

# RuneQuest<sup>®</sup>

## Fantasy Roleplaying Adventure

Your mounts are thirsty and weary. The green lands of home are many days behind. You ride into peril and fate unforeseen, for the dangers, monsters, and powers ahead are vast.

But you and your friends are tough and cunning. You have mastered many of *RuneQuest's* hundreds of magical spells and conditions. You have chosen well from over 80 weapons and 11 types of armor. Each of you is different and individual — you belong to definite cultures, your parents taught you crafts, trades, and skills. You have joined together to accomplish heroic deeds, and the mightiest evil will pause before your determined fellowship.

*RuneQuest* unites game and imaginative reality. The combat rules are drawn from the author's long experience with hand-to-hand combat. Using the magic rules you can recreate any wizard or mage of fiction or film, or create new ones yet undreamed of. By manipulating a few basic values you can play individual and unique adventures drawn from ten intelligent species.

Unparalleled realism and flexibility are yours, supported by rules easily understood and enjoyable to play. Though the *RuneQuest* rules examples are set in the Dark Ages of fantasy Europe, the game system is playable within any fantasy world.

**Included in this box:** Players Book (character generation, game system, combat, skills), Magic Book (spirit magic, ritual magic, divine magic, sorcery), Creatures Book (over 90 different ones), Gamemasters Book (civilization, gamemaster instructions, treasure, ships, two scenarios, encounter charts), Introduction to Glorantha (dragonewts and chaos creatures, common knowledge, cult of Ernalda), Pullouts, Adventure & Character Sheets, Fantasy Europe (full-color map), Dice (2D20, 1D8, 3D6).

**DELUXE EDITION**

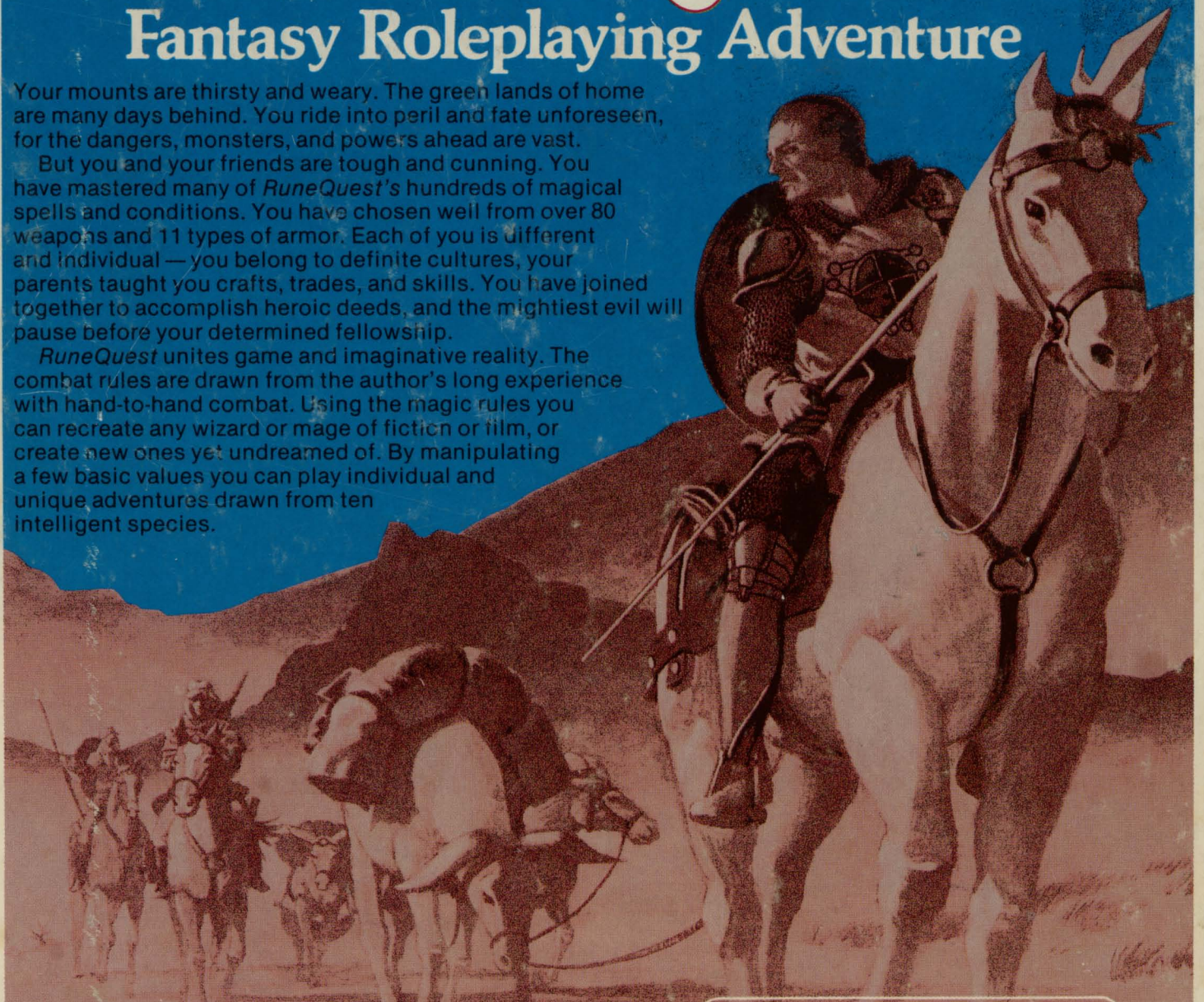


**THE AVALON HILL GAME COMPANY**

© 1984 Baltimore, MD All Rights Reserved

*RuneQuest* is Chaosium's trademark name for its fantasy roleplaying game.

# A Game of Action and Imagination



**RuneQuest  
3rd Edition Rules**