless characters take extraordinary measures to defeat his supernatural sight, he cannot fail a visual Perception test.
91-95	Eye of Blasting. Once per round, as a combat action, the host can unleash a blast of force that automatically hits, does 1D6 damage to a single Hit Location and forces the victim to make a Resistance test or be knocked flat on his back. This power emanates from the parasitic eye directly, so it must be uncovered and capable of seeing the target.
96-100	Chaos Glance. Once per Combat Round, a character with this power can glance at a single living thing he can see; that creature gains a random Chaos Feature for 1D4 minutes. The chaos glance is a free action. Games Masters should feel free to make up their own 'gifts' and either add to this table or replace it.



	Dice	Average	1D20	Hit Location	AP/HP
STR	1	1	1-20	Body	-/1
CON	1	1			
SIZ	1	1			
INT	1D6	4			
POW	1D6	4			
DEX	3D6	11			
CHA	1D6	4			

Combat Actions 2

Damage Modifier -

Magic Points 4

Movement 1m

Strike Rank +8

Typical Armour: Squish squish (none)

Traits: Granted Power, Symbiosis

Skills: Perception 20%, Persistence 10%, Resilience 10%, Stealth 30%

* A parasitic eyeball is not difficult to destroy. Just make sure you are wearing boots when you stamp on it...

VISION

The vision is a rare and unusual creature capable of choosing the appearance it presents to any observers. Nobody knows what they really look like – their bodies dissolve into white dust upon death – but beneath their illusory appearances they are roughly humanoid, genderless and their flesh is cool and smooth to the touch.



Visions tend to be anarchic and greedy, using their powers to play elaborate practical jokes on authority figures and help themselves to gold and jewellery. Unfortunately visions also seem to lack any empathy for other creatures and often leave a trail of casualties and chaos in their wake. Visions place a higher emphasis on the humour and 'poetry' of their actions than on any harmful consequences for others.

Visions are also hunted by those who know of their existence. The powder their bodies dissolve into is a potent reagent for creating magical items and potions with a focus on illusion and deception and a single vision can provide enough powder for many (1D10+10) uses.

Visage: A vision chooses what it looks like. Its appearance can be anything from human size up to that of a two-storey building and is perfect in almost every regard (-80% to Perception checks to notice any flaws or inconsistencies). The vision maintains this appearance subconsciously, even when asleep or otherwise unable to act. A vision can choose to become invisible or adopt a chameleon-like reproduction of the background if it desires; boost its Stealth skill by +50% when it does so.

A vision gains only the visual appearance of any disguise it chooses. It remains the same to all other senses, and coming into physical contact with it will reveal any major inconsistencies. For this reason visions usually keep to a humanoid form for 'everyday use' and wear normal clothes.



	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6	11	1-3	Right Leg	-/5
CON	3D6	11	4-6	Left Leg	-/5
SIZ	2D6+6	13	7-9	Abdomen	-/6
INT	3D6+6	17	10-12	Chest	-/7
POW	4D6	14	13-15	Right Arm	-/4
DEX	2D6+6	13	16-18	Left Arm	-/4
CHA	3D6+6	17	19-20	Head	-/5

Combat Actions	3
Damage Modifier	+0
Magic Points	14
Movement	8m
Strike Rank	+15

Typical Armour: None, or whatever is worn.

Traits: None.

Skills: Acrobatics 40%, Athletics 40%, Disguise 100%, Evade 40%, Influence 65%, Perception 50%, Persistence 50%, Resilience 50%, Stealth 100%
Magic: Visions can learn various forms of magic as normal, although they generally lack the discipline to amass any great skill or power.

Combat Styles

Illusion Combat (Hidden Claw and any trained weapon 60%)

Type	Size	Reach	Damage	AP/HP
Hidden Claw	M	M	1D4	As per Arm

*Because a vision's natural weapons are always concealed under some sort of illusion, blocking or dodging the hidden claw is at -30%.

THE IMMORTAL EYE OF HUN-TZI LAM

The stories are divided over who or what Hun-Tzi Lam actually was or why this huge floating monstrosity bears his name. The most common legend runs that Lam was a god (or giant) of unpleasant aspect and voyeuristic nature who was spying on a particularly attractive goddess as she bathed. The goddess (or her husband or her father) caught Lam looking where he should not have looked and tore his eye out by way of revenge. The goddess (or her husband or her father) cast the eye away and it landed in the world of men.

Unfortunately, the eye retained Hun-Tzi Lam's immortal vitality. Rather than die when separated from its original owner it merely adapted and became a life form in its own right. The eye is a gargantuan eyeball, bloodshot and ever-roving, some 20 feet in diameter, encased in thick, leathery flesh that constantly oozes a viscous fluid. This 'blood of the immortal eye' is noted for destroying the fertility of anything it touches. The upper and lower lids of the eye sport 'lashes' of prehensile tentacles. The surface of

the eye itself, although transparent, is rubbery and resistant to the blows of weapons.

The eye does not seem to have any agenda. It roams the world, leaving poison and destruction in its wake. When people realise it is coming, the simplest option is usually to just vacate the area until it gets bored and moves on.

It would take a group of true heroes to slay the immortal eye, if it can even be killed by mortals. Some scholars learned in the lore of monstrous beings worry about the possibility of other separated parts of Hun-Tzi Lam's anatomy, although none have yet surfaced.

Loathsome Secretions: Where the blood of the immortal eye lands, infertility follows. Anyone who comes into contact with the eye's flesh (which includes being hit by its tentacle strikes) or who wounds it with a melee weapon must make a Resistance test.

Failure means the character is no longer fertile. As a power of divine origin this curse even affects creatures of supernatural fertility such as broods, although it is possible that the act of another deity could overcome it.



The effects of the eye's loathsome secretions on the landscape are less severe. For some reason, plants are less susceptible to its corruption and the land will recover in a few years.

it will do nothing but watch, although it will stop watching to defend itself if attacked. If the distraction continues for more than 1 minute per point of the woman's CHA, the eye has a cumulative 10% chance per further minute of becoming bored and tearing the woman apart with its tentacles.

Voyeurism: The immortal eye of Hun-Tzi Lam is easily distracted by the sight of a naked woman. For as long as the nudity continues

	Dice	Average	1D20	Hit Location	AP/HP
STR	12D6	42	1-7	Main Body	12/40
CON	20D6	70	8-11	Eye Surface	12/20
SIZ	4D6+12	26	12-20	Tentacles*	12/40
INT	3D6+6	17			
POW	4D6+12	26			
DEX	5D6	18			
CHA	2D6	7			

*There are enough tentacles that their ability to attack is not impaired until they are all severed; that is, until this Hit Location's Hit Points are reduced to 0.

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+2D6
<i>Magic Points</i>	26
<i>Movement</i>	8m (naturally flies, can hover and rotate in place)
<i>Strike Rank</i>	+18

Typical Armour: Immortal Flesh (AP 12, no penalty)

Traits: Dark Sight, Life Sense, Loathsome Secretions, Formidable Natural Weapons, Night Sight, Regeneration (1D6 hit points per location, per round), Voyeurism

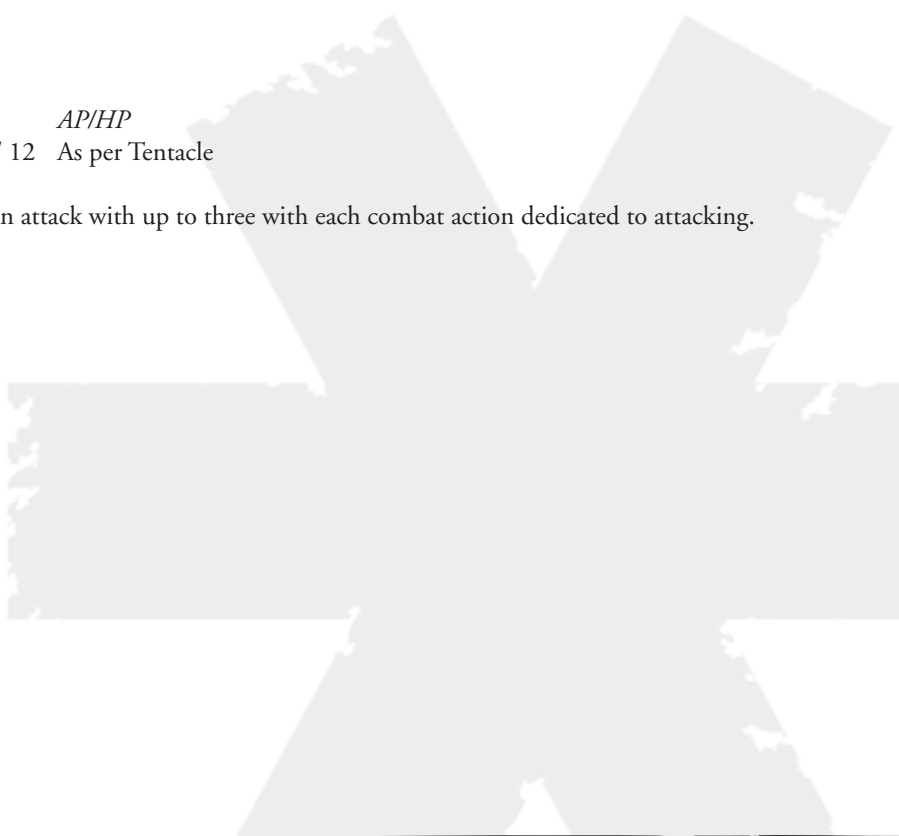
Skills: Perception 100%, Persistence 120%, Resilience 120%

Combat Styles

Tentacle 80%

Type	Size	Reach	Damage	AP/HP
Tentacle*	L	VL	3D6+1D12 / 12	As per Tentacle

*The tentacles can reach out to 8m, and the eye can attack with up to three with each combat action dedicated to attacking.



LEGENDARY SWORDS

By Carl Walmsley

There are certain swords which are so iconic as to almost define the very notion of a magical blade. From Arthur's Excalibur to Beowulf's Hrunting, they are the swords of kings and heroes. Presented here are histories and characteristics for some of the most famous of mythological swords. For each weapon, details are provided to allow the weapon to be used in a RuneQuest setting. If you are running a historically based campaign, some of these swords may be used directly – they may even slip between time or across worlds to come into the possession of your player characters. Alternatively, they may become the inspiration for new weapons, unique to the world in which you are currently adventuring.

Caladbolg

The sword of the Irish hero Fergus mac Roich, Caladbolg was reputed to have the power to slice through anything it struck. According to one legend, it cleaved through the tops of three hills with a single swing. A mighty great sword measuring almost six feet in length, Caladbolg leaves a trail of rainbow hued light whenever it is swung. The blade is also able to change length as required, enabling the wielder to strike foes that would normally be out of reach.

Caladbolg is an Exquisite Quality sword (+15% skill modifier), with the ability to alter the length of its blade with only a thought from the wielder. This enables a warrior using Caladbolg to strike up to three targets with a single attack, as long as they are all within 3 metres of where he is standing. This attack maybe Dodged or Parried in the usual way. Caladbolg's razor sharp edge can slice through armour, greatly reducing its efficacy. All attacks from this weapon ignore 2 AP when determining the amount of damage inflicted on a target.

Excalibur

Perhaps the most famous weapon in western mythology, Excalibur is the legendary sword of King Arthur. Over the centuries, the tales surrounding the nature and origin of the sword have become increasingly muddled. Where most legends agree is that the sword was presented to Arthur by the wizard Merlin. The king then carried the sword for a number of years, using its power to unite



the disparate tribes of Britain. When Arthur was mortally wounded in battle with his son (or nephew, in some tales), Mordred, he surrendered the sword to one his knights, Sir Bedivere, and it was returned to the Lady of the Lake. Excalibur was first and foremost a symbol of power and kingship. He who wields the sword commands respect from all who behold him. In addition, certain legends talk of Arthur's enemies being blinded whenever Excalibur was drawn due to a bright light that burned within the blade. The scabbard of Excalibur was also attributed miraculous powers, said to prevent the wielder's injuries from bleeding.

A weapon of Heroic Quality craftsmanship, Excalibur provides its wielder with a +25% skill modifier. In addition, it carries the Baleful (double damage), Parrying (+1 AP) and Swift (-10% penalty on attempts to Parry Excalibur) weapon effects.

The scabbard of Excalibur bestows 2 AP to all areas of the wielder's body. This unique protection may not be circumvented with a precise attack. In addition, because the scabbard prevents its wearer from suffering wounds that bleed, his limbs may not be severed. They may, unfortunately, still be crushed and maimed. If the character suffers a Major Wound, the amount of time he has before dying from shock and internal bleeding is twice as long as normal – in other words, equal to the character's CON+POW, rather than half this total. When Excalibur is drawn, it releases a shimmer of light. This may be used to illuminate an area in the same way as a torch or to dazzle enemies. If the latter effect is employed, all adversaries within 5 metres of the sword must pass a Resilience test or suffer a -20% penalty on all sight-based actions for 1D4 combat rounds. This includes Attacks, Dodges, Parries, and so forth. The wielder of Excalibur receives a +20% bonus on all Oratory and Influence tests due to the air of authority that the sword bestows upon him.

Hrunting

Hrunting was the magical sword given to Beowulf when he was about to go and fight Grendel's mother. The weapon was a gift of sorts from the coward, Unferth – a man lacking the courage needed to wield the sword himself. In the Anglo-Saxon warrior society in which the two men lived, the relinquishing of Hrunting was a shameful act. Legends describe Hrunting as an iron sword, the blade decorated in swirling patterns and tempered in blood. More than this the sword would respond to its wielder's need, increasing in power according to the difficulties he faced. However, when used against Grendel's mother, even the blade of Hrunting was insufficient to pierce her skin. Discovering another sword in the monster's lair, Beowulf was able to use this to defeat her.

In the act, this second sword's blade was melted by Grendel's mother's corrosive blood. This has led to speculation that Hrunting may possess an awareness of its own and was acting to protect itself. Hrunting is a Keen (+1 damage), Surpassing Quality longsword that ignores 1 AP when determining how much damage it inflicts with an attack. However, the skill bonus provided is not automatically +20%, as it would normally be for a Surpassing Quality item. Instead the sword responds to the circumstances in

which its wielder finds himself. At the start of each combat, the Games Master must determine how challenging a fight is likely to be and then award a skill bonus between +5% and +20%. In a simple combat that the character is likely to win easily, Hrunting will provide only a +5% bonus. In a deadly battle where the wielder will struggle to be victorious, the full +20% bonus would be provided.

Joyeuse

The sword of the legendary paladin, Charlemagne, was forged by the master smith, Galas, requiring three years to make. The sword's golden hilt is reputed to contain the tip of the 'Spear of Longinus' – the weapon that pierced the side of the crucified Christ. In so doing, the lance was dipped in holy blood and received some portion of the Lord's divine power. It was for this reason that the sword was named 'joyous'. In battle, Joyeuse is a terrifying weapon. Legends talk of it beheading a Saracen warrior with a single stroke.

The blade shimmers with holy power, changing the colour of the weapon some 30 times a day. Joyeuse is a Heroic Quality longsword (+25% skill modifier). It benefits from the Keen (+1 damage), Parrying (+1 AP), Penetrating (-10% penalty on Parry tests against Joyeuse) and Swift (-10% penalty on Dodge tests)

Weapon Effects: If the wielder of Joyeuse is a person of pure faith – a righteous holy warrior – the sword grants him immunity to fear (magical or otherwise) and a +20% bonus on any Resilience or Persistence tests he is required to make. In addition, the sword always inflicts maximum weapon damage (any Damage Modifier is rolled as normal). Due to its holy nature, Joyeuse will not inflict injuries upon the innocent or the righteous. Any character who tries to use it in such a way will find that the sword becomes too heavy to lift.

Kusanagi

Straddling both history and legend, Kusanagi is an enchanted sword from ancient Japan. It was originally discovered by the God, Susano-O-No-Mikito, inside one of the tails of an eight-headed monster that he had slain. Many years later the sword came into the possession of a skilful warrior called Yamato-Dake. Lured into a trap, Yamato-Dake would have burned to death within a blazing field had it not been for the sword. Initially he used the razor-sharp blade to cut a fire-break, providing a barrier against the approaching flames. As he did so, he discovered the sword's magical ability to control the wind, producing great gusts each time he swung the blade. Using the sword's power he threw back the flames, driving them towards the lord who had betrayed him, ensnaring him within his own fiery trap.

Kusanagi is a Heroic Quality (+25% Skill Modifier) war sword, imbued with two Keen Weapon Effects (+2 damage). The sword itself functions as a Rune of Air, and a character using the weapon may choose to become runetouched, gaining the usual benefits of the Air Rune. When making an attack with the blade, the wielder may elect to cast the spell Extinguish. This requires no extra actions but does use up 1 of the character's Magic Points. The



wielder may select between Magnitude 1 and 3 for the effect of the spell. Note that he still uses only a single Magic Point irrespective of the Magnitude chosen.

If the wielder of Kusanagi does not employ the Extinguish effect, he may elect to produce a fierce gust of wind instead. This takes effect in a 5 metre long, 90 degree arc in front of the character. Items with ENC 5 or less will automatically be blown back by this wind, travelling 1D6 metres directly away from the character. Creatures caught in the gust must pass a Brawn test or suffer the same fate. Attempting to resist this effect counts as one Reaction.

Shamshir-e Zomorrodnegar

Spoken of in Persian legend, Shamshir-e Zomorrodnegar (The emerald-studded sword) first belonged to King Solomon himself. According to legend, the sword was jealously guarded by Fulad-zereh – a monstrous, horn-headed demon. Fulad-zereh's mother had cast a spell upon him, making him immune to the touch of all weapons except Shamshir-e Zomorrodnegar. Accordingly he went to great lengths to keep the sword safe and hidden. It was said that wearing the sword provided great protection against harmful magic. In addition, wounds inflicted by the blade could only be healed through the administering of a special potion made from rare ingredients that included the brain of the demon, Fulad-zereh.

A Marvellous Quality scimitar, Shamshir-e Zomorrodnegar bestows a +15% Skill Modifier when wielded in combat. It also benefits from the Keen (+1 damage) and Swift (-10% penalty on attempts to Dodge attacks made with this weapon) Weapon effects. Wounds inflicted by this sword will not heal naturally. If magical healing is employed, there is only a 25% chance that it will take effect. The only guaranteed way to heal wounds caused by this sword is to drink a rare magical potion, the principal ingredient of which is a piece of brain from the demon, Fulad-zereh. Once imbibed, injuries inflicted by Shamshir-e Zomorrodnegar will heal instantly. When carrying Shamshir-e Zomorrodnegar, a character benefits from its protection against baleful magic. Any tests normally allowed to resist the effects of a spell may be re-rolled if failed. The character may select whichever of the rolls he chooses when determining the effects of the spell.

Tyrfing

Featuring in a series of Norse legends, Tyrfing was a powerful magical sword named for the God Tyr, whose domains included swordsmanship. Fing was an ancient word for fang; hence Tyr's fang – the sword of the ultimate swordsman. In the early tales of Tyrfing, it was Svafilami – Odin's grandson and king of the Garariki – who carried the blade. The sword was made for him by Dvalin and Durin when, according to the legend, the king trapped the two dwarfs after they ventured out of the rock where they lived. At Svafilami's command, the dwarfs forged a golden-hilted sword that would never miss a stroke, never rust and could cleave through iron and stone as easily as if it were parchment. The fashioned blade shimmered with the flames of the furnace in

which it had been tempered and the king was most pleased with the weapon that had been crafted for him. However, Dvalin and Durin had secretly placed a curse upon the blade, in revenge for their treatment at the hands of the king. Every time the sword was drawn it was compelled to kill a man. It was also destined to be the cause of three great evils.

Finally, the curse was deigned so that the sword would one day lead to the death of Svafilami himself. When Svafilami learned of the dwarfs curse, he tried to kill Dvalin but the dwarf fled back into his rock. In frustration, the king drove Tyrfing deep into the rock, but failed to slay his target. King Svafilami was eventually killed in battle with the berserker, Arngrim. The berserker took the sword as his prize and presented it to his son, Angantyr. The curse of Tyrfing had not ended, however and, in turn, it led to the death of Angantyr, his eleven brothers and to several other warriors who inherited the blade. There is a powerful enchantment upon Tyrfing which means that its aim will always be true.

If its wielder makes a skill test that would normally result in a miss, it is instead treated as a successful attack. Note that Tyrfing may still be Dodged or Parried, but that attempts to do so suffer a -10% penalty. Tyrfing need not be sharpened or cleaned: the enchantment placed upon the blade when it was forged means that its edge will never rust or dull. So sharp is the blade of Tyrfing that it ignores 5 AP when determining the damage inflicted with a blow. It also benefits from the Baleful Weapon Effect, doubling the damage a longsword would normally cause. Powerful as the sorceries upon the blade might be, there are none more potent than the curse woven into the magic by the angry dwarfs when they were forced to create the weapon against their will. Whenever Tyrfing is drawn, it may not be re-sheathed until it has taken the life of a sentient being. If the un-scabbarded weapon does not taste blood within one hour, it will compel its owner to take the life of the next person he sees. Only through sheer force of will (a Difficult (-20%) Persistence Test) may allow this compulsion be resisted from round to round once this time has elapsed.

Each time that Tyrfing is wielded in combat, there is a 1% chance that the second aspect of the curse will activate. This chance increases by a further 1% in each subsequent combat until the curse takes effect. Once this occurs, Tyrfing will turn mercilessly upon its owner. He will find it impossible to successfully strike an opponent with the weapon, regardless of his skill with a blade. Only if he passes a Nearly Impossible (-80%) Persistence test will he be able to relinquish Tyrfing and take up another weapon or retreat from combat. This test may be taken once each combat round.

The Will of Heaven

Le Loi was a Vietnamese king, famed for driving back the invading Chinese army. In his efforts to free his people, he carried a mystical blade that came into his possession in two steps. The jade hilt of the sword, Le Loi found in a banyan tree; the blade itself was recovered from a lake and later stumbled upon by the young hero.



The two pieces fitted together perfectly, forming a mighty weapon engraved with the words The Will of Heaven (or Heaven's Will).

According to some tales, the sword enabled Le Loi to grow immensely tall and was said to give him the strength of many men. More than this, the sword is associated with Le Loi's rightful sovereignty of Vietnam. The Will of Heaven is a Marvellous Quality weapon (+15% Skill Modifier). At will, the weapon enables its wielder to instantaneously increase his SIZ and STR

by between 1 and 10 points. This increase in SIZ and STR leads to a corresponding increase in Hit Points and Damage Modifier. Thanks to the magic of the sword, any clothing and armour worn by the character increases in size to accommodate his new stature. Opponents looking to hit the enlarged sword-wielder receive a +1% Skill Modifier for each point of increase in SIZ and STR. The wielder of this sword also benefits from an air of authority. This confers a +10% bonus on Influence tests.

Weapon	Size	Reach	Combat Manoeuvres	Damage	STR/DEX	ENC	AP/HP
Caladbolg	H	L	Bleed, Impale, Sunder	2D8	13/11	4	5/20
Excalibur	M	L	Bleed, Impale	2D8	9/7	2	5/14
Hrunting	M	L	Bleed, Impale	1D8+1	10/7	4	5/12
Joyeuse	M	L	Bleed, Impale	1D8+1	10/7	2	5/15
Kusanagi	M	L	Bleed, Impale	1D8+2	9/7	2	5/14
Shamshir-e Zomorrodnegar	M	L	Bleed, Impale	1D6+2	7/11	2	5/15
Tyrfing	M	L	Bleed, Impale	2D8	11/8	3	6/16
The Will of Heaven	M	L	Bleed, Impale	1D8	9/7	2	5/14



LESSER KNOWN FAUNA AND FLORA

By Carl Walmsley

Gas Bloater

Suspended on a cloud of hazy, foul-smelling mist, gas bloaters resemble swollen jellyfish with translucent purple skin. Drifting about in search of organic matter which they can digest and transform into gas, these tentacled monstrosities are the bane of all who reside near the swamps and marshes where they live.

Cushioned by the gas constantly emitted from the pores in their leathery skin, the movement of a gas bloater is entirely silent. Flaps and pouches on the underside of their bodies trap the buoyant gases, allowing them to glide along. By adjusting the rate at which gas is expelled, 'bloats' can shift between higher and lower altitudes. There are reports of them climbing high enough to glide over trees. When sneaking up on potential prey, they can hug the terrain, remaining only inches above the ground.

Voracious eaters, bloats can consume their own body weight in a single day – and a fully grown adult can weigh 100 kilos. Just about any organic matter will do, but bloats seem to favour animals over plants. At a pinch, they can live on an entirely vegetarian diet.

Moving with unparalleled stealth, gas bloaters will often try to surprise their victims. There is little they can do to hide their stink, however. The gas that allows them to move through the air reeks of decay. Amidst the stench of methane and other swamp gases, they are sometimes able to conceal their presence but even then it is difficult. Though not bright, bloats do possess an animal cunning and will always take advantage of the surrounding terrain. Added to this, they have a number of unique abilities. Whilst much of the gas produced by bloats is non-flammable, they can emit smaller pockets of explosive chemicals.

By producing a mild electrical charge in the tips of their tentacles, bloats can detonate these flammable pockets, producing a flash of phosphorescent light. This can disorientate and even blind prey, allowing a bloat to move in and ensnare victims with its tentacles. These slithering appendages are covered in thousands of tiny barbs, each loaded with paralyzing venom. Gas Bloaters reproduce asexually. In the depths of winter, they lay hundreds of eggs within the damp mud of swamps and bogs. These lie dormant until the temperature rises, the young finally emerging with a belch of gas that launches them into the air. Most bloats will never touch down again until the day they die.

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+3	14	1	Tentacle one	1/5
CON	3D6	11	2	Tentacle two	1/5
SIZ	2D6+6	13	3	Tentacle three	1/5
INT	7	7	4	Tentacle four	1/5
POW	2D6+3	10	5	Tentacle five	1/5
DEX	3D6+3	14	6	Tentacle six	1/5
			7	Tentacle seven	1/5
			8	Tentacle eight	1/5
			9-18	Body	1/9
			19-20	Head	1/6

Combat Actions 3 *Typical Armour:* Hide (AP 1, no skill penalty)

Damage Modifier +1D2

Magic Points 10 *Traits:* Gas Flare (1/minute), Poison (sting, see below for details of Gas Bloater Venom)

Movement 10m (flying only)

Strike Rank +14 *Skills:* Athletics 40%, Evade 40%, Perception 50%, Persistence 35%, Resilience 45%, Stealth 90%*

*Gas Bloaters receive a -40% penalty to stealth tests when not in a stinking bog or similarly foul-smelling location. This represents a victim's chance to smell a gas bloaters approach.

Combat Style
Tentacle 75%

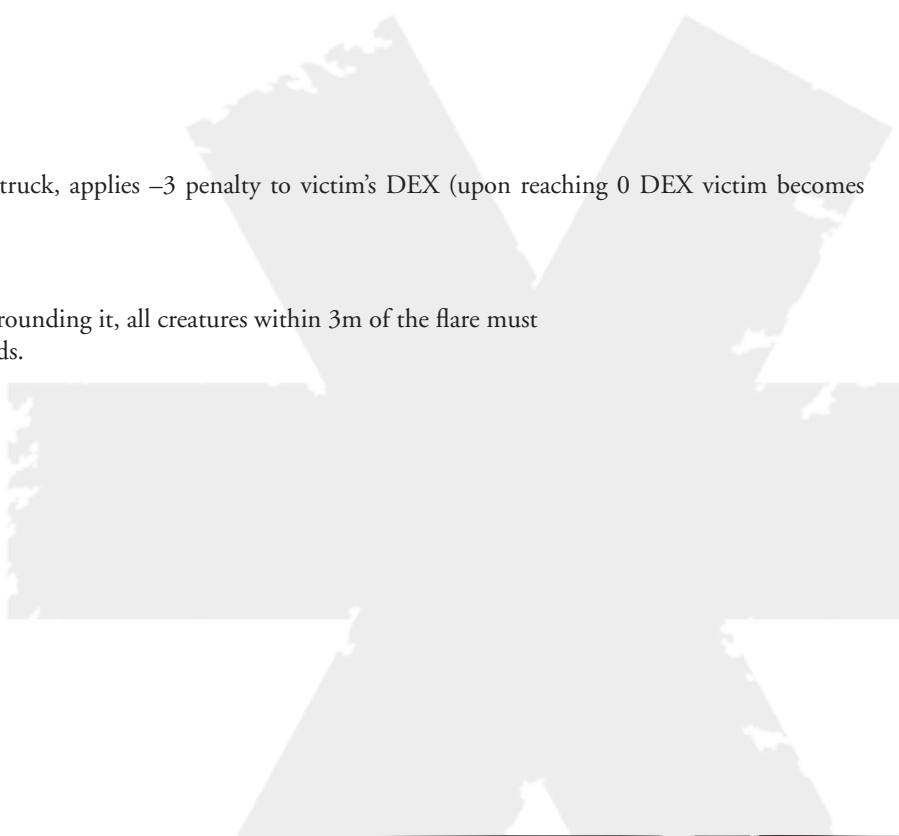
Type	Size	Reach	Damage	AP/HP
Tentacle	H	VL	1D6+1D2+poison	As per Tentacle

Gas Bloater Venom

Application: Smeard
Onset Time: Immediate
Duration: 2D10 minutes
Resistance: Resilience
Potency: 40
Conditions: 1D3 hit point damage to location struck, applies -3 penalty to victim's DEX (upon reaching 0 DEX victim becomes paralysed)

Gas Flare

When a gas bloater ignites a portion of the gas surrounding it, all creatures within 3m of the flare must make a Resilience test or be blinded for 1D4 rounds.



Rava

A Rava is a snake-spirit that manifests in the material world by occupying a serpent form made entirely of crystal. Under the influence of the spirit, the crystal becomes pliable, mimicking the naturally agile body of a snake. However, it remains transparent, giving the Rava the ability to blend in with its surroundings. Furthermore, when a Rava eats, the contents of its stomach are entirely visible. The crystalline form of a Rava is both expensive and difficult to make, and the method of fashioning one is a closely guarded secret, known only to those cults which revere snakes and reptiles.

Ravas are often used as protectors for high-ranking members of a cult or as guardians of sacred sites and temples. Ravas will only agree to serve mortals for so long, however; after a time – usually no more than a year – the spirit will expect to be freed or will take it upon itself to destroy its material form, which releases it. A Rava's bite is not venomous, but its fangs are crystal daggers capable of inflicting grievous injuries. A Rava is also able to constrict prey, crushing the life out of it. Whilst they have no need to eat, Ravas may choose to do so. This often proves an effective way of disposing of an enemy; within a Rava's stomach, a trapped creature suffocates and is slowly dissolved by carbolic acid, secreted from the gemstone gut. This process effectively dissolves organic matter, but can leave other substances rattling around inside a Rava's gut for some time.

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+6	17	1-6	Tail	5/5
CON	3D6	11	7-14	Body	5/7
SIZ	2D6+6	13	15-20	Head	5/5
INT	3D6	11			
POW	3D6+3	14			
DEX	4D6	14			
CHA	3D6	11			

Combat Actions 3 *Typical Armour:* 5 (crystal scales, no skill penalty)

Damage Modifier +1D2

Magic Points 14 *Traits:* None

Movement 8m

Strike Rank +13

Skills: Athletics 80%, Evade 60%, Perception 50%, Resilience 55%, Stealth 85%*, Swim 90%, Unarmed 60%

*A rava receives a -20% penalty to Stealth tests if it has a victim within its stomach.

Combat Styles

Unarmed 60%

Type	Size	Reach	Damage	AP/HP
Bite	S	M	1D6 +1D2	As per Head
Constrict	M	L	2D8 +1D2	As per Body

Corpse Flies

With a name like this, and a black, inch-long insectoid body, a corpse fly sounds like a creature to be avoided at all costs. However, contrary to popular opinion, these ferocious looking flies are actually the bane of undead rather than living creatures. Drawn to the stink of death, and the unique necrotic energy of the restless dead, corpse flies feast on the flesh of zombies and other undead.

A swarm of corpse flies can destroy a walking corpse as surely as a regiment of soldiers. A number of cults that make war upon the undead have learned about the usefulness of corpse flies and actively search for the larval young. Unfortunately, they are both difficult to find and dangerous to handle. The skills required to harvest corpse fly weevils, and the knowledge of the pools where they reside, can earn someone a good living. Growth from larval form to adult form takes about a month. Certain temples contain air-tight rooms where this process can take place under the watchful eye of trained 'weevilers'. When fully grown, a jar full of corpse flies may be handed over to a cultist who is anticipating a confrontation with the undead. He need simply smash a jar within 5m of a zombie or similar creature, for the flies to close in and attack.

Comδat

Individual corpse flies are too small to have characteristics, and attempts to engage them in battle are pointless. They can be destroyed with fire or driven off using smoke but most other attacks are useless. An undead creature attacked by one jar's worth of corpse flies suffers 1 hit point of damage to each location for 1D6+1 rounds. After this time, the flies dissipate. Any armour worn by the victim offers no protection against these burrowing insects' vicious bites. However, an undead creature with 3 or more AP on a location cannot be injured in that location by corpse fly bites.

Fire Stems

This rare plant flourishes in the most unpredictable of places; they have been known to spring up on dusty plains and in desert hollows, but are equally likely to be found within a swamp or sprouting from a shady forest floor. Whatever conditions govern the growth of fire stems, it is not the environment – at least not in any conventional sense. This peculiar distribution has led some alchemists to theorise that these plants feed on magic. Others speculate that they were created by a 'pyromancer' long ago, and others still that they come from another world. Fire stems consist of two distinct parts – the plant itself and the bright orange and red berries they produce every spring. The plant, if ingested, has a spicy flavour, reminiscent of chillies. The berries have a rich, tangy taste. Most animals find both too potent to eat, though there are exceptions; goats seem extremely fond of fire stems. When eaten individually, neither ingredient is noteworthy, but when consumed together the result is, quite literally, explosive.

A minute or so (2D6 rounds) after a creature eats a mixture of stems and berries, it develops a swollen stomach. Shortly after that (the following round), the creature begins to belch. As the gas leaves the creature's mouth, it bursts into flame. Most creatures find this extremely alarming. It is possible to aim a fiery belch at a target up to 3m away. The attack is considered to have a 50% chance of hitting. The target may attempt to avoid the attack with

an Evade roll. A creature struck by the flaming burp suffers 1D6+2 damage to a random location.

The consumption of a single fire stem results in 1D6 flaming burps, with each occurring in consecutive rounds. Plucked fire stems lose their potency after 1 day. This may be extended to two days with a successful Lore (Regional) test. A Lore (Regional) test with a -20% penalty successfully identifies a fire stem.

Glow Root

By day, the stems of glow roots curl up tightly, closing their lantern-like heads; as soon as night falls, they unfurl their leaves and emit a pale greenish glow, comparable in brightness to a candle. It is said that the light of a glow root has saved many a lost soul. Clusters of them line the paths and tracks through forests and plains in the quiet places of the world. Whether the plants were planted along such routes or the routes became popular because of the presence of the glow roots, few can say for certain. Whichever, traveller's blessing – as this root has come to be known – is a most useful plant. When plucked, a glow root continues to glow for up to an hour (1D6 x 10 minutes), providing the same illumination as a candle. A Lore (Regional) test is required to successfully identify a glow root. At night, this check receives a +40% bonus. A Lore (Regional) test with a -10% penalty enables a character to double the lifespan of a plucked glow root.

Viper's Tongue

These tall, reedy plants are notoriously difficult to find, and take root in only the most verdant soil. With a bitter taste, few animals will choose to eat them, though humanoids have learned that they possess a useful property. A creature that consumes a viper's tongue gains a +2 bonus to his Dexterity. This lasts for 3D6 minutes. At the end of this time, the character feels lethargic and confused (1 level of fatigue and a -2 penalty to Intelligence). The confusion lasts for 1D6 minutes. The fatigue may be recovered normally. A successful Lore (Regional) test identifies a Viper's Tongue plant.

LIVING MAGIC

by Carl Walmsley.

A magical object which has a will of its own is at once mysterious, dangerous and exciting. It cannot be relied upon simply to function in a mundane and predictable way – it becomes, in the truest sense of the word, magical.

Any sentient magical object will have been created with a particular goal in mind – it will have a *raison d'être*. Accordingly, it will encourage its owner to act in a certain way. This influence may be subtle or direct, guiding, aiding and possibly changing a character over time.

A Games Master looking to wrong-foot players who think they have seen it all before might consider making all magical items sentient. Doing so can make arcane objects as perilous and enigmatic as when players first began encountering them.

A Games Master should also feel free to add behavioural quirks to these items if it suits his purposes – they can be given as much personality as he wishes. Each item is a living thing, and its actions may be driven by desires as complex as those of any other creature. Imbuing magical items with a will of their own can act as a way to temper their power or to limit the abilities of advanced characters. Of course, these items will work equally well within a standard campaign, simply providing some unusual and memorable finds.

RESOLVE AND PURPOSE

Sentient Magical Objects are defined using two new characteristics, Resolve and Purpose.

Resolve represents an object's strength of will. The higher an item's Resolve, the greater its ability to manipulate and control a character who is using it. Purpose explains what an object's goals are – effectively how the object will try to make its owner behave, and the conditions under which it will seek to influence him. Each time a sentient object wishes to influence the thoughts or actions of its owner, an Opposed Skill test is made using the object's Resolve and the character's Persistence. This is referred to as a Resolve Test. Success for the object means that it forces the character to act in the way outlined in the object's Purpose. Failure means that the

character resists the influence of the object – at least for the time being – and can act as he chooses.

Sometimes, there are repercussions for resisting an object's desires. It may become increasingly difficult to resist subsequent manipulation or the object may seek to punish the character in some way.

The Book of Deceit

This ornate, leather bound tome is a collection of musings on the nature of deception. It contains practical advice on the telling of lies, amusing stories about infamous tricksters and jumbled anecdotes concerning cheats and swindlers. Some sections are nothing more than apparent gobbledygook: bare-faced lies for the perusal of the reader. The origin of the book is, perhaps unsurprisingly, enmeshed in a tangle of lies and half-truths. Some say the book wrote itself, others that each person who has owned it has added to the sum of its deceit.

A character who reads the book for four hours or more each day for a week begins to soak up the lies and deceit within. He has now established a bond with the book. He receives a +20% bonus on all Influence tests involving deception from this moment on, so long as he continues to read the book for at least one hour each day. If the character fails to read the book, he loses this bonus until he goes back to reading it again.

Resolve: 30

Purpose: Whenever the character has the opportunity to tell an important truth, the book will compel him to lie. Exactly what constitutes an important truth is left to the Games Master's discretion but the book will seek to make its owner deceive at least one person each day. A wise, if unscrupulous, character will seek to orchestrate situations where he might tell a few lies which will appease the book but will not cause him too much trouble. Of course, there should still be times when the character would rather not lie but will find the book trying to force him do so. If the character fails to tell at least one worthwhile lie in a day, the book

will become frustrated with him. The next time the character tries to tell someone an important truth, he will need to succeed at an Influence test (without the book's +20% bonus) or the person/people being told will be convinced the character is lying.

The book is always looking for the big lie: No your highness, I'm quite sure the uz army is not intending to invade; Of course, fellow adventurers, I'm sure that the dragon will let us pass. Should the owner of the book freely choose to tell a lie which has significant repercussions either for the adventuring party or for the campaign as a whole, he receives an immediate free improvement check for his Influence skill. The book approves of such devilish behaviour.

Cloak of Wanderlust

The wearer of this cloak is imbued with superhuman endurance, and the ability to run faster and jump further than he would ever have imagined. The cloak doubles a character's Movement and allows him to ignore two levels of Fatigue. He should also add a +20% bonus to all Acrobatics and Athletics tests involving running or jumping.

Resolve: 35

Purpose: Wherever the cloak comes from, it seems to have been created to facilitate travel. As a result, it can become extremely impatient if forced to remain in the same place for any length of time.

If the wearer of the cloak tries to spend more than a single night in the same location, the cloak will seek to persuade him to move on. Unless the character can succeed at a Resolve Test, he is forced to move at least 16 kilometres from the location where he previously rested. Note that a character who fails this Resolve Test must travel ten miles even if he then immediately takes the cloak off.

The character may elect to take the cloak off before he has spent 24 hours in a location, and this will prevent the garment from seeking to influence him. He will, of course, lose the use of its powers whilst he is not wearing it. Perhaps more significantly, when the character next dons the cloak he must make an immediate Resolve Test or be compelled to move at least ten miles away before he next stops to rest. In this instance, the cloak receives a +5% bonus to its Resolve for each day that it has not been worn.

The Maestro's Blade

This elegant, basket-hilted rapier is an enticing find for any duellist. Whilst fighting with this blade, the wielder receives a +10% bonus on sword Combat Styles tests and his Strike Rank is increased by 3. In addition, the wielder receives one bonus Combat Action each combat round which may only be used to try to parry an attack. The blade has 12 HP and AP 6.

Resolve: 25

Purpose: The Maestro's Blade was created with only one thing in mind – duelling. It is aware of this fact and will try to coerce its wielder into engaging in single combat.

If the wielder is ever challenged to single combat – be it a formal duel, a confrontation during a larger battle or any other type of contest – the wielder must succeed at a Resolve Test or accept the challenge.

If the challenge is taken up, the character will not willingly accept help from others until it is over. The blade will reward the character's courage and bestow a +3 bonus on either his STR or DEX: the wielder is free to choose which characteristic is increased. This bonus lasts until the end of the challenge. If the character succeeds at the Resolve Test, he may resist the will of the blade and act however he chooses. However, the blade will be disappointed if its wielder chooses not to accept a challenge. In response, the next time the character is challenged it will exert more of a pressure on him to accept. The blade's Resolve receives a +10 bonus for the next test. Further failures to accept challenges add additional bonuses.

For example: Keros, current wielder of The Maestro's Blade, is told of a competition organised by a local nobleman to find the area's finest swordsman. The blade compels him to enter. A week ago, Keros refused to fight a duel and a few days before that he relied upon the help of a friend during a battle where an Uz issued him with a direct challenge. The blade therefore receives a +20 bonus to its Resolve, giving it 45 for the purposes of this test. If Keros succeeds in the test, and elects not to enter the competition, the next time that the blade tries to coerce him, it will have 55 Resolve.

Amulet of Adoration

Mounted in a heavy platinum casing, affixed to a linked chain of gold, this egg-sized ruby amulet catches the eye of any who see it. In fact, the wearer almost shines with an enigmatic charm that draws the adulation of the masses. So long as the amulet is visibly worn, the wearer receives a +2 bonus to his Charisma and may receive a bonus on skill tests aimed at entertaining or persuading a crowd of people.

Resolve: 40

Purpose: The Amulet of Adoration was created to garner the praise and admiration of others. It passes on to its wearer the need to seek adulation and approval. Whenever the wearer has an opportunity to 'show off' in front of a dozen or more willing spectators, he will feel compelled to do so. He must succeed with a Resolve Test or succumb to the compulsion. If the character successfully entertains or in some way sways a group of people, he feels elated and the amulet rewards him. Depending upon the number of people moved by his actions, the character receives a bonus on all related skill tests for the next 24 hours:



Number of people influenced on skill tests	Bonus
11 or fewer	No bonus
12 to 25	+5%
26 to 50	+10%
51 to 100	+15%
101 to 500	+20%
501 or more	+25%

The sorts of skills and actions which can benefit from the power of the amulet include:

- Dance
- Play Instrument
- Sing
- Oratory

If the amulet finds that its owner is not outgoing enough, it will deprive him of the Charisma bonus until such time as he performs for a crowd of 26 or more people. The Amulet of Adoration is happy so long as its owner entertains a group of at least 12 people once in each week.

Revenant's Blade

This sentient dagger has absolutely no concept of mercy or fair play – and expects its owner to share its outlook. The blade bestows a +10% bonus on Stealth skill tests. It also confers a +5% bonus to Dagger skill tests and inflicts double weapon damage (2D4+2) on targets who are unaware of the wielder's presence.

Resolve: 50

Purpose: The Revenant's Blade was created to facilitate perfect assassinations. Accordingly, once the blade has drawn someone's blood, it expects to end their life. Attacks against a target that has been wounded by the blade receive an additional +10% bonus. However, attacks made against any target other than the one already wounded by the blade inflict no damage at all – the blade completely loses its edge, and may not even be used to bludgeon someone. The blade expects to take the life of an unsuspecting victim at least once each month – this, after all, is what it was created for. Should it fail to be used in this way, it loses all of its abilities and does not regain them until used to assassinate someone.

Tactician's Robes

These simple yet finely crafted robes have been worn by a succession of great military leaders. They have aided a succession of owners to plan both decisive military campaigns and brilliant defences.

Resolve: 20

Purpose: Upon donning these robes, a character finds that his wits are sharpened and his grasp of military tactics is greatly enhanced. The wearer receives a +20% bonus to his Lore (Military Tactics) skill tests. Note that a character must have this skill in order to benefit from wearing the robes. Beyond the bonus on skill tests,

the character is able to devise plans which no-one else would think of, often giving those fighting under his command the upper hand. Assuming that the wearer of the robes has time to evaluate the situation – the terrain, weather, forces and so on – where a conflict will occur, he is able to devise a stratagem that will increase the odds of his side acquiring victory. In order to devise such a plan, he must succeed with a Lore (Military Tactics) test.

The Games Master may modify this test according to the situation. For instance, it is easier to devise a Defensive Formation plan (see below) in an area of rocky terrain (+20% bonus) than it is on a plain (-20%). There must be a minimum of 20 fighters under the command of the wearer of the robes in order for him to be able to devise an appropriate plan. Assuming that this is the case, the wearer may employ one of the following strategies:

Ambush – The wearer of the robes determines the best place for his forces to hide, bestowing a +20% bonus on all skill tests to avoid detection before the battle starts.

Defensive Formation – The tactician arranges his forces to take advantage of cover and terrain, making it harder for the enemy to engage them. For the first combat round, his fighters gain a +10% bonus on all Evade and Parry tests.

Attacking Formation – The fighters on the robe wearer's side receive a +2 bonus to their Strike Rank for the first round of combat.

Steady Aim – Characters firing missile weapons at the enemy as they approach receive a 10% bonus on their first attack.

The Games Master must determine whether a specific strategy is appropriate given the situation in which a fight will occur. For instance, trying to organise an ambush on open grassland may be impossible – there are limits to the ability of the robes to inspire a cunning strategy.

Note also that these descriptions are necessarily vague – Games Masters may tailor them to specific situations, especially if a map of the battlefield is being used. If the wearer of the robes does not use their power to devise a purposeful strategy at least once each month, they begin trying to convince him that he should go to war. A successful Resolve Test is required each week or the character is compelled to seek a position of command that will lead him quickly into battle.

Helm of Lordly Bearing

This impressive knightly helm is forged from the finest steel, the face plate fashioned into the likeness of a roaring lion. It instils fear and respect in all who see it.

Resolve: 40

Purpose: This magnificent helm was crafted to be worn by great leaders of men – champions who inspire loyalty in their men and fear in their enemies. The helm bestows great self-belief upon whoever wears it – along with a huge dose of arrogance. The helm

provides 5 AP to the wearer's head. When the face plate is up, the helm bestows a +10% bonus on all Influence and Oratory tests. When the plate is down, the wearer receives a +10% bonus on Intimidate tests. When dealing with nobles and those of rank - important dignitaries, wealthy merchants and the like - the wearer of the helm may be as charming and ingratiating as he pleases. When dealing with commoners - especially those near the bottom of the heap - the wearer of the helm may find himself compelled to act in an arrogant and condescending way.

Whenever a character wearing the helm interacts with a commoner for the first time, he must pass a Resolve Test or be forced to treat the commoner with disdain. As far as the wearer is concerned, the character is beneath him and would do damn well to remember it! However, each day that the wearer comes into contact with that particular commoner, he may make a new Resolve Test to try to shake off the compulsion to act in this way. If the wearer passes the test, he is then free to act as he chooses with regard to that individual.

The Storm-Forged Axe: Reaver's Joy

According to legend, the artificer who forged this axe summoned a dozen bolts of lightning to heat the ore. The pale steel of the two blades is traced with lines of blue sparks - fragments of the lightning strikes, trapped forever within the metal. The haft of the axe is carved from the thigh bone of a giant and engraved with runes that call upon his strength whenever the weapon is swung in anger.

Resolve: 35

Purpose: Reaver's Joy is an object of pure destructive power. It revels in conquest and slaughter and seeks to find use in the hands of a true warrior. When wielded by a character who has a Strength of 16 or higher, Reaver's Joy inflicts 2D8 base damage. A character with less than 16 Strength may not even lift the weapon unless he passes a Resolve Test; even then, it inflicts only 1D8 damage if used in an attack. If the character wielding The Storm-Forged Axe has the Axe skill at 55% or higher, he receives a +10% bonus when attacking. Characters with an Axe skill lower than this receive no bonus. The owner of the axe - irrespective of whether he is currently holding the weapon - will feel compelled to answer any challenge or insult with an instant and violent reply. A Resolve Test is required to resist the urge to do so.

Reaver's Joy is happiest when in the thick of battle. Each time it is used to kill a worthy enemy (this would not include helpless targets or those which offer no real challenge), the axe becomes suffused with energy. This increases the wielder's Damage Modifier by one step - from 1D4 to 1D6, for example. This energy dissipates quickly, however, encouraging the wielder to strike down more



foes if he wishes to benefit from it. The damage bonus lasts for a number of combat rounds equal to the amount of damage inflicted by a killing blow. Killing multiple enemies may result in a maximum of three increases to the wielder's Damage Modifier.

Fealdin, wielding Reaver's Joy, strikes an opponent for 11 points of damage, all but cleaving him in twain. The warrior feels a surge of approval from the weapon which becomes charged with energy. His Damage Modifier increases by one step, and will remain this way for 11 combat rounds.

In his next action, Fealdin smites another enemy for 13 damage, which is enough to kill him. The axe continues to revel in its owner's slaughter, bestowing a further increase to his Damage Modifier. This increase will last for 13 combat rounds. Theoretically, if he strikes down another foe quickly enough, Fealdin could benefit from a third (maximum) boost to his Damage Modifier

LOCK AND WARD

by Carl Walmsley.

INTRODUCTION

Thievery is an integral part of any fantasy world – and is central to just about every quest. Whether picking locks, disarming traps or sneaking past wary guardians, the rogue's talents are vital to the success of many adventuring escapades. Was there ever an adventuring party that did not seek to acquire something that was not freely given? In a world where thieves can call upon not just expert training but also spells and magical items in their hunt for ill-gotten gains, only the most cunning and devious devices will stand a chance of thwarting their efforts.

Show me the money

It is a staple of fantasy adventures that items of treasure and enchanted objects are hidden away in tombs, dungeons and long forgotten ruins. The pursuit and protection of such riches has been handled many times, in many different tomes. However, it is foolish to believe that the majority of the world's wealth would be secreted away: it is the living rather than the dead who will have most use for it. This wealth – stored in homes, warehouses, temples and shops – would need to be very well protected. Only a fool would assume that a locked door will deter a thief armed with all manner of magical enhancements. What is more, traps and security measures that work in an isolated crypt are entirely unsuitable for a house or shop: you cannot flatten, eviscerate or fry the people who live or work on the premises just because they accidentally enter a room or step on the wrong flagstone! There is a big market for security measures that are designed to work in and around everyday life – and if you think that means they are any less challenging then you are in for a shock!

Counter Measures

A key feature of the security measures in this article will be the steps that can be taken to circumvent them. No trap is perfect; no lock or safe uncrackable. The inclusion of Counter Measures provides all sorts of opportunities for thieves to master their trade

and for players to have fun acquiring the knowledge and tools they need to get the job done. Where better to acquire this information than a Thieves' Guild?

INGENIOUS INVENTIONS

There are master craftsmen with such a knowledge of gears and cogs, metal and crystal, that they are able to fashion the most remarkable devices. Often resembling mundane items that most intruders fail to notice, they can possess clockwork innards and tiny moving parts so perfectly wrought that they seem almost to come alive. Thieves and adventurers searching homes, shops and buildings must quickly realise that an innocent seeming room may actually contain a host of hidden obstacles.

Clockwork Spider

Hidden away during the day, out of sight and out of mind, a clockwork spider emerges only at night, ready to protect its owner's premises. Crafted from metal and gemstone gears, encased within a carapace of steel, these arachnid-like machines may only be crafted by the most skilful of artisans. Just like its namesake, a clockwork spider may spin a web of fine silk. This it does each night when it first emerges, stringing tiny almost invisible trip-wires across the doorways of whatever room it has been assigned to protect. It can then hide itself away, its tiny limbs fastened to lines of silk that can detect even the tiniest vibration in the trip-wires. Should a trip-wire be disturbed, a spider automaton may react in one of two ways depending upon the instructions it has received from its owner. The machine may retreat from the room and summon help, awakening guards or the owner of the premises.

Alternatively, it may attack. Though small, a spider automaton can deliver a venomous bite via the hollow metal stinger built into its abdomen. This may be loaded with whatever poison the owner desires, but the most common choice is a long-lived concoction known as delirium serum.

	Dice	Average	1D20	Hit Location	AP/HP
STR	1D6+3	7	1	Right Fourth Leg	3/3
CON	10	10	2	Left Fourth Leg	3/3
SIZ	3	3	3	Right Third Leg	3/3
INT	3	3	4	Left Third Leg	3/3
POW	7	7	5-11	Abdomen	3/5
DEX	1D6+12	16	12	Right Second Leg	3/3
			13	Left Second Leg	3/3
			14	Right First Leg	3/3
			15	Left First Leg	3/3
			16-19	Thorax	3/3
			20	Head	3/3

Combat Actions 2

Damage Modifier -1D6

Magic Points 7

Movement 8m

Strike Rank +11

Typical Armour: Steel Shell (AP 3, no Skill Penalty)

Traits: Dark Sight, Disease immunity, Poison Immunity, Wall Walking

Skills: Athletics 60%, Perception 70%, Resilience 40%

Combat Style

Unarmed 50%

Weapons

Type	Size	Reach	Damage	AP/HP
Sting	S	T	1D4 + poison	As per Head

Delerium Serum

Application: Ingested or smeared

Onset: 1 Combat Round

Duration: 2D10 minutes

Potency: 55

Conditions: Delerium (Special):1 point of damage to location struck, applies a -8 penalty to victim's DEX and INT (upon reaching 0 DEX or INT victim falls unconscious)

Constructing a spider automaton is difficult, requiring the use of several different Craft Skills. Of course, several characters may collaborate, each lending their expertise to a particular step in the process. The first stage of construction requires a successful Craft (Blacksmith) roll with a -20% Skill Modifier. This forges the sturdy outer shell and limbs. Failure at this stage costs 50 SP in wasted materials. Each roll at this stage takes 25 hours of work. The second stage requires a successful Craft (Jeweller) roll to shape the quartz and soft metal gears and cogs. Failure of this roll does not damage the shell created in stage one but does cost 100 SP in wasted materials. Each roll at this stage requires 30 hours of work. The final stage represents assembly of the finished spider. A Mechanisms roll with a -30% Skill Modifier achieves this. A fumble damages the unassembled parts beyond repair and the construction must begin anew. A normal failure merely means that the artisan must continue his work. Each roll at this stage takes 20 hours of work. The base cost of constructing a clockwork spider is 1,000 SP.

COUNTER MEASURES

Effective night watchmen though they are, clockwork spiders do have a few weaknesses. Firstly, the trip-wires that they use to sense intruders are reflective. A thief who shines a light directly towards one will see it glinting if he succeeds at a Perception roll with a +20% bonus. In addition, clockwork spiders only react if one of their lines is disturbed – they do not spring into action simply upon seeing an intruder. This precaution allows a resident of guarded premises to step safely over the trip-wires if he needs to enter a room for any reason after dark. Because of this, a wary thief may evade the trip-wires and he will be able to walk past the spider unopposed. In dark conditions, noticing a trip-wire requires a Perception roll with a -40% penalty.

Creakboards

Designed to fit unnoticed amongst normal floorboards, creakboards are touch sensitive slabs that will groan loudly if even the tiniest amount of pressure is placed upon them. Creakboards



come in various shapes and sizes and can therefore be fitted within any building that has wooden floorboards. The amount of pressure required to trigger a creakboard is equal to around 3 pounds – or the footfall of an adult domestic cat. It does not matter how gently pressure is applied to a creakboard – if it rises to 3 pounds or more, the board emits a loud groan. Any creature that is inside the room when a creakboard is triggered will automatically hear it. Even if the creature is asleep at the time, the noise is so loud that it will automatically be woken up. Any other creatures inside the building when it is triggered must pass a Very Easy (+60%) Perception Roll to detect the sound. Every closed door between the creature’s location and the room where the creakboard is located imposes a -10% penalty. In addition, if the creature is asleep at the time the creakboard is triggered, a further -20% penalty is applied.

For example: *A careless thief treads on a creakboard in the entrance hall to Lord Maric’s manor, activating it. A sleeping watchman seated at the end of the hall is automatically roused by the noise. Lord Maric, asleep in his bedroom upstairs, has three closed doors between him and the creakboard. He must therefore pass a Perception roll with a +10% modifier (+60% - 30% for the doors and 20% for being asleep).*

When not required, a creakboard may be deactivated via the use of a hidden lever. This raises a muffling pad stored beneath the board so that it will not emit any unusual sounds when trodden on. The cost of purchasing and installing a creakboard is 300 SP.

COUNTER MEASURES

Some thieves use a trained rat to detect the presence of creakboards. The rodents are trained to scurry out across the floor, using a surprisingly methodical system to cover all areas of the room in search of creakboards. Whilst the rodent’s tiny footsteps are not heavy enough to fully activate a creakboard, they will elicit a tiny groan which is just about audible. Any creature in the same room as a creakboard when a rat runs over it must pass a Perception roll in order to hear the quiet creak. A trained rat – referred to affectionately by the thieves who use them as creakers – can search one square metre of floor each Combat Round. A ‘creaker’ costs 50 SP to buy.

An alternative method of locating creakboards is to use a device resembling a yo-yo, called a rolling snitch. These detection devices can be reeled out across the floor to reveal any creakboards. A rolling snitch touches a board even more lightly than does a ‘creaker’. Hearing a creakboard triggered by a rolling snitch requires a Perception Roll with a -10% modifier. A rolling snitch can be used to check one square metre of floor every Combat Round. Purchasing a rolling snitch costs 20 SP.

Perhaps the most reliable way to circumvent a creakboard is to locate and use the deactivation lever. The artisans who install these devices are careful to keep secret the locations where they have been installed. Nevertheless, such information can sometimes be acquired through appropriate contacts or some form of coercion. Searching a room in order to locate a deactivation lever is extremely difficult. A successful Perception Roll with a -60% penalty is required. Each attempt to find a lever takes 10 Rounds.

DECONSTRUCTIBLES

A key feature of any security measure to be employed in a home, shop or such like is the ability to go unnoticed. With this in mind, the sorcerer-craftsman Jerops designed the first of his deconstructibles. Each of these guardian constructs is able to assume the appearance of an everyday object and thereby avoid drawing attention to itself. The most common choices are chairs and tables but deconstructibles can be crafted to resemble large metal mirrors, fireplaces or any other item that the craftsman has the skill to imitate. To all intents and purposes, a deconstructible spends most of its life fulfilling the role of whatever piece of furniture it resembles. However, given a specific circumstance, it alters its shape as hidden gears and levers come alive, transforming it into its guardian form. Jerops himself designed most of his creations to metamorphose into predatory creatures such as wolves or cats. Since other craftsmen have taken up and modified his designs, it is conceivable that a deconstructible might take on the form of any animal – even a humanoid.

In appearance, these constructs resemble blocky, angular versions of the creatures they are based upon, often with tell-tale signs of the everyday items they spend most of their time disguised as. Each deconstructible may be given a single, simple instruction which dictates the situation in which it will come alive. A command such as attack anyone who removes this painting from the wall or immobilize anyone who enters this room are examples of the sort of instruction that will work. As a safety precaution, all deconstructibles are built with a deactivation word. If this is spoken directly to the construct, it will ignore the activation instructions that it has been given for 10 minutes. After this time, the instructions become active once more. The most common type of deconstructible is fashioned from wood, though there are also examples that have been made from metal, marble and even glass.

Presented below are the typical characteristics of a small (chair-sized) and a large (table-sized) deconstructible. These base characteristics should be modified according to the material used to craft the construct.

Material	Modifiers
Wood	None
Iron	+2 HP on each hit location, 3 AP, Damage from strike increased by one step*
Steel	+3 HP on each hit location, 4 AP, Damage from strike increased by one step*
Marble	-1HP on each location, 4 AP
Glass	-2 HP on each location, 1 AP, Damage increased by two steps*

*For each damage step increase, a D6 becomes a D8, a D8 a D10, and so on.



Small Deconstructible

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+3	10	1-2	Right Hind Leg	2/4
CON	10	10	3-4	Left Hind Leg	2/4
SIZ	1D6+3	7	5-7	Hindquarters	2/5
INT	1	1	8-10	Forequarters	2/5
POW	1	1	11-13	Right Front Leg	2/4
DEX	3D6	11	14-16	Left Front Leg	2/4
			17-20	Head	2/4

Combat Actions 2 *Typical Armour:* Natural 'Hide' (AP 2, no Armour Penalty)
Damage Modifier -1D2
Magic Points 1 *Traits:* Disease immunity, Poison Immunity
Movement 8m
Strike Rank +7 *Skills:* Perception 44%, Resilience 35%

Combat Style
 Unarmed 50%

Weapons

Type	Size	Reach	Damage	AP/HP
Strike	S	M	1D6 - 1D2	As per Leg

Large Deconstructible

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+6	17	1-2	Right Hind Leg	2/5
CON	10	10	3-4	Left Hind Leg	2/5
SIZ	3D6	11	5-7	Hindquarters	2/6
INT	1	1	8-10	Forequarters	2/6
POW	1	1	11-13	Right Front Leg	2/5
DEX	3D6+6	17	14-16	Left Front Leg	2/5
			17-20	Head	2/5

Combat Actions 2 *Typical Armour:* Natural 'Hide' (AP 2, no Armour Penalty)
Damage Modifier +1D2
Magic Points 1 *Traits:* Disease immunity, Poison Immunity
Movement 8m
Strike Rank +10 *Skills:* Perception 44%, Resilience 35%

Combat Styles
 Unarmed 60%

Weapons

Type	Size	Reach	Damage	AP/HP
Strike	M	M	2D6 + 1D2	

A small Deconstructible costs 1,500 SP. A large Deconstructible costs 2,500 SP. Using Iron as the building material increases the cost by 10%. Using steel adds 20%. Using either marble or glass adds 50%.



Echochamber

Installing an echochamber inside a building is neither cheap nor easy – however, it does present unwanted intruders with a significant obstacle. An echochamber is carefully designed and constructed so as to capture and amplify any sounds made within the confines of its walls. What is more, thanks to retractable and re-alignable panels built into the walls, this effect can be entirely nullified, allowing the room to be used normally. When the panels are aligned to amplify – it takes a single round to pull a lever that can switch the room between its two states – an echochamber magnifies every sound twenty-fold: a sneeze becomes a roar, a footstep an earthquake and the click of an opening lock a resonating rumble. However, thanks to the unique design of such a room and the ways that sounds are funnelled in or out, noises made even a few centimetres outside the chamber are in no way magnified. The most common application of an echochamber is as an ante-room to a space where something valuable is stored. A nobleman wishing to safeguard his riches might place an echochamber outside his underground vault for instance or a man fearful for his life might build one outside his bedroom. Attempting to do anything quietly whilst inside an echochamber is extremely difficult. Even the sound of breathing becomes like the screaming of a gale. For every potentially noisy action the character takes, he must pass an Opposed Stealth vs. Perception Roll against any creatures within earshot. Because of the properties of the chamber, the character's result on the skill roll dice is doubled!

For example: *Killick the thief whispers an instruction to his companion as the two of them are sneaking through an echochamber. There is a guard next door who might overhear their conversation, so an Opposed Roll is required. The guard has Perception 40% and rolls a 37 – a normal success.*

Killick has Stealth 55%. His player rolls a 34. Normally, this would be a success but the result is doubled inside the chamber, giving 68. Killick fails the roll and his amplified whisper is heard. Noisy actions such as knocking over an object, running or engaging in combat are amplified to such a degree that everyone within a building will automatically hear them. Building an echochamber costs 100 SP per cubic metre of room.

COUNTERMEASURES

Perhaps an echochamber's main weakness is the fact that it can be deactivated by the use of a lever. Consequently, such a device is usually concealed, requiring a successful Perception roll to locate it. Additionally, the lever is usually located 'beyond' the chamber. For example, a museum safeguarding its exhibits would place the lever on the far side of an echochamber lobby, making it that much more difficult to reach without making a noise – personnel opening up in the morning will not be too worried about booming footsteps when they first enter the building, whereas a thief obviously would.

A few thieves have taken to wearing specially designed footwear which allows them to dampen the sound of their footsteps. Known as muffers, these padded shoes provide a +20% bonus on Stealth

Rolls. Unfortunately, muffers are not suitable for general wear as the padded material provides very little grip on flat or polished surfaces (-20% to climbing and jumping Athletics rolls). They are also difficult to run in, limiting movement to walking pace.

A pair of muffers costs 25 SP.

A second device that may prove useful when encountering an echochamber is a thieves' muzzle.

Worn over the mouth and nose like a mask, it serves the dual purpose of disguising the wearer and silencing his breathing. Equipped in this way, a skilful thief has at least a chance to pass through an echochamber undetected.

A thieves' muzzle cost 35 SP



Sealing Room

Another security measure requiring major renovation – but offering excellent protection – is a sealing room. When activated all exits from this chamber can be entirely closed off and, depending on the design, bellows may then be used to suck oxygen out of the room or to pump it full of gas. Sealed rooms are almost always located within the centre of buildings as the inclusion of windows in such a room would present anyone who becomes trapped with an obvious a means of escape. The activation method for a sealing



room can be either a trip-wire or a pressure pad. Typically, these are located some way inside the room. A trip-wire is slightly easier to spot but is a cheaper option than a pressure pad.

Noticing a trip-wire requires a successful Perception Roll. Detecting the presence of a pressure pad requires a Perception Roll with a -20% penalty. Once triggered, the doors to a sealing room slam shut almost instantly. A character who is located just inside the doorway who succeeds with an Evade roll may leap back outside the room before it is sealed. If fitted with extraction bellows, a sealing room will immediately begin to empty of air once it has been sealed. This takes a number of Combat Rounds equal to the volume of the room, measured in cubic metres.

Lysan triggers a sealing room and has no time to escape before the doors slam closed. He hears the hissing of air being drawn out of the chamber. Glancing round, he estimates the size of the room – 4 metres along each wall and 3 metres high. He therefore has 48 rounds (4x4x3) or just under 5 minutes, before the room empties of air.

An alternative to emptying a room of air is to pump it full of gas. A substance known as Drowse Wind is most often used: this renders unconscious any thieves trapped inside the room.

DROUSE Wind

Application: Inhaled

Onset: 1D6 rounds

Duration: 4D10 minutes

Potency: 58

Conditions: Victim falls asleep

As mentioned earlier, sealing rooms are typically built inside interior rooms and tend to be surrounded by solid stone. This usually means that the doors are the most vulnerable areas when it comes to those inside trying to find a way out. Accordingly, the doors are constructed of sturdy metal (10 AP, 60 HP), making them difficult to break down. Note that the door must suffer a full 30 points of damage before even the smallest of holes is made. Once activated, a sealing room can only be opened from the outside using a hidden pulley, which reverses any changes in the air content within the chamber and then releases the doors. Pumping air back into a room takes three rounds. Sucking out Slumber Wind Gas takes one round for each cubic meter of room. The cost of building a sealing room is equal to 50 SP per cubic metre of space within it, plus 400 SP. If the room is triggered by a pressure pad, rather than a trip-wire, it costs a further 250 SP to construct. Installing extraction bellows adds a further 500 SP to the cost. A gas pump that can flood a sealed room with Slumber Wind Gas costs 750 SP.

COUNTERMEASURES

A few cunning rogues have taken to using a special type of thieves' muzzle, which is enchanted so as to purify the air that the wearer breathes. An enchanted air-purification muzzle is both difficult to acquire and usually costs at least 250 SP. Others still have fitted their masks with a small, independent air-supply which can buy a thief enough time to escape from a sealing room.

Masks fitted with an emergency air supply cost 120 SP. There is enough oxygen stored inside the muzzle to supply the wearer for 20 rounds. These devices have the added benefit of allowing the wearer to breathe under water, though only in depths of up to three metres.

An inevitable weakness in the hermetic nature of a sealing room exists at the point where an extraction bellows or gas pump is connected. Locating one of the holes where gas is pumped in or out requires a successful Perception Roll. There is usually one hole in a sealing room for each full 10 cubic metres of volume. If all of these holes are bunged up somehow, gas can be kept in or out of the chamber – or oxygen kept in.

Shadowcaster

Even the most experienced of thieves is not immune to the tension involved in breaking into an unknown building and trying to anticipate the sorts of traps and defences he might have to overcome. Accordingly, fear can be a powerful deterrent when trying to discourage would-be rogues.

A shadowcaster is an ingenious device that plays not just with light and shadow but with the imagination of unwelcome intruders. These skilfully wrought contraptions throw monstrously enlarged shadows designed to terrify intruders and make them believe that something hideous is waiting around the next corner.

In truth, the shadows are nothing more than that – images cast by a light source through a rotating cylinder of metal plates, beamed onto a wall to appear as the fearsome silhouettes of guardian creatures. Most shadowcasters hurl images of huge dogs but it is possible to have the metal plates create the shadow of any beast imaginable. In order for a shadowcaster to function, there must be an area of wall for the shadow to be cast upon. Given a large enough wall, a shadowcaster could create an image several metres high and wide.

A shadowcaster costs 200 SP to purchase and a further 1 SP each day to oil its moving parts. New plates for a creature's shadow may be purchased for 50 SP.

COUNTERMEASURES

The rotation of a shadowcaster, whilst extremely quiet, is not entirely silent. A character who succeeds with a Difficult (-20%) Perception Roll can discern the faint sound of the rotating plates. For a knowledgeable thief, this quiet whirring may be enough to tell him that the hideous shadow he sees is no more than a skilful trick. In addition, for a shadowcaster to continue rotating quietly, it must be oiled every night. The penalty imposed on the Perception Roll to hear a functioning shadowcaster is reduced by 10% for each night that the device has not been oiled. A Shadowcaster that is not oiled at all for a week ceases to function altogether. The rotation of the plates creating the shadow of a creature works in cycles that last around 12 seconds (two Combat Rounds). During this cycle, the shadow of the creature may move – most often as though a creature is sleeping, its chest rising and falling slightly.



A character who is patient and watches the movement of the shadow, will notice that the same pattern is repeated indefinitely. A clever thief (or perhaps one who knows what to look for) might discern from this that what he is seeing is simply the light-show of a shadowcaster.

Shuffling Furniture

Fashioned with all the skill and care of the finest antiques a shuffler, as they are known in the thieving trade, is designed to do far more than simply look nice. Hidden within a shuffler are a series of cranks and levers that allow them to move. Though not fast and possessed of the stiff-kneed gait of a young fawn, this allows a shuffler to change position several times during the night. More than one thief re-tracing his steps as he leaves a building has been caught unawares by an awkwardly placed foot-stool that he could have sworn was not there a few minutes before. An intruder passing through a room with which he is familiar must succeed with an Easy (+20%) Perception Roll to notice that a shuffler has moved. If a room is well lit, it is likely that the shuffler's change of position will be spotted. However, the modifiers applied for partial or total darkness (-20% and -40% respectively) will make it far more likely that the rearranged furniture will not be noticed. A character who inadvertently collides with a shuffler must pass an Athletics roll or trip over, quite possibly alerting anyone within ear-shot. A shuffler costs 300 SP for the inner workings plus the usual cost of the item of furniture.

COUNTER MEASURES

All shufflers have a small timer located on the underside of a surface. This allows their owners to control how often they change position and the hours during, which they will do so; in this way, it is possible to ensure that they return to their proper positions by the time the building is required for regular use. A character who checks the underside of a shuffler cannot fail to notice this timer.

As is often the case for a thief, vigilance is the key to success: assuming that a room will have the same layout of furniture when one returns can lead to difficulties. There is no substitute for maintaining one's alertness until the job is finished.

Snake Charm Lock

Devising locks good enough to thwart master thieves was the life's work of an artificer wizard named Evelyn. Taking his inspiration from the snakes that were so common to his tropical home, Evelyn devised a lock every bit as cunning as a serpent. The keys to Evelyn's locks take the form of tiny metallic serpents, coiled up to form a circle about the width of a man's finger. Indeed, each miniature snake is designed to be worn as a ring. This enables the owner to hide the key in plain sight – most thieves will not be aware of the ring's true nature and even if they do learn the truth, stealing it without being noticed is extremely difficult.

When one of these keys is placed near its corresponding lock, it unfurls, as mechanical components spring to life and the tiny snake slithers inside the keyhole to trip the tumblers. The mechanical serpent then slides back out of the lock and wraps itself once more

around its owner's finger. This entire process takes two rounds to complete. It is believed that Evelyn designed each snake charm lock and key to be unique. However, only 12 designs have survived, meaning that all newly constructed locks and keys are based on one of the dozen original schematics. A thief who tries to pick a snake charm lock without the key will find that it is extremely difficult to do so. A successful Mechanisms roll with a -50% modifier is required to trip the tumblers and open the lock. Having a snake charm lock and key constructed and installed costs 1,000 SP.

Hydria Deadlocks

Surpassing even the exquisite craftsmanship of his snake charm locks, Evelyn crafted three unique devices that he called his hydria deadlocks. Whilst a snake charm lock is opened by a single ring-key, these mechanical masterpieces require the use of seven separate keys in order to release them. Verelyon designed each of the deadlocks for organisations that wished not only to safeguard their most treasured items but to ensure that no single member of their ruling hierarchy would ever be able to steal them for himself. To open one of the hydric deadlocks, all seven corresponding ring-keys must be used simultaneously. The lock resembles a large heptagonal metal doorway, usually leading into a vault. The metal used to construct the lock was an invention of Verelyon's that he called hydric steel. This metal is exceptionally tough and heavy. Located at the seven points of the heptagonal doorway are the locks that must be



triggered at the same moment in order for the door to open. Lock-picking a hydric deadlock is virtually impossible as it requires seven simultaneous successful Mechanisms rolls, all with a -50% penalty. Even a single failed roll means that, not only does the deadlock remain closed but that one of the locks – determined at random – releases a cloud of acidic vapour. This noxious gas inflicts 1D6 damage upon the hand of any thief trying to open that lock and corrodes beyond use any picks he is using. The current location of Verelyon's three hydric deadlocks is unknown. It is likely that they are still in use somewhere, safeguarding information or treasure of exceptional value. If a hydric deadlock were ever to come onto the market, it would be a rare treasure in itself, selling for at least 20,000 SP.

COUNTER MEASURES

The only reliable way to open a snakecharm lock is to acquire the appropriate ring-key. However, trying to remove a snakecharm key from someone's finger without them noticing is not easy. The would-be pilferer must succeed with an Opposed Sleight vs. Perception roll. If the wearer of the ring is distracted in some way, he suffers a -10% penalty to his Perception roll.

Laban, a skilful thief, has learned that the merchant, Caeril, wears a snakecharm ring-key on his left hand. At the precise moment an associate of his deliberately knocks over a tray of glasses – causing a distraction – Laban tries to slide the ring-key from Caeril's finger. An Opposed roll is made, with Caeril suffering a -10% penalty to his Perception skill. Laban achieves a critical success and the ring is slipped deftly from Caeril's finger and pocketed without the merchant noticing.

Normal lock picks are of limited use when dealing with snakecharm locks as these mechanisms are made to such an unusual design. However, someone willing to pay 50 SP may have a set of picks made specifically for the task of opening snakecharm locks. Mongoose picks, as they are known, reduce the penalty when trying to open this type of lock to -25%.

Trap Handle

Unless a thief is intimately familiar with the interior of a building, it is difficult for him to distinguish between a real doorknob and a trap handle – effectively, a booby trap designed to trick an intruder into setting off an alarm. Typically, a trap handle is used in one of two ways. In the first instance, a false door is constructed and installed and a trap handle attached to it. Those familiar with a building will know to avoid using the doorknob and legitimate visitors can be provided with a suitable warning. Sometimes the real doorway to a room – particularly to an area that will store items of value – is concealed, making the bogus entryway appear to be the only means of access. The second method of employing a trap handle is to locate it on a door where the real handle has been hidden. Unless a thief is wary enough to check the door for a hidden panel (inside which the 'safe' handle is located), he will activate the trap. Once turned, a trap handle will trigger an alarm. Depending upon the design, this may take the form of either a loud ringing bell that is audible throughout the building or a discreet series of chimes, discernable only within a single room.

A few trap handles are also designed to deliver a sudden electric jolt when activated. Connected to a crude battery, a single activation exhausts the charge for 24 hours but can provide a nasty surprise for an intruder. A character electrocuted in this way suffers 1 point of damage to the appropriate hand and a further point to every area in contact with metal armour or equipment. In addition, the character must pass a Resilience roll or be paralysed for 1D3 Combat Rounds.

A trap handle and false door typically cost 250 SP to construct and install. A trap handle used in conjunction with a hidden 'safe' handle costs 300 SP. Adding an electric jolt to a trap handle costs a further 200 SP.

COUNTER MEASURES

Detailed plans or prior knowledge of the layout of a building are crucial when it comes to avoiding trap handles. A thief who knows exactly where the walls and rooms are located can usually avoid being duped by a false door. A character who passes a Perception Roll with a -20% penalty is able to locate a hidden panel in a door where a 'safe' handle has been hidden. A few thieves have taken to wearing insulated gloves whilst exploring buildings suspected of having trap handles. These will not prevent an alarm from being triggered if a trap handle is turned but they do protect the wearer from the electric jolt. The gloves, made from a thick weave studded with tiny insulating crystals, are a little cumbersome and apply a -10% penalty to all Skill Rolls which require fine manipulation. A pair of insulated gloves costs 40 SP.

Disarming the alarm on a trap handle can be achieved by cutting the wire, which connects it to the alarm bell. This wire runs within the frame of the door and then through the hinges via a specially designed channel, eventually linking with the alarm elsewhere in the building. A successful Mechanisms Roll with a -20% penalty allows a character to open the hinges and snip the wire, thereby disarming the alarm. This is a risky procedure, however, as failure on this roll triggers the alarm.

Tubelock

There are few more precarious positions for a thief to find himself in than having his arm extended along the length of a trap-filled tubelock, fingers searching blindly for the keyhole. Requiring both skill and courage, these anti-intruder devices are not to be tackled by the faint-hearted. In construction, a tubelock resembles a 50 to 80 cm long metal cylinder, just wide enough for a human man to slide his arm inside. Typically, they are installed either within stone walls or (if the owner lacks the finances for this) inside a wooden frame. At one end of the tubelock is a keyhole. A key may be fitted into this and the lock opened in the same manner as any other keyhole. Of course, without being able to see the keyhole directly, it does require a little more dexterity on the part of the person using the key.

Where a tubelock becomes dangerous is if the person trying to open it is not using a key but lock picks. Doing so blindly and with



only a single hand to manipulate the picks is extremely difficult. Attempting this feat requires a successful Mechanisms roll with a -40% penalty and takes at least 5 rounds to complete. Besides the difficulty of tripping the tumblers, there is a very real threat – if not to life – then certainly to limb. About half of the tubelocks a thief is likely to encounter contain a vicious blade trap, triggered if three unsuccessful attempts are made to open the lock.

The blade takes the form of a rotating sphincter, which circles shut, potentially severing the thief's hand. When triggered, the blade inflicts 2D6 damage to the appropriate limb. Particularly old and well-used tubelocks may even carry the stains left by thieves unlucky enough to have triggered their blade-traps. Amongst themselves, thieves tell tales of one tubelock that became jammed up with the severed hands of those who had tried to open it and failed. To further exacerbate the problems presented by tubelocks, about one in device in 10 will not be fitted with a blade trap at all but with a poison dart. When triggered, this is fired directly along the path of the tube, usually into the hand of the thief. The dart inflicts 1 point of damage and is likely to be coated in poison, most often Manticore Venom.

A basic tubelock costs 500 SP to purchase and install in a suitably sturdy stone wall. Fitting a wooden frame around the lock – rather than embedding it in rock – reduces the cost by 150 SP but leaves the device far more prone to tampering. Adding a blade trap or a poison dart trap to a tubelock costs another 250 SP. It is not possible to fit the mechanisms for both traps inside a single lock.

COUNTER MEASURES

A particularly cunning thief artisan (who it is said lost the end of a finger to a tubelock) devised a tool that, whilst not guaranteed to open such a lock, certainly protects the thief from bodily harm. By using extendable lock picks that sit upon a specially designed rest, it is possible to open a tubelock without having to place one's arm inside the device. Of course, manipulating the tumblers within the lock is more difficult this way, imposing an overall -60% penalty on the Mechanisms Roll to open the lock. A set of extendable lock picks and rest cost 70 SP.

Alternatively, a thief can use a device called a disarm pipe. This is a cylinder designed to slide inside a tubelock, whilst still

providing enough room for a thief to insert his arm. In essence, the disarm pipe forms a barrier between the tubelock blade and the thief, protecting him from harm. If a blade trap is triggered, the disarm pipe absorbs the damage and is destroyed in the process. Unfortunately, a disarm pipe provides no protection against those few tubelocks fitted with poison dart traps. A disarm pipe costs 30 SP.

CREATURES

There are a number of creatures whose acute senses and ability to absorb training make them ideal watchbeasts. Other animals possess such fearsomely powerful physical attacks or magical capabilities that their mere presence can act as a deterrent. Others still are able to conceal themselves in unique ways and lie in wait for unwanted guests. All have something to offer those looking to protect their goods and property. Thieves should expect to encounter far more than simple guard dogs when they choose to go where they have not been invited!

Charcoal Golem

This diminutive construct makes a perfect household guardian. When not required, it can secret itself away amongst the coals of the fireplace, even providing heat for the occupants of a home. A charcoal golem requires no food or water and could conceivably remain in this docile state for years on end. When it is called upon to defend the premises against intruders, it bursts into life, charcoal body smouldering with flame. The body of this golem is constructed from blackened coal, its stumpy fingers and toes topped with razor-sharp diamond claws. In combat this means that despite its small size – most charcoal golems are no more than two feet tall – it can deliver vicious lacerations to lightly armoured foes.

In addition to its claws, a charcoal golem can spit out smouldering balls of coal. These strike with similar force to a sling-shot and have the added danger of setting their target ablaze. Unable to think for themselves, charcoal golems follow the simple instructions given to them at the time they are created. Typically, these include orders such as defend the residents and attack anyone that breaks in. Once an intruder has left the grounds, a charcoal golem will usually not pursue him.

	Dice	Average	1D20	Hit Location	AP/HP
STR	1D6+6	10	1-3	Right leg	2/4
CON	3D6	11	4-6	Left Leg	2/4
SIZ	1D3+3	5	7-9	Abdomen	2/5
INT	5	5	10-12	Chest	2/6
POW	10	10	13-15	Right Arm	2/3
DEX	2D6+6	13	16-18	Left Arm	2/3
			19-20	Head	2/4

<i>Combat Actions</i>	2	<i>Typical Armour:</i> Carbon Hide (AP 2, no Armour Penalty)
<i>Damage Modifier</i>	-1D4	
<i>Magic Points</i>	10	<i>Traits:</i> Disease immunity, Poison Immunity
<i>Movement</i>	6m	
<i>Strike Rank</i>	+12	<i>Skills:</i> Perception 50%, Resilience 50%

Combat Styles

Unarmed 50%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Diamond claw	S	S	1D8 - 1D4	As for Arm	—
Flaming spitball	M		1D4 + 1 point of fire damage	—	10m

A Charcoal Golem costs 600 SP.

Counter Measures

If one is aware of the specific instructions that have been given to a charcoal golem it may be possible to avoid awakening it. For instance, if told to attack someone that tries to take items out of the house at night, a thief would be free to do so during the day. Similarly, a thief who can get himself invited into a building will not be bothered by a golem charged with attacking intruders. A second thing to keep in mind is that charcoal golems are brittle creatures – a trait that can be exacerbated by exposure to either water or ice. If subject to a successful cold-based spell or immersed in water, a charcoal golem's skin becomes so brittle that it no longer provides any protection against damage. In addition, the amount of damage this golem suffers from cold and water based attacks is doubled.

One weapon that has been specifically devised to exploit a charcoal golem's vulnerability to cold is the frost cracker. These small alchemical grenades emit a chilling burst when they explode, freezing all the moisture within a 1 metre radius. A charcoal golem caught within this blast suffers 1D6 damage to all locations and the AP of his hide is reduced to 0. Against other creatures caught in the blast, a frost cracker inflicts 1 point of damage to 3 random locations.

A frost cracker costs 50 SP to buy.

Gazing Guardian

Choosing to place a gazing guardian within your home is not something that can be done without great forethought on the part of a tenant. Only by constructing a building with the demands of such a creature in mind or by making significant alterations to an existing structure, can one be effectively employed. The body of a gazing guardian is a slimy, pulpy mass of tissue. Extending from this fleshy sack is a mass of slender, prehensile stalks, each ending in a bulbous, lidless eye. These eyes never close, and a gazing guardian is said never to sleep. By extending its stalks out along a series of narrow tunnels burrowed through the walls of a building, the guardian is able to watch every room at once. All that is usually visible is a discreet opening in a ceiling or wall, through which peers an unblinking eye.

A gazing guardian may be trained to recognise people who are allowed inside a particular building. When it detects the presence of an intruder, it can use one of its eyestalks to pull on an alarm cord, alerting the owner and any guards who are present. Note that a gazing guardian is unable to go and fetch help – it is barely able to move at all. Gazing guardians are extremely difficult to breed and must be fed on exotic fruit, which can only be grown in hot climates. Often this food must be specially imported, making it very expensive to keep a guardian. Purchasing one of these odd creatures costs 1,000 SP plus 100 SP for each eye-stalk, up to a maximum of ten. Feeding one costs 10 SP a week (or half that amount in hot climates where the fruit may be grown).



Typical 8 limbed Gazing Guardian

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+6	13	1-12	Body	1/12
CON	3D6	11	13	Tentacle One	1/6
SIZ	2D6+6	13	14	Tentacle Two	1/6
INT	1D6+3	7	15	Tentacle Three	1/6
POW	3	3	16	Tentacle Four	1/6
DEX	2D6+3	10	17	Tentacle Five	1/6
			18	Tentacle six	1/5
			19	Tentacle seven	1/5
			20	Tentacle eight	1/5

Combat Actions 2

Typical Armour: Slimy body – no Armour Penalty

Damage Modifier +1D2

Magic Points 3

Traits: Night Sight

Movement Special*

Strike Rank +9

Skills: Perception 75%, Persistence 40%, Resilience 45%.

*A gazing guardian is almost immobile and may only move 1m each minute.

Combat Styles

Unarmed 25%

Weapons

Type	Size	Reach	Damage	AP/HP
Tentacle	M	M	1D2+1D2	As per Tentacle

COUNTER MEASURES

Despite their keen eyesight and unwavering alertness, gazing guardians do have one notable weakness: all suffer from acute hay fever. If a thief manages to introduce pollen into a room being watched by a guardian, the creature's eye will begin to water, severely restricting its vision.

One of the most ingenious methods of blinding a guardian is through the use of a pollen pipe. These long, hollow tubes are used to blow pollen into a room, delivering the spores as close as possible to a guardian's eyeball. An opposed Perception vs. Stealth roll enables the guardian to notice the device; otherwise the pollen may be delivered undetected from up to 5 metres away and takes immediate effect. Gazing guardians afflicted with hay fever suffer a -60% penalty to all Perception rolls. This effect lasts for 3D6 minutes.

A pollen pipe costs 15 SP. A dose of pollen costs 5 SP. Another feature of a gazing guardian that could be exploited is its near inability to move. If a thief were to locate the room where the guardian is housed, then severing the creature's alarm cord would mean that the beast could do little to alert its owners to the presence of intruders.

Omni-beast

Using a bizarre mixture of sorcery and science, certain wizards – who refer to themselves as animancers – have learned to create packs of creatures that share a common intelligence. What one experiences, they all experience; what one knows, they all know. Such packs have been effectively employed to guard the grounds of large estates: if even a single omni-beast is alerted to the presence of an intruder, every other creature in the brood becomes aware of it and will rush to the aid of its mind-sibling.

The most common omni-beasts are ferocious hounds. Originally bred for war, these creatures have little sense of fear and, in a pack, can bring down a creature much larger than themselves. They are also intelligent enough to be properly trained so as to avoid attacks on those who live and work on the grounds. Another popular choice is baboons. Stronger than most men and with teeth than can rip out an enemy's throat, they are intelligent enough to use group tactics and even to set ambushes. A further benefit to the creation of an omni-beast is the heightening of the creature's senses. This makes sneaking past one an even more formidable challenge.

In order to create a brood of omni-beasts, the sorcerous science required must be performed simultaneously on all of the creatures



that will be part of the pack. No further beasts can be added once it is created: it is a unique bond.

There is an effective limit to the size of an omni-beast pack that can be created. As every member must remain within a 5 mile range of every other member, it makes more sense to create several

small packs – which can each cover a particular area – than a single enormous brood. The cost of purchasing a pack of omni-beasts is tripled as the size of the brood increases. For example, a pair of war hounds costs 400 SP; three hounds costs 1,200 SP; four hounds cost 3,600 SP and so on. Baboon omni-beasts cost 500 SP for a pair, 1,500 SP for three, 4,500 SP for four and so on.



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War Hound Omni-Beast

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+6	13	1-2	Right Hind Leg	-/5
CON	2D6+6	13	3-4	Left Hind Leg	-/5
SIZ	2D6+3	10	5-7	Hindquarters	-/6
INT	1D3+3	5	8-10	Forequarters	-/7
POW	2D6	7	11-13	Right Front Leg	-/4
DEX	2D6+6	13	14-16	Left Front Leg	-/4
CHA	2D6	7	17-20	Head	-/5

Combat Actions 2

Typical Armour: None

Damage Modifier +0

Magic Points 7

Traits: Night Sight

Movement 10m

Strike Rank +9

Skills: Athletics 65%, Evade 50%, Perception 50%, Resilience 40%, Stealth 45%, Survival 40%, Track 55%

Combat Style

Unarmed 45%

Weapons

Type	Size	Reach	Damage	AP/HP
Bite	M	T	1D6	As for Head

Baboon Omni-Beast

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+3	14	1-3	Right Hind Leg	1/5
CON	3D6+3	14	4-6	Left Hind Leg	1/5
SIZ	1D6+6	10	7-9	Abdomen	1/6
INT	1D6+3	7	10-12	Chest	1/7
POW	3D6	11	13-15	Right Front Leg	1/4
DEX	3D6+6	17	16-18	Left Front Leg	1/4
CHA	2D6	7	19-20	Head	1/5

Combat Actions 2

Typical Armour: Hide (AP 1, no Armour Penalty)

Damage Modifier +0

Magic Points 11

Traits: None.

Movement 8m

Strike Rank +12

Skills: Athletics 85%, Evade 45%, Perception 55%, Resilience 50%, Stealth 55%, Track 45%

Combat Style

Unarmed 45%

Weapons

Type	Size	Reach	Damage	AP/HP
Bite	M	T	1D8	As for Head

COUNTERMEASURES

If an omni-beast is killed, its mind-siblings will feel its passing and demonstrate their anger with howling and mournful cries. They will then race to the last known location of their kin and seek to avenge its death. If the body cannot be found for any reason – it may have been removed, for instance – the pack will search for several hours before giving up and returning to their posts. By targeting and eliminating a single omni-beast, other members of the pack can be drawn away from their post. This can be a risky tactic, as the enraged mind-siblings will do everything they can to kill their kin's slayer but it is certainly one way to get past an area guarded by a pack.

The bond between omni-beasts has a limited range. The creatures within a pack must remain within five kilometres of each other for their link to be maintained. An omni-beast that is forcibly moved beyond the range of even one of its mind-siblings suffers great distress. It will attack anything nearby until such time as it is allowed to move close enough to all of its siblings for the link to be re-established.

Slumbervine

This sinuous yellow vine produces violet flowers of rare beauty. In the tropical jungles where it grows naturally it is revered as a holy plant, believed to blossom wherever the gods have walked the mortal realm. When darkness falls, the blooms of a slumbervine open and begin to exude a soothing fragrance. Hidden in this aroma are tiny spores that can induce sleep in any creatures that inhale them. In the wild, animals are drawn to the scent of the vine and simply curl up and sleep beneath its leaves. No harm will come from exposure to these sleep-inducing spores – at least, not directly – and the animal will waken in the morning feeling rested but covered in the spores. In this way, slumbervines manage to distribute their spores and ensure the spread of their species. Beyond the tropical climes to which they are indigenous, slumbervines have found use as a security measure inside a variety of buildings. The vines are encouraged to curl and grow around beams and rafters, providing taverns, hotels, museums are the like with decorative adornment. Slumbervines require almost no tending as they are able to extract nutrients directly from moisture in the air. Only when exposed to darkness, do the flowers start to shed their sleeping spores, providing an invisible obstacle for unwanted guests. Many inn-keepers and shop-owners have risen in the morning to find a would-be thief sleeping soundly beneath a slumbervine.

Slumbervines would be of little use were it not possible to control the times at which they emit their spores. For their flowers to open, they must be exposed to near total darkness. It is therefore a simple matter for a landlord to keep a lantern lit near to any vines he has growing, dousing the flame only when he wishes to secure the premises for the night. Five minutes after it is subjected to darkened conditions, a slumbervine starts to produce spores. It continues to do so until exposed to a light source for two minutes continually. Typically, this will be the rising sun, meaning that it will be safe to move around a building with a slumbervine a short

time after the dawn. However, lighting an artificial light source and keeping it close to the vine will also stop the flow of spores after two minutes.

Slumbervine Spores

Application: Inhaled

Onset: 1 round

Duration: 2D4 hours

Potency: 80

Resist: Resilience

Conditions: Victim falls asleep

Each round that a creature is exposed to slumbervine spores, it must make a Resistance roll to see whether it falls asleep.

The spores from a slumbervine cover an area within 3 metres of the plant.

A fully-grown Slumbervine costs 75 SP

COUNTERMEASURES

A thief who is willing to risk using a light source can stop the production of spores. A focused beam of light, such as can be created with a hooded lantern, may be shone directly at a slumbervine for two minutes, after which time it becomes inert.

An alternative tactic, though again one that runs the risk of alerting any guards or residents of a building, is the use of a sparkleflask. These specially concocted alchemical bottles contain a mixture of chemicals which explode with a blaze of light when exposed to oxygen. Such a sudden, dazzling flare is enough to instantly neutralize any slumbervines within 5 metres of the detonation. The flowers will close and stop producing spores for 10 minutes after exposure to a detonating sparkleflask. Any creatures within 5 metres of a detonating sparkleflask must pass an Evade or Resilience Roll (whichever is higher) or be blinded for 1 Combat Round.

A single sparkleflask costs 50 SP.

Squeak Slugs

These small, nocturnal slitherers emit a loud, high-pitched squeal if they are trodden on by intruders who fail to watch where they are stepping. In their natural habitat, squeak slugs share a symbiotic relationship with bears. By day, they seek refuge in dark, rocky holes and then emerge at night to pick over the remains of whatever the bear has eaten that day. Should any large predators or rival bears enter the cave, they are likely to tread on a squeak slug: its dying act is to emit a piercing scream, warning the resident bear that he is in danger.

Within buildings, some landlords have taken to using squeak slugs as a deterrent to thieves. By chiselling out a few narrow rocky openings these creatures can be provided with a place to sleep during the day. A few tufts of bear pelt make it seem just like home and ensure that they will not try to nest anywhere else. As night falls – something that the slugs sense instinctively – the owner of the building can scatter



a handful of grain or breadcrumbs around the area he wishes the slugs to patrol. The creatures will then spend the evening crawling around gathering up and eating the morsels. Unlike others of their kind, squeak slugs leave virtually no trail. What little residue there is disappears entirely within a matter of minutes. This means that they can be safely used inside storerooms or homes without fear that they will damage expensive materials or soil surfaces.

The death-squeak of a slug is audible to any creature within 20 metres that passes a Perception roll. Each closed door between the slug and the listener applies a -10% Skill Modifier. Creatures within 5 metres of a squashed slug will hear its squeak automatically.

Squeak slugs are too small to have characteristics. They cost 10 SP each and live for several months.

COUNTER MEASURES

The best protection against squeak slugs is simply to watch where you are walking. A character who specifically checks the ground ahead of him will automatically notice the presence of these slugs as long as there is some illumination. In conditions where there is Partial Darkness, Darkness or it is Pitch Black a Perception Roll is required to spot a squeak slug. Like others of their kind, a squeak slug that is exposed to salt will quickly wither and die (in 1D3 rounds) – without making a sound – leaving nothing more than a squelchy mess. Some cautious thieves have taken to scattering salt ahead of them when advancing across a darkened room.

Wacktus

This large semi-intelligent plant resembles a sturdy, red-hued Sequoia cactus. Its thick hide is lined with barbed spines that can be projected a short distance on lines of sinewy thread, creating a sort of harpoon. The wacktus then reels in its prey and consumes it – for, whilst able to survive for a time on water-based nutrients – wackti are carnivorous. By nature, a wacktus is a deeply territorial creature, meaning that two wackti cannot share the same room. If two or more plants are ever placed within range of each other's harpoon barbs, they will engage in a fight to the death. In order to tame a wacktus and employ it as an effective security measure, it must be raised from a sapling.

Development from seed to fully grown plant takes one year. During this time, a wacktus is far less aggressive and can be trained to recognise the scent of its master. A combination of grooming and feeding is required to tame a wacktus and instil in it a degree of subservience. The cost of purchasing a wacktus seed is 25 SP: a further investment of 100 SP is required to feed and train it for the first year of its life. Once tamed, a wacktus can be instructed to recognise the scent of people that it should allow to pass unmolested.

This training takes almost an hour per person, meaning that a wacktus is not a suitable security measure in a shop or other building where there will be frequent visitors. More often, they are placed inside restricted rooms such as the inner sanctum of a temple. When a wacktus senses the presence of an intruder, it

will immediately attack. Typically, it will fire its harpoon barbs and try to draw a creature within range of its prickly limbs. These are capable of delivering ferocious blows that can shred flesh and even light armour. A creature killed by a wacktus will be slowly consumed by the plant through its seven mouths, located in its trunk.

A target struck by a harpoon barb can be impaled on a successful Combat Manoeuvre. At the start of each round where a creature is impaled, it must succeed with an Opposed Brawn Roll or be pulled 1 metre closer to the wacktus.

A wacktus is only able to bite a creature which has been drawn in by harpoon barbs to a point where it is touching the plant.

COUNTERMEASURES

A thief who carries the scent of a female wacktus (a smaller, non-aggressive version of the male wacktus described above), will not be attacked. Instead, a male will fire a much smaller type of fertilizing dart at the source of the smell in an attempt to impregnate the female. These darts are sharp enough to pierce skin or cloth, but cause no significant damage. Purchasing a female wacktus costs 200 SP. A dose of scent, which will mask a single character for 2D4 hours – or until he bathes – cost 20 SP.

It is worth noting that a character doused with the scent of a male wacktus, will be attacked with unrelenting ferocity by any other males that he encounters.

A wacktus is more docile just after it has eaten. A character who feeds a wacktus – any sort of raw meat will do – will find that it is less likely to attack intruders. There is only a 15% chance that a wacktus fed within the last hour will attack an intruder that comes within 5 metres of it.

ENCHANTMENTS

For those with the talents to fashion them (or the money to pay someone who can), there are various enchantments that may be placed upon a room or building to protect it from intruders. These range in potency from simple charms to dangerous spells and as always, the purpose of a building must be taken into account when considering their implementation.

Well of Night

This arcane item resembles an urn or pot that can be placed inconspicuously within a room. When inactive, a Well of Night functions like any other mundane container of its kind. When a command word is uttered, a black river of shadow spills from the urn and fills the room with darkness. This inky shadow stops abruptly at the threshold of the room (or at the edge of the enchantment's range – see below), forming a discernible barrier to light. Indeed, this syrupy blackness cannot be penetrated by any normal light or flame. Nor can eyes pierce this gloom – even creatures with dark vision cannot see beyond the edge of the darkness produced by a Well of Night.



	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+6	17	1-6	Lower Trunk	2/8
CON	3D6	11	7-12	Upper Trunk	2/8
SIZ	3D6+6	17	13-16	Left stem	2/6
INT	4	4	17-20	Right Stem	2/6
POW	2D6	7			
DEX	2D6+3	10			

Combat Actions	2	Typical Armour: Spiny coating. No Armour Penalty.
Damage Modifier	+1D4	
Magic Points	7	Traits: Earth Sense
Movement	0m	
Strike Rank	+9	Skills: Perception 70%, Persistence 21%, Resilience 43%

A Wacktus may only be killed by destroying either its upper or lower stem. It may re-grow severed arm stems.

Combat Style
Wacktus Weapons 50%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Stem Swipe	L	M	1D6+1D4	As per Stem	
Harpoon Barbs	S	-	1D2+1D4	-	10m
Bite	M	T	1D8 + 1D4	As per Upper Trunk	

Magical light or flames may chase back the darkness a little. For each point of Magnitude, such a spell may produce a globe 1 metre in diameter where it is possible to see normally.

A Well of Night costs 800 SP per Magic Point invested in it.

Casting the Well of Night Enchantment requires a successful Hard (-40%) Enchanting Ritual Skill Roll. Each Magic Point invested in the enchantment allows the Well of Night to create an area of darkness up to 10 cubic metres in size.

COUNTER MEASURES

When faced with supernatural darkness such as this, many thieves resort to using a rope to navigate in and out of the darkened area. Of course, this alone will not help them to see what it is that they are walking into. A more resourceful counter measure involves the use of trained bats. These winged rodents, known as seekers, can use their sonar and agility to flit in and out of a room and then report back to their master. Simple information such as the size of a room – small (2m square), medium (4m square) or large (5m+ square) – can be communicated, along with the presence of movement and other creatures. A seeker costs 150 SP. Gazing into an inactivate Well of Night will reveal its nature. A pool of black liquid, through which no light passes, rests at the bottom

of the container. If a character can learn the command word for a particular Well (usually a closely guarded secret), he will be able to activate and deactivate its power at will.

Fool's Gold

Many thieves are like magpies and simply cannot resist an item that sparkles. A Fool's Gold is an item designed with just such an avaricious rogue in mind.

Most Fool's Golds are not subtle in form and are crafted to resemble thick gold chains, diamond-studded rings and even crowns. A character who takes the time to scrutinize one before he touches it may pass an Evaluate roll to detect that the item is a fake. Once touched, the enchantment on a Fool's Gold activates. The thief will initially feel nothing – until such time as he tries to put the item down. Then he will realise that the worthless fake is now stuck to him. No amount of pulling will release it – though it may start to hurt quite a bit. The enchantment placed on a Fool's Gold is designed to release its hold only when someone turns themselves in to the authorities and admits that they stole the item. At that moment, the spell is broken and the item will release its hold.

Creating a Fool's Gold requires a Difficult (-20%) Enchanting Ritual Roll. The caster is required to invest one Magic Point and



must also cast Holdfast as part of the ritual. A fake – but typically sparkly looking object – costs 20 SP.

A Fool's Gold may be purchased for 500 SP.

COUNTER MEASURES

One especially cautious thief, apparently himself the victim of two separate Fool's Golds, designed a pair of mechanical gloves called slip-gaunts. These are hefty, over-sized gloves that if trapped in any way will still safely release the wearer's hands. Attempting any form of fine manipulation whilst wearing slip-gaunts is all but impossible, however. Tests for skills such as Mechanisms suffer a -40% penalty. A pair of slip-gaunts costs 50 SP.

A truly desperate character might use a strong acid to burn off the tips of his fingers if they are all that has touched a Fool's Gold. Doing so inflicts 1 point of damage to the character's hand and results in a permanent -5% penalty on skill tests requiring fine manipulation with that hand.

Footpad's Foe

Initially colourless, Footpad's Foe is a magical ink that reveals itself only after it has come into contact with skin and then one hour has elapsed. A thief doused in a batch of footpad's foe will also find that every object he touches will turn blue, leaving a trail that is all too easy for others to follow.



Typically, footpad's foe is either squirted or poured onto unwelcome visitors via a trap. The most common device is a simple trough fitted above a doorway. If the door is opened without deactivating the trap, the trough upends, soaking the intruder in liquid. Initially, a soaking in Footpad's Foe will seem to have little effect – it appears, smells and tastes just like water. However, after one hour, it will – in a matter of moments – turn bright blue. What is more, everything that the character's doused skin has come into contact with in that hour will also turn blue. Once Footpad's Foe has turned a character's skin blue, it will continue to mark anything he touches. The effect last for three days, at which time the marked skin will have flaked away.

A trough trap costs 50 SP to purchase and have installed. A batch of Footpad's Foe costs 100 SP.

Creating enough Footpad's Foe for ten batches requires 20 SP worth of ink and a large vat to hold it in. An Easy (+20%) Enchantment Ritual roll must then be passed and one Magic Point invested; Detect X must also be cast at the time of the enchanting ritual.

COUNTER MEASURES

Exposure to an alchemical acid known as dissolvent can remove a covering of Footpad's Foe – along with several layers of skin. Whilst a painful experience, this is the only way a thief who has been doused can avoid leaving a very visible trail.

Enough dissolvent to clean a single character costs 100 SP.

A thorough scrub with a wire brush will accelerate the process of shedding skin contaminated with Footpad's Foe but it will still be a day before the character loses his blue tinge or can touch anything without leaving a stain. Detecting one of the trough traps most commonly used to deliver Footpad's Foe requires a successful Perception test. Disarming it requires a key (which is placed and turned inside a hidden lock) or a successful Mechanisms Test. Only when the door is opened will a character know for sure whether his efforts to disarm the trap have been successful or not.

Peeping Portrait

These enchanted paintings can be instructed to watch over a room or to keep an eye on a particular item. Anyone spied by the portrait will be asked a riddle. Should they try to leave the room or take the object before they have answered the riddle, the figure in the portrait will shout and scream to raise the alarm. Some typical riddles asked by a Peeping Portrait include:

I go around the house and peer into the house but never touch the house. What am I?

(Answer: The Sun)

The more you take, the more you leave behind. What are they?

(Answer: Footsteps)



When one does not know what it is, then it is something; when one does know, then it is nothing.

(Answer: A riddle)

A peeping Portrait has Perception 50% and, of course, has no need to sleep so remains equally alert at all hours of the day.

A Peeping Portrait costs 500 SP for the enchantment, plus whatever the original painting cost.

Creating a Peeping Portrait requires a Difficult (-20%) Enchantment Test. A single Magic Point of POW must be invested along with a casting of Mindspeech.

COUNTER MEASURES

A character who can answer a Peeping Portrait's riddle is free to go about his business. In addition, each Portrait has only one riddle and once a person has successfully answered it, he will never be asked again. A Peeping Portrait may also be destroyed in various ways – fire, acid or simply lots of cuts with a blade. However, if any attack is made upon one, it causes the portrait to cry out in alarm. A Portrait has 0 AP and 10 HP. Fire and acid inflict normal damage but cuts and scrapes each inflict only 1 point of damage.

Polylock and Polykey

For a certain type of thief, a polylock is perhaps the ultimate test of his skill. It is said that a rogue who can trigger one must have fingers deft enough to open a miser's heart or the gates of Hell itself. At first glance, a polylock resembles any other small, metal lock. However, closer inspection reveals something quite extraordinary. Polylocks are never still; their tumblers and bolts – and to a lesser extent, the keyhole itself – are constantly changing shape. As a result, any attempt to open a polylock is almost guaranteed to fail.

Further scrutiny of a polylock reveals one other important detail. They do not alter their shape in a random manner but follow a definite pattern, repeating the changes over and over again. It is this pattern that is at the heart of how a polylock functions. Each polylock is linked to a single polykey, set to repeat the exact same set of transformations. Placing the correct polykey inside the correct polylock will open the shifting tumblers one by one until the entire lock is sprung. Polylocks may be fashioned to incorporate between three and six individual tumbler mechanisms: each must be triggered before the lock will open. Even with the correct polykey, it takes a number of Rounds equal to the number of tumblers present to open. This is not usually a problem, as polylocks are rarely fitted to doors that need to be opened in a hurry.

Opening a polylock is extremely difficult but it is not impossible. A character who can succeed at a series of Mechanism tests equal to the number of tumblers can open one. Of course, these tests must all be made in successive rounds and as soon as one test is failed, the process must begin again. What is more, each test after the first imposes a cumulative -10% penalty. At any time, a failed test means that the character's lock pick has become trapped inside the shifting parts and is destroyed.

A character with the Enchanting Skill may fashion a polylock, though it is not easy to do so. The enchanter must expend an amount of POW equal to the number of tumbler mechanisms within the lock and succeed with an Enchanting test. This test receives a -10% penalty for every tumbler mechanism.

COUNTER MEASURES

There is only one way guaranteed to open a polylock – find and use the appropriate polykey!

Phantom Watchman

Sometimes the mere threat of encountering someone at home can be enough to deter a thief. Of course, with magic-wielding cat-burglars on the loose it pays to do a little more than simply leave a lantern on.

A Phantom Watchman is a powerful illusion, designed to convince intruders that the building they are trespassing within is being patrolled. Typically, the illusion projects the likeness of a human watchman going about his rounds. Another popular choice is for a large hound, padding warily from place to place. More advanced – and expensive – versions of this spell bestow sound upon the illusion, allowing a watchman to mutter suspiciously or a dog to growl. A Phantom Watchman can, at the time of casting, be instructed to patrol an area up to 20 metres in diameter, traversing stairs or others obstacles in the normal way. As it cannot, in any way, interact with the real world, it may not open doors or other portals. Similarly, if the layout of a house is ever changed, the Phantom Watchman will not adapt its path because of this. The patrol route given to a Phantom Watchman must bring it back to its starting point within five minutes.

Creating a Phantom Watchman requires an Enchanting Ritual roll and the investment of one Magic Point for a silent version, two for one with sound. The sorcerer must also cast Phantom (Sight) or Illusion (Sight). For a watchman with sound, Phantom (Sound) and Illusion (Sound) are added to this list.

The cost of having a silent Phantom Watchman enchantment put in place is 600 SP. A version which includes sounds costs 1,000 SP.

COUNTER MEASURES

The movements and mannerisms of a Phantom watchman are entirely pre-planned and are simply repeated on a cycle. Most often he (or it) will walk round and round the grounds of a large house, through the various areas of a warehouse and so forth. A small rest may be included as part of the five minute routine. A thief who observes a Phantom Watchman for 10 minutes or more may pass a Perception test to discern the true nature of the figure or beast he is viewing. If the observer has encountered a Phantom Watchman before, he receives a +10% Skill Modifier.



Tattletale

Upon inspection, there is nothing whatsoever to reveal the fact that an object is subject to a Tattletale enchantment. However, once removed from its rightful place – by someone who has not first uttered the deactivation phrase – it becomes impossible to miss! A stolen Tattletale item will proclaim loudly the name of its owner and where it belongs every hour, on the hour, until such time as it is returned. Any creature within 20 metres of the object at this time, will hear the declaration. Creating a Tattletale requires an Easy (+20%) Enchantment test and the investment of one Magic Point. A casting of Detect X or Oath of Ordeal is also necessary. Having an item enchanted in this way costs 500 SP.

COUNTER MEASURES

Timing is everything when trying to sell an object that is the subject of a Tattletale enchantment. A thief in possession of a pilfered Tattletale must wait for it to declare the name of its rightful owner and then try to dispose of it – hopefully for a tidy profit – within the hour!

Magimould Bust

Sealed inside a thickened glass cabinet, these miraculous sculptures look quite at home in the mansions and palaces of the rich and famous. The enchantment placed upon the bust means that it transforms, remoulding itself to perfectly capture the image of any new person who comes near it. Carefully positioned within a house, a magimould can record the likeness of any intruder that strays too close. In order for a Magimould Bust to activate and reshape its appearance, a humanoid must come within 3 metres of it. The transformation takes only a single Combat Round.

Amongst certain extravagant members of the nobility, Magimould Busts are purchased as curios and to serve as entertaining conversation pieces at parties. That they might also one day end up revealing the identity of an unwanted intruder is an added benefit!

Creating a Magimould Bust first requires the purchase of a metal sculpture costing 500 SP. The enchanter must then pass a Difficult (-20%) Enchantment test and invest two Magic Points along with a casting of Illusion (Sight) or Animate (Metal).

A Magimould Bust costs 1,500 SP.

COUNTER MEASURES

Magimould Busts are designed to capture an individual's appearance only once – the first time that the bust encounters him. After this, it will effectively 'ignore' him.

This means that if an intruder were to give himself the exact appearance of someone that a Magimould Bust has imitated before then the bust will not try to copy such a visage a second time. Taking on the exact – and it must be exact – likeness of the bust's owner, for instance, would mean that a thief would be ignored. Similarly, if a thief could in some way change his appearance – with an illusion for instance – the Magimould would only be

able to imitate his fake appearance. Finally, if a thief could gain legitimate access to a Magimould bust – be invited into a house, for example – then he could have his appearance copied and then return later without fear of his identity being captured a second time.

SPELLS

Though not as permanent a solution as some of the other options, there are a number of spells that can be cast upon buildings and possessions to ward off intruders. Devised by miserly wizards, avaricious sorcerers and wealthy Runelords, these spells are designed to do everything from restricting entry into a building to immobilizing would-be thieves. Not to be outdone, a number of renegade spell-casters and sorcerer-thieves have invented spells of their own. These enhance a rogue's natural abilities or allow him to detect the various traps that might be placed in his path.

Common Magic Spells

Amplify Touch

Duration 5, Magnitude 2, Progressive, Resist (Resilience), Touch

This spell greatly enhances the target's tactile sensations, to the extent where the tiniest movement or vibration can be felt through the tips of his fingers. Each point of Magnitude of the spell provides a +5% Skill Modifier on all tests requiring a delicate touch. Examples include Mechanisms and Perception Tests when used to find a hidden object.

One dangerous side effect of this spell is that the subject is far more vulnerable to any pain inflicted upon his hands. If either of the character's hands is injured whilst under the effects of this spell, the amount of damage suffered is doubled. Any damage to the character's hands immediately ends the effects of the spell.

Command Omni-Beast

Duration 10, Magnitude 2, Ranged, Resist (Persistence),

When successfully cast on any member of an omni-beast brood, this spell allows the caster to command the group either to go to a specific location or to immediately fall asleep.

The location the omni-beasts are sent to must not be outside the area they normally protect but they may be instructed to gather and wait there until the spell ends. At this point, they will return to their normal activities.

A omni-beast that is ordered to sleep does so especially soundly and cannot be wakened until the spell ends or it suffers damage.

In addition, the caster of this spell will not be attacked by any of the omni-beasts he has commanded for as long as the spell is in place – even if the beasts' master directly instructs them to do so.



Enhance Senses

Duration 10, Magnitude 1, Progressive, Touch

This spell is able to enhance one of the subject's natural senses, making either his sight, hearing or smell/taste (considered as one sense) far more sensitive. Perception tests made with the relevant sense receive a +5% Skill Modifier for each point of Magnitude of the spell.

Gossamer Bind

Casting Time 2, Duration 120, Magnitude 1, Progressive, Resist (Resilience), Touch

This spell conjures thousands of tiny, gossamer-thin threads which hang, unseen, in the air. Each of these fibres is finer than silk and as sticky as a spider's web. Any creature which passes through the air where they float will quickly become coated. At first, the affected creature is unlikely to even notice what is happening. Then, within moments, the thread will harden, forming a translucent layer as stiff as boiled leather. If sufficiently coated in threads, a creature can become immobilized. To cast this spell, the character must touch the air where he wishes to centre the magic. From this location, the gossamer bind thread will extend in a sphere, its radius in metres equal to the Magnitude of the spell. The conjured thread will hang almost motionless in the air for the duration of the spell. Any solid object passing through the area of the spell will become coated. If nothing has passed through the area by the time the spell's duration ends, the fibres simply disappear. Spotting a sphere of gossamer bind thread requires a Very Hard (-60% Skill Modifier) Perception test.

A creature which passes through the area of the spell must pass a Difficult (-20% Skill Modifier) Perception test to feel the feather light touch of the threads against his skin. If successful, the creature may elect to spend the next round wiping away the thread before they have a chance to harden. One round after exposure to a solid object, the threads stiffen. Any creature that has been coated now suffers a -10% penalty on all Skill Tests which involve movement. A creature exposed to gossamer bind thread for several rounds, will continue to be coated, round after round.

This may lead to multiple penalties to movement based Skill Tests. If a creature's Brawn is ever reduced to 0% or below as a result of penalties from the thread, it is immobilized for the duration of the spell. It is difficult to scrape stiffened gossamer bind threads off an affected object or creature. It takes an entire Combat Round to remove enough threads to reduce the imposed Skill Modifier by 1%. In addition, whatever is used to scrape away the thread becomes coated itself. Therefore, a character scraping the fibres from a companion will become coated himself unless he uses a tool – which will then pick up the thread instead. Any moderately strong breeze will disperse a sphere of gossamer bind thread, making this spell unsuitable for use outside a building.

Massive Hands

Duration 30, Magnitude 2, Resist (Resilience), Touch, Trigger

No doubt invented by a wizard with a rather twisted sense of humour, this spell is designed to greatly enlarge the size of a character's hands. Typically, they will grow to three times their usual size. Any gloves that a character might be wearing when the spell is triggered are destroyed. Even metal gauntlets are torn apart, though this inflicts 1D4 Damage on to the hand. Attempting feats of manual dexterity with enlarged hands is extremely difficult and a -30% Skill Modifier is applied. This spell may be cast upon any small item (SIZ 5 or less) and will remain dormant until the item is next touched, at which point the spell will activate. Massive Hands is a source of humour amongst thieves, leading to the derisory expression a huge handed half-wit.

Meld

Duration 10, Magnitude 1, Progressive, Touch

This spell is used to fuse together the metal parts of a lock, making it impossible to open in the conventional sense: tumblers become a solid block of metal, bolts weld with their housing and so on. The only way for an intruder to open a lock with Meld cast upon it is to dispel the magic or to destroy the lock. At Magnitude 1, the caster of the spell may dismiss this spell as normal. At Magnitude 3 (1 and 3 being the only Magnitudes at which the spell may be cast), a command word may be included in the casting, allowing anyone who has this to dismiss the spell.

Sleep with One Eye Open

Duration Special, Magnitude 1, Touch

Like a wary cat, the subject of this spell will sleep on the edge of wakefulness, never fully letting down his guard. The next time the character sleeps – which must be no more than an hour after the spell is cast or it will have no effect – he will be treated as though fully awake if required to make any sort of Perception Test.

As soon as the character awakens the spell ends.

Sneezing Fit

Instant, Magnitude 2, Resist (Persistence), Touch, Trigger

It is difficult to remain quiet and undetected when one is constantly sneezing – which is exactly the effect that this spell is designed to induce. Typically cast onto a door – though any solid surface will do – this spell activates as soon as the affected area is touched. Should the target character fail to resist the spell, he will begin sneezing loudly and continue to do so for 1D6 Combat rounds. During this time, all Skill Tests suffer a -20% Skill Modifier. Any creatures within earshot – typically about 10 metres – are entitled to a Perception test to hear the sneezing. Note that a character wearing a Thieves' Muzzle makes no noise when he sneezes.



THIEVES' AND TRAPSTERS' GUILDS

Thieves' Guilds are a well-established feature of many fantasy worlds, providing shady dens where rogues can meet and plot, and fence their ill-gotten gains. Using the devices and enchantments provided in this supplement, players and GMs alike will find a host of new things to trade and haggle over. The notion of a Trapsters' Guild is something new. Thieves would not be the only ones looking to meet up, swap ideas and purchase equipment – it would be just as important to their adversaries: the trap-makers and counter-thieves whose job it is to thwart them. It is quite likely that a Trapsters' Guild would be officially sanctioned – licensed and approved by the authorities in the same way as any other respectable Guild. They provide a useful role in maintaining law and order, after all. Indeed, they might even be a centrally controlled organisation – a branch of the government or of a law enforcement agency. This is not to say that only upstanding members of society will employ the services of this Guild: as often as not, it will be disreputable types who are looking to safeguard their treasures – and the people looking to steal it may be well-intentioned adventurers. In a city which is

ruled by thieves (such as Lankhmar), the Trapsters might themselves be the outsiders – renegades looking to thwart the activities of a powerful Thieves' Guild. Giving people the ability to protect their own premises can make them independent and there are various organisations that might not be happy with that.

In a location where there is both a Thieves' and a Trapsters' Guild, there are a number of ways in which the two organisations might interact with each other:

Hostile: The two organisations are in open conflict. It may be that rival affiliates have orders to attack each other on sight. There will certainly be no direct contact through diplomatic channels and turf wars might well be commonplace.

Ambivalent: The organisations tolerate and largely ignore one other. Violent confrontations are rare though, as rivals, opportunities will be taken to undermine the activities of the other group. There may be some limited dialogue between the Guilds.

Respectful: The rival Guilds have come to an understanding. There is likely to be a well-defined treaty with rules governing the behaviour of members of each faction. Diplomatic channels will be well-established and each group will do what it can to avoid violent confrontations. There may even be a 'friendly' rivalry between the affiliates.

Allied: Whilst only those at the very top of the organisations know it, the two guilds are in fact different faces of the same organisation. The pretence is carefully maintained, but in truth the guild plays one side off against the other, all the while making a handsome profit.

USING THE GUILDS

Adventurers are likely to visit a Guild for any number of reasons: to lay low for a while, to look for work or to meet up with associates. More often, however, a Guild will provide a place where they can buy or sell equipment and information. A list of the equipment that a typical Thieves' or Trapsters' Guild should have available to sell to characters is provided. Guilds will usually buy equipment for half its listed price, assuming that it is in good, working condition. These prices assume a world where magic, whilst not freely available, is commonplace enough to be accepted as a reality by most people. In a setting where magic is easier to come by than this, the prices should be reduced by 50%. Similarly, in a world with very little magic, it is appropriate to double these costs.



Trapsters' Guild Equipment List

Item	Cost
Charcoal Golem	600 SP
Creakboard	300 SP
Creakboard Activation/Deactivation lever	100 SP
Deconstructible (Small)	1,500 SP
Deconstructible (Large)	2,500 SP
Deconstructible Materials:	
Wood	-
Iron	+10%
Steel	+20%
Glass or Marble	+50%
Echochamber	100 SP per cubic metre of room
Fool's Gold	500 SP
Footpad's Foe (one batch)	100 SP
Footpad's Foe Trough trap	50 SP
Gazing Guardian	1000 SP + 100 SP per eye stalk
Hydric Deadlock	20,000+ SP
Magimould Bust	1,500 SP
Omni-Beast Pair: war hounds	400 SP
Baboons	500 SP
Peeping Portrait	500 SP + cost of painting
Enchantment (without sound)	600 SP
Phantom Watchman Enchantment (with sound)	1000 SP
Polylock	400 SP + 200 SP for each tumbler mechanism
Sealing Room	400 SP + 50 SP per cubic metre of room
Sealing Room Pressure Pad	+250 SP
Sealing Room Extraction Bellows	500 SP
Sealing Room Gas Pump	750 SP
Shadowcaster	200 SP
Shadowcaster Plates	50 SP
Shuffling Furniture	300 SP + cost of furniture
Slumbervine	75 SP
Snakecharm Lock and Key	1,000 SP
Spider Automaton	1,000 SP
Squeak Slug	10 SP
Tattletale	500 SP
Trap Handle	250 SP
Trap Handle (with hidden safe handle)	300 SP
Trap Handle electric jolt	+200 SP
Tubelock (Stone)	500 SP
Tubelock (Wood)	350 SP
Tubelock blade or dart trap	250 SP
Tattletale Enchantment	100 SP
Wacktus Seed	25 SP
Well of Night	800 SP



Thieves' Guild Equipment List

Item	Cost
Creaker	50 SP
Disarm Pipe	30 SP
Dissolvent	100 SP
Extendable Lock Picks	70 SP
Female Wacktus Plant	200 SP
Female Wacktus Plant Scent (one dose)	20 SP
Frost Cracker	50 SP
Insulated Gloves	40 SP
Mongoose Picks	50 SP
Mufflers	25 SP
Pollen Pipe	15 SP
Pollen (one dose)	5 SP
Rolling Snitch	20 SP
Seeker	150 SP
Slip-Gaunts	50 SP
Sparkleflask	50 SP
Thieves' Muzzle (Basic)	35 SP
Thieves' Muzzle (Air Purification)	250 SP
Thieves' Muzzle (Emergency Air Supply)	120 SP

INFORMATION IS POWER

The trafficking of information can be every bit as profitable for the Guilds as the sale of equipment and goods.

Information for Thieves' Guilds

Here are some examples of the sort of information that a Thieves' Guild might provide:

- The location of a hidden deactivation lever.
- The names and addresses of the watchmen guarding a property.
- The daily routine of the owner of a building.
- Details of the items someone has recently had valued.
- The name of a tavern frequented each night by the owner of a shop.
- Detailed blueprints of a building, including the location of all security measures.

Any information which might be of use to an inventive thief or adventurer will be sought after by a Thieves' Guild. Accordingly, Adventurers may find that they can turn a profit by providing information to a Guild. The value of information can vary considerably. Plans of a baronial estate, including details of the secret vault, the positioning of guards and the location of security measures could be worth a small fortune to someone with the means to affect a robbery. Blueprints of a small shop might be worth only a handful of silver pieces. As a general guideline, a Thieves' Guild will always be looking to skim a profit off the top, without angering or disheartening its members. The price

of information will be based on an estimate of how much profit it can be used to acquire. The Guild will expect between 10% (for information that will give characters a little help, such as where a particular item can be found) to 50% (for information without which a job really could not be attempted: a set of keys that open every lock in the house and a pre-arranged bribe for the guards to look the other way for an hour).

Information for Trapsters' Guilds

Trapsters' Guilds will value any information that helps them – or their clients – to stay one step ahead of thieves and adventurers.

Examples include:

Details of rogues and adventurers that have just arrived in the area, asking suspicious questions

Information about jobs which have been sanctioned by the local Thieves' Guild

A list of thieving tools recently sold to a particular rogue

Details of which buildings are being watched by members of the local Thieves' Guild

With such a high value placed on information, it is inevitable that both the Thieves' and Trapsters' Guilds will seek to recruit or place spies in the ranks of their rivals. These moles can provide a steady flow of information and tip the scales in favour of one organisation or another.

Doing Business with the Guilds

Most of the time, Thieves' and Trapsters' Guild will be happy to accept cash as payment for their services. There will certainly be instances, however, where they are more interested in having PCs provide information or a service instead. Examples of the sorts of activities by which PCs can earn favour with either Guild include:

The assassination of a dangerous enemy

Delivering a threat to someone who is not co-operating

Breaking into an architect's office and secretly copying building plans

Becoming a double-agent, infiltrating the ranks of a rival organisation

Providing false information to rivals

Investigating a suspected mole

Sometimes, a Guild will be happy to do a character a favour – provide equipment, information, and so forth – with the understanding that at some later date he will have to return the favour. With these Guilds, the old adage is especially true – there is no such thing as a free lunch.

LOOT

by Carl Walmsley

Even during the most meticulously planned adventures, Player Characters will often deviate from the intended route. More often than not, they do so in search of loot: whether it is lightening the load of a passing merchant, some after-hours house clearance or picking a pocket or three in the local tavern, many characters find it hard to resist the opportunity to turn a quick profit. And indeed, why should they? If it is good enough for the Gray Mouser and Fafhrd, then why not for the rest of us? At such times, the Games Master must devise suitable loot for the light-fingered characters to pilfer. Doing so is not always easy – there are only so many pouches of coins or jewelled necklaces a rogue can steal before his ill-gotten gains start to seem rather dull. Presented here is a selection of items that an adventurous rogue might manage to acquire. Some are odd, some are unfathomable, and many have a history attached to them which might make selling them an adventure in itself. Tables are included to allow Games Masters to generate loot randomly according to the situation in which a character acquires his illegal spoils. Of course, the Games Master may elect simply to choose an item he feels is appropriate or to re-roll a result that he does not like.

Pickpocketing

Relieving a hapless mark of his bulging purse can turn a fair pro fit. But far more interesting things than just coins can be tucked away inside a stranger's belt.

D10	Random Item Stolen
1	Note
2	Signet ring
3	Herb
4	Will
5	Half a medallion
6	Key
7	Foreign coins
8	Finger trap
9	Poisoned hat pin
10	Vampire's teeth

Note

To determine what is written on the note, roll a D4:

1 – Riddle: this large, folded note contains a short riddle, barely large enough to cover a quarter of its surface. The riddle reads: “The fiercest night, the blackest black, banished is, when I awake.” The answer is a simple one – a candle or flame. If the note is held up before a flame, another area of faint, almost transparent writing is revealed within the parchment. This reads: “That which makes me speak must silence me.” This second riddle is an instruction to burn the note. Should the characters do so, an impossibly fine wire mesh, hidden within the parchment, will be revealed. The mesh is, in effect, a carefully woven map revealing the layout of a tomb. Fine writing in the mesh names the tomb – it should be no more than a few days' journey from the Player Characters' current location and may contain anything the Games Master feels will tempt the players.

2 – Ransom Note: scrawled on the note is a demand for 500 SP in exchange for the release of a young woman. The owner of the note is the leader of a band that has kidnapped the daughter of a wealthy merchant and has her trussed up in the cellar of a nearby house. The owner of the note will seek to deliver the message later that night. When he realises that it is gone, he will head back to his hideout to write out another, before returning to the girl's home to deliver the ransom demand.

3 – Instructions: penned on this note are the words “midnight, beneath the old bridge”. A short time before midnight, the owner of the note will make his way to an old bridge, where he will meet a fence to whom he will sell an ancient book that he has with him. The two men will haggle quietly for several minutes before a price of 160 SP is agreed upon for the book. The old tome contains the designs of various traps that were placed inside the catacombs of a nearby castle. To a thief, such knowledge is worth more than double what the fence pays for it.

4 – An address: the address of a nearby house is written on this note. A short time after the Player Character acquires this note, the victim will travel to this address and look for a place to hide

from which he can observe the front door of the house. When someone leaves the house, the observer will break in and steal some valuable silver dining ware. The man is a member of a thieves' guild, assigned to this job.

Signet Ring

The person pickpocketed could be some type of official or even a low ranking noble. The signet ring is his mark, giving documents his seal of approval.

Herb

The Player Character has managed to steal some type of useful herb. Roll 1D4 to determine what type; the herb may be identified with a successful Lore (Regional) skill test.

1 – Journeyman's Ally: this herb, when mixed with hot water, produces a brew that removes one level of fatigue. The herb can benefit a character only once each day.

2 – Mer-root: once eaten, this quite remarkable little herb starts releasing oxygen into a character's system. This allows a character to hold his breath for 50% longer than normal. The effects of mer-root last for 10 minutes.

3 – Silverberry: a single, tiny berry from this plant can send a character into a deep slumber: a successful Resilience skill test with a -10% penalty will resist this effect. A character that does fall asleep is unusually difficult to wake for the next 8 hours. After this time has elapsed, he will wake on his own, feeling refreshed and revitalised. All fatigue levels are lost and all injured body parts recover 1 hit point – even those that have suffered a Serious Wound. Body parts that have endured a Major Wound are, unfortunately, beyond the power of a silverberry to heal. Ingesting additional silverberries within 24 hours adds 1D6 hours to the time a character sleeps for but offers no further healing benefits.

4 – Darrowseed: crushed darrowseeds, taken with water, provide the body with greater resistance to poison and infection. Resilience tests to resist disease and poison receive a +10% bonus for 24 hours after taking darrowseeds.

Will

This carefully folded document is a recently penned will. The document refers to a well-known sculptor whose work sells for exorbitant prices in cities across the land. The section of the will that bequeaths all of the sculptor's belongings has been left blank. The reason for this is simple – the will is a forgery. The owner of the will is either the forger who produced the document or the avaricious family member planning to murder the sculptor and inherit everything. To what use the character puts the will is entirely up to him.

Half a Medallion

Forged from a strange metal that cannot easily be identified, this apparently ancient medallion bears half of an intriguing inscription.

It reads: "The ancient riches of long forgotten Simorgya". At this point, the writing ends – the remaining words presumably engraved upon the other half of the medallion. The medallion, enticing though it may be, is in fact a fake. A character who investigates the authenticity of the item must test his Streetwise skill with a -10% penalty. Success reveals that an enterprising conman sells these trinkets to gullible treasure hunters throughout the region. Irrespective of whether the character learns the true nature of the medallion, he will soon encounter a tinker selling what appears to be the other half of the medallion. It is covered in grime that obscures the writing and the tinker will be careful not to let the character simply read the rest of the text. The missing half can be purchased for a mere 50 SP. The following day, an identical medallion piece will be available from the tinker. The second half of the medallion reads however the Games Master chooses, leading the Player Characters to whatever location he considers appropriate. Perhaps the inscription leads into a trap, where the conman and accomplices await greedy and foolish treasure hunters.

Key

Coming into possession of a key can – literally – open up all sorts of possibilities. To determine the specific type of key the character has found – and what it unlocks - roll a D6:

1 – Front door key: this small iron key opens the home of the character who has been pick-pocketed. When this fellow finishes what he is doing, he will return home and find that he is locked out. Chances are (75%), someone else will be at home and will let him in; otherwise, he will have to spend the night at an inn or with a friend. The lock will not be changed for 1D2 days.

2 – Storeroom key: situated just behind the victim's home is a storeroom, sealed with a hefty padlock. This key opens the padlock. Inside is 50 SP worth of tools and 100 SP worth of raw materials such as cloth, clay or metal.

3 – Warehouse key: located near the docks or some other commercial sector is a warehouse to which this key grants access. 1D4 watchmen guard the warehouse both day and night, as it contains dyes, wools, leather items, foodstuffs and furs worth 1,000 SP.

4 – Jewellery box key: This tiny key opens a jewellery box located in the victim's home. Inside the box are a number of uncut gems. There are two rubies (40 SP each), an emerald (100 SP), a sapphire (70 SP) and a diamond (150 SP). The owner of the box stole the gems from a jeweller's shop two nights ago. He intends to fence them through a contact of his that will meet him later tonight at his home.

5 – Manacle key: the owner of this key has, hidden on his person, a pair of sturdy manacles. These are used to shackle victims when the man plies his trade as a bounty hunter. Currently, he is on the trail of a ruthless highwayman whom he has tracked to his current location. Moments after the Player Character acquires the key, the bounty hunter attempts to capture his quarry.

6 – Cell door key: This key opens a prison cell inside which a notorious mercenary is currently being held. When the mark realises the key is missing, he will hurry back to the jail, barracks, or other suitable location, fearful that someone is attempting to free the prisoner.

Foreign Coins

The character has pilfered 4D6 unusual looking coins. These were minted in a neighbouring country (at least a week's journey from the character's current location), where they are worth 1 gold ducat each. If spent locally, the coins are worth only 1 SP each. Perhaps a trader would be willing to haggle with the character over a more reasonable price. Alternatively the character could set off on a journey of his own.

Finger Trap

In certain cities thievery is a way of life. Accordingly, many citizens take precautions to protect the contents of their purse. A finger-trap is a small metal tube just wide enough for an unwary pickpocket to slide a finger into. It can be easily concealed inside a regular-sized money purse. The trap is triggered when a careless digit enters the tube: a small blade, sharp enough to cut off the end of a finger, snaps into place. The thief suffers 1 point of damage to his 'arm', and must succeed at a Resilience test with a –30% penalty or cry out in pain. A thief placing his hand inside a purse or pocket with a finger trap may notice, and thereby avoid, the device if he passes a Perception test with a –10% penalty.

Poisoned Hat Pin

This small, bronze pin, fashioned in the likeness of a unicorn, is topped with a sturdy leather cap. And for a very good reason. The pin is in fact an instrument of assassination, the point tipped with deadly poison. The venom is exceptionally rare, taken from the gall of a dragon. Its effects are as follows:

Application: Smeard

Onset Time: Immediate

Duration: 1 hour

Potency: 65

Conditions: 2D6 hit points to location struck

The owner of the hatpin has been hired to kill a cheating lover this very night, and intends to use the hatpin to do so. The poison on the tip of the pin will retain its potency for 48 hours.

Vampire's Teeth

The pickpocket swipes a pair of false vampire teeth. These are designed to fit over one's incisors, creating the illusion of vampirism. The owner of the teeth – a cat burglar – uses them to terrify his victims should he be discovered during his work. A character wearing the teeth and operating at night may add a 10% bonus to Influence tests designed to intimidate someone. Obviously, the character must be wary of when and how often he uses the teeth, lest he find himself the target of a vampire hunter!

Houses

The table provided may be used to determine random items that a character encounters whilst searching a house.

D10	Random Item Discovered
1	Forged painting
2	Assassin's garb
3	Ring and finger
4	Animal pelt
5	Trap box
6	Love letter
7	Jewel-encrusted skull
8	Medal
9	Ceremonial club
10	Boxed Viper

Forged Painting

At first glance, this seems to be a two-century-old masterpiece. What is more, it appears to be a painting that was famously stolen about a year ago. In truth, this is simply a convincing forgery. A character with the Art skill can identify the painting as a forgery with a successful skill test with a –20% penalty. As a fake, the painting is worth 100 SP. If the Player Characters can convince someone that this is the real painting, it can be sold for around 1,000 SP.

Assassin's Garb

Hidden away in this house, the character discovers some highly specialised clothing. This includes an assassin's vest, intruder's catsuit and a thieves' belt buckle with lock picks hidden inside the secret compartment. The owner of these items is a freelance assassin and thief currently preparing for his next job. This might be anything the Games Master cares to imagine, but it is certain that the assassin has been well-paid for his services and that both he and his employers will be unhappy with anyone who prevents him doing his work.

Ring and Finger

Stored within a simple box is a severed finger wrapped in cloth. The finger is gruesomely fresh and still displays a dazzling opal and pearl ring (200 SP). The finger belonged to a recently buried noblewoman whose grave was desecrated by thieves. Unable to get the ring off her finger, the brigands severed the digit from her hand and took it with them. If the character attempts to fence the ring in the local area it is distinctive enough that he will attract the attention of both the local law enforcement and the thieves from whom he stole the ring.

Animal Pelt

Although the hunting of this particular animal is banned in this city/land on religious grounds, the character finds an animal pelt hidden away in the house. The pelt can be fenced locally for 150 SP or sold openly elsewhere for the same price.



Trap Box

Any thief will recognise this 6-inch metal cube as a trap box. Such devices are used by apprentice rogues to practise their skills. This particular trap box is rather more dangerous, however. There are various metallic shapes slotted together on the surface of the box like a puzzle. By moving these into different positions, it is possible to open each of the three secret compartments contained within the box. Opening each compartment requires a successful Mechanisms skill test with a -15% penalty. Failure activates a spring-loaded barb that extends and retracts from one surface of the cube. There is a 1 in 3 chance that the barb pierces the character's hand, inflicting 1D4 damage. Note that the fine manipulation required to open the trap box means that no armour may be worn on the hands whilst trying to do so.

The first compartment contains a solid gold ingot worth 130 SP. The second compartment contains an Antidote potion, and the final compartment holds a magical small item determined by the Games Master.

Love Letter

Providing intimate details of an illicit relationship, the writer of this epistle sets out his or her feelings for the recipient of the letter. Both participants of the relationship are already married, but it seems the secret affair has gone on for several months. One or other of the couple should be a person whose reputation is important to them – perhaps they are a priest, a civic official or even a member of the nobility. The opportunities for blackmail are obvious.

Jewel-Encrusted Skull

Anyone familiar with Fafhrd's journey beneath Thieves' House in Lankmar will no doubt be wary of such a find. However, this item has nothing to do with the undead thieves residing in that ancient crypt. Instead, this is merely a bizarre curio. The six gems inside the skull are worth 50 SP each.

Medal

Presented for bravery in some distant war, this medal is forged from gold in the likeness of a rampant stallion. To a collector, this item is worth 200 SP; melted down it will fetch only 50 SP.

Should the character attempt to sell this item locally, there is a real chance that the ex-cavalry soldier who earned it will come after him seeking retribution.

Ceremonial Club

Affixed to the top of a stout wooden shaft is the jawbone of crocodile. This fearsome weapon is a remnant of the owner's travels to far off lands where this item would be used during religious rituals. If wielded in combat, the club inflicts 1D8+6 damage. However, as each blow shatters more of the teeth still embedded in the jawbone, the weapon's damage bonus is reduced by 1 until finally the weapon inflicts only 1D8 damage.

To a collector, the weapon is worth 300 SP. Simply sold as a weapon the item will fetch only 100 SP.

Boxed Viper

The sturdy wooden box which the character finds is securely locked. A Mechanisms test with a -10% modifier is required to open it. Inside is a particularly aggressive and ill-tempered snake. It will attempt to bite whoever opens the lid of the box. The snake is by no means the only thing stored in the box. Beneath a false bottom (noticeable with a successful Perception test) is a hidden compartment. This contains an eerie, alabaster death mask. A character who wears this enchanted mask is able to see spirits. Hidden elsewhere in the house should be a vial of antidote that the owner of the box has kept handy in case of accidents involving the snake.

Temples

Despite the risk of affronting the gods, not to mention earning the wrath of their earthly followers, many roguish characters consider a temple an excellent place to steal an item or three.

D8 Random Item Discovered

1	Offering to a god
2	Statuette
3	Plan of a burial site
4	Funereal wrappings
5	Religious prophecy
6	Priestly robes
7	Animal trophy
8	Ornate scripture

Offering to a God

Different religions make various offerings to their gods – and followers are single-mindedly vengeful when it comes to those who steal them. Offerings are usually placed upon an altar of some kind.

Offerings include (D4)

1	Rare spices
2	Animals
3	Coins
4	Perfume

Whatever is being given as an offering, it will normally be worth D4 x 10 SP or 2D4 x 10 SP on a holy day.

Statuette

Carvings or sculptures of gods, sacred animals or revered followers will often adorn the inside of a temple. These may be fashioned from various precious substances (D6):

1	silver (value 50 SP)
2	gold (100 SP)
3	platinum (200 SP)
4	ivory (50 SP)
5	jade (100 SP)
6	marble (75 SP)

Especially large statues would be worth double the listed value but would be difficult to remove from a temple. Selling stolen religious artefacts must always be done with care – the more precious the item stolen, the greater chance the faithful will be looking for it.

Plan of a Burial Site

This large papyrus diagram shows a detailed sketch of the inside of a tomb, where a former leader of the cult is buried. There is a clearly marked treasure chamber, along with markings that show the locations (though not the nature) of several traps. Religious records, which may or may not be stored in the same temple, will surely reveal the location of the burial site. All that is required is some research.

Funereal Wrappings

Carefully preserved over the centuries, this covering formed the shroud of a revered worshipper of the cult. According to legend, the shroud will heal any that sleep beneath it, restoring even severed limbs. Such a myth should only be true if the character is stealing the covering from a very well guarded location. Removal of the item will start to dull any powers it may possess.

Religious Prophecy

Etched into a tablet of stone (or scratched onto an animal hide, penned on crumbling parchment, and so on) is an ancient prophecy. This concerns one of the following (D4):

- 1 The time and place where a holy child will be born
- 2 The circumstances and omens leading up to the end of the world
- 3 Vague details of a threat to the cult from a rival religion
- 4 The promise of salvation and enlightenment from one who will come to lead the cult

Whatever the details of the prophecy, it is sacred to followers of this religion. To just about everyone else, it is virtually worthless (10 SP as a curio). Blackmail or ransom are possible, but so is a religious witch-hunt to find the thieves.

Priestly Robes

Stored within a temple may be all sorts of clothing, worn by holy men during their rituals. These range from the most humble to the most regal of garments. Whereas everyday clothing is made from cotton or wool, the more expensive items are often fashioned from expensive cloth and are adorned with fine embroidery. Some robes are decorated with gold thread or tiny gemstones. Each set of robes should be worth between 1 and 100 SP. Robes may also be useful as disguises, granting a +20% bonus to those wishing to pass themselves off as members of the faith.

Animal Trophy

Mounted on the wall or simply stuffed, animal trophies may be kept in a temple for a number of reasons. The beast in question might have died in defence of the cult or be revered for some other reason. Alternatively, the creature might have been slain by one of the faithful and its remains preserved. Examples include (D6):

1	Preserved lion's paw (50 SP)
2	Mounted wolf's head (30 SP)
3	Stuffed panther, its eyes replaced with black diamonds (300 SP)
4	Preserved giant snake, its mouth agape to reveal a second snake inside it (150 SP)
5	Dragon scale, pierced by the rusted head of a spear (50 SP)
6	Desiccated giant insect husk (30 SP)

Ornate Scripture

Many cults treasure their ancient scriptures and holy books, which may contain beautifully written, gold-embossed text. These form a link with the past and may even be seen as holding mystical powers of their own. Fencing stolen goods of this kind is not easy: those who are willing to pay the most for the text will want to know exactly where it came from. To the right people, a sacred scroll is worth D8 x 40 SP. A hallowed book is worth D10 x 50 SP, and may contain some manner of illicit magical knowledge. There is a 75% chance of encountering the former, and a 25% chance of finding the latter.

PLUNDER OF THE DUCKS

by Shannon Appelcline

All of the races of Glorantha have magic, mystical and divine items that they call their own, even a lesser race like the Durulz. This article describes many duck-related items that Adventurers may find.

Most of the categories used in this article are self-evident but two of them require more explanation.

Cults describes which Gloranthan cults are familiar with the item. *Associated* cults probably made the item and know all about it.

Friendly cults will have a positive reaction if they recognise the item and may know something about it.

Enemy cults will usually attack a bearer of the item.

Hostile cults probably will not like the possessor of the item.

Knowledge describes what the public knows about the item and how to use it.

Automatic suggests that its use is self-evident.

Common means that everyone knows about the item and how to use it.

Cult Secret suggests that the making and/or use of the item is only known to a few.

Famous notes that the item is quite well known and that its possessor will be viewed in a different light as a result. For Influence tests, take a +20% bonus for associated cults, a +10% bonus for friendly cults, a -10% penalty for hostile cults and a -20% penalty for enemy cults.

Few means that there are limited numbers of the item.

One of a Kind means the item is unique.

Owner Only means that some or all of the item's powers can only be used by the original owner/creator.

ALBATROSS EYE

Description

A glass eyeball with a black pupil. Communication and fate runes are etched in a band encircling the eye.

Cults

Associated – The Seaside Brothers.

Knowledge

Few.

Myth

The Journeys of Albatross (Mythic Resonance 70%).

Albatross could not always see the future. Instead, when he was young, he was a joyful bird. Just as Sunbill was enthralled by the joy of his physicality and Pelican by the joy of his gluttony, Albatross loved the joy of hope and the possibilities of the future.

However in time Albatross grew discontent. He found that his hopes were sometimes dashed, for even in primal Delicate Swamp the future could never stand up to his dreams. Thus Albatross struck out from his home looking for a seer; for he believed that if he could truly know the future then he could once more begin to dream of it.

Albatross travelled far and wide. There are many legends about these journeys: how he learned that the elves looked far forward but without prophecy; how he mistook Ganderland for a great lake and so never entered that place; and how he searched the dwarf caverns where no duck ever goes. Finally he met a shrouded duck who lived in a web and she agreed to give him the gift of prophecy if one day his descendents would repay the favour to her.

Thus Albatross gained the gift of prophecy and he soon learned that it was not all that he hoped. Worst of all it cost him the very hope he wished to rekindle, for in knowing the future he now could only fear what would be rather than praying for what might come. So Albatross returned to Delicate Swamp saddened and broken, while his descendents thereafter always awaited the call of She Who Spins the Web.

Some keets never learn from their ancestors' mistakes and so in the First Age after the Dawn, when an entire flock of albatross was born without the sight, a powerful magician from before Time made them eyes that they could look through and see the future as other albatross did. Many of these albatross cast their new eyes away and for several years there were albatross in the world who lost their gray feathers and lived once more in hope and joy – but now that time is gone.

Many of the First Age albatross eyes have since been scattered across the world.

Procedure

The method for creating these eyes is lost.

Powers

Any person can hold one of these glass eyes up to their own and through it see the future. This power acts as the keet Seer ability (see Races of Glorantha volume 1, page 139), except that it may be used no more than three times a day.

Value

No keet in his right mind would want one of these eyes but other cults (especially cults of knowledge) might pay 5,000 SP for this rare chance to glimpse the future.

BLUE HERON FEATHER NECKLACE

Description

A collection of 20-30 blue-silver heron feathers, threaded together by a thin but sturdy silver wire.

Cults

Associated – Prince Heron.
Friendly – Most keet cults.
Hostile – Grandfather Flamingo.

Knowledge

Automatic; Cult Secret.

Myth

The Heron Myth (Mythic Resonance 75%)

When Prince Heron was born Grandfather Flamingo was stunned by his child's ugliness: he was much too plain. When Grandfather Flamingo learned that his cast-off son had raised himself to godhood he warred against his child, turning Delicate Swamp into a wasteland. When the ducks came to the swamp Heron tried to join them, hoping to discover a new family but soon he found himself forbidden from Ganderland. Thus Heron is the great exile of the durulz, welcome nowhere.

Heron's first child was pure white like him but his second child was coloured blue-silver. Ducks say that every duckling repeats

the mistakes of his drake at least once and such was the case with Heron. When he saw the coloration of his second son Arden he banished him at once. Thus Arden became an exile among exiles.

However there remained more love between Arden and Heron than there had been between Heron and the cold Flamingo. Heron and his son were eventually reconciled but not before Arden had spent many years wandering the world. Forever after Arden's children have been the wanderers and explorers of the Heron race.

Today the feathers of particularly brave and curious blue-silver herons are sometimes collected together in a ritual to make a necklace. These necklaces are then given to the herons from which the feathers were taken – although they often are afterward traded or given away, dispersing them across the world, just as Arden's children are.

Procedure

Some priests of Heron know the Longwandering Enchantment (Difficult –20%). The participant must expend 1 POW when the enchantment is created.

Powers

The wearer of the necklace rarely becomes lost when travelling away from his home and is often accepted by the foreigners that he meets. He gains a +20% bonus to any Lore (Regional) Skill Test used to determine directions and a +10% bonus to any Influence Skill Test meant to make foreigners friendlier toward a traveller.

Value

These blue-feather necklaces are worth 2,000 SP.

DURU'S REED BOAT

Description

A huge boat made out of ancient reeds tied together with vines. It is big enough to hold about a dozen normal-sized people or about 20 ducks. There is no means of locomotion for the boat other than paddles.

Cults

Associated – Duru-Orlanth.
Friendly – Any duck cults.

Knowledge

Automatic; Famous; One of a Kind.

Myth

Duru-Orlanth's Boat (Mythic Resonance 60%)

Duru-Orlanth was the most curious of the duck gods and thus it was he who decided that he wanted to know what lay beyond Ganderland. He built a mighty boat out of reeds and magic and



used it to sail to lands that only the Hurler had seen before. One of these lands was Delicate Swamp and another was the land of the Orlanthi but these were not the only places that Duru-Orlanth visited.

After the horrors of Hoonra Field, Duru's Reed Boat was used to help evacuate the people of the devastated land and sometime after that it passed out of history. However part of the boat's magic is that it is always appears when it is needed and thus since Time began it has shown up to aid ducks and others alike.

Powers

Duru's Reed Boat is primarily a vessel of destiny. If sailed idly or in an exploratory manner the Games Master should secretly make a Persistence roll for the pilot. Whether the test succeeds or not the boat will take its passengers somewhere new that has a connection to them. However the trip will be largely beneficial if the roll succeeds while largely detrimental if it fails. Note that the good or bad effects could be very long term, such as Duru's visit with the Orlanthi, which originally seemed good but which eventually led to the destruction of Ganderland (though perhaps there is still good to come of it in the future, as destiny is a slippery thing).

If Duru's Reed Boat is used as a normal vessel it is slow and obstinate. All Boating tests are made with a -40% penalty.

Each season there is a 5% chance that Duru's Reed Boat disappears while tied up and left alone – though it will usually not do so if the disappearance would noticeably inconvenience its owner.

Value

As an ancient artefact Duru's Reed Boat has a potential value of 50,000 SP or more, though no one who actually knows its history or power would pay that as it will disappear in just a few years.

As a vehicle of destiny, some might pay 10,000 SP or more for it.

FLAMINGO'S FASCINATING FEATHER

Description

A brightly coloured feather that changes colour as one looks at it, shimmering through all the colours of the dawn.

Cults

Associated – Grandfather Flamingo.

Knowledge

Automatic; Few.

Myth

Flamingo at the Gates of Dawn (Mythic Resonance 65%)

When Vrimak embraced Grandmother Duck she gave birth

instantly to all the birds in the world. One of the birds flew directly east into the sunrise. Though he was thus denied Ganderland, Flamingo would find a much greater destiny in the east.

At the end of the world Flamingo tried to enter the Gates of Dawn to find what lay beyond but the dawn goddess Theya turned him back. Where Theya placed her hand upon Flamingo's back his feathers changed to become the pinks, yellows and oranges of the dawn and that change soon spread across his whole body. Thus he became the sunrise bird.

Flamingo settled in the Delicate Swamp which abutted the Gates of the Dawn and there fathered many offspring. In that Golden Age his feathers were divine; this is what allowed Heron to pluck one and become a god himself. There were also many feathers that Flamingo preened away himself which slowly lost their divinity as they were separated from his body. Today these feathers are still magical but they do not hold the deifying power that they once did.

Procedure

Grandfather Flamingo could make more fascinating feathers by preening them from his coat.

Powers

Flamingo's feathers are strangely fascinating to everyone but their holder.

If anyone is looking at the holder of a feather he is automatically affected by it. Other people within sight must make a Perception test, with success meaning that they have noticed the feather and are affected. Once someone has been affected by a feather his eyes will be drawn to it every Combat Round until he either leaves the area or the feather is put away.

A viewer of one of Flamingo's Fascinating Feathers must make a Persistence roll each round to take any actions other than staring at the feather. Failure means that the victim stands looking at the feather for the turn; he cannot attack but he can defend himself from attacks.

Note that a feather could affect friends of its holder as easily as his enemies.

Value

These divine objects are worth at least 5,000 SP to appropriate parties such as God Learners or Phoenixes.

OLD DUCK WHISTLE

Description

A duck whistle made out of tin with a large Beast and Spirit rune carved into the top.



Cults

Associated – Swimmer in Shadows.
 Friendly – Other duck cults.
 Enemy – Sky cults.

Knowledge

Automatic; Few.

Myth

This myth has no resonance, simply its known history.

Some say that there are two sorts of ducks: the ancient ducks who lived before Yelm's Sentence and the new ducks who lived after. For the most part the ancient ducks are gone and lost, with one exception – they can be summoned by an Old Duck Whistle.

The Old Duck Whistles were created by Swimmer in Shadows before the Sentence. They were meant to summon forth the spirits of ducks who had passed on but after the Dawn the nature of the world changed. They could no longer be used to summon the spirits of newly slain ducks but they can still summon forth ancient ducks.

Powers

An Old Duck Whistle allows the user to Spirit Walk to the spirit plane and, whilst there, attempt Spirit Binding. He does not need to be a shaman. The whistle's powers can be used once per week; any more frequent and the spirit world's harmony is disrupted.

On the first blow of the whistle the user is transported to the spirit plane as though he had Spirit Walked. This requires no skill roll to accomplish, but costs the whistle's user 1D4 Magic Points. Once on the spirit plane the realms of the Duck Spirits are visible to him.

Whilst there an ancient duck ghost appears and remains for 1D6 minutes with the following characteristics:

Ancient Duck Spirit: Intensity 3 Duck Ghost
 INT 11, POW 23, CHA 13. Combat Actions 3, Strike Rank +12, Hit Points 23, Spirit Damage +2D6, Disincorporate 80%, Persistence 90%, Spectral Attack 90%

This spirit has three main purposes.

1. It can answer questions about ancient ducks.
2. It will, upon request, possess a target if it successfully disincorporates the target and beats them in Spirit Combat.
3. It can lend its wings, gifting a single individual with the power of flight. This power does not require the spirit to possess the target. The affected individual can fly at 6m per Combat Round and up to a height of 23 metres. The use of this power drains the Duck Spirit at a rate of 1 Hit Point per Combat Round and no spirit will willingly jeopardise its own existence in conferring this power. Therefore roll 1D20 to see how many Combat Rounds the

spirit *willingly* confers flight. At the end of this period the power is lost, no matter where in the air the affected target might be.

Value

Worth 5,000-10,000 SP to an interested buyer. Any sky god worshipper would want to destroy it without question if he realised what exactly the whistle was and what it did.

PORTABLE POND

Description

A large, bright blue roll of kidney-shaped velvet-like material. When unrolled onto earthen ground it becomes a small pond.

Cults

Associated – Grandmother Duck, The Hurlter.
 Friendly – Any other duck cult; any water cult.

Knowledge

Automatic; Few.

Myth

Pondstitcher (Mythic Resonance 40%)

When the Hurlter began to travel once more following the loss of her wings she sometimes became homesick, particularly for the pleasant waters of ponds near her home. Thus Grandmother Duck sewed a portable pond which she could take wherever she went and so always have the waters of home nearby.

Powers

The portable pond offers an effectively limitless source of water. It never dries out and it cannot be tipped or otherwise spilled. The water also always stays clean and drinkable, no matter what is placed in it. The pond contains enough water to summon a three cubic metre undine and, if used in this way, it temporarily drains and becomes its cloth form for a period of 2D6 days. At the end of the period it regains its magical abilities.

Value

There are less than a half-dozen Portable Ponds in existence. Each is worth 10,000-25,000 SP.

SILVER TOMIA

Description

A set of silver tomia (duck teeth), which slip over a duck's own tomia.

Cults

Associated – The Death Drake.
 Friendly – Any duck cult.
 Enemy – Any troll cult.

Knowledge

Automatic; Cult Secret.

History

Sharpbill's 101 Days of Hunger (Mythic Resonance 70%)

Sharpbill was a Death Drake hero of the Darkness. One of his greatest adventures occurred when he disguised himself as one of the Hungry Folk and resided with them for 101 days. While there he learned many of their fighting techniques, particularly how to bite and gnaw his foes.

When he left the Hungry Folks' dark, smelly caverns Sharpbill made himself a set of war tomya to slip over his own teeth. To declare that he was not one of the Hungry Folk he made them of silver instead of lead. Later Sharpbill met the Hungry Folk once again in the Dark Valley of Slime and when they saw his glittering smile they knew that he had stolen and defiled their secrets. Ever after the Hungry Folk have particularly hated the followers of Sharpbill – which just makes them eat those ducks with more gusto than usual.

Procedure

Only the runedrakes of Death Drake know the procedure to create the Silver Tomia. Although the tomya are not magic the process to create them is long and tedious – and death drakes deal poorly with tedium.

Powers

The Silver Tomia fit any duck that tries them on – though not keets. A duck wearing the tomya may use their Unarmed skill to make a close combat attack that inflicts 1D4+2 damage to the target.

Value

Because of their rarity Silver Tomia may be sold for 300–400 SP each to ducks – though there might be some questions about how the seller acquired them.

SOIL OF GANDERLAND

Description

A handful of rich, red-brown soil usually kept in a sturdy pouch marked with the runes of the duck gods.

Cults

Associated—Any duck cult.

Friendly—Any keet cult.

Knowledge

Few.

History

Ganderland was the beautiful homeland of the ducks during the Golden Age. It was destroyed at the battle of Hoonra Field. Some of the fleeing ducks and keets took with them soil from their lost homeland and now it brings fertility and safety to those nests where this ancient loam is preserved.

Powers

The Soil of Ganderland is usually buried under a duck nest. Its prime effect is to increase the fertility of the ducks therein – increasing both the likelihood of pregnancy and the likelihood of multiple births. It also gives any ducks or keets in the nest a general feeling of well-being that almost offsets their natural cynicism.

All reasonable Influence tests against ducks or keets in a nest warded by Ganderland Soil have a +20% bonus.

Value

Ducks have been known to pay 2,000+ SP for Ganderland Soil – but woe to those who would try and cheat them. Ducks have also been known to kill for Ganderland Soil if a death drake was involved in the dealings.

SCARF OF BLIND IGNORANCE

Description

A black scarf made from a rough, heavy material. Woven into it, in black thread, are runes of disorder and illusion.

Cults

Associated – The Hurler.

Hostile – Any sky cults.

Knowledge

Few.

History

The Ditty of Loonus Ditty (Mythic Resonance 40%)

Loonus Ditty, a duck who lived during the First Age, was not a particularly good follower of the Hurler. Rather than going out and exploring on his own he invented things that might (or might not) make exploration simpler for other ducks. Some of his inventions were purely mechanical while others depending upon careful weavings of magic. Some worked but a lot more did not.

One of Loonus' most daring inventions was the Scarf of Blind Ignorance. It was intended to slide by Yelm's Sentence via a loophole. It does not exactly allow ducks to fly, it just allows them not to fall and even then only when the duck does not realise he is doing so. Unfortunately Loonus' success was quite limited; gods are not that fond of loop holes. However the scarves have proven quite useful to other races.

Procedure

Loonus' secrets were lost when he died in a laboratory accident following a lightning strike – nor would any sane duck try to repeat his creation of the scarves anyway. The sky gods are not to be meddled with!

Powers

To activate a scarf it must be tied around the wearer's eyes, blinding him. This results in the typical –60% penalty to combat (and to other visual skills) as if the wearer were blind. If the scarf ever slips or the wearer in some other way sees under or over it then the spell of the scarf is abruptly disrupted (and cannot be reactivated for the duration of the current situation).

While the scarf is activated a wearer can step straight out onto air as if it were a hard surface. He cannot climb upward or in any other way ascend but he can continue to walk across a level plane. This can be useful for walking across broken bridges, out over cliffs or in other similar circumstances.

If the wearer is a duck there is a 5% chance each round that the scarf will slip – no matter what precautions are taken – causing him to see his current location and thus immediately begin to fall.

Value

A scarf might bring prices up to 5,000 SP, though more frequently from non-ducks than durulz.

SWORD OF STORMBILL

Description

A short sword with beast, motion and death runes scribed along its blade. The grip is covered with very smooth, old rhino leather. The blade itself glitters and shines when drawn.

Cults

Associated – Stormbill.

Friendly – Stormbull, other duck cults.

Enemy – Any chaos cults.

Knowledge

Automatic; Famous; One of a Kind.

Myth

The Sword of Stormbill (Mythic Resonance 70%)

In the Golden Age of Ganderland, Duru-Orlanth brought the storm gods back to his home. This was how the duck Stormbill met

the Orlanthe Stormbull. When that occurred Stormbill exchanged his axe for Stormbull's greatsword and they each carried the other's weapon throughout the rest of the mythic age (although many Stormbulls scoff at the idea of such a trade ever having occurred).

During the Darkness Stormbill's Sword disappeared for a while but it reappeared in the First Age in the hands of the Stormbill Arkati Chaosfoe, who stormed Dorastor and slew many chaos creatures there (although many Stormbill wonder whether this was actually the same sword or not).

Since then Stormbill's sword has appeared and disappeared over the years but it frequently finds its way into the hands of a chaos fighter when he needs it most.

Powers

Though a shortsword for purposes of being wielded, Stormbill's Sword acts as a greatsword for the purposes of combat. It inflicts 2D8 damage, has Size H and Reach L and 6 AP and 12 HP. However, it requires only STR 5 and DEX 7 to wield and ENC 1.

It also has several special powers, related to the three runes shown on the blade.

Beast. The blade acts as a spell matrix for the Common Magic spells of Strength and Vigour. The wielder can cast them as if he knew them, up to magnitude 6.

Motion. The wielder may use the Orlanthe cult spell Flight (Cults of Glorantha: page 21) three times a day. However this power is a joke to ducks, which have not been able to use it correctly since the Dawn. If any duck tries to fly with it he must make a Persistence roll each turn to avoid being thrown to the ground, taking 3D6 damage.

Death. The death rune controls the anti-chaos powers of Stormbill's Sword. The wielder may cast Face Chaos (Cults of Glorantha: page 20) three times a day.

Stormbill's Sword also acts as a permanent True Sword against chaos, adding +2D8 to any damage done to chaos. This does not stack with actual castings of the True Sword divine spell.

Value

Whatever its origin Stormbill's Sword is a priceless artefact for chaos fighters. It could easily sell for 100,000 SP or more.

THE SERPENTINE HIVE

by Bryan Steele

This article is a small collection of creatures from the collective species known as the Serpentine Hive – a family of vicious predatory snake-like beings that all share a single goal. They each desire to do one thing and one thing only; they want to kill all lesser reptiles. How they were created and for what purpose is a mystery, but considering they view *all* reptiles, even dragons, as

lesser to their own species, they are nothing but trouble for most cultures.

The creatures of the Serpentine Hive are as follows, and can be used by any RuneQuest Games Master as they see fit. They are not designed explicitly for Glorantha but considering the presence

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+1	15	1–9	Tail	5/8
CON	4D6	14	10–12	Chest	5/8
SIZ	3D6	11	13–15	Right Arm	5/5
INT	3D6+4	15	16–18	Left Arm	5/5
POW	3D6	11	19–20	Head	5/6
DEX	4D6	14			
CHA	2D6+6	13			

Combat Actions 3 Typical Armour: Scales, No Armour Penalty

Damage Modifier +1D2

Magic Points 11 Traits: Dark Sight, Poison

Movement 8m

Strike Rank 15 Skills: Athletics 55%, Evade 40%, Influence 40%, Perception 65%, Persistence 43%, Resilience 55%, Stealth 40%, Survival 55%

Magic: Common Magic 50%: Bladesharp 4, Befuddle

Combat Styles

Bite and Claw 70%, Bladed Weapons 75%

Type	Size	Reach	Damage	AP/HP
Bite	S	M	1D6+1D2+Poison	As per head
Claw	S	S	1D4+1D2	As per Arm
Dagger	S	S	1D4+1+1D2	6/8

Notes: No Serpentine can resist the commands of a King Serpentine, as they are connected on a genetic and social level beyond what normal beings can imagine. Additionally, with a successful Perception skill test a King Serpentine can see through the eyes of any other Serpentine with a number of miles equal to their POW.



of the EWF in the Second Age they could make for an interesting addition nonetheless.

King Serpentine amidst a gaggle of lesser, normal snakes, having it rear into action once the foe closes to range.

KING SERPENTINES

The ruling caste of the Hive, King Serpentes are the patriarchs that make all of the greater choices for their species. They are large and powerful humanoid cobras, often scaled in yellow or gold to show their regency. Through their semi-mystic mental connection with their entire species, the Kings lead their people in their genocide against all other reptilians.

Each King Serpentine is father to a sect within the Hive numbering roughly two dozen children, thralls and summoned minions. They tend to build their sects within tunnels and catacombs, often far away from sentient humanoid interference in order to better build their empire. King Serpentes always rule alone, oftentimes killing and eating any further Kings that hatch from their broods; they must be sure to keep their hold upon the sect or they will be overthrown and slain by their replacement.

The bite of the hooded King Serpentine delivers a painful neurotoxin that sets the nerves of the bitten ablaze with agony and horrible spasms, a fate that is said to be worse than death. The Kings rarely mar their bodies with adornment or weaponry, but can occasionally be found with jagged daggers made of dragonbone – trophies their sect has managed to take in their thousand-year lives.

King Serpentine Venom

Application: Injection

Onset time: Nausea after 1D3 minutes, Paralysis after 3D6 minutes, Asphyxiation at conclusion

Duration: 1 hour

Resistance Time: The victim must make a resistance roll at the Onset Time of each stage of the poison. Failure indicates that Condition has taken effect

Potency: 80.

Resistance: Resilience.

Conditions: Nausea, Paralysis, Asphyxiation. The venom initially causes the victim to start feeling nauseous if the first Resistance roll is failed. The location bitten then suffers paralysis if the second Resistance roll is failed. At the end of the Duration the victim must succeed in a final resistance roll or suffer respiratory failure.

Combat Notes

King Serpentes are leaders rather than warriors. Their strength lies in commanding the Serpentine armies, not in fighting themselves. However when forced to do so they rely on bladed weapon strikes to disable opponents and then use their vicious bite and venom to bring the foe to a stop. In most situations, though, King Serpentes avoid combat, fighting only when cornered.

In the Arena

It is rare to capture such creatures, but a few have been dragged hissing and spitting into the arena. A common ploy is to hide a

CONSTRUCTOR SERPENTINES

The rank and file soldiers of the Hive, Constructors are large and powerful humanoid serpents that can tower up on their elongated bodies a full man's height above a common human. It has a much longer coiled body than any other breed of Serpentine, which it uses to grasp and crush the life from its foes. They are always of a dun colour, bland and boring, but are commonly splotted with metallic gold or silver chevrons down their backs.

Although they do not have the deadly venom of their kin, Constructors are very strong and often wield thickbladed axes or spears against their enemies. Their coils are long enough to hold one target while attacking another with weapons, but they typically focus on killing one opponent at a time.

The Coil combat style can be used if the Serpentine successfully Grips an opponent with one or both its arms, the coils beginning to wrap around the target on the next available CA. To break free of the coils the victim must successfully match his Brawn or Athletics against the Brawn of the Serpentine. If he fails he takes 1D10 damage each CA and suffers the effects of Asphyxiation (as described in the RuneQuest II rules). If his arms are free he may attempt to attack the creature but can only do so with weapons of Reach Small.

Combat Notes

Constructors attempt to Grip their opponent and then wrap them in their coils. A Choose Location Combat Manoeuvre is needed to successfully pin the arms, otherwise the body and abdomen are treated as being constricted. If the arms are pinned then the victim is unable to use his CA for attacking or defending.

In the Arena

Large gladiators are often pitted against several of these miserable opponents, the ratio usually being two Constructors to one gladiator. The tactic the Constructors use is to have one of them wrap itself around the warrior and begin constricting whilst the other uses Choose Location strikes to behead the captured opponent. Constructors enjoy gladiatorial combat and are a not uncommon sight in many arenas.

ASP SERPENTINES

Small and stealthy, Asps are the assassins of the Hive. They have thin bodies covered in dark scales, their limbs and coils are wrapped in wiry muscle like all of their kind, but they are built for speed and silence – not physical labour. Most enemies of an Asp Serpentine never even realise they have been targeted by one until their deadly venom is already coursing through their veins.

The long fangs of the Asps are filled with thick brown coagulant venom that turns its victims' veins into wires and blood into acid.





Constrictor Serpentes

	Dice	Average	1D20	Hit Location	AP/HP
STR	6D6+3	24	1-9	Tail	4/10
CON	5D6	18	10-12	Chest	4/10
SIZ	5D6+6	24	13-15	Right Arm	4/7
INT	2D6+2	9	16-18	Left Arm	4/7
POW	3D6	11	19-20	Head	4/8
DEX	3D6+2	13			
CHA	2D6+3	10			

Combat Actions 2 Typical Armour: Scales, No Armour Penalty

Damage Modifier +1D10

Magic Points 11 Traits: Dark Sight

Movement 8m

Strike Rank +11 Skills: Athletics 75%, Brawn 80%, Evade 38%, Perception 45%, Persistence 43%, Resilience 55%, Survival 65%

Magic: None

Combat Styles

Axe 75%, Bite and Claw 55%, Coils 75%

Type	Size	Reach	Damage	AP/HP
Bite	S	M	1D6+1D10	As per head
Claw	S	S	1D4+1D10	As per Arm
Battle Axe	M	M	1D6+1+1D10	4/8

Asp Serpentes

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+1	12	1-9	Tail	3/7
CON	3D6+3	14	10-12	Chest	3/7
SIZ	3D6	11	13-15	Right Arm	3/4
INT	3D6	11	16-18	Left Arm	3/4
POW	3D6	11	19-20	Head	3/5
DEX	5D6+1	19			
CHA	2D6+4	11			

Combat Actions 3 Typical Armour: Scales, No Armour Penalty

Damage Modifier None

Magic Points 11 Traits: Dark Sight, Poison

Movement 12m

Strike Rank +15 Skills: Athletics 65%, Evade 60%, Perception 68%, Persistence 43%, Resilience 52%, Stealth 70%

Magic: Common Magic 35%: Bladesharp 3

Combat Styles

Bite and Claw 70%, Bladed Weapons 80%

Type	Size	Reach	Damage	AP/HP
Bite	S	M	1D4+2+Poison	As per head
Claw	S	S	1D3+1	As per Arm
Shortsword	M	S	1D6	6/8



They frequently coat their weapons in the stuff as well, hedging their odds against any living enemy. One bite or scratch from an Asp's attack can be fatal, which is exactly why they fill the role that they do in Hive society.

Asp Venom

Application: Injection

Onset time: Agony after 1D3 minutes, Paralysis after 3D6 minutes, Asphyxiation at conclusion

Duration: 1 hour

Resistance Time: The victim must make a resistance roll at the Onset Time of each stage of the poison. Failure indicates that Condition has taken effect

Potency: 90.

Resistance: Resilience.

Conditions: Agony, Paralysis, Asphyxiation. The venom initially causes the victim to start feeling nauseous if the first Resistance roll is failed. The location bitten then suffers paralysis if the second Resistance roll is failed. At the end of the Duration the victim must succeed in a final resistance roll or suffer respiratory failure.

Combat Notes

Asps are cunning and sneaky, preferring ambushes to straight-forward face to face contacts. Whenever possible they use a combination of Maximise Damage and Bypass Armour to drive venom-encrusted shortwords into their opponents from behind. Then whilst the venom starts to take effect, they withdraw to watch the writhing agony the poison inflicts.

In the Arena

Several Asps are pitted against small groups of retarii, making short, sharp group strikes to disable and poison their foes. The begin combats with unpoisoned weapons, taking the first round to ritual excrete poison onto their blades in a chilling ritual.

RATTLER SERPENTINES

Rattlers are the spell weavers of the Serpentine Hive, ignoring the idea of stealth or secrecy in favour of their flamboyant and dramatic style. Where a Rattler goes several thralls follow, often

ensorcelled by their magics. All of the physical labour that the oftentimes eccentric Rattlers will avoid will be taken up by their thralls.

Rattlers use Common Magic and sorcery, with the 'Third Rattled Tome' forming their Grimoire. The spells from this tome have been stolen over generations and the book now forms both the spell Grimoire and holy book for the hive.

Rattler venom is dangerous and powerful, even if these Serpentine do not choose to use it often. They are rarely even armed, using their magic to deal with their foes when the sheer numbers of their serving thralls cannot.

Rattler Venom

Application: Injection

Onset time: Agony after 1D3 Rounds, Paralysis after 3D6 Rounds, Asphyxiation at conclusion

Duration: 1 hour

Resistance Time: The victim must make a resistance roll at the Onset Time of each stage of the poison. Failure indicates that Condition has taken effect

Potency: 90.

Resistance: Resilience.

Conditions: Agony, Paralysis, Asphyxiation. The venom initially causes the victim to start feeling nauseous if the first Resistance roll is failed. The location bitten then suffers paralysis if the second Resistance roll is failed. At the end of the Duration the victim must succeed in a final resistance roll or suffer respiratory failure.

Combat Notes

Rattlers avoid combat wherever possible, hanging back to use their Palsy and Wrack spells to blast enemies with magical force. If forced into physical combat the preference is always to Grip and then bite at the head and neck, introducing poison.

In the Arena

No arena has ever managed to capture a Rattler. These wily sorcerers surround themselves with minions who willingly sacrifice their lives to enable the Rattler to escape.



	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+2	13	1-9	Tail	4/8
CON	4D6	14	10-12	Chest	4/8
SIZ	3D6+2	13	13-15	Right Arm	4/5
INT	4D6	14	16-18	Left Arm	4/5
POW	4D6	14	19-20	Head	4/6
DEX	4D6	14			
CHA	2D6+4	11			

Combat Actions 3
 Damage Modifier +1D2
 Magic Points 14
 Movement 8m
 Strike Rank +1414

Typical Armour: Scales, No Armour Penalty

Traits: Dark Sight, Poison

Skills Athletics 45%, Evade 35%, Influence 50%, Insight 55%, Perception 55%, Persistence 60%, Resilience 52%

Magic: Common Magic 75%: Up to 8 Magnitude in combined spells.

Sorcery Grimoire (Third Rattled Tome) 65%, Manipulation 60%: Attract (Magic), Castback, Dominate (Serpents and Lizards), Palsy, Wrack (Darkness), Wrack (Beast), Wrack (Man)

Combat Styles
 Bite and Claw 55%

Type	Size	Reach	Damage	AP/HP
Bite	S	M	1D4+2+1D2+Poison	As per head
Claw	S	S	1D3+1+1D2	As per Arm



RuneQuest II

COMPENDIUM volume 1

One of *RuneQuest's* strengths – and this holds true for *every* version of the game – is its versatility, adaptability and the way it inspires innovative, inventive and imaginative thinking. Many of these thoughts have found their way into *Signs and Portents* magazine and, with the advent of *RuneQuest II*, we decided it was time to go back to the old articles and tweak them a little to bring them into line with the new rules. We also wanted to gather the best into one place to provide a kind of *RQII Companion* but one based on the input of you, the gamers, rather than the Mongoose staff writers.

So, within the pages of the *RuneQuest Compendium* – and it won't be the only volume; *RuneQuest Adventures* will be following soon, and I'm certain we'll see a *RuneQuest Compendium II* appear – you will find a truly diverse range of articles that run the gamut of new monsters, through new rules additions and variants, and through to expansions for published supplements, such as the *Races of Glorantha* series. We've tried to keep this book as generic as possible, but we found it difficult to completely omit Glorantha material and so we have chosen to include a couple of Glorantha-focused articles.

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